AETHERA

CAMPAIGN SETTING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

AETHERA CAMPAIGN SETTING

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

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.

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.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, 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 Encounter Table Publishing 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.

Aethera Campaign Setting is published by Encounter Table Publishing under the Open Game License version 1.0a © 2000 Wizards of the Coast, Inc. The Aethera logo is a registered trademark of Encounter Table Publishing. © 2016 Encounter Table Publishing.

Aether® Campaign Setting

Credits

Project Lead: Robert Brookes

Contributing Authors: Jesse Benner, John Bennett, Robert Brookes, Duan Byrd, Jeff Dahl, Andrew Fields, Kaelyn Harding, Thurston "Goddamn" Hillman, Nicholas Hite, Sarah Hood, Andrew Marlowe, Monica Marlowe, Daniel Hunt, Andre James, Patrick N.R. Julius, Mike Kimmel, Isabelle Lee, Jessica Powell, Joshua Rivera, David N. Ross, Todd Stewart, Jeffrey Swank, Jacob Thomas, Chris Wasko, and Scott Young

Cover Artist: Yama Orce

Cartography: Robert Brookes

Interior Artists: Nathan Anderson, Francesca Baerald, Jeremy Carver, Erin Frye, Alejandro Garcia, Alena Lane, Dio Mahesa, Austen Mengler, Raymond Minnaar, Andrea Montano, Alex Moore, Mohammed Z. Mukhtar, Joel Niles, Zuzanna Roszkowska, Jean Roux, JE Shields, "Starkiteckt," and Crystal Sully

Creative Director: Robert Brookes

Developers: Alvin Dixon, Lisa Jean Long, and Jacob Thomas

Editors: Eytan Bernstein, Savannah Broadway, and Lyz Liddell

Graphic Designers: Robert Brookes, Liz Courts, and Loren Sieg

Production Assistant: Hannah Rodgers

Kickstarter Marketing Director: Robert Adducci

Special Thanks: Jayd Ait-Kaci, Liz Courts, Adam Daigle, Mike Myler, Chris Self, and F. Wesley Schneider

Encounter Table Publishing
125 Main Street, Suite 59
Newmarket, NH 03857
aetherarpg.com

Kickstarter Backers

Rachel “Packetdancer” Blackman, Geoff Sears, Daniel ‘Rook’ Hyndman, Michael Smith, Joseph M. Moskie, Michael T. Schell, Mark Gronlund, Malwing, Mathew Murakami, J. Evans Payne, Phoebe Harris, Luthorne, Hamish Thomson, Sebastian Ranalli Jr, Dan “Excalibur” Mello, Henry Vogel, Tyler Brenman, Katelyn Cameron, Scott Studdert, Vincent Belzil, Thom Clancy, Rocker D’Antonio, Andrew Beasley, Andrew Head, Alvin N. Dixon, Yn Pragne, Brian Koonce, Gary Stahlberg, Aaron A. Cole, Davin Perry, Derek “I am Groot” Groothuis, C.J. Withers, Tim Mushel, Steve Schnack, Guy A. Burns, Earl Gessner, Tsevrah, Sao, Edward Ray, Donato, George Marston, Stephen Lloyd Webber, Louis-René Hébert, Marni Erwin, Steven P. Jefferson, Mat “Zero” Wait, Ronald Siefkas, Alex Martens, pinvendor, Martin Legg, Thaine Hepler, Aryeh Goretsky, Mike Kimmel, Mirza G., Jean-Marc Comeau, Bryce Perry, Patchen Mortimer, Alexander Huyer, MoonTech Studios LLC, Shane Ferguson, The Most Honorable Reverend Colonel Joseph W. Rice, Michael G Townsend, David Starner, Karl Becker, Dan Stokes, Boyd Stephenson, Stephen White, D B Nissman, Carlos Ovalle, Michael L. Myers, Mike Mistele, Andrew Taylor, Ramsett, Tophat3D, J.D. Carney, Michael Craft, Craig R. Martin, Janet “Treppa” Bell, Mike Ferdinando, Lee Sims, Lykos Vlk, William Michels, Star Army Sci-Fi RP, Frederic Fiquet, Erik Bergesen, S D Stutzel, Ron Lundeen, Andrew Fitzgibbons, Kris Walsh, Corey Scott Gray, Daniel Hunt, Jason Bell, Eric “Lynx” Fair, Gregorio Munoz III, Bryan R Berrett, Brennan K. Gill, Alan Goode, Fireside, Roger Paulo Soder, Gabriel Tanenhaus, Jim Long, Diego A Valdez, Alex Putnam, Colin Cashman, Kimberly Burgess Ulrich Scheu, Jeff Troutman, Sean O’Brien Fahey, Scott Maynard, Susan Tarrier, Phyllis Rhodes, Andrew and Monica Marlowe, Lisa Jean Long, Gerald Sears, Joe Medica, Ken Marable, Jesse J. Cardens, Andrew Balenko, Adam Daigle, Jeremy Kear, Thom Dunn, Nicolas Vandemaele-Couchy, Oliver von Spreckelsen, David A. Nolan, Blacksheep, Ray M., Ashran Firebrand, Severn and Wonks, Ian Muse, Lalo Halcon, Ryan Elliott, Chip Dipson, Ian Umholtz, Joe Mitchell, Shad Scarboro, Adam Matherly, William W. Johnson, Meg Walker, Brian Guerrero, Scotticus Rex, Wes Hallett, J.Piechowiak, Lisa Kellogg, Daniele “Sun Lion” Arduini, Matthew (Lord of Spoons) Gerken, Dead Gentlemen Productions, Bryan Yager, Ashley Robinson, Chris Aultman, Danielle Harper, Matt Caylor, Robert L. Flowers Jr., Grigore Marchis, Darcy “Danger” Ross, Brian Haigh, Jacob Dill, Craig David Chapman, Sarah Hood, Andy Hounslow, Jessica Conger-Henry, Ariana Maher, Cori ‘Corerue’ Handsaker, Robert J Duncan IV, Isaac Lake, Cristiano Tiribello, Joshua Archer, Ed Barnett, MoRVL, David Mullins, Will Church, Darin W Cook, Wes Adkison, Zoldar, A/Prof Jonti Horner, Michael “Mytheon” Bartos, Jordan Pennefather, Rick Shell, Bryon Donohoo, Daniel Zoller, Jovan Koviljac, Steve Dougherty, Jeffrey A. Robbins, Spencer Quinn, Linda Paolino, Andreas Monitzer, Aaron Wolk, Dave Mayer, Bobby McGuire, Sean Krauss, Arrahnuuk, Sasha Hall, Valric Jandeth, Jerome Jai Maharaj, Sam Wong, Naomi Fritts, Michael G. Palmer, David Cutts, Chris Constantin, Christopher Massey, Chris Binde, David Beck-MacNeil, Anish Hermon, David Jayez, Garrett Shaw, Alvaro “Sixaola” Madrigal, Carl Murray, Vincent Herrick, Matthew Polack,

Morris Ingemanson, Brian Chumney, Alan "Kali" Avery, Matt Burns, Trevor Sone, Andrija Popovic, Jennifer Imbrie, Anthony Straine, Simon Hunt, Kaelyn A. Harding, J. Stone, Lou Tungol, Dax Lawless, Don't eject Goose, Austin Buelt, JJ Bakken, Mark Boase, Nick Searcy, Paul Duyker, H. Ravlin, Devin Lewis, Ian McFarlin, Sam "The Viking" Fondry, Francis Webb, Liam Gallagher, Jeff M, Mike Ratta, Havi Sullivan, José 'The Hoser' Fitchett, Robert C. Anzaldua, Ben Wilson, Graham Starfelt, Jessica Powell, Christopher N. Johnson, Michael O'Brien, Joshua D. Wild, Michael Ramsey, Taylor Labresh, Dennis Matheson, James "Fallensbane" Haines, Crystal Frasier, John Bennett, Pat Luther, Pedion Modular Battlefields, Jonathan Pfingst, Chris Schubert and Alex Schubert, Matthew Resnick, Nicholas Johnson, Joshua Taylor Smith, R Godfrey, Mitchell T. Harden, Joshua G Lock, Sean DMR, Benjamin Houston, Roy Randolph, Robert Burnell, Greg Maroda, The Asaurus Family, Timotay Yarlay, Rivinan & Kit-Kat, Nicholas Ciuffreda, Cameron McCartney, Tom Miskey, Martin K, Victor E. Serrano, Puigdoller, Derek C. Spears, Matthew L. Klestinski, Trent Schultz, Surnoz the Unwise,, Matthew Stant, Lucas Morgan, Steven Parmelee, Petri Leinonen, Levi & Liz, Duncan Usher-McGee, Geoffrey F Roy, Michael Monn, DM Dan Duran, Tim Kynoch, Iris Gehrmann, Marc Moskowitz, Devin Lowell, Trey McKnight, Landon Bellavia, Joseph Wells, John J McLaughlin II, Mitchell Keith Bloch, Matthew K Perry, Kurt Zdanio, Leon C Glover III, Jason Fisher, Ronald G Paris, Michael Hording, Barrett W Nuzum, Simon Flevill, John Leasor, Alejandro Dell'Olio, Jose Manuel Cruz, Garion Hamilton, Christopher Anthony, John D. Collins, Robyn 'Miniaturepeddler' Nixon, Travis Carpenter, Dan Santiago, James Van Horn, Daniel Gray, Brian Coats, Greg Tobolewski, Jeremy Hochhalter, Frank Dyck, Scott Kehl, Samuel Stoute, Fiach Smyth, Joe Cobb, Zero Esgate, Justin Thomason, Nick Tindle, Christen N. Sowards, DJ Quinn, Mike Watkins, Dan Humiston, Brandon Boulter, Dave H-Bomb Herman, Virginia Winters, Robert Kephart, Dan Giroday, Erin "Untall" & Robert "Seeker", Leyna Denton, Carl L Gilchrist, James McTeague, Daniel Short, Timothy H. Ott, Sr. & Family, Will Huston, Sam Arbegast, Dustin Bell, Matthew May-Day, Dr. Ryan Lange, Arthur C. Adams, Chris Feazel-Orr, Patrick N. R. Julius, Dr. Jeanette Bloss, Michael Pezzetti, Owen Pierce, Chip Chandler, Dylon Amerasinghe, Gary Masnica, John Thompson, Drew Stanley, Patrick Chapman, Xzoltar, Aaron Duggins, Justin "Maverick" Daniels, Kevin d Smitter, Luca Chermak, Andrea S., ManWithDoor, Jonathan Langus, Sarah Counts, Crystal Malarsky, Ben Madden, A.E. Ash, Carrie G., Monte Whitbeck, Michael McNeill, Trip Space-Parasite, Matthew Screng Paluch, Ryan Holdbrooks, Jeffrey Palmer, Patrick Maughan, Samuel Zhu, Joshua C. Brubaker-Salcedo, Adán Benitez, Paris Conte, Robert Fensterman, Andrew Moreton, Joshua F. Knowles, Perrin L. Rynning, Robert T. Sayre, Nate Ayronis, Caribet, Thomas Grim, Robin "Ari" Ramkissoon, George White, Philippe Daigneault, Imban, Olivia G, Dana McVey, Steven Thesken, Chris Stewart, T. Sunbury, Chris Palmer, Mike Welham, Nicola McBlane, Becky Glenn, Frederik Hugger, Amanda Lange, Jacob Alexander Thompson, Alena Lane, Tanner Wahlin, Jenevieve "Tasha" DeFer, Andy Antolick, Nick W., Leif Arne Ulvestad Bastesen, Alex Kent, Mick Hitch, John L Robinson, Steve Bush MRI, Josh Pluta, David "ZetaGilgamesh" Eisenbrey, Danny Keith, R. L. Thornton, Carlos Restrepo, John D. Puett,

Celena F., Scott Holden, Erin Gillespie, Brad Ludwig, JC Stefansson, Seth Brower, Dandanar, Peter Woolman, SeanMike Whipkey, JPD, Dale H. Hirt, Will Cross, Robin Carroll-Dolci, Jay David Mack, Evan "Pants Commander" Pedersen, Brendan Heath, Kalervo Oikarinen, Martin "Gremore" Walker, James O'Connor, Bill Howell, C. B. Ash, Michael David Munsey, Ben C., Jon 'Sigurdr' Prosser, Raymond (Badboy of Math) Chan, Shawn Sines, Joshua S. Smith, Jeremy Corff, Ari Fleeman, WombatDazzler, John "Goon" Williams, Jim Butler, Alexander King Jr., Zackzodiac, Alexander Scott, Martin Charbonneau, I. Bresnick, Mark Matchem, Christopher Ross Rodgers, Luke McManamon, Michael Lahens, Rob Trimarco, Darren Aldredge, Adam Beardsley aka Adanzo Raptorclaw, Joseph Evans, Matt Drwenski, Pat Murphy, Bryan "d20 Daddy" Marshall, Stéphane Flores, Koen L., Colin Urbina, Daniel Stoker, Ryan McWilliams, Patrick Greenlaw, Stuart Kriger, Lars Anderson, Ken Napper, Paul Woods, Kyle Justin, Joshua Hittie, Scott Perry, Adam Albright, Mark Cawd, Christian "Talasu" Laartz, Matthew "Frosty" Sparks, Annette, Wyatt Nelson, Living Games Conference, Raphael Bressel, Andy Kwong, Steve Butterworth, Andrew Wilson, Randy Oest (Amazing Rando), Pete Griffith, Raven Daegmorgan, Bonnye Bauerle, Jim Ryan, Justin Pierce, Alison Fleming, Matthew Cornell Woods, Jr., Tyler Duckworth, Robert Stehwien, Steven Purcell, Chris Handforth, Heath Rezabek, Kyle Payne, Joshua Hennington, Tado, David Richards, Dexter Cobble Stevens, Frank Hart, Andostre, Samoel Di Wilsleff, John Karatovic, Stephan Szabo, HugeMoose, Adam Meyers, Steven Simpson, Vojtech Pribyl, Wolfes, Jason F. Broadley, Michael L, Gordon D. Duke, A'Talsen, Malcolm DeVraine, Adam Jacobsen, Steve Lord, Byzandarius, Christopher 'Rock' Jones, Michael Roebling, Almonihah, Patrick Fowler, Michael Phillips, Siobhan K. Simpson, Michael J. Skelton, Sidareus, Grandy Peace, John Knapp, Bill Lisse, Jonathan J. Miley, Richard Fields, Ana Barbuta, Bastien Daugas, Tobias Schmitt, Ian J Koch, Aj & Jenna Comfort, Mafoon Ahearn, J Chura, Bill Weir, Lorenzo Andreetto, Zach Bertram, Keith Unger, Embers Design Studios, Matt Bloom, Indraneel Dutt, TheTokenShadow, Dale Mazzola, theref, Anthony Jones, Capt Remoh, Dr. Ilana MacDonald, Derek Mitchell, Even V. Røssland, M. Albert, Michael Say, Nick Wasko, Magdrion, Pyke van Zon, Kyle "DE12" Hart, Philip Rogers Jr., Russ Brown, Shakepshere, Owen Ligon, Dan Hennessey, Coyotekin, Sean M, David Hodge, Ken and Amy Leonard, Mark J. Wells, Adam Brooks, Paris E. Crenshaw III, William Sandlin McLaurine II, Matt "the Ogre" Williams, Lucas Servideo, DawnforgedCast, ove1kenobi, Abigail Holden, Elsidar Amhransidhe, Blayne Farson, Jordan Springer, Joseph Patriquin, Toby Trask, Joelle and Zachary Jackson, Holger Rosebrock, Kassil and Khirsah Roshah, Kjartan D Haraldsson, J Vogel, Tribs, Gregg Bender, Garth 'Res' Rice, Michael Norgavue, Kevin Cartee, Matthew Johnston, Chad Bartlett, Omowale B. Anthony, J. Wiese, Fabian Polyak, Eric LaFrance, Peter Engebos, Wesley Powers, Brendan Weir, Heather Treadgold, Paul Saari, Alex Abel, Morgan Boehringer, Jay Watson, and Jim Groves.

Introduction

Ten years before this printing, in 2006, in a small kitchen just a stone's throw away from where Kevin Eastman and Peter Laird first conceived of the *Teenage Mutant Ninja Turtles*, the campaign setting that would become Aethera was born over steaming cups of coffee. Aethera co-creator Jacob Thomas and I were just coming off of a years-long campaign in a homebrew setting steeped in martial arts and wuxia themes, and we were looking for a new direction. Originally titled *Empyrium*, the basic seeds of the *Aethera Campaign Setting* were born that afternoon. While many of the names from our original concept changed, the backbone of what would become Aethera surfaced from a desire to move in a direction so far from traditional fantasy that every character, every creature, and every adventure would feel fresh and new. We brought our long-time friend Alvin Dixon on board a few weeks later, and he filled the setting concept with a once-desert world, plant-based creatures, and the threat of unknowable minotaur-like horrors from the depths of space. Together, the three of us started building the politics of the three core worlds (now known as Akasaat, Kir-Sharaat, and Orbis Aurea.) Obscure 3rd-party supplements replaced tired core classes. We were fascinated and excited by our ideas and ready to leap onto something new and unique.

As I started writing up a wiki for the setting and documentation to support it, something unexpected happened: the Pathfinder RPG. In a grand touch of irony, it was the release of the *Pathfinder Roleplaying Game Alpha Test* that killed *Empyrium* dead in its tracks. I wanted to wait until the full Pathfinder rules were out before designing the new mechanics of the setting, so we slipped into older and more familiar surroundings and kept playing for months. Time passed, Pathfinder's release came and went, and *Empyrium* was relegated to the dusty corner of an old notebook drawer and a forgotten wiki on a distant corner of the internet.

In late 2014, while backing up an old hard drive in preparation for a move to a new operating system, I discovered the old *Empyrium* files buried deep in my computer. By now I had moved from designing tabletop material just for my home group and had started working as a freelance author for Paizo Inc. I figured those old notes would be worth a laugh and some perspective on how far I'd come as a creator. As it turns out, the joke was on me, and what I found brought back a flood of fond memories and fantastic ideas. Excitedly, I brought the old notes around to Alvin and Jacob, as well as our new tabletop group member Lisa Jean Long. We talked about the old ideas, put a little polish on them, and realized that the core of *Empyrium* was not only a solid campaign setting, but it was still something fresh and new, even ten years removed from its inception.

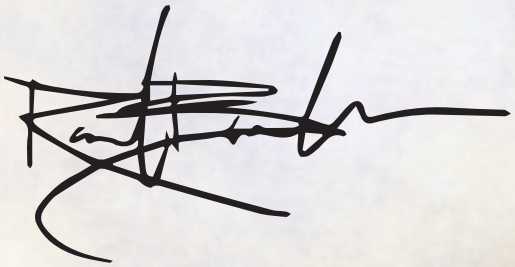
Flash-forward to Paizocon 2015, where I had a clandestine meeting with fellow author Mike Kimmel. I laid out the basic concept for what is now known as *Aethera* and asked if Mike would be interested in joining a team I was putting together to make this science-fiction/fantasy setting a reality. That was the beginning of what you're now reading, the birth of a Campaign Setting inspired by love of science fiction, fantasy, tabletop gaming, and a passionate team of amazingly talented creatives the likes of which I have never encountered before.

That the *Aethera Campaign Setting* exists at all is a testament not only to the amazing tabletop RPG community who rallied around our initial Kickstarter and helped us raise an astounding 53 thousand dollars, but also to the talents of our wonderful freelance authors who took the skeleton of

Aethera and put more meat on it than I could have ever imagined. This book would not be nearly as rich and textured were it not for all of their wondrous contributions.

I hope that you find inspiration in these pages, as I did with my first tabletop RPG books when I was a boy. Have yourself a grand adventure, but most importantly of all: have fun. That's what this hobby, at its heart, is all about, and that's what brings us all together every time we play.

Until next time, I'll see you in the stars.



Robert Brookes

Aethera Creator

OGL Material

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder Roleplaying Game hardcovers can find the complete rules of these books online for free at **paizo.com/prd**.

Pathfinder Roleplaying Game: Advanced Class Guide . . . ACG
Pathfinder Roleplaying Game: Advanced Player's Guide . .APG
Pathfinder Roleplaying Game: Advanced Race Guide . . . ARG
Pathfinder Roleplaying Game: Bestiary B1
Pathfinder Roleplaying Game: Bestiary 2 . . . . . B2
Pathfinder Roleplaying Game: Bestiary 3 . . . . . B3
Pathfinder Roleplaying Game: Bestiary 4 . . . . . B4
Pathfinder Roleplaying Game: Bestiary 5 . . . . . B5
Pathfinder Roleplaying Game: Mythic Adventures . . . . . MA
Pathfinder Roleplaying Game: Occult Adventures . . . . . OA
Pathfinder Roleplaying Game: Ultimate Combat . . . . . UC
Pathfinder Roleplaying Game: Ultimate Equipment . . . . . UE
Pathfinder Roleplaying Game: Ultimate Intrigue . . . . . UI
Pathfinder Roleplaying Game: Ultimate Magic . . . . . UM

Contents

Credits ii
Kickstarter Backers iii
Introduction vi

Chapter 1: Races

Races of Aethera 2
Variant Races 3
Erahthi 4
Erahthi Racial Traits 7
Human 8
Infused 12
Infused Racial Traits 15
Okanta 16
Okanta Racial Traits 19
Phalanx 20
Phalanx Racial Traits 23
Other Races 24

Chapter 2: Classes

Classes 28
Clerics and Warpriests 28
Cantor 29
Class Skills 29
Class Features 30
Hymns 34
Cantor Spells 40
Cantor Favored Class Options 42
Existing Classes in Aethera 42
Core Classes in Aethera 42
Base Classes in Aethera 49
Hybrid Classes in Aethera 53
Occult Classes in Aethera 59
Archetypes 64
Alchemist 64
Arcanist 67
Bard 70
Bloodrager 75
Brawler 76
Cantor 80
Cavalier 81
Druid 84
Fighter 88
Gunslinger 90
Hunter 94
Investigator 97
Kineticist 99
Medium 104
Mesmerist 108
Monk 110
Oracle 111
Paladin 113
Psychic 115
Ranger 116
Rogue 118
Shaman 121
Skald 122
Slayer 124
Sorcerer 125
Summoner 125
Swashbuckler 126

Chapter 3: Cosmology

Cosmology 130
History of Aethera 130
Pre-Collapse 131
The Progenitors 131
The Collapse 132
A Measure of Time 133
The First Age 134
The Age of Awakening 135
The Blooming 136
The Enlightenment 137
The Time of Darkness 137
The Time of Unification 138
The Time of Wandering 138
The Second Age 138
The Requiescat 140
The Century War's Onset 140
The Tragedy of War 141
The Time of Ascension 144
The Century War's End 144
The Third Age 147
Notable Locations 153
Akasaat 156
Description 156
History 157
Society 158
The Century War's Impact 160
Religion 162
Economy 164
Organizations 166
The Hierarchy 166
The Protectorate 167
The Symphonium 168
The Riders 169
The Vanguard 170
Adventuring 171
Getting Started 172
Environment 173
Locations of Interest 175
Central 180
History of Central 181
Government and Law 185
Life in Central 186
Factions of Central 189
Central Gazetteer 192
Sites of Interest in Foundation 192
Sites of Interest in Midlands 195
Sites of Interest in Highrise 197
Teratha 198
Teratha History 198
Government and Law 200
Teratha Gazetteer 200
Kir-Sharaat 202
Description 202
History 204
Society 205
The Castes 206
The Century War's Impact 209
Generational Divides 209
Economy 211
Distribution of Wealth 211
Interaction with Other Economies 211
Organizations 212
The Council of Song 212
The Chamber of Enlightenment 213
The Chamber of Knowledge 213
The Chamber of War 214
The Akkari-Kathar 214
The Song in Memory 215
Locations of Interest 215
The Darkwild 219
The Fey Lords 220
San-Kaishan 222
History of San-Kaishan 222
Government and Law 223
Factions 224
Major Castes 224
The Council of Song 225
The Chambers 225
The Gift Givers 225
Fortifications Work Association 226
The Remembered 226
The Thorn Guard 227
San-Kaishan Gazetteer 227
Vigilance 236
History of Vigilance 236
Government and Law 237
Factions 237
The Hierarchy 237
Tritarch Dominion 238
Department R 238
The Bud and the Leaf 238
Vigilance Gazetteer 239
Amrita Asteroid Belt 242
Description 242
History 242
Society 244
Inhabitants and Settlements 244
Adventuring 245
On the Surface 246
Locations of Interest 246
Complex Four 251
Complex Four History 251
Life in Complex Four 254
Government and Law 255
Factions 255
Blue Star Consortium 255
The Champions of Amrita 255
Crime Syndicates 256
Harper Foundation 257
Foreign Governments 257
Complex Four Gazetteer 257
Adventuring 262
Seraos Gravity 263
Sites of Interest 264
Atheer-Ohn 268
Atheer-Ohn's History 268
Government and Law 269
Atheer-Ohn Gazetteer 270
Orbis Aurea 272
Description 272
History 275
The Requiescat 275
Arrival of the Paragons 276

Inhabitants 276
Government 278
Industry 278
Economy 278
Organizations 280
The Paragons 280
Requiescat Hierarchy 281
Okanta 282
Giants 283
The Sentinel 283
The Nethersphere 284
Local Space 284
Adventuring 285
Natural Hazards 286
Weather 286
Aetherite 287
Netherite 287
Netherstorms 288
Azaka 289
Undead 290
Locations of Interest 290
Giant Lands 292
The Tundra 292
Underworld 294
Harok-Shakora 296
Harok-Shakora's History 296
Harok-Shakora at a Glance 298
Harok-Shakora Factions 298
Government and Law 299
Settlement Gazetteer 300
Wighthaven 302
Wighthaven History 302
Life in Wighthaven 307
Wighthaven Gazetteer 308
The Gulf 315
Adventuring 316
Aetheric Currents 316
Decompression 317
Gate Hubs 317
Gravity 318
Gulf Isolation Syndrome 320
Radiation 320
Vacuum 321
Understanding the Score 323
Using the Score 324
The Taur 325
Other Threats 327
The Planes 328
The Inner Planes 329
Ethereal 331
Evermorn 333
Folded Space 335
The Shadow 335
Other Planes 338
Outer Planes 339

Chapter 4: Skills and Feats

Skills 342
Acrobatics 342
Zero-G Acrobatics 343
Appraise 344
Craft 344
Disable Device 344
Aethership Repair 344
Aethership Sabotage 345
Fly 346
Aethership Piloting 346
Handle Animal 347
Symbiont Handling 347
Heal 348
Advanced Medicine 349
Linguistics 350
Knowledge 351
Astrogate 351
Perform 352
Elemental Harmony 352
Survival 353
Aethership Tracking 353
Tracking Modifiers 353
Occult Skills in Aethera 354
Automatic Writing 354
Dowsing 354
Faith Healing 354
Hypnotism 355
Phrenology 355
Prognostication 355
Psychometry 355
Read Aura 355
Feats 356
Ace Mechanic 356
Aetherite Resonance 356
Aethership Mastery 356
Ancestral Epics 356
Aria of the Soul 356
Armor Proficiency, Power Armor 356
Augment Plant Symbiont 357
Blind Cantor 357
Body Muffle 357
Chief Engineer 357
Cleansing Bridge 360
Create Advanced Plant Symbiont 360
Craft Aethertech (Item Creation) 360
Craft Automata (Item Creation) 360
Create Plant Symbiont 361
Cunning Mechanic 361
Daring Pilot 361
Destined Choices 361
Efficient Recharger 361
Elemental Cadence 361
Elemental Tuning 361
Esoteric Arts 362
Extra Verse 362
Field Surgeon 362
Greater Adaptive Mimicry 362
Greater Intuitive Riff 362
Healing Melody 362
Improved Adaptive Mimicry 362
Improved Suppressing Fire (Combat) 363
Improved Symbiont Resilience 363
Innate Harmony 363
Inner Light 363
Intership Rally 363
Intuitive Riff 363
Overdrive 363
Overwatch 364
Pilot's Intuition 364
Reactor Siphon 364
Rebuilt Veteran 364
Running on Fumes 364
Ship Synch 364
Shock Trooper 365
Song of the Tritarchs 365
Spell Verse 365
Spirit Talker 365
Squad Tactics (Combat, Teamwork) 365
Standby Mode 365
Suppressing Fire 366
Symbiont Bearer 366
Symbiont Damage Redistribution 366
Symbiont Handler 366
Symbiont Handling Expert 366
Symbiont Healer 366
Symbiotic Hit Points 366
Symbiont Resilience 367
Warping Spell 367
Zero-G Adaptation 367
Zero-G Training 367

Chapter 5: Gear and Magic

Restrictions 370
Converting Costs 371
Adventuring Gear 371
Clothing 371
Adventuring Tools 373
Instrument Weapons 373
Drugs 374
Bluegrass 374
Catapsy 374
Deepglow 374
Echo 375
Gnarl 375
Jump 375
Kinetic 375
Levin 376
Levo 376
Meld 376
Metamorph 376
Swerve 376
Medical Tools 377
Armor 378
Firearms 380
Ammunition 385
Ammunition Calibers 385
Purchasing Ammunition 385
Special Ammunition 385
Aethertech 387
Crafting Aethertech 387
Hybrid Items 388
Pricing and Creating New Aethertech 388
Aethertech Statistics 388
Basic Aethertech Equipment 389
Communication Equipment 390
Automata 394
Aethertech Weapons 399
Power Armor 402

Power Armor Accessories 404
Crafting Stations 406
Aetherships 409
The Basics of Aetherships 409
Aethership Crew 410
Entering & Exiting Aetherships 412
Moving Within an Aethership 413
Plant Aethercraft 413
Aethercraft and Adventuring 414
Movement and Combat 414
Aethership Movement 414
Aethership Initiative 416
Aethership Combat Maneuvers 416
Shooting & Targeting 416
Crew & Passenger Cover 417
Line of Effect and Aetherships 417
Damage & Destruction 417
Boarding & Breaching Actions 418
Dogfighting 418
Aethership Statistics 419
Speeder Base Hulls 421
Light Aethership Base Hulls 422
Medium Aethership Base Hulls 424
Capital Combat 426
Capital Combat Round 426
Capital Aethership Base Hulls 427
Heavy Capital Aethership Base Hulls 428
Aethership Modules 430
Aetherdrives 431
Engine Modules 433
Miscellaneous Modules 434
Hull Modules 437
Weapon Modules 438
Special Materials 442
Plant Symbionts 445
Creating Plant Symbionts 446
Determine Size 447
Determine Challenge Rating 448
Create Symbiont Stat Block 448
Additional Options 448
Summary 449
Unique Plant Symbionts 449
Music and Magic 450
Human Music 450
Erahthi Music 451
Phalanx Music 451
Okanta Music 452
Infused Music 452
Taur Music 452
Zahajin Music 452
Music Technology 453
Spells 453
No Teleportation 453
Warping Subschool 454
Aetherite Components 454
Blood Sacrifice 454
New Spells 454
Artifacts 462
Minor Artifacts 462
Major Artifacts 463
Chapter 6: Bestiary
Introduction 470
Dragons 470
Constructs 470
Fey 470
Minotaur 471
Outsiders 471
Plants 471
Common Creatures 471
Aetherwarped Creature (CR +1) 474
Creating an Aetherwarped Creature 475
Amerta 476
Azaka 479
Azaka Hive Minds 480
Other Rumored Azaka 480
Azaka Traits 481
Azaka Thought-Seeker 482
Ecology 483
Habitat & Society 483
Azaka Warrior 484
Ecology 484
Habitat & Society 485
Corrupted Elementals 486
Corrupted Elemental, Bone 487
Elemental, Wood 490
Ecology 493
Habitat & Society 493
Erahthi, Psychic 494
Campaign Role 495
Boons 495
Erahthi, Slayer 496
Campaign Role 497
Boons 497
Gremlin, Ghizmer 498
Ecology 499
Habitat & Society 499
Human, Cantor 500
Campaign Role 501
Boons 501
Human, Vanguard Titan 502
Campaign Role 503
Boons 503
Infused, Protectorate Detective 504
Campaign Role 505
Boons 505
Infused, Wasteland Magi 506
Campaign Role 507
Boons 507
Insectile Creature 508
Creating an Insectile Creature 509
Variant Insectile Creatures 510
Masterless 510
Netherwarped 510
Kytons of Aethera 511
The Choir of the Machine 511
Kyton Dungeons 511
Kytons and the Taur 511
The Conductors 512
The Prime Mover 512
Kyton, Aloadai 513
Ecology 514
Habitat & Society 514
Kyton, Ceres 516
Ecology 517
Habitat & Society 517
Kyton, Khloris 518
Ecology 519
Habitat & Society 519
Kyton, Terpsikhore 520
Ecology 521
Habitat & Society 521
Living Idol 523
Creating a Living Idol 524
Imprisoned Outsider Echo 525
Living Idol 525
Living Idol Powers 525
Living Idol Entropy 527
Sacrifices 528
Ecology 528
Habitat & Society 528
Known Living Idols 529
Okanta, Runebreaker 530
Campaign Role 531
Boons 531
Okanta, Wasteland Shaman 532
Campaign Role 533
Boons 533
Phalanx, Freelancer 534
Campaign Role 535
Boons 535
Phalanx, Mercenary Captain 536
Symbiont, Assassin Ring 538
Symbiont, Deepsight Goggles 539
Symbiont, Energy Protection 540
Symbiont, Environmental Suit 541
Symbiont, Flight Pack 543
Symbiont, Grappling Claw 544
Symbiont, Lifesuit 545
Symbiont, Pod Cannon 547
Symbiont, Poison Gauntlet 548
Symbiont, Psychic Ward 549
Taur 551
Taur Ships 552
Taur Technology 553
Craft Nethertech (Item Creation) 553
Taur Abilities 553
Taur, Ravager 554
Ecology 554
Habitat & Society 554
Taur Technology 555
Taur, Unproven 556
Ecology 557
Habitat & Society 557
Taur Technology 557
Taur, Wrathbringer 558
Ecology 558
Habitat & Society 559
Zahajin, Warleader 560
Ecology 561
Habitat & Society 561
Zahajin Weapons 562
Zahajin Characters 562
Alternate Racial Traits 563
New Creature Subtypes 564
OPEN GAME LICENSE Version 1.0a 566

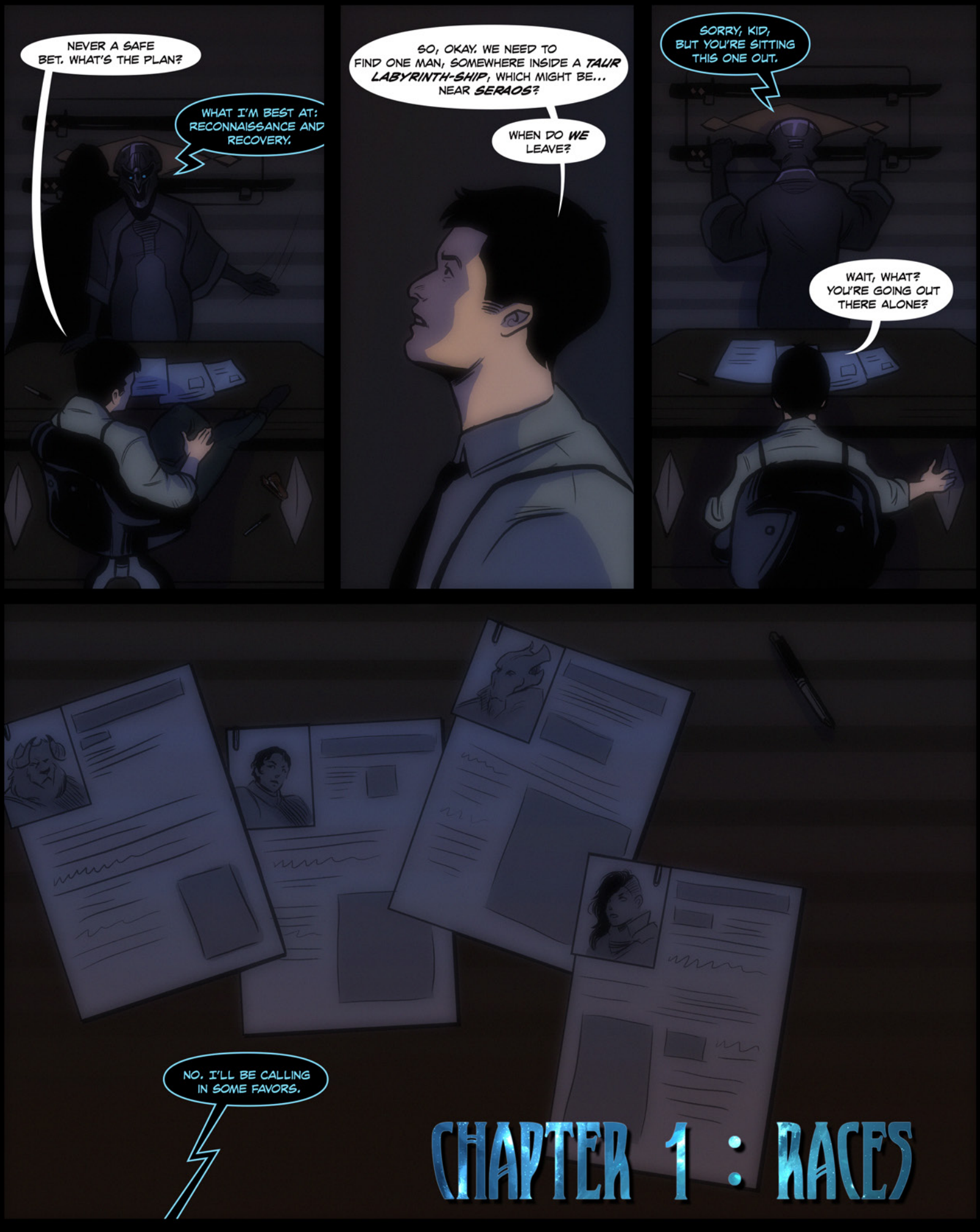
Table Reference

1–01: Aging Effects 2
1–02: Height and Weight 2
2–01: The Cantor 30
2–02: Cantor Spells Known 31
2–03: Aethership Companion 82
2–04: Aberrant Companion 116
3–01: Netherite Radiation 288
3–02: Netherstorms 289
3–03: Aetheric Current Travel Times 316
3–04: Decompression Times 317
3–05: Gate Hub Travel Times 318
4–01: Acrobatics in Zero Gravity 343
4–02: Appraise 344
4–03: Craft 344
4–04: Disable Aethership 345
4–05: Symbiont Handling 348
4–06: Heal 348
4–07: Advanced Medicine 349
4–08: Astrogation DCs in Space 351
4–09: Elements and Damage Type 352
4–10: Elemental Harmony Damage 352
4–11: Base Survival DCs to Track Aethership by Environment 353
4–12: Modifiers to Survival Checks when Tracking Aetherships 353
4–13: Aethership Mastery 357
4–14: New Feats 358
5–01: New Trade Goods 371
5–02: Clothing 371
5–03: Adventuring Tools 373
5–04: Medical Tools 377
5–05: New Armor 379
5–06: Firearms 383
5–07: Firearm Ammunition 386
5–08: Basic Aethertech Equipment 389
5–09: Communication Equipment 390
5–10: Farcaster Ranges 391
5–11: Signal Booster 393
5–10: Automata 395
5–11: Strength Boost Enhancement Automata 397
5–12: Aethertech Weapons 399
5–13: Power Armor 403
5–13: Power Armor Accessories 404
5–16: Capital Sizes 426
5–17: Aethership Aetherdrive and Engine Modules 430
5–18: Aethership Fuel Consumption 430
5–19: Aetherdrives 431
5–20: Engine Modules 431
5–21: Aethership Miscellaneous Modules 433
5–22: Aethership Hull Modules 437
5–23: Aethership Weapons 439
5–24: Special Materials 443
5–25: Aetherite Radiation 443
5–26: Symbiont Statistics 447
5–27: Decaying Gate Hub Mishap 465
6–01: Azaka Hive Mind Abilities 480
6–02: Wood Elemental Height and Weight 493
6–03: Harmony of Agony Effects 522
6–04: Living Idol Worshippers 526

Sidebar Reference

OGL Material vii
Erahthi Favored Class Options 6
Infused Favored Class Options 14
Okanta Favored Class Options 18
Phalanx Favored Class Options 22
Guns Everywhere 49
Aetheran Inquisitors and Favored Weapons 50
The Element of Aether 98
Aetheric Knight Code 113
Measuring Time 135
Planet Names 136
Aethera 150
Ashra 151
Akasaat 156
Measuring Time on Akasaat 160
The Service Department 167
The Hierarchy on adventuring 171
Getting Around Central 182
Registration 183
Pneumatic Delivery Systems 186
Immigration and Travel 188
Booking Passage 192
Kir-Sharaat 202
Strings Attached 225
Secret Laboratories 232
Terrorism In Vigilance 238
Low Gravity 240
Amrita Asteroid Belt 242
Asteroid Swarm (CR 8) 245
Foreign Relations 255
Seraos 260
Seraos Miasma 263
Sporites 270
Orbis Aurea 272
The Catena Enigma 306
Using the Score 323
The Aethera Enigma 331
Kyton Giants 336
Aetherships In Play 409
Crashing and Dice 413
Aetherships and Interior Space 416
Creature Subtype: Aethercraft 419
Creature Subtype: Capital 426
Knowledge of kytons 512
The Lords of Battle 553
Zahajin PCs 562


I CAN'T BELIEVE IT! I GREW UP AROUND RECRUITMENT POSTERS OF THE GUY.
I MET HIM DURING THE WAR. HE'S A GREAT MAN, AND DID GREAT THINGS FOR MY PEOPLE WHEN IT WAS OVER.
EVERYBODY ON BOARD THE SHIP. ARE WE SURE HE WAS ON IT?
NO, BUT IF THERE IS ANY CHANCE THAT THE TAUR HAVE HIM...
HE WASN'T SUPPOSED TO BE ANYWHERE NEAR SERAOS AND HE'S PRIVY TO A LOT OF SECRETS.
IF HE WAS DOING SOMETHING OFF THE BOOKS, THE HIERARCHY WILL NEED TO KNOW IF IT'S GOING TO EMBARRASS THEM BEFORE WORD GETS OUT.
CASE FILE
ANY POSSIBILITY THE TAUR TOOK HIM FOR WHAT HE KNOWS?
I HAVE TO HOPE HE WAS JUST SCOOPED UP WITH THE REST AND THE TAUR ARE OBLIVIOUS.


NEVER A SAFE BET. WHAT'S THE PLAN?
WHAT I'M BEST AT: RECONNAISSANCE AND RECOVERY.
SO, OKAY. WE NEED TO FIND ONE MAN, SOMEWHERE INSIDE A TAUR LABYRINTH-SHIP, WHICH MIGHT BE... NEAR SERAOS?
WHEN DO WE LEAVE?
SORRY, KID, BUT YOU'RE SITTING THIS ONE OUT.
WAIT, WHAT? YOU'RE GOING OUT THERE ALONE?
NO. I'LL BE CALLING IN SOME FAVORS.
CHAPTER 1 : RACES

Races of Aethera

The myriad worlds of the *Aethera Campaign Setting* are inhabited by some of the familiar creatures from the Pathfinder Roleplaying Game. However, the most common of these inhabitants—elves, dwarves, gnomes, halflings, and orcs—simply do not exist in this corner of the universe. As such, the only race from the *Pathfinder Roleplaying Game Core Rulebook* available in the *Aethera Campaign Setting* is human. The other primary races of the setting—erahthi, infused, okanta, and phalanx—are introduced in the following section. These new races have histories intrinsically tied to the history of the Aethera System and are intended to create a different atmosphere and canvas for storytelling than traditional fantasy races.

In spite of this divergence, the Aethera System is populated by some of the less-common races from the Pathfinder Roleplaying Game, though in more limited numbers than the primary races. These races can be found in the *Pathfinder Roleplaying Game: Advanced Race Guide* and include the elementally touched races of ifrit, oread, sylph, and undine, while other races like changeling, dhampir, kasatha, ratfolk, tengu, or others might be found in remote corners of the system. However, none of these are nearly as populous as the primary races. Players interested in creating a character of a race not found in this chapter should consult with the GM.

One factor to take into account when choosing a race is the complex interaction between the races of Aethera. Humanity and the erahthi only recently ended a bloody, century-long war, and tensions created by this conflict still run deep. The infused were once humans who survived torturous experimentation and harbor little or no memories of their past lives. Other races, like the phalanx, were physically constructed by humanity and existed only as weapons of war until their emancipation at the war's conclusion. These sorts of societal influences can affect the dynamic of a party and even change the course of adventures in the setting. A group preparing to create characters for an Aethera campaign should talk about these distinctions and differences together so as to create a party where everyone has fun playing and can tell interesting stories.

Table 1–01: Aging Effects

Race	Adulthood	Middle	Old	Venerable	Maximum
Erahthi	40	100	150	200	200+4d% years
Infused	15	20	30	45	45+1d10 years
Okanta	6	15	30	35	35+2d10 years
Phalanx	1	—	—	—	—

Table 1–02: Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Erahthi	5 ft. 5 in.	150 lbs.	2d10	x7 lbs.
Infused, male	4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
Infused, female	4 ft. 5 in.	85 lbs.	2d10	x5 lbs.
Okanta, male	6 ft. 6 in.	270 lbs.	2d12	x7 lbs.
Okanta, female	6 ft. 8 in.	310 lbs.	3d6	x7 lbs.
Phalanx	6 ft. 0 in.	560 lbs.	—	—

Variant Races

As a side effect of the exposure to the elemental energies natively present upon the various worlds, or as a direct result of the Progenitors' manipulations of them through the Gate Hubs, the various species that emerged in the wake of the Collapse have, over time, seen themselves on rare occasion subtly altered. Collectively known as the elemental planetouched by humans, *esaavi* by the erahthi, and *lutia-vokh* by the okanta, the various individual sub-races of ifrit, oread, sylph, and undine each exist within their parent societies as outsiders. Within their natal society, they run the spectrum from rare curiosities, tainted infiltrators, blessings of chance and magic, tolerated side effects of space travel, or horrific birth defects, depending on the circumstances and locations of their birth.

Despite the commonplace notion that they remain exclusive to humans, the elemental-blooded races originate at a low rate within nearly every sapient species, though they are almost an order of magnitude more common among humans. The exact reason for this remains unknown, though it may rely on humanity's early expansion beyond their home world and thus their exposure to elemental energies across the system. Despite this, the Hierarchy views human planetouched with an exceptionally wary and overtly controlling eye.

No two planetouched look alike, since their appearances run the gamut of subtle to impossible to hide. An ifrit human might have a perpetually high temperature and coal-black sclera, while another might have hair composed of actual guttering flame. An oread human might appear almost unto a living, breathing stone golem, while an oread okanta might only have a marble-like texture to her flesh, or the reverse might be true. The particular extravagance or subtlety of how an individual's elemental heritage manifests seems to have no discernible pattern across the sapient races.

Befitting their elemental-touched essence, each planetouched variant appears predominantly among the populations living on or in proximity to the world most closely linked to that element. Given the fickle nature of the process, the location of conception seems to matter as much as the location where both parents were exposed to a particular element prior. It may take generations of exposure to produce a single elemental-touched offspring, or it may occur within the first without rhyme or reason. The exceptions that exist here are the zahajin, the phalanx, and the taur. The former are only known to produce undine and a very rare breed of ifrit, while the phalanx, as living constructs, lack the biological capacity to be thusly influenced. The taur, from what little is known, have never produced any elemental planetouched—assuming that they don't uniformly butcher them at birth to ensure racial purity.

Unlike the rather mystical origin of their elemental-touched brethren, the origins of dhampir are well understood; they are the result of sub-fatal aetherite poisoning in one or both parents. While chronic exposure to raw aetherite and especially plasma aetherite is known to produce children with the capability to become aetherite-blooded sorcerers, dhampirs not only result from vampiric origins but also instances when exposure to aetherite is acute and briefly fatal to the developing fetus. Through processes still not fully understood, a fraction of these neonates, rather than dying stillborn from their poisoning, somehow reanimate in-utero, fundamentally altered by the process. Already rare, their unique physiology causes an unfortunately high mortality. Those who do survive to adulthood possess an often bizarre assortment of powers that varies from individual to individual, including vast powers of regeneration, the ability to see and converse with the dead, to turn incorporeal for a time, or even summon and control unquiet spirits.

Erahthi

Born of the verdant and ancient forests covering the wood-aligned planet of Kir-Sharaat, the erahthi are at once both plantlike and elemental creatures. Erahthi are born from massive, translucent fruit grown from ancient miles-tall trees called Heartwoods, and are engineered by life-bending alchemists and psychics before their birth to serve pre-determined castes of their society. Erahthi are masters of symbiotic technology, growing and animating plant material for nearly every purpose, from personal equipment to entire cities of living wood.



Physical Description: Erahthi are medium-sized bipedal humanoids. Their skin is tough and inflexible, often with a visible grain pattern or areas of rough bark. They lack a nose, external ears, or facial hair. Some erahthi exhibit patches of plant or fungal material or have tendrils of vine hanging from their skin (which can be fashioned to resemble traditional humanoid hair if desired). Erahthi eyes are a single solid color, but have distinct irises and pupils. These eyes are highly light-sensitive and quick to adapt to changes in illumination.

Erahthi do not sleep in a manner familiar to most other humanoids, but do require rest to avoid fatigue, and eat like most humanoids. Erahthi "sleep" is a state of conscious stasis in which their minds are relaxed and their bodies inert, but they remain fully aware of their surroundings. An erahthi cannot take actions, even mental ones, while thus resting, but they are still capable of attempting Perception checks to notice changes in their environment while sleeping. While erahthi require oxygen, they absorb it through the surface of their skin rather than through lungs. This allows an erahthi to use any portion of their body to take in oxygen when deprived by their environment, such as keeping one hand above water to breathe while swimming.

In spite of their seemingly plant-like nature, erahthi still possess a full skeletal system, with bones formed of ossified amalgamations of plant fiber and calcium. Likewise, erahthi have internal organs similar to most humanoid species, though in unconventional alignment (such as their lungs).

Though some erahthi choose to present themselves as one or more genders relative to human conceptions of the notion, they—as a species—lack the distinction. Erahthi physiological morphology is strictly dictated by the castes responsible for their birth.

Society: Erahthi society is a rigid system of castes, with every member of the species grown for a specific role. An erahthi's physical body is grown in a massive, translucent fruit that grows on one of the miles-tall Heartwood trees of Kir-Sharaat. Nascent erahthi are tended by specialized castes of farmers who ensure each body develops as required. When an erahthi body is only a seedling, divinations predetermine what caste the erahthi will be best suited for; this defines the methods used to bring the body to full maturation. Once a body is mature, it is inhabited by a soul drawn from the aetheric currents by the Heartwood tree; this is considered the "birth" of an erahthi individual. Despite the body being fully formed at this birth, erahthi still require several years to mentally and physically mature and become accustomed to their form and the caste they were born into. A newborn erahthi is usually half of the height and weight of a fully-matured erahthi, and this transition to adulthood takes around 40 years to complete. Typical erahthi live for more than 200 years.



The erahthi reproductive cycle means that they do not have gender in the same way as most other species, and are incapable of reproduction outside of Kir-Sharaat. Some erahthi who explore beyond their home world often take on the customs of other species, and may choose to present one or more genders based on personal preference.

Relations: Following the Century War, many erahthi hate and fear humans and their "tools" the infused and phalanx. Although this insular attitude can border on xenophobia in older erahthi, those born since the end of the Century War are beginning to leave these prejudices behind, though this generation will not come to maturity for decades. With the cessation of hostilities, some erahthi endeavor to find common ground with humanity and other races found beyond their world, seeking to begin anew and release the hatred of the last hundred years. The erahthi of the seeker caste also tend to have an open

mind about alien species, judging individuals by their actions rather than their species. Due to the potential for difficulty posed in holding these ideals, most adventuring erahthi leave Kir-Sharaat, seeking to avoid causing friction with their people.

The okanta represent a quandary for the erahthi. While okanta are a relatively new species to the interplanetary stage, they allied themselves with humanity during the Century War, and okantan mercenaries terrorized erahthi forces during the final days of the Century War. However, the erahthi recognize the okanta as a free-spirited people who stand independent of the human Hierarchy. Some erahthi of the builder caste endeavor to make connections with okantan alchemists and engineers to develop new means of growing food and shelter on Kir-Sharaat. By and large, the okanta are seen as a curious people who could yet be powerful allies, even if the Century War were to reignite.

Of the less common species, the zahajin are perhaps the most significant to the erahthi people. These feylike residents of Kir-Sharaat are the antithesis of erahthi culture, depending on toxic aetherite to survive; the two species exhibit a mutual hatred towards one another that has lasted centuries, but has avoided hostilities through the maintenance of centuries-old pacts.

Faith: Erahthi society is governed by the Tritarchs (also called the "era-sharaat" when referring to them as a species), a mythic race of beings that created the erahthi in their own image. These three entities direct erahthi civilization, but not in concert; tradition dictates that two of the Tritarchs are asleep at any given time. Each Tritarch governs erahthi civilization for a single *kil-athaat* (the period between alignments of the six moons of Kir-Sharaat, corresponding to approximately 250 Akasaati years). In this way, the Tritarchs serve the erahthi as god-kings, ruling one at a time and representing different aspects of erahthi life. Indaarin is the keeper of knowledge, the philosopher; Erathlias represents progress and mastery over the natural world; and Athrakarus is both the explorer and the warrior, responsible for discovering the stars but also for the deaths of millions during the Century War. Erahthi cultural outlook tends to adjust depending on which Tritarch is awake.

The Tritarch are not just a governing body, however. The erahthi venerate these entities as the creators of their people and founders of civilization. Certainly, the Tritarch do possess deific qualities, and much of erahthi culture works in ways to both worship and respect each individual Tritarch (such as paying respect to Athrakarus to request victory in battle, or Indaarin to receive a flash of insight to a complex mathematical equation). Erahthi faith isn't about prayers or temples, however. It is about respect and reverence of the strong and capable, as is befitting of a meritocracy that advocates for the best and the brightest to lead.

During the end of the Century War, human ideas of faith infiltrated erahthi culture, typically among young erahthi who were forced to leave Kir-Sharaat to fight in the war whom never returned home.

Erahthi Favored Class Options

The following options are available to all erahthi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add +1/6 to the barbarian's natural armor bonus.

Druid: Add a +1/2 bonus on Knowledge (nature) checks relating to plants and plant creatures.

Monk: Add +1/2 point to the monk's *ki* pool.

Shaman: Add one spell from the druid spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Slayer: Gain a +1/3 bonus on Knowledge (nature) checks and on Survival checks when in forested terrain. If the slayer has a +1 bonus on Knowledge (nature) checks from this ability, the slayer is also considered trained in that skill.

Ideas such as Scorism began to take root in young erahthi, and while worship and reverence of the Score is unheard of on Kir-Sharaat, a growing movement of young erahthi turn to this faith that praises the individual rather than the whole.

Adventurers: Most erahthi remain in their castes and never leave their homeworld, working in quiet contemplation for the betterment of their species. However, the Tritarch Athrakarus favors exploration, and during his current reign the seeker caste has flourished. Erahthi scholars search the primordial forests for clues to the Progenitors and their own history, while others leave their homeworld to visit those of their recent enemies. Individual erahthi may petition to join the seeker caste if so inclined, and these make up the bulk of erahthi seen by other species. Other erahthi found offworld are war veterans who refused to return home, often times for tragic reasons.

Names: Erahthi names are generally chosen during divinations before birth, and many believe that their name influences what soul is called to inhabit the body grown for them. Erahthi names often grow as time goes on, with the owner adding new names to honor friends or events in their personal history. Common first names for members of the knowledge-based castes are Seph, Quooth, Zenne, Leth, and Hyaam; those of the more physically-oriented castes are given names with harder initial consonants such as Keth, Girin, Nald, and Dourm. Erahthi take on a portion of the name of the Heartwood grove where they were born as a suffix to their birth name. So Seph born from the Heartwood of Akithval might be Seph-Val or Seph-Akith.

Erahthi Racial Traits

+2 Con, +2 to One Other Ability Score: Erahthi are very hardy and grown for specific roles.

Outsider: Erahthi are outsiders with the erahthi and native subtypes.

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

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

Darkvision: Erahthi can see in darkness up to 60 feet.

Languages: Erahthi begin play speakingErahthi and Hymnas. Erahthi with high Intelligence scores can choose from the following languages: Aklo, Aquan, Auran, Sylvan, Terran, Treant, and Zahaj-el.

Dermal Breathing: Erahthi breathe through their skin and any exposed portion of their body can be used to breathe, such as keeping one hand above water to avoid drowning. However, this leaves erahthi susceptible to inhaled toxins; they suffer a –2 penalty on all saves to resist inhaled fumes, poisons, smoke, or other such effects.

Camouflage: An erahthi blends in among trees and underbrush, gaining a +4 racial bonus on Stealth checks while within forest terrain.

Tree Skin: Erahthi gain a +1 bonus to natural armor due to their tough skin.

Treespeech (Sp): Erahthi with a Charisma score of 11 or higher can use *speak with plants* once per day as a spell-like ability to communicate with trees and other plants.

Wood-Infused: For the purposes of effects targeting creatures by type (such as *bane* weapons or a ranger's favored enemy ability), erahthi count as both native outsiders and plants. Erahthi gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, and are immune to sleep effects.

Woodland Passage (Su): An erahthi can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at up to half their normal speed without taking damage or suffering other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect an erahthi. An erahthi that moves at more than half their speed suffers the normal effects of any undergrowth.

Human

Humans dwell primarily upon their homeworld of Akasaat, though they have long since slipped their terrestrial bonds. In its current state, humanity is still picking itself up from a system-wide apocalypse known only as the Collapse, which occurred an estimated four thousand years ago. While human culture and society existed prior to the Collapse, no record of what this culture may have looked like has survived intact to the present day. Contemporary cultural traditions may have roots in ancient humanity's ways, but direct evidence of this is circumstantial at best. In spite of being driven into a dark age, humanity was the first species in the Aethera System to acquire both interplanetary and interspatial travel after the Collapse, and as such, they are one of the most widespread peoples. They now have significant presences on their homeworld's moon, on the remote world Orbis Aurea, among the asteroids of the Amrita belt, and even on one of the moons of Kir-Sharaat.



Humans often exhibit a headstrong nature, following whatever path they set themselves upon with an admirable determination. This fervent drive arises from the desperate struggle to survive on their harsh, desert homeworld. Surviving the Collapse has hardened humanity and girded it against tragedy and strife, but also has manifested as a colonial mindset and iron-fisted control under the governance of the largest extant human government, the Hierarchy. Ruling the metropolitan arcologies of Akasaat, the Hierarchy demonstrates many of the latter traits, and this is often the first impression other species receive of humanity.

Happily, not all human attitudes are so contentious; the same stubborn nature that lies at the root of that colonial attitude also makes humans enterprising and driven, and is part of the reason why humans were the first into space. The other trait for which humans have become known is a strong affinity for—some would say a dependency on—aetherite. While even its detractors cannot deny that aetherite-based technology has surmounted an impressive array of obstacles, the fact remains that much of humanity's technology and society is built upon an incredibly toxic, and finite, resource.

Physical Description: Akasaat is a harsh and thankless world with an arid climate, yet humanity survived on this challenging world for millennia before establishing their modern-day urban civilization. As such, humans are predisposed to survival in these extremes. Humans generally tend toward dark skin with a wide variety of hair colors, though there are countless variations of physical appearance among humanity. Humans born in low-gravity environments tend to be taller than their terrestrial counterparts.

Society: Human presence has spread across the Aethera System, but the political center of humanity is undoubtedly still the Hierarchy, ruling over Akasaat with an iron grip and commanding one of the most impressive military forces in the system. But even in Central—the largest arcology on Akasaat and the seat of the Hierarchy's power—it is not difficult to find those who disagree with their policies. Tthe most notable detractors of the Hierarchy are the Riders, a network of both public and anonymous correspondents that broadcasts its messages over the airwaves via *farcasters*. The Riders blame the Century War on the Hierarchy and are staunch opponents of its political and social ideals, gaining traction with the younger generation of humanity (and other races) with each passing day.

Outside of the arcologies of the Hierarchy, humanity still exists much as it did in the years immediately following the Collapse, divided into clans and tribes of like-minded individuals who struggle to survive in the harsh wasteland, but revel in the freedoms this life provides. Many of these clans trace their lineage back thousands of years, and resent the structure and ideology represented by the Hierarchy, but distinguish themselves from those humans who began their lives in the Hierarchy and then fled into the wastes, many of whom turned to savagery and crime. It is these outlier raiders that those in the arcologies think of when they hear the term "wastelander," and fail to recognize the beauty and culture of the disparate clans.

The single greatest influence on human society in the Aethera System has been the Century War; nearly a hundred years of nonstop warfare have left humanity uncertain how to go about dealing with peace. The second greatest influence has been the Hierarchy's Slotting program, a means by which humans are placed into pre-ordained societal roles to fill gaps left by the catastrophic number of casualties suffered during the Century War. While this program has succeeded in maintaining societal and economic stability on Akasaat during the transition to a peacetime economy, it has also resulted in a swelling surge



of discontent, particularly among those of younger generations who have spent less of their lives under wartime conditions.

Beyond Akasaat, human society tends to be much less oppressive, taking on very different forms. While the Paragon Ascendancy on Orbis Aurea ostensibly rules in the name of the Hierarchy, their enforcement of the Hierarchy's edicts is far from consistent. Life for humans on Orbis Aurea is just as harsh as on Akasaat, though far less stable than the Paragons may like anyone to believe. While Orbis Aurea boasts a rich abundance of aetherite, the world is effectively a prison, with only one means of conveyance on or off the planet. This sense of isolation colors Orbis Aurean humans and makes them more standoffish and insular by nature.

The Amrita Asteroid Belt is an even wilder frontier; individual settlements there (called "ramshackles") have their own codes of law, and while some can be quite civilized, the majority of them tend to take a rather fast and loose approach to law enforcement. It is not surprising, therefore, that both areas have garnered their fair share of immigrants seeking more freedom than can be found under the Hierarchy's gaze, and humans coming and going from the Belt do so for myriad reasons. Just as human raiders exist in the Wasteland beyond the arcologies of Akasaat, so to do space pirates dwell in the darkness between the stars in the Amrita Belt, and just as many marshals and vigilantes arise in that diaspora.

Relations: The human view of the erahthi is a dark one, colored by nearly a century of warfare. Although the Century War is now ended, there are more than a few humans—old soldiers and graying generals, as well as those who have lost too many loved ones—who would be happy to see the Century War resume, not to end until one species or the other has been wiped from existence. Even among those with more moderate attitudes, many still view the erahthi with a measure of wariness and suspicion; the scars of a century's worth of conflict are not easily erased. But after a century of constant fighting, most are simply tired of the battle. Erahthi may be treated with wariness and suspicion, but the fire that started the war has died out in many humans, especially those living far outside of Hierarchy-controlled space.

The infused are a constant and graphic reminder of the uglier side of war, and tend to be viewed by humans with a mix of revulsion and visceral horror; the fact that they were once ordinary humans serves only to deepen that horror. The Hierarchy has essentially swept the infused under the rug, and a significant portion of humans seem all too eager to turn their backs on them, to move on and forget the ugly truth that they represent—although some among humanity view the plight of the infused with sympathy. However, on an individual level human reactions to the infused tends to vary greatly from the societal norm. Families torn apart by a family member volunteering to become an infused struggle to return to a semblance of normalcy when their loved one returns as a totally different person without memory of their past lives. The emotional scars left behind by the infused means that each one has a specific and challenging past they may not even be aware of.

Human attitudes are generally somewhat more positive and significantly more just towards the phalanx; while their artificial nature and unsettling demeanor still makes some uneasy, enough phalanx fought beside humans during the Century War to ensure that they gained a measure of respect as decorated veterans. The mystery surrounding the origins of the phalanx's souls leaves many grappling with their preconceptions of the phalanx as a people, but they have become a ubiquitous part of human society. In spite of this, humans can oftentimes be quick to dismiss phalanx as "objects" and treat them in dehumanizing or objectifying ways by means of unconscious bias. Advocacy groups promoting better human-phalanx relations arose following the Century War and are starting to gain traction, but the attitudes these groups promote are still in the minority.

Of all the nonhuman races of the Aethera System, it is the okanta who are viewed most favorably. Part

of this has to do with the fact that humanity at large has never had a significant conflict with the okanta, as the Paragons had already brokered an alliance with them before Orbis Aurea was opened to travel. A final factor in this positive outlook stems from the fact that the okanta tribes closest to human settlements on Orbis Aurea have undergone significant cultural drift, absorbing elements of human culture with remarkable affinity and speed.

Faith: The dominant philosophy on Akasaat—if not the entirety of humanity—is Scorism, the belief in the validity and accuracy of the musical prophecy of the Score as espoused by the Hierarchy and the Symphonium of the Score. The Hierarchy has been the dominant force on Akasaat for many centuries, and the majority of humanity follows its lead in matters political, philosophical, and theological. Scorism, as a faith, dates back only a few thousand years, to a time after the Collapse when numerous tribes of humanity united under the first prophet of the Score, Luthias, to found a new civilization. However, the Score persists as a religious touchstone even outside of the Hierarchy's control. Wasteland philosophers and prophets have long held the belief that Luthias may not have been the first true prophet of the Score, though this heretical viewpoint is staunchly refused by both the Hierarchy and the Symphonium of the Score.

While even the Riders do not overtly deny the validity of the Score, they do raise questions concerning the Hierarchy's interpretations and policies, instead promoting individual thought, questioning authority, and urging the pursuit of personal freedom. The most extreme adherents of this movement leave Akasaat altogether, seeking freedom from the Hierarchy's stifling society.

Whether through the tenets of the Symphonium's interpretation of the Score or the traditions of Wasteland clans, the Score is empowering to the individual and is an easily-grasped concept. "You are a part of something that is greater," is the core mantra of Scorism, and veneration of its ideals is uplifting to those of any social strata. The idea that even the most insignificant seeming or inconsequential action may be a part of a greater, interconnected tapestry is appealing to both human ego and human compassion. While the Hierarchy can often twist this interpretation to colonial ends, young humans have started to apply the teachings of the Score to the whole of the Aethera System, believing that all species and all worlds hold a role in the future of the Score, and it is by understanding one another better as individuals that the Score itself can be better understood as a prophecy.

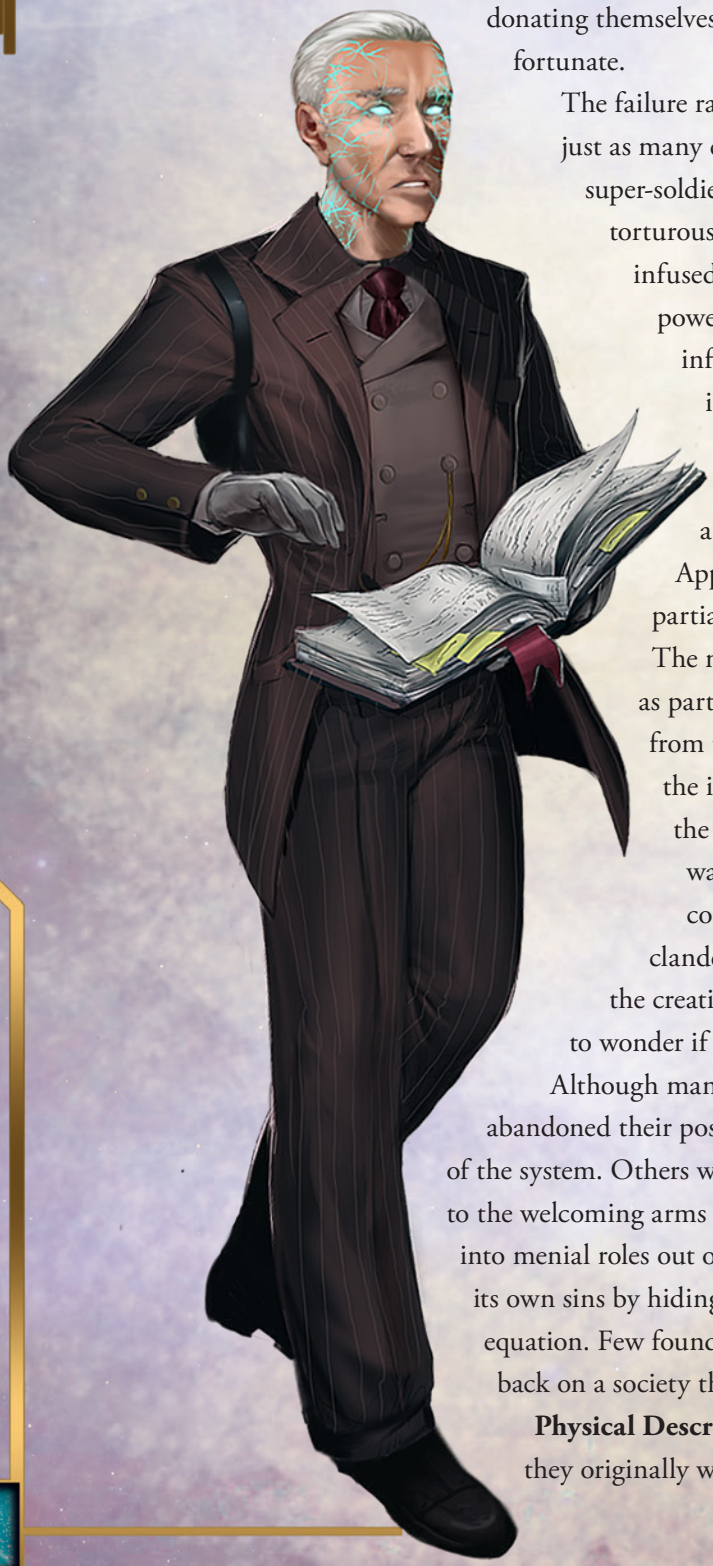
Adventurers: A number of reasons can drive humans to take up the adventuring life. Obviously, this is less prevalent among the Slotted on Akasaat, as the comforts and demands of steady employment tend to be incompatible with adventuring. The adventuring lifestyle tends to hold greater appeal for the Unslotted: between the freewheeling and unpredictable nature of an adventurer's life and the lack of access to more mundane work due to the Slotting system, it's not surprising that Unslotted humans might try their hand at adventuring, whether for freedom or simply to make ends meet.

Names: Human names vary depending on the arcology or settlement they originate from and are generally deviations of names conventional to pre-Collapse humanity, though these root names are not often known. Humans born among the Hierarchy adopt surnames based on ancestral professions (Blacksmith, Carpenter, Miller) while humans originating in Wasteland settlements tend to use one of their parents' names as their surname. Humans do not distinguish between gender when determining names, and it is a common practice for sons to be named after their mothers and vice-versa. Sample names include Akanda, Dyfid, Mikael, Pael, and Yseravelle.

Languages: Humans begin play speaking Hymnas. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Infused

As the Century War ground generations of humanity into dust, the Hierarchy sought to end the war swiftly by breeding a generation of super-soldiers infused with latent aetheric powers. The human researchers gathered volunteers from civilians, veterans, and even prisoners suffering from terminal aetherite poisoning, and began a series of strange and torturous experiments. Some of the test subjects were willing volunteers donating themselves body and mind to the Hierarchy, while others were less fortunate.



The failure rate of these experiments was exceedingly high, producing just as many catatonic husks or twisted horrors as aetherite-infused super-soldiers. The first generation of soldiers who survived these torturous transformations became what are now called the infused, named for the aetherite infusion that grants them their powers. As an unintended side effect of their creation, the infused gained a mutual psychic bond, providing them with insights into one another and even allowing them to share thoughts, dreams, and emotions after bonding. The price for this power was high, however, with infertility and a shortened lifespan as the most notable side effects. Approximately thirty percent of all infused also suffered partial or total memory loss of their lives prior to infusion. The majority of infused were sent into the theater of war as part of elite commando units not long after recovering from their augmentation. The experiments that produced the infused continued for years, but after the creation of the second generation known as Paragons, the program was ultimately discontinued, though illegal operations continuing the original experiments continued in clandestine labs for years to come. Between the Paragons and the creation and deployment of the phalanx, many infused began to wonder if their suffering had been necessary in the first place.

Although many of the infused died during the Century War, some abandoned their posts to find freedom and their own destinies on the fringes of the system. Others went mad and disappeared. Those infused who returned to the welcoming arms of the Hierarchy after the war found themselves ushered into menial roles out of the public's eye, the Hierarchy's attempt to forget its own sins by hiding them away until time itself removes them from the equation. Few found their blood families welcoming, and many turned their back on a society that had turned its back on them.

Physical Description: In general, the infused resemble the humans that they originally were, although the infusion process has left its obvious

marks. The veins and eyes of an infused glow blue with varying levels of brightness, reflecting the aetheric energy coursing through their bodies. The intensity of this illumination tends to vary with an individual's emotional state, surging when adrenaline and emotion run high and dimming when calm or sedate.

Society: The infused are outsiders in human society, either living in the shadows or working in roles out of the public eye: toiling in slum-level factories, working in aetherite mines, or operating as mercenaries. Rarely, exemplary infused retain public-facing positions, though they must work twice as hard and face twice as much scrutiny as an ordinary human to achieve these goals.

All infused fall under the Hierarchy's laws regarding the registration of magically-active citizens on Akasaat and were, at their creation, registered. Infused born of clandestine experiments in the latter years of the Century War were required to register with the Hierarchy, though many simply disappeared between the cracks. Those who remain within Akasaati society find themselves carefully watched by the Hierarchy, which secretly fears the thought of an infused uprising.



Some infused chose to become fugitives from the Hierarchy, simply trying to build a new life in peace. Others have found their homes on the fringes of the system: many have settled in the Amrita asteroid colonies or live as nomads hiring on as muscle to whatever ship is ready to fly, choosing a life among the stars. Infused soldiers who survived the war often stuck together with their original unit, connected more strongly to one another through their psychic bonds than to anyone else. A number of infused have found themselves seeking service under the Paragons of Orbis Aurea, who have welcomed their smaller cousins with open arms. The Paragon Ascendancy of Orbis Aurea actively promotes infused within its ranks with preference over other species, and the Paragons themselves make no attempt at hiding this fact. Additionally, some of the most advannced research into infused lifespan extension is carried out by the Paragons on Orbis Aurea. While the infused are treated better on Orbis Aurea, the harsh reality of life on that frozen world is not how most infused wish to spend their short years.

As scattered a people as the infused are, there is one truth that connects them all. The infused are dying: as individuals, and as a people. The lifespan of an infused rarely exceeds 35 years; the youngest infused created

at the end of the official project's life cycle in 3993 are already quickly approaching this time of twilight. The brief time remaining for the infused drives them to make their mark on history and never be forgotten, to seek vengeance against the Hierarchy for what was done to them, or to discover a way to prolong their lives or create more of their own kind. From heroic martyrs to those who would experiment on innocent humans to discover the secrets of their own creation, the infused that survived the Century War tend toward extremes.

Relations: The way that the infused view other races is colored by the predispositions and prejudice of humanity, although their experiences during the war and the way they were cast aside by the Hierarchy have allowed the infused to deviate from the patriotic line they were born into. While many of the infused desire nothing more than to be accepted by their families and what they once saw as their people, they also feel a deep sense of betrayal. Some limit these feelings to the Hierarchy itself, while other infused expand that bitterness toward all humans. Individuals range from firebrands seeking revenge against all humankind to martyrs desperately hoping to make humanity see the heroic souls within them. Each infused's relationship with their blood families, if any still live, adds an additional twist to their personal conflict.

As the vast majority of the infused are veterans of the Century War, it's difficult for many of them to see the erahthi as anything other than enemies. Still, some infused have come to wonder if the Hierarchy's war against Kir-Sharaat was not a just one, and the erahthi perhaps not the terrible enemy they had been led to believe. In the years since the war's conclusion, this undercurrent of doubt has only grown.

The phalanx are a source of contention for the infused. Like many humans, the infused see phalanx as usurpers—not of jobs or other tangible things, but rather of prestige. It was the phalanx who were ultimately the chief weapon that turned the Century War in humanity's favor, replacing the infused and leaving them unwanted. While this animosity is far from universal, many infused have strained relations with the phalanx in post-war interactions, though ironically the bond of aetherite shared between these two species means that other than the infused, it is the phalanx with whom the infused can share the most powerful psychic bonds.

The okanta, on the other hand, are a different matter entirely. Most infused who chose to live on Orbis Aurea or fought in the latter years of the Century War did so alongside okanta. These tremendously powerful beings treat the infused not as monsters but people deeply in tune with the rhythm of the universe, bounded as they are to aetherite—a substance the okanta view as sacred.

Faith: Infused typically follow similar philosophical and religious trends as humans do, though in fewer numbers. Most infused lack memory of their formitive years in which most religious adherence is founded. However, as a short-lived people in search of a purpose, infused have begun to adopt Scorism in greater numbers than ever. Some infused even seek to

Infused Favored Class Options

The following options are available to all infused who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Brawler: Add 1/2 uses per day for the brawler's martial flexibility ability.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Cavalier: Add 1/4 to the bonus that the cavalier gains from their order's challenge bonus.

Kineticist: Add 1/3 points of damage to aether elemental blasts that deal damage.

Psychic: Gain 1/6 of a new phrenic amplification.

Sorcerer: Add one spell known from the sorcerer/wizard spell list of a level that you can cast. This spell must have the force descriptor.

find answers in the Score that could solve the terminal future of their species. These aetheric prophets tend to congregate in areas where aetherite is plentiful, such as on Orbis Aurea, and some of these fringe groups have even gone as far as reopening experimentation from Project Paragon, attempting to create a new generation of infused with longer lifespans and capable of creating progeny. These individuals believe that the infused are not merely ex-humans, but a wholly new species entirely, and one that has yet to come into its own.

Outside of Scorism, some infused become ensnared by the promises of power whispered by malign entities such as living idols (see page 523) and are quick to fall into such cults with reckless abandon. While the number of infused thus entangled in these cults is thankfully as small as the number of cults, it is nevertheless a worrying trend.

Adventurers: Unwanted by their creators and without a war to fight, adventuring is a calling that many infused take to. As the majority of infused were once soldiers, they tend to take levels in martially-inclined classes such as fighters, rangers, and cavaliers, although the aetheric infusion process left many with an aptitude for sorcery and psychic ability. Infused can be found on nearly every world, though in small numbers. Due to their immunity to aetherite poisoning, infused are often called upon to explore locations suffused with aetheric radiation, once again finding themselves paired up with the phalanx, who share this immuniry.

Names: The infused, as a race of modified humans, are generally named as humans are, though a trend amongst many infused is to abandon their original surnames as a way of turning their backs on a society that has abandoned them and adopt whatever identity suits them best.

Infused Racial Traits

+2 Dexterity, +2 Charisma, –2 Constitution: Infused have enhanced reflexes and strong personalities, but fragile health from the torturous experiments that created them.

Humanoid: Infused are humanoids with the aether and human subtype.

Medium: Infused are Medium creatures and receive no bonuses or penalties due to their size.

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

Aetheric Manipulation (Sp): Infused with a Charisma score of 11 or higher gain the following spell-like abilities:

- At will—*mage hand*, *open/close*
- 1/day—*shield*

Telekinetic Guidance (Su): When in zero gravity (or affected by *levitate*), infused gain a fly speed equal to half their land speed.

Arcane Strike: Infused gain Arcane Strike as a bonus feat at 1st level, even if they do not meet the prerequisites.

Aetherite Immunity (Ex): Infused are immune to the effects of aetherite radiation.

Psychic Bond (Su): Infused can create a psychic bond with another creature that has the aether subtype. Creating this bond requires both creatures remain in physical contact for 1 minute. An unwilling target of a psychic bond may negate the effect with a successful Will save (DC 10 + 1/2 the infused's Hit Dice + the infused's Charisma modifier.) After a successful bond, both creatures gain a +4 racial bonus on Sense Motive checks against one another and a +4 racial bonus on Bluff checks to pass secret messages between them. Once per day, an infused can share thoughts with one or more creatures they are psychically bonded with as though they are all under the effect of *mindlink*[OA]. An infused can be bonded to a maximum number of creatures equal to 3 + their Charisma modifier.

Languages: Infused begin play speaking Hymnas. Infused with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Infused

Okanta

The nomadic okanta have songs that trace their history back 800 years across the frozen world of Orbis Aurea. The okanta call the planet Amurtah, named when the first of the Harmarandh shamans heard the whispers of the spirits and began their people's storytelling tradition. The okanta are a proud, powerful race of savants that have only just entered interplanetary society.



Physical Description: Believed to be descended from giants, the okanta have a powerful, towering stature that is a testament to their great strength. They typically stand between 7 and 8 feet tall, and while they are powerful in stature, the okanta are also surprisingly quick for creatures of their size.

While all okanta share the trait of being impressively sized, the features and builds of individual okanta vary wildly. Each okanta shares physical characteristics with a specific mammal, including both those native to Orbis Aurea and those not. This animalistic distinction is not shared across bloodlines; an okanta with boar features may have children that have bear and ram qualities. In spite of this variance, all okanta have impressive horns, irrespective of their other animal traits. Okanta horns, regardless of appearance, grow with age and are never shed. An okanta's horns are a point of personal pride, often adorned with inlaid runes, scrimshaw, or other adornments often detailing pictographs that tell an okanta's personal or familial history. Removal of an okanta's horns is taboo in their society, even as a means of punishment, and perpetrators of such an act are viewed with contempt.

Society: Okantan society can be found in several regions across Orbis Aurea, the majority of which are scattered across the temperate band at the world's equator and into the edges of the tundra to the north and south. However, okanta are a nomadic race and have formed a relationship with clans of giants (stone and taiga clans, primarily) in order to survive against the incursions of the frost giants who dwell in the subpolar and polar regions of their planet.

Though all okanta share a nomadic lifestyle with a long history of oral tradition and songs, each tribe holds different values. Tribes are led by shaman elders who practice varying degrees of animism unique to each tribe, though all okantan shamans trace their traditions back to the fabeled city of Harmarandh that stood when the okanta were not a nomadic people. While each shaman may each interpret the whispers of the spirits in a different way, this unifying historic anchor ties a binding thread between all clans.

Okanta have revered aetherite as a sacred and spiritual material for as long as their society has recorded history. While aetherite is a highly toxic and dangerous substance, okanta long-ago discovered its supernatural properties, especially

pertaining to the spirits of the dead and yet to be. Okantan shaman claim that aetherite is a window through which spirits of the dead can interact with the world. The okanta even discovered the morphic qualities of aetherite, but did not deign to turn it into a power source. Okanta have no strong opposition to the utilization of aetherite as a power source, provided that it is done with respect towards the environment the aetherite is harvested from, and even this is a strictly practical outlook. Okanta became keenly aware of the folly that befell humanity during their aetherite rush, thanks to stories from the first human survivors to land on Orbis Aurea, and the okanta would not wish such a thing to happen again. As such, large tracts of surface-level aetherite on Orbis Aurea are strictly off-limits to mining operations, as these sites are used as holy places of pilgrimage for the okanta, where their shamans tap into the aetherite to commune with spiritual forces.

Strength is valued highly by all okanta, but not merely physical strength. Mental and spiritual strength are often more important than brute force and the okanta value well-rounded individuals more than exemplars of a singular aspect.

Moreso than even humans, okanta are a gregarious species that is quick to adept to change. The driving force behind this outlook is the okantan lifespan, which rarely extends beyond 25 years. Okanta are bold and passionate, making the most of their lives and striving to create a lasting memory that will be recorded in the traditional songs and chants of their people.

It is rare that okanta tribes ever war against each other. Disagreements are settled by duels of honor between individuals, and exile from one's tribe is considered a fate worse than death. Exiled okanta were once consigned to an isolated life in the frozen wastes, but now these renegades can find a new future in the stars beyond their shrouded homeworld.

Relations: Having co-existed along with stone and taiga giants for generations, okanta understand the importance of forming alliances with others. Foreigners who do not openly display hostility are welcomed by most okanta tribes and treated with hospitality. Stories are always expected to be exchanged by those invited into okantan homes, and they are suspicious of those who are reserved and unwilling to share knowledge.



After giants, humans are the race the okanta are closest to, due to the arrival of humanity on Orbis Aurea multiple okantan generations ago. As relative newcomers to the interplanetary society, okanta are largely regarded as unknown quantities by other races, though they did choose to fight alongside humanity in the final days of the Century War.

Okanta share much in outlook with humanity, and while okanta are more willing to allow for another generation to finish the tasks set out by the first, they admire human ambition and aspiration. Ever since the first humans crash-landed on Orbis Aurea, okanta have taken on a role of surrogate family and often unconsciously extend this attitude to humans offworld. An okanta preening a human or offering constructive criticism the way one might to a family member is common. Okanta are a strongly familial people and oftentimes try to insinuate themselves into such structures without direct invitation.

Okanta Favored Class Options

The following options are available to all okanta who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds per day by 1.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Fighter: Add +1/2 to damage dealt on a charge attack.

Paladin: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the paladin's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Spiritualist: Add +1 hit point to the spiritualist's phantom.

Okanta view the erahthi and phalanx with very similar outlooks. Both races are ancient in their own ways (the erahthi by merit of age, the phalanx by merit of their immortal souls and bodies). Both fascinate the okanta and are the subject of many invasive—but usually well-meaning—questions regarding their society and lives. The erahthi are seen as wise keepers of knowledge, while phalanx are seen as physical vessels for aetherite and the spirits that communicate through it. Regarding the latter, okantan clans are divided on whether this is for good or ill.

However, it is the infused that garner the most curiosity and superstition from okanta. The infused are, by their very nature, flush with the power of aetherite, but bear none of the wisdom of the spirits that speak through it. Okanta share the short lifespan of the infused, and thus try to share a hopeful outlook to the infused so as to alleviate the resentment they have toward their short lives. Okanta instead try to present it as an opportunity to live in the moment and make a mark while there is still time.

Faith: A form of shamanistic animism called Uutoh is the primary okantan faith. The first of the shamans were called the Harmarandh, and they were the first to hear whispers from aetherite in the land and the sky, which they later called the Song of the Stars. Curiously, the okanta do have a word for stars in their language, indicating that Orbis Aurea may not have always been shrouded by a cloud as it is today, and belies an older history of the okanta people than even they may be aware of.

Okanta who can hear the Song of Stars are vessels for spirits who grant them powers great enough to fight all those who threaten the okanta, including the frost giants. Under the guidance of such shamans, the wondrous metropolis of Haj-Harmarandh was built, the only permanent settlement ever constructed by okanta. Even after the fall of this great city, belief in the Song of the Stars continues on.

The Song of the Stars is, undeniably, a facet of the Score, and as such, okanta faith often overlaps with humanity when it comes to the

importance of prophecy and prognostication. While Uutoh practitioners and Scorists may diverge on interpretations of specific movements within the Score, the means by which they percieve the Score is largely the same.

Among Uutoh practitioners, there is a growing desire to make contact with the zahajin of Kir-Sharaat to share ideas and philosophy. While few know of the true inner-workings of zahajin society, stories of their reliance and connection to aetherite is a tantalizing glimpse into another possible means of interpreting the Song of the Stars.

Adventurers: Wanderlust has always flowed through okanta veins, making them travelers who rarely settle down for long. Though raised in tight-knit tribes and communities, this short-lived race is restless and has always heard the call of something more in the wider world.

Though some okanta, especially their shamans, still cling stubbornly to the old ways, many of the younger generations are eager to let their nomadic lifestyle lead them beyond Orbis Aurea and into the stars. Young okanta are easily lured away by promise of adventure; troublemaking exiles often seek employment from off-worlders rather than facing a solitary existence in the unforgiving wilds of Orbis Aurea. The okantan ability to learn quickly and their fearsome appearances have made them popular as bodyguards, especially for exploration teams and military units.

Names: Okantan names are typically consonant-heavy and are followed by their clan name. Typical names include Arakhu, Tauth-el, Kithare, Lenshura, Yashka, and Zureen.

Okanta Racial Traits

+2 Strength, +2 to One Other Ability Score: Okanta are powerfully built, but also flexible and varied.

Humanoid: Okanta are humanoids with the okanta subtype.

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

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

Low-Light Vision (Ex): Okanta can see twice as far as humans in conditions of dim light.

Fearless: Okanta gain a +2 racial bonus on all saving throws against fear effects.

Adaptive Mimicry (Ex): Once per day, an okanta can spend 1 hour observing a creature actively using any skill that the okanta has no ranks in. After this observation period, the okanta gains a number of ranks in the observed skill equal to her level, and treats the skill as a class skill (if it isn't already). This effect lasts until the okanta dedicates time to studying a different skill in use, which then replaces her previous selection. This ability does not grant an okanta access to uses of a skill that are normally prohibited (such as the Elemental Harmony skill unlock for Perform) that she would not otherwise have.

Gore: An okanta's horns are deadly weapons, granting a gore attack as a natural weapon that deals 1d6 points of damage.

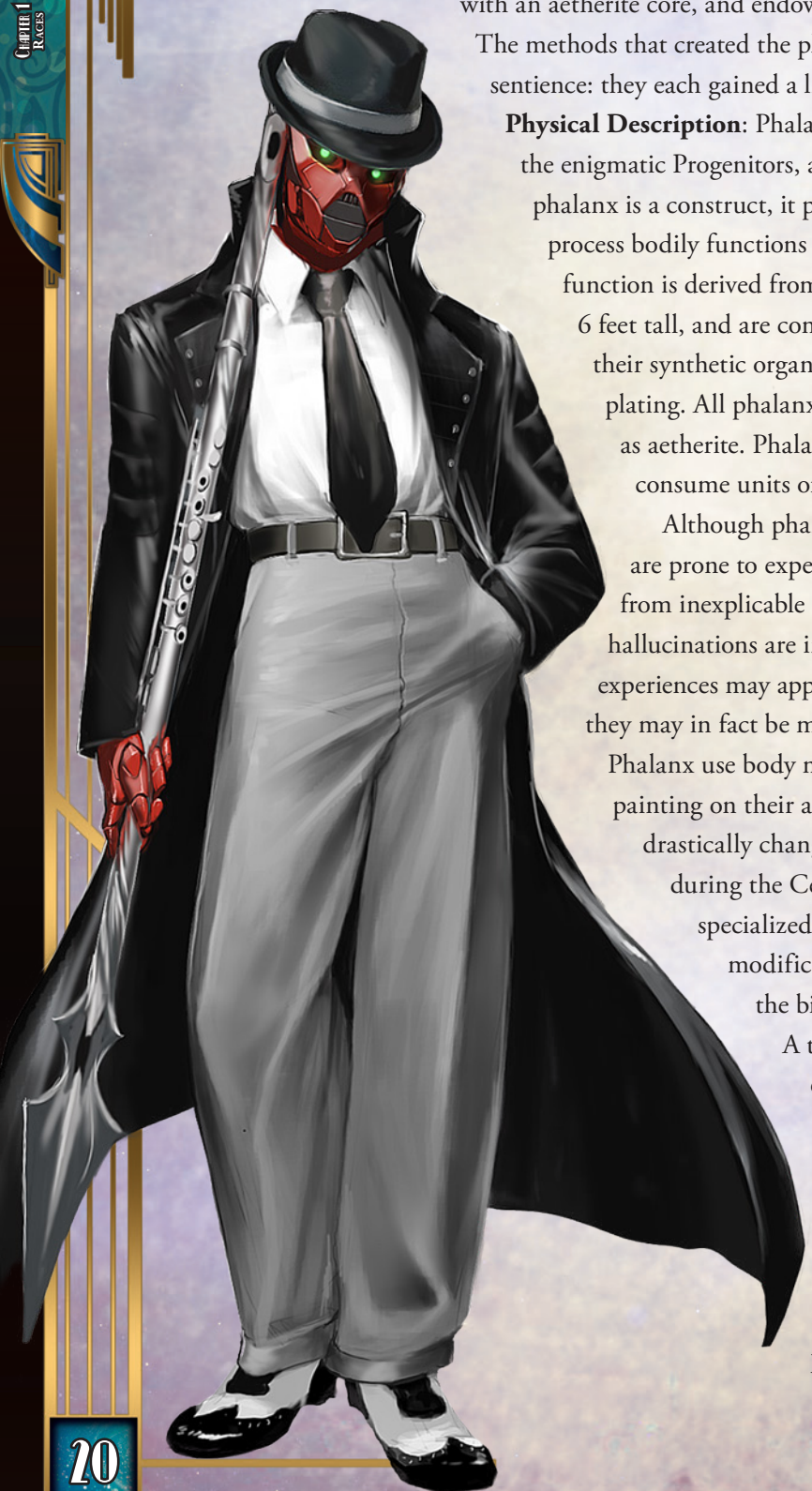
Powerful Build: The physical stature of okanta lets them function in many ways as if they were one size category larger. Whenever an okanta is subject to a size modifier or special size modifier for an opposed check (such as grapple checks, bull rush attempts, and trip attempts), the okanta is treated as one size larger if doing so is advantageous to him. An okanta is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. Additionally, an okanta can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Light Sensitivity: Okanta are dazzled in areas of bright light.

Languages: Okanta begin play speaking Hymnas and Okanta. Okanta with high Intelligence scores can choose from the following languages: Aklo, Aquan, Erahthi, Giant, and Infernal.

Phalanx

The phalanx are an artificial race of bio-mechanical constructs, granted free will by the ancient power locked within aetherite. The phalanx were not built, but rather found dormant in an ancient pre-Collapse vault on Akasaat's moon, Prima. Their sophisticated bodies were reverse-engineered by Hierarchy scientists, and infused with an aetherite core, and endowed with sentience through powerful occult rituals. The methods that created the phalanx, however, endowed them with more than mere sentience: they each gained a living soul.



Physical Description: Phalanx are highly advanced constructs originally built by the enigmatic Progenitors, a forebearer species that predates the Collapse. While a phalanx is a construct, it possesses a sophisticated series of synthetic organs that process bodily functions similar to a human, save that all phalanx bio-organic function is derived from aetherite. All unmodified phalanx stand at exactly 6 feet tall, and are composed of a steel-and-duranite skeleton that contains their synthetic organs and circulatory system, all encased in a durable armor plating. All phalanx possess identical blue eyes that shine the same color as aetherite. Phalanx do not breathe, eat, drink, or sleep. Rather, they consume units of aetheric power and convert it into fuel.

Although phalanx do not sleep, during long periods of inactivity they are prone to experiencing waking, dreamlike hallucinations that vary from inexplicable sensory input to fully-realized moments in time. These hallucinations are influenced by a phalanx's current life, and while such experiences may appear to involve contemporary concepts, some believe they may in fact be memories thousands or more years old.

Phalanx use body modification to express themselves, be it stenciled painting on their armored chassis or mechanical modifications that drastically change their outward appearance. This process began during the Century War, where some phalanx were modified for specialized operations. Many phalanx adopted this tradition of modification after the war and made it their own, inspired by the biodiversity of the worlds they visited during the war. A typical phalanx changes their mods over time due to experience, change in personality, or simple shifts in tastes and mood.

All phalanx were originally constructed with gender-neutral frames. Since their liberation following the end of the Century War, some phalanx have chosen to adopt gendered identities, even going as far as having their chassis remodeled to represent humanoid standards of gender.

Society: Nearly all phalanx surviving today are war veterans. While not all phalanx fought on the front lines of the Century War, all served the Hierarchy war effort in some capacity. This shared history as soldiers, and the collective tragedy of their origin and lives, united phalanx in a way that few other races understand. The phalanx were born, lived, and—in many cases—died at the orders of another. For the entirety of the Century War, the phalanx were considered property of the Hierarchy. However, following the war's conclusion, the Hierarchy moved to grant independence to all phalanx and cease all production of additional phalanx from the vaults on Prima. Many phalanx, once granted freedom and independence, discovered that the stars held no place they could call their own. With freedom came the struggle to discover what it means for a phalanx to be an individual.



Many phalanx remained with, or quickly returned to, the Hierarchy military after they were granted freedom. Knowing only war for their entire lives, these phalanx found it impossible to adapt to civilian life. Those who did leave the military took up jobs that used the skills they developed as soldiers during the war. A former counterintelligence agent may have become a law enforcement officer on Akasaat or a security chief on a remote asteroid mining colony, while an aethertech mechanic may have become an independent inventor or aethercraft engineer. The vast majority of the phalanx, however, live on the fringes of society. These phalanx put distance between themselves and the civilizations their kind fought for and died fighting against, creating their own customs and beliefs wholecloth.

Even though many phalanx reintegrated into human after the war, the Hierarchy unofficially treats phalanx as second-class citizens. Phalanx, much like infused, must work twice as hard to achieve the same recognition or status a human might. Additionally, as inorganic beings ostensibly created by humanity, they are often the victims of prejudice and discrimination. Senior leadership among the Hierarchy actively strive to keep phalanx from obtaining positions of military or political influence and power.

Among their own kind, phalanx communities are typically close-knit, adopting concepts of family within their social circles. Many phalanx communities have regular meetings to discuss societal and cultural advancement and development. Such meetings are often long celebrations of the arts and philosophy, after which the participating phalanx spread newly

developed styles of music, paintings, sculptures, and even radical philosophical ideas into their neighboring communities.

Relations: Many phalanx resent humanity for their treatment during the Century War. While phalanx have been given freedom, it is a cold comfort to their creation and enslavement by humanity. Some phalanx try not to allow themselves to be consumed by bitterness at humanity as a whole, realizing that it is the institution of the Hierarchy that shackled them, and that is the injustice they confront, along with humans who recognized the amorality in how the phalanx were treated, yet stood by and did nothing.

The infused are seen by most phalanx as distant kin united by a bond of mutually experienced servitude and suffering. Both races were designed as weapons of war by humanity and neither truly fit into the modern world. Some phalanx experience a form of survivor's guilt, knowing that the infused are doomed by their unnaturally shortened life-spans. Of note, phalanx are the only other species that are capable of joining the infused's psychic network. This potential relationship often draws infused and phalanx together in complex familial units with diverse social outlooks.

The phalanx are often see erahthi as an inspiration, due to their natural physical expression through plant growth and use of symbionts. However, many phalanx struggle against an underlying guilt with respect to the erahthi due to their violent history as tools to fight them. Some phalanx therefore dedicate themselves to protecting or contributing to erahthi society in reparation for the damage they caused during the war. While erahthi-phalanx relations are strained, many phalanx make great effort to learn from their former enemies to grow understanding of their own people. They recognize that the erahthi are, in essense, constructed to fit roles much as the phalanx are, and seek to form bonds in that commonality.

Phalanx tend to view the okanta with a mixture of curiosity and uncertainty. The okanta are relatively new arrivals to the universe at large, and phalanx have not had long to quantify their relations. The phalanx also admire the adaptability of the okanta, especially their ability to learn nearly any skill through simple observation.

Adventurers: A typical phalanx pursues adventure to find a sense of identity, testing their outlook on life by tossing themselves into the hardships of the world. Many phalanx have served in the same job or social role their entire life and take up adventuring in order to discover a new path for themselves or see a different world. Martial classes like fighter and brawler are common among phalanx due to their military past, while bards are common due to both the phalanx's emergent emphasis on art and culture and the role bards played in the Century War. Because of their connection to aetherite, aether kineticists are common among the phalanx as well.

Faith: The most common faith among phalanx is a general belief in the concept of reincarnation.

Phalanx Favored Class Options

The following options are available to all phalanx who have the listed class, and unless otherwise stated, the bonus applies each time you select the class reward.

Fighter: Add a +1 racial bonus on checks made to stabilize when dying.

Monk: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

Rogue: The rogue gains a +1/2 bonus on Disable Device checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

Wizard: Reduce arcane spell failure chance for casting wizard spells when wearing armor by +1%. When this total reaches 5% the wizard gains Light Armor Proficiency, at 10% the wizard gains Medium Armor Proficiency, and at 15% the wizard gains Heavy Armor Proficiency.

While reincarnation has philosophical and religious touchstones across many species, phalanx believe the dreams and visions they experience imply the existence of past lives as races other than as phalanx, and seek to understand their soul's origins. Some phalanx adopt the spiritual outlook of the okanta after living with them, learning to appreciate their diverse and storied histories and the concepts of okantan animism and the spirits within aetherite. Phalanx nearly universally believe that their aetherite cores are a physical manifestation of the soul, and the okanta connection to spirits in aetherite is therefore seen as a link tying these two races together.

A small number of phalanx actively revere the Score as outlined by the Symphonium. These phalanx believe that their species' role within the Score was not served by their involvement in the Century War, as most Scosists believe, but that their destiny lies beyond the events of the Century War. Phalanx prophecy chanters research the Score tirelessly for evidence of the phalanx destiny and how it may yet be shaped.

Names: Phalanx names vary based on personal taste rather than culture. Those who feel closer to their military roots retain their original serial numbers, while others adopt names from life experiences, such as deceased friends, favorite pieces of art, emotions, or other objects they closely identify with. While some phalanx choose to identify with a gender, like humans they do not differentiate between gendered names.

Sample Names: Citrine, Crow, Fall, Legacy, Seven-Thirteen, Sorrow.

Phalanx Racial Traits

+2 Constitution, +2 Charisma, –2 Wisdom: Phalanx have sturdy mechanical bodies and strong personalities, but often make poorly informed or hasty decisions.

Type: Phalanx are constructs with the phalanx subtype. Unlike normal constructs, phalanx possess a Constitution score and do not gain bonus hit points based on their size.

Medium: Phalanx are Medium creatures and receive no bonuses or penalties due to their size.

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

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

Aetherite Dependency: A phalanx must consume at least 1 au of aetheric energy (through an oral induction port) each day or immediately begin suffering from starvation (*Pathfinder RPG GameMastery Guide).* Phalanx do not take nonlethal damage when starving, but instead become staggered for each day they fail their Constitution check. A starving phalanx who consumes at least 1 au is no longer starving and is not staggered. A phalanx can survive without aetherite for a maximum number of days equal to 3 + their Constitution bonus. After reaching the maximum number of days without aetherite, the phalanx falls unconscious and remains unconscious indefinitely until fed at least 1 au per Hit Die the phalanx possesses. A phalanx cannot die from starvation.

Armored Fists: Phalanx gain Improved Unarmed Strike as a bonus feat.

Curiosity: Phalanx are an inherently curious race and adept at parsing data, and gain a +4 racial bonus on Diplomacy checks to gather information.

Flashback (Su): Phalanx can tap into the lingering memories of their soul to gain abilities they do not normally possess. Once per day as a move action that provokes attacks of opportunity, a phalanx may willingly experience a flashback to gain the benefit of a feat they don't possess. This effect lasts for 1 minute. The phalanx must meet all the feat's prerequisites.

Natural Armor: Phalanx have a +1 natural armor bonus to AC.

Languages: Phalanx begin play speaking Hymnas. Phalanx with a high Intelligence score can choose any other language (except secret languages such as Druidic.)

Other Races

Some races not found in the Aethera Campaign Setting may be too appealing for a player or game master to resist including. While introducing androids or elves may be fun around the table, Game Masters should be prepared to explain why these races exist in the setting and what their role is within each of the system's cultures. If they are coming from outside of the Aethera System through purposeful travel or mishap, how will they react to some of the changed features present in the system?

If one of these races exist in your Aethera games as natives to the setting's many worlds, what was their role during the Century War? What impact does their culture have on the other major cultures? The worlds of the Aethera System are vast and many are not fully explored, leaving Game Masters with plenty of opportunity to create new cultures and people that might inhabit an unexplored continent or even reside deep underground.

Some of the below races presented in the *Pathfinder Roleplaying Game: Advanced Race Guide* are suitable for play. These races do not have prominent roles in history, but are assumed to exist across the system's planets.

Aasimar: Aasimars are usually the progeny of a living idol (see Chapter 6: Bestiary) and are typically found within the cults that surround these semi-divine entities. Aasimars may appear as any of the primary races of the setting (though it does not change their racial abilities) and aasimar members of any species are not differentiated, socially, from ordinary examples of their species.

Catfolk: Catfolk exist within the vast stretches of tundra across the frozen world of Orbis Aurea. While they are few in number, these scavengers have fleeting interactions with the okanta and native giants, instead they primarily stick to their territories on the western side of Pah, where they are fleeing the growing threat of the azaka.

Changeling: Changelings are too often mistaken for humans, much to the pleasure of their hag ancestors. Hags are prevalent across much of the Aethera System, but changelings primarily arise on Akasaat's Wasteland, where they serve as infiltrators for their hag ancestors or loners on the run from those same family members.

Dhampir: Dhampirs arise only rarely as the children of humans that survive an attack by a vampire, and more often as those who survive lethal exposure to the toxic minerals aetherite and netherite. Unlike netherite-infused dhampirs, aetherite-infused dhampirs have the aether subtype and may also have the aetherwarped creature template (see Chapter 6).

Fetchling: No human civilizations are known to exist on the dreaded Shadow, but fetchlings nevertheless may exist elsewhere in the Aethera System as the result of cruel experimentation by the Choir of the Machine and the taur.

Gathlain: These fey creatures are native to the wilds of Kir-Sharaat and originate from Kir-Sharaat's echo on the Evermorn. While exceedingly rare in number, gathlains are one of the few fey species that are not in opposition to the erahthi and as such are often at odds with the fey lords of the Darkwild.

Ghoran: Ghorans are a shame hidden away by the erahthi. Creations of the Builder Caste during the Century War, ghorans are artificial plant life-forms that originated as symbionts with free will. The ghorans were seen as such an abomination that the experiments were shuttered and the successfully created ghorans destroyed, though some are rumored to have survived in remote corners of the system.

Goblin: Goblins in the Aethera System are ingenious, mechanically-inclined salvagers and inventors living in the uppermost strata of Akasaat's Underworld, safe from the scorching heat of the surface. Goblins frequently trade with surface folk for scrap and mechanical components, but are seen

as little more than vermin by the Hierarchy, who go out of their way to exterminate goblins wherever they appear.

Grippli: Small settlements of gripplis live within the remote ocean shores of Kir-Sharaat, where the great forests and Darkwild meet at rocky coastlines. Grippli settlements are built within the sheer cliff faces that lead down to the world's oceans, and gripplis do their best to stay out of the affairs of the territorial zahajin.

Ifrit: Rare ifrits are the product of a humanoid that gives birth near the orbit of the star Ashra, and may originate from any race except erahthi, infused, and phalanx. These fire-blooded entities are treated with remarkable curiosity by members of their parent species and do not reliably produce ifrit offspring.

Kasatha: Kasatha nomads prowl the Wasteland of Akasaat in itinerant bands, though they are rumored to have cities nestled in deep valleys between jagged mountain ranges across Akasaat's northern hemisphere. Their territory is thousands of miles away from Hierarchy-controlled regions of Akasaat, and they do their best to keep out of human affairs.

Lizardfolk: Lizardfolk—called the noaona among their own kind—are common across the Wasteland of Akasaat. These lizardfolk are acclimated to desert environments and lack the swimming capabilities their kind usually possess, they are instead fleet of foot and have a base speed of 40 feet. Lizardfolk trade with the human clans of the Crescent Tablelands, far from Hierarchy-controlled territory, but frequently travel the Wasteland to trade and explore.

Oread: Oreads are infrequently born among the native species of Akasaat. Oreads born into the Hierarchy are immediately registered at birth and closely monitored by the Hierarchy. They are often subjected to experiments to determine what environmental conditions facilitated their birth.

Ratfolk: Known as the Askona among their own people, ratfolk maintain itinerant clans across the surface of Akasaat, acting as traders, salvagers, and guides of the Wastes. They are frequently encountered as members of Wasteland raider gangs, and as such have gained an unfair reputation as untrustworthy.

Samsaran: Samsarans are very rarely born to human parents who reside within the Gulf or remote colony settlements within the Amrita belt. Samsarans are little understood, even by themselves, and sometimes experience the same fleeting memories and flashbacks of past lives that phalanx do, providing a perplexing link between the two species.

Skinwalker: Skinwalkers arose from the Requiescat humans that survived the Hierarchy's first expedition to Orbis Aurea. Most skinwalkers fully integrated into okantan clans and never rejoined humanity.

Suli: Sulis are the rare progeny of a human and a genie that became trapped in the Aethera System. Sulis are highly uncommon and rarely encountered in metropolitan regions.

Sylph: Sylphs are born to species who produce offspring near the storm-wracked world of Seraos. and—barring some exceptions (see Chapter 3: Cosmology)—are relatively few in number.

Tengu: Native to Akasaat, tengus share a long history with the lizardfolk and ratfolk of the Wasteland, existing in a tripartate alliance that shares art and resources. Tengus are natural explorers and have quickly spread to Orbis Aurea thanks to the common shipping lanes connecting Akasaat and that remote, frozen world.

Tiefling: As aasimar, tieflings are usually the progeny of a human and a living idol, though tieflings are far less tolerated due to their obviously monstrous features and unusual origin.

Undine: Appearing in large numbers on Orbis Aurea, undines are believed to possess extensive underwater cities and a largely unknown culture, mysteriously stretching back prior to the Requiescat. However, no scholar has ever witnessed these cities.


PHYTOREGENESIS
SERUM FORTY-TWO, VARIANT 13, TEST ONE.
I SUPPOSE THAT ONE OF THE MANY BENEFITS OF LONGEVITY, IN COMPARISON TO OTHER SPECIES, IS NEARLY LIMITLESS TIME FOR RUNNING ITERATIVE EXPERIMENTS.
THIS IS STRANGE, THE SPECIMEN IS--
QUARANTINE!
CCRACKK


PRELIMINARY OBSERVATION.


EASILY WEAPONIZED.




PHYTOREGENESIS SERUM FORTY-TWO, VARIANT 13, TEST ONE:
DESTROY ALL SAMPLES OF THE SERUM.
CHAPTER 2 : CLASSES

Classes

The *Aethera Campaign Setting* presents not only multiple worlds and cultures to explore, but new ways to look at existing character classes from the *Pathfinder Roleplaying Game*. Presented in this chapter you will find an entirely new class called the cantor, a bard-like divine spellcaster that taps into the mysterious power of the living prophecy known as the Score. In addition, this chapter contains dozens of new archetypes for the cantor and other existing classes, and details on how the existing classes fit into the *Aethera Campaign Setting*.

The roles of classes across the Aethera System are often more directly connected to the overarching themes of the *Aethera Campaign Setting* than they may be in other campaign settings. Some societies have a higher predilection towards one class than another, or—such as is the case with the human homeworld of Akasaat—fear or prejudice towards some classes. In the case of Akasaat, spellcasting classes and those capable of supernatural feats (such as kineticists) are carefully monitored and registered in a government database, while those who refuse registration are hunted down and captured by elite trackers known as the Vanguard. Scenarios like these present both interesting roleplaying opportunities and also add an additional layer of importance in a player's choice of character class. It is recommended that all game masters and players read through this section so as to better understand the roles their classes play in society and the possible impact that may have on the game.

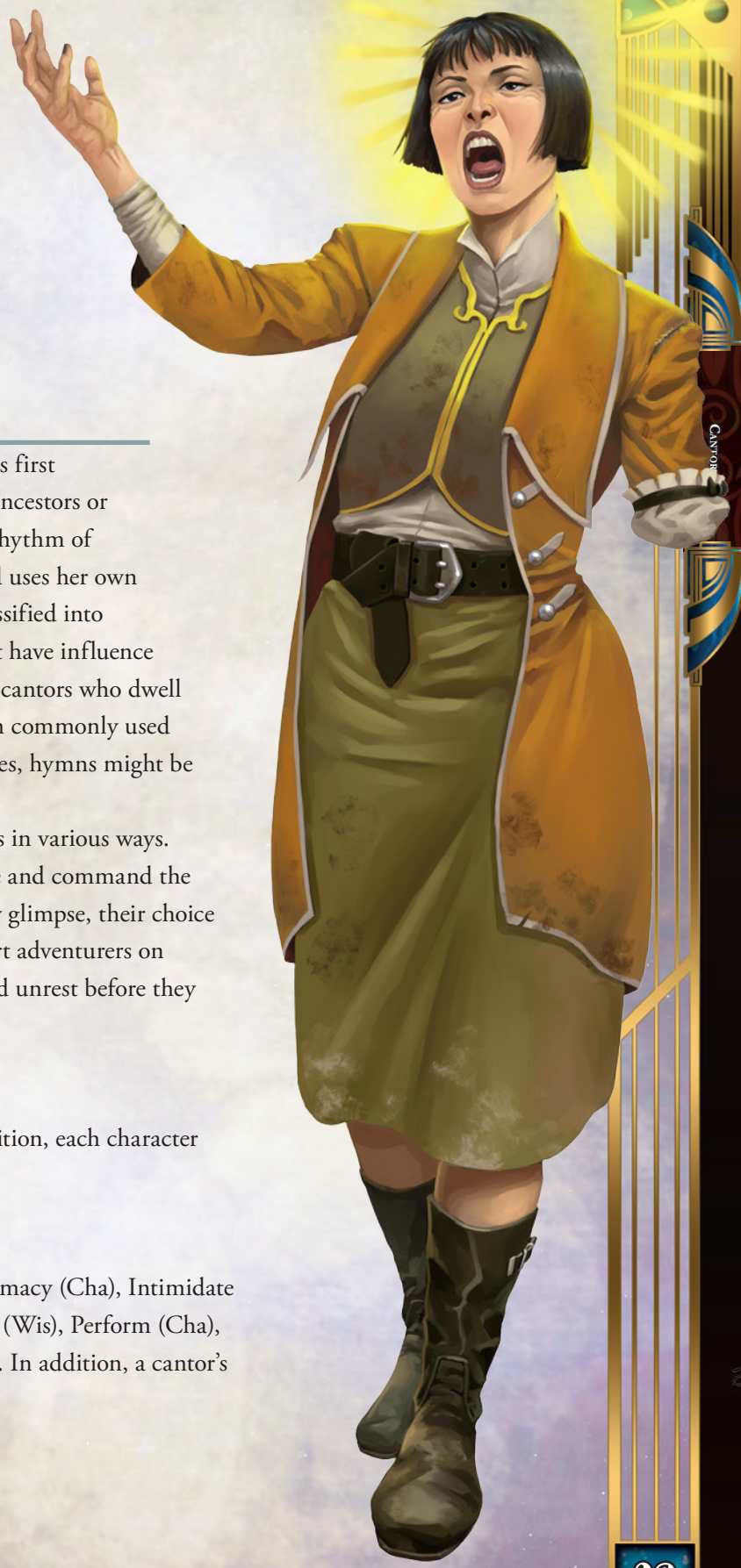
Two of the major societies in the *Aethera Campaign Setting*—the Hierarchy of Akasaat and the erahthi dominion of Kir-Sharaat—each have variances on a meritocracy, which place additional emphasis and importance on a character's capabilities, thereby determining their role in society. A character who is a fighter in a Hierarchy city on Akasaat might be assigned to work as a member of the law enforcement group known as the Protectorate, while on the Amrita Asteroid Belt that same character could be a hired mercenary working for a sprawling crime syndicate. Societal roles across the setting are deeply entrenched in the concepts of capability and personal value, which understandably causes friction among individuals who refuse to be classified or quantified as a commodity. How your character interacts with the societal expectations of your class can be both a rewarding and sometimes challenging roleplaying experience.

All of these considerations can't restrict a player's choice of class, however. While each society has differences in population of specific classes, players are exceptions to the norm. While there may not be as many druids on Akasaat as there are on Kir-Sharaat, that shouldn't limit a player's choice of the type of character they want to play. Instead, these unique choices should present new and exciting roleplaying opportunities for the entire group. An Akasaati druid might live in the polluted slums of an arcology's lowest level, or dwell in the burning expanses of the wasteland amid towering ruins of metal and rust. What makes this druid different from those that live in the primordial forests of Akasaat can create opportunities for game masters and players alike to tell interesting stories that make player characters stand apart from the rest of the Aethera System's inhabitants.

Clerics and Warpriests

The Aethera System is anathema to deities, preventing their access to the system's worlds and veiling it from their sight. As such, divine spellcasters who draw their power from a god or other divine entity lose connection to this source upon entering the Aethera System. As such, classes traditionally associated with direct deific worship do not appear in the *Aethera Campaign Setting*. These two classes, the cleric and warpriest, are not supported with new rules or roles

in setting material. However, a game master could decide to lift this restriction and allow players to use either of these classes, but it is up to the game master to determine how clerics and warpriests function in a world without gods. A cleric or warpriest character could be unique among the system's inhabitants, a throwback to a bygone era that now draws power from an unknown source. Alternatively, such a character could be an interloper from outside of the Aethera System entirely.



Cantor

The cantor sings the words of Creation that set the planets first spinning, plays the Music of the Spheres as heard by her ancestors or by her own ear this morning, and dances to the sublime rhythm of Fate itself. She hears when this music falls out of tune and uses her own harmonious voice to set it aright. This divine music is classified into hymns associated with the various planes of existence that have influence upon the material universe, and are most easily sensed by cantors who dwell in places touched by those planes (such as the wood hymn commonly used by erahthi cantors from Kir-Sharaat). In worlds with deities, hymns might be granted by deities tied to the appropriate plane.

Role: Cantors serve as spiritual guides and truth-seekers in various ways. While all use divine music to glean hints about the future and command the elements of reality to bring about or avert the futures they glimpse, their choice of hymns and cultural outlook might lead them to support adventurers on fateful journeys, find and neutralize sources of trouble and unrest before they get out of control, or seek power for themselves.

Alignment: Any.

Hit Dice: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The cantor's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). In addition, a cantor's hymn grants an additional class skill.

Skill Ranks per Level: 6 + Int modifier.

Table 2–01: The Cantor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Countersong, divine performance, fascinate, harmony of fate, hymn, hymn verse, spells, orisons	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Verse, well-versed	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Repertoire hymn	3	—	—	—	—	—
4th	+3	+1	+1	+4	Repertoire verse	3	1	—	—	—	—
5th	+3	+1	+1	+4	Repertoire spell 2/day	4	2	—	—	—	—
6th	+4	+2	+2	+5	Verse	4	3	—	—	—	—
7th	+5	+2	+2	+5	Divine performance (move action), harmony of fate (allies)	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Greater verse, hymn verse, repertoire spell 3/day, verse	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Repertoire hymn	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Greater repertoire verse	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Divine medley, repertoire spell 4/day	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Verse	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Divine performance (swift action), harmony of fate (foes)	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Hymn verse, repertoire spell 5/day, superior verse, verse	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Quick rehearsal	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Superior repertoire verse	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Divine medley (free), repertoire spell 6/day	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Verse	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Harmony of fate (free action)	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Living music, repertoire spell 7/day, verse	5	5	5	5	5	5

Class Features

The following are class features of the cantor.

Weapon and Armor Proficiencies: Cantors are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

Spells: A cantor casts divine spells drawn from the cantor spell list. She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level. A cantor's instrument (which might be her voice or her body) serves as her divine focus.

To learn or cast a spell, a cantor must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cantor's spell is 10 + the spell level + the cantor's Wisdom modifier.

A cantor can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table 2–01. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: "Ability Modifiers and Bonus Spells" in

Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A cantor's selection of spells is extremely limited. A cantor begins play knowing four 0-level spells and two 1st-level spells of the cantor's choice. At each new cantor level, she gains one or more new spells as indicated on Table 2–02. (Unlike spells per day, the number of spells a cantor knows is not affected by her Wisdom score. The numbers on Table 2–02 are fixed.)

Upon reaching 5th level, and at every third cantor level thereafter (8th, 11th, and so on), a cantor can choose to learn a new spell in place of one she already knows. In effect, the cantor "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level cantor spell she can cast. The cantor may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Divine Performance (Su): A cantor is trained to use any sound-based Perform skill to create magical effects on those around her, including herself if desired. She can use this ability for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st, a cantor can use divine performance for 2 additional rounds per day. Each round, the cantor can produce any one of the types of divine performance listed below or granted by her hymn and current repertoire hymns (if any).

Starting a divine performance is a standard action, but it can be maintained each round as a free action. Changing a divine performance from one effect to another requires the cantor to stop the previous performance and start a new one as a standard action. A divine performance cannot be disrupted, but it ends immediately if the cantor is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A divine performance counts as the bard's bardic performance special ability for any effect that affects bardic performances. A cantor may learn bard masterpieces[UM].

A cantor cannot have more than one divine performance in effect at one time. Because she must use a sound-based performance to create any divine performance effect, a deaf cantor has a 20% chance to fail when attempting to use a divine performance, and a magically silenced cantor automatically fails. If she fails this check, the attempt still counts against her daily limit.

At 7th level, a cantor can start a divine performance as a move action instead of a standard action. At 13th level, a cantor can start a divine performance as a swift action.

All divine performances affect only targets or areas the sound reaches, although creatures need not hear it to be affected unless noted by the performance. Many performances are language-dependent (as noted in

Table 2–02: Cantor Spells Known

	Spells Known						
Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

the description). Deaf creatures are immune to divine performances with audible components.

Countersong (Su): At 1st level, a cantor learns to counter magic effects that depend on sound, as the bard ability.

Fascinate (Su): At 1st level, a cantor can use her performance to cause one or more creatures to become fascinated with her, as the bard ability.

Harmony of Fate (Su): Once during this performance, as a free action the cantor can glimpse a moment into the future and change her decisions to alter the outcome. When she rolls for an attack or saving throw but before learning the outcome, she can decide to roll again. She must keep the new result even if it is worse than the old one. She cannot reroll another of her rolls for 1 hour.

At 7th level, the cantor can grant warnings to allies as well as herself. As an immediate action, she can cause any ally within 30 feet who can hear her performance to reroll an attack roll or saving throw before the results are declared. Once she has granted an ally this glimpse, she cannot target that ally again for 1 hour.

At 13th level, the cantor can harmonize with the Score to reinforce a bad future for a foe, subtly influencing its choices in battle. She can cause any foe within 30 feet who can hear her performance to reroll an attack roll or saving throw, even after the results are declared, as an immediate action. Once she has targeted a foe with this performance, she cannot target that foe again for 1 hour.

At 19th level, the cantor can cause a reroll for another creature as a free action rather than an immediate action, but only once per round.

Harmony of fate has audible components.

Hymn: Each cantor gains her power by memorizing hymns of divine music. She permanently memorizes one hymn, which grants her a number of abilities and defines some divine performances she gains access to. Abilities that improve the power of a domain, such as the ifrit's fire affinity racial trait, also improve the corresponding hymn.

At 1st level, a cantor gains the divine performance granted by her chosen hymn. She adds the spells granted by that hymn to her list of spells known (and to her class spell list, if they are not already cantor spells). She adds the class skill of that hymn to her list of class skills. She also gains the verse for that hymn.

At 8th level, the cantor gains the greater verse for her chosen hymn.

At 14th level, the cantor gains the superior verse for her chosen hymn.

Orisons: Cantors learn a number of orisons, or 0-level spells, as noted on Table 2–02 under "Spells Known." These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, such as those due to metamagic feats, are expended normally.

Verse: A cantor learns a number of bits of divine music, called verses, which grant her powers or weaken her foes. At 2nd level, a cantor learns one verse. At 6th, 8th, 12th, 14th, 18th, and 20th levels, the cantor learns a new verse. A cantor can select from any of the following verses. Unless otherwise noted, a cantor cannot select a verse more than once.

Using a verse is a standard action that doesn't provoke an attack of opportunity unless noted otherwise. The cantor must use a sound-based performance, such as singing or an instrument, to activate a verse. A cantor can use a verse even while maintaining a divine performance. All verses have the sonic descriptor and have no effect if their sound is blocked (such as by *silence*). Unless otherwise noted a verse has a range of 30 feet and the saving throw DC to resist a verse is equal to 10 + 1/2 the cantor's level + the cantor's Wisdom modifier. After affecting a target with a verse, the cantor cannot choose the same target for that verse again for 24 hours (unless noted otherwise).

Ascendant Chant (Su): The cantor's chant weakens gravity's hold upon her. At 1st level, the cantor can use *feather fall* at will as an immediate action. At 3rd level, she can use *levitate* at her caster level once per day. At 5th level, if she is maintaining a divine performance,

she can activate this verse to *fly* as the spell at her caster level until the performance ends. This verse affects only the cantor, but she can target herself repeatedly in the same day.

Magical Harmony (Su): The cantor can affect caster level checks and concentration checks with harmony of fate.

Ominous Invocation (Su): The cantor can use *ill omen* [APG] at her caster level.

Precognitive Mantra (Su): Once per day, the cantor can recite a meditative mantra to help her focus on the music underlying reality, giving her clues about the future. Reciting the mantra takes 1 minute, after which the cantor gains the benefits of *augury* at her caster level. At 7th level, she may instead gain the benefits of *divination*. These effects require a verbal component but no others.

Portentous Invocation (Su): The cantor can grant an ally the ability to reroll one d20 roll per round for 1 round. The ally must choose to reroll after the die is rolled but before determining success or failure. This verse lasts for 2 rounds at 8th level, or 3 rounds at 16th level.

Skillful Harmony (Su): The cantor can affect ability checks and skill checks with harmony of fate.

Word of Channeling (Su): The cantor can channel energy as a cleric of her cantor level a number of times per day equal to 1 + her Charisma modifier (minimum 1). As normal, she must choose positive or negative energy according to her alignment. The number of points of damage healed or dealt are halved. As long as she maintains a divine performance from any hymn (including repertoire hymns), her channeled energy additionally has the effect of the appropriate portfolio (darkness for shadow, death for void, farming for wood, freedom for aether, knowledge for dawn, sun for light) from the variant channeling rules in *Pathfinder Roleplaying Game: Ultimate Magic* (the number of points of damage is not halved a second time).

Well-Versed (Ex): At 2nd level, the cantor gains a +4 bonus on saving throws made against bardic performance (including divine performance), as well as all sonic or language-dependent effects.

Repertoire Hymn: At 3rd level, a cantor can temporarily rehearse a hymn other than the one she selected using her hymn class feature. She must make this selection each day when regaining her spell slots. While this feature is active, she gains the divine performance granted by the hymn. She does not add her repertoire hymn's class skill to her list of class skills or add its spells known to her spells known.

At 9th level, the cantor can rehearse two repertoire hymns.

Repertoire Verse: At 4th level, a cantor temporarily gains the use of the basic verse granted by each hymn she has currently chosen with the repertoire hymn class feature. At 10th level, the cantor additionally gains the greater verses from her repertoire hymns. At 16th level, the cantor additionally gains the superior verses from her repertoire hymns. This ability otherwise functions as the verse class feature.

Repertoire Spell: At 5th level, a cantor can cast any spell on the list for any of the hymns she has rehearsed as if it were on her list of spells known. She must spend a spell slot as normal. She can use this ability twice per day. At 8th level and every three levels thereafter, she can use this ability one additional time per day.

Greater Verse: Starting at 8th level, a cantor can choose one of the following greater verses whenever she could select a new verse.

Ascendant Refrain (Su): The cantor can affect any number of allies within 30 feet with her ascendant chant verse during a divine performance. Doing so causes the performance to cost 1 additional round of divine performance per round. When the divine performance ends or the targets leave the area, the effects of ascendant chant end for them. The cantor must have the ascendant chant verse to select this verse.

Concordant Refrain (Su): This verse can be activated only during a divine performance. The cantor increases the potency of a bardic performance or other

performance ability performed by an ally affected by the cantor's divine performance. The target's effective class level to determine the effects of its performance increases by half the cantor's level for 1 round. The cantor can target the same creature at will.

Discordant Note (Su): The cantor hits a note that interferes with magic. Any spellcaster that hears the note from within 30 feet must succeed on a concentration check to maintain or cast spells for 1 round. The DC is 10 + cantor's ranks in the appropriate Perform skill + spell's level.

Dissonance of Consequence (Su): Once per day, the cantor can use harmony of fate to reroll any die roll, including a damage roll or percentile roll. At 12th level, the cantor can use this ability twice per day.

Resounding Refrain (Su): The cantor can double the range of any one ongoing divine performance or verse she is maintaining for 1 round as a move action.

Divine Medley: At 11th level, a cantor can begin a second divine performance while already maintaining one. The cantor must spend twice the usual number of rounds for the second performance in addition to the round for the first performance while maintaining two, for a total of three rounds per round for most divine performances.

At 17th level, the cantor need only spend the usual number of rounds of divine performance for each performance he maintains during a divine medley, for a total of two rounds per round for most divine performances.

Superior Verse: Starting at 14th, a cantor can choose one of the following superior verses whenever she could select a new verse.

Refrain of Second Chances (Su): Once per day as an immediate action, the cantor can play the strands of fate during any divine performance. She can reroll a single die roll as if performing harmony of fate. At 18th level, the cantor can use this ability twice per day.

Swan Song (Su): Once per day, the cantor can pour out her own life-force in an achingly beautiful song. The cantor is reduced to 0 hit points, and can heal other creatures within 60 feet who can hear her by the amount of hit points she lost, divided equally. This healing can target creatures that died of hit point damage in the previous round and potentially return them to life, as with *breath of life*. Only a living cantor can use this verse.

Weather Words (Su): Once per day, the cantor can chant words from a variety of elemental hymns for 1 round to produce the effects of *control weather*. At 18th level, the effects manifest in 1d4+1 rounds.

Verse of Creation Unraveled (Su): Once per day, the cantor can use *prismatic spray*. At 18th level, the cantor can instead use *storm of vengeance*.

Quick Rehearsal (Ex): At 15th level, once per day the cantor can change one of her repertoire hymns for another with 10 minutes of meditation.

Living Music (Su): At 20th level, the cantor can maintain her hymn's divine performance without spending rounds of divine performance.

Hymns

Each cantor must select from the following hymns. Unless otherwise noted, the DC to save against the divine performance granted by a hymn is equal to 10 + 1/2 the cantor's level + the cantor's Wisdom modifier.

Aether Hymn

Plane: Ethereal Plane.

Planet: Aethera.

Class Skill: Sleight of Hand.

Spells: *unseen servant* (1st), *pilfering hand* UC (2nd), *force punch* UM (3rd), *wall of force* (4th), *mass fly* APG (5th), *telekinetic storm* OA (6th).

Anthem of Force (Divine Performance): The cantor adds force to the movements and attacks of allies. All allies within 30 feet gains a +1 deflection bonus to AC and a +1 competence bonus on attack rolls. At 5th level and every four levels thereafter, these bonuses increase by 1.

Mantra of Lightness (Hymn Verse): The cantor can create an effect similar to *mage hand* except that the maximum weight is 5 pounds per cantor level and the maximum speed is 30 feet.

Verse of Seizing (Greater Hymn Verse): The cantor can perform a telekinetic combat maneuver, as *telekinesis*. She uses her Wisdom modifier to determine her combat maneuver bonus. While targeting a piece of aetherite, the cantor can read any memories it holds, similar to *stone tell*. At 12th level, she adds dirty trick[APG] and steal[APG] to the list of combat maneuvers allowed and can use the other modes of *telekinesis*.

Refrain of the Sphere (Superior Hymn Verse): The cantor can use this verse only during a divine performance. As an immediate action, the cantor can create an effect similar to *telekinetic sphere* that persists only so long as she concentrates. This ability can be used once per day, or twice per day at 18th level.

Air Hymn

Plane: Plane of Air.

Planet: Seraos.

Class Skill: Fly.

Spells: *obscuring mist* (1st), *wind wall* (2nd), *ball lightning* [APG] (3rd), *control winds* (4th), *chain lightning* (5th), *whirlwind* (6th).

Airborne Aria (Divine Performance): The cantor puts the wind at allies' heels and a spring in their step. All allies within 30 feet gains a +1 competence bonus on Acrobatics checks, a +1 deflection bonus to AC, and a +1 morale bonus on Reflex saves. At 5th level and every four levels thereafter, these bonuses increase by 1.

Refrain of Purity (Hymn Verse): The cantor can use this verse as a free action when beginning a divine performance. Creatures and objects in the area of the divine performance are subject to *air bubble* [UC] as long as the performance lasts, even if they benefited from this verse earlier in the day. This allows any performance to be begun in an airless environment. At 5th level, the subjects are protected from inhaled afflictions.

Gusting Verse (Greater Hymn Verse): This verse creates a line of intense wind originating from the cantor, affecting all in the line as *air geyser* [ACG] at the cantor's caster level oriented away from the caster, even if a creature in this line was previously affected by this verse today. This verse can be used once per day per five cantor levels.

Refrain of Lightning's Blessing (Superior Hymn Verse): The cantor can use this verse only during a divine performance. All allies within 30 feet gain resist electricity 20 during the divine performance. This resistance increases to 30 at 18th level. Affected creatures can walk on air, similar to *air walk*, but cannot ascend.

Dawn Hymn

Plane: Evermorn.

Planet: All.

Class Skill: Survival.

Spells: *memory lapse* [APG] (1st), *time shudder* [ACG] (2nd), *retrocognition* [OA] (3rd), *dawnwalk* (see page 455); 4th), *temporary resurrection* [UM] (5th), *maze* (6th).

Minuet of Yesterday (Divine Performance): The cantor sharpens an ally's memory of her choice. If the target is within 30 feet of the cantor and can hear her, he gains a +2 competence bonus on a skill of the cantor's choice if the target is trained in that skill. At 5th level and every four levels thereafter, the bonus increases by 1 and the target need not be trained.

Halting Reprise (Hymn Verse): The cantor can halt a target as *temporal stasis* for 1 round unless the target succeeds at a Fortitude saving throw. If the target was affected by a bardic performance or divine performance in the previous round, it suffers a –4 penalty on its saving throw.

Hasty Refrain (Greater Hymn Verse): The cantor can target any number of allies affected by her divine performance with haste for as long as the performance lasts.

Moonstruck Mantra (Superior Hymn Verse): Once per day, the cantor can drive one creature within 30 feet who can hear her to *insanity* as the spell by singing the music of the time-lost Evermorn. At the end of each day, target creatures can attempt

a new saving throw to end the effect. This is a mind-affecting effect.

Dream Hymn

Plane: Dimension of Dreams.

Planet: Kir-Sharaat.

Class Skill: Disguise.

Spells: *hypnotism* (1st), *oneiric horror* [OA] (2nd), *major image* (3rd), *mirage arcana* (4th), *veil* (5th), *screen* (6th).

Drowsing Lullaby (Divine Performance): The cantor's song fogs foes' minds. Enemies within 30 feet of the cantor who can hear her suffer a –1 penalty on attack rolls and saving throws. For every 6 cantor levels, the penalty increases by 1. A successful Will save (DC = 10 + 1/2 cantor level + Wisdom modifier) renders the target immune to that cantor's drowsing lullaby for 24 hours. At 5th level, affected foes can't charge or run. At 13th level, they move at half speed. This is a mind-affecting illusion (phantasm) effect that doesn't stack with other mind-affecting penalties.

Refreshing Refrain (Hymn Verse): This verse evokes the restfulness of sleep. A touched target is healed of 1 hit point per Hit Die it possesses and heals 1 point of ability damage, as if from a night's rest. The target can attempt a new saving throw against one ongoing affliction, ignoring any effect from failure. At 5th level, the target can regain the use of one expended spell slot of a level lower than the maximum level of spell they can cast.

Nightmare's Reprise (Greater Hymn Verse): This verse puts a drowsing lullaby victim or fatigued foe within 30 feet to sleep as the spell (with no HD limit) unless it succeeds at a Will save. The victim suffers a nightmare that deals it 1d12 points of damage and 1d6 points of Wisdom damage. An exhausted target suffers a –4 penalty on its saving throw.

Fugue of Reversal (Superior Hymn Verse): The cantor can trap a foe in a topsy-turvy reverie in which foes seem to be friends and allies seem to be deadly rivals, as the spell *paranoia* [OA], except that the cantor and her apparent allies are perceived as allies, as the spell *charm monster*.

Earth Hymn

Plane: Plane of Earth.

Planet: Akasaat.

Class Skill: Survival.

Spells: *break* [APG] (1st), *bear's endurance* (2nd), *calcific touch* [APG] (3rd), *stoneskin* (4th), *phase door* (5th), *statue* (6th).

Chant of Stony Resolve (Divine Performance): The cantor's chant inspires allies with adamant resolve and causes earth and metal to surge and shift to shield them. All allies within 30 feet gain a +1 morale bonus on Fortitude saving throws. Those wearing or adjacent to earth or metal gain a +1 deflection bonus to AC. At 5th level and every four levels thereafter, these bonuses increase by 1.

Verse of Impediment (Hymn Verse): The cantor can cause the ground to snare a target, preventing it from a moving from the square it occupies. A successful Reflex save negates this snare. Once snared, the target may attempt a Reflex save to escape at the beginning of its turn each round as a free action. This verse only functions against targets standing on earth, sand, or stone (worked or unworked).

Refrain of World's Weight (Greater Hymn Verse): The cantor can protect her allies from devastating attacks. As an immediate action, a cantor can reduce the damage dealt to an ally by an amount equal to 1/2 the cantor's level + cantor's Wisdom bonus. This verse can only be used during the cantor's divine performance. An ally may only benefit from this hymn once per hour.

Refrain of Stone's Blessing (Superior Hymn Verse): The cantor can use this verse only during a divine performance. All allies within 30 feet gain acid resistance 20 during the divine performance. This resistance increases to 30 at 18th level. Affected creatures gain a burrow speed of 5 feet and the earth glide ability of an earth elemental.

Fire Hymn

Plane: Plane of Fire.

Planet: Ashra.

Class Skill: Acrobatics.

Spells: *burning hands* (1st), *pyrotechnics* (2nd), *fireball* (3rd), *fire shield* (4th), *fire seeds* (5th), *incendiary cloud* (6th).

Scherzo of Flames (Divine Performance): The cantor invokes the burning light of the sun to improve aim and scorch foes. All allies within 30 feet gains a +1 competence bonus on attack rolls, 1 additional point of fire damage on weapon attacks, and a +1 morale bonus on Reflex saves. At 5th level and every four levels thereafter, the bonuses increases by 1.

Reprise of Hungry Flames (Hymn Verse): The cantor's verse burns persistent foes. The target must have been damaged by scherzo of flames, targeted by the cantor's verse, or subjected to the cantor's spell in the previous round. The target suffers 1d6 points of fire damage plus 1d6 points per five caster levels, and catches on fire automatically, suffering 1d6 points of fire damage each subsequent round until it succeeds at a Reflex save to put out the fire.

Dance of Flames (Greater Hymn Verse): Twice per day, the cantor can use *scorching ray* at her caster level. She can target the same creature twice in the same day, and the fire can originate from the cantor or any ally subject to scherzo of flames. At 12th level, the cantor can spend both daily uses to cast *contagious flame* [APG] (with the same modifications) instead.

Refrain of Flame's Blessing (Superior Hymn Verse): The cantor can use this verse only during a divine performance. All allies within 30 feet gain fire resistance 20 during the divine performance. This resistance increases to 30 at 18th level. Affected creatures can walk on the surface of lava, similar to water walk though may still take damage from doing so.

Light Hymn

Plane: Positive Energy Plane.

Planet: All.

Class Skill: Heal.

Spells: *color spray* (1st), *discovery torch* [UC] (2nd), *cure critical wounds* (3rd), *true seeing* (4th), *heal* (5th) *sunburst* (6th).

Symphony of Life (Divine Performance): The cantor's harmonies produce radiance and health. If the area is dim light or normal light, it becomes one step brighter within 30 feet (this does not stack with other sources of magical illumination). Allies within 30 feet that can hear the cantor's divine performance gain fast healing 1. The amount of fast healing granted by this performance increases by 1 at 5th level and every 5 levels thereafter.

Refrain of Consecration (Hymn Verse): The cantor can bless an area, as *consecrate*, but only during a divine performance. The effect ends with the divine performance or when the cantor consecrates a new area. At 5th level, the duration increases to 2 hours per cantor level and the area becomes normal illumination. This is a light effect with effective spell level 2nd.

Verse of Judgment's Light (Greater Hymn Verse): The cantor can bring down a pillar of burning light upon an enemy within 30 feet, blinding the target for 1 round and dealing 1d6 points of damage for every two cantor levels, to a maximum of 10d6 points of damage at 20th level. If the target is undead or a creature otherwise vulnerable to light, the damage is instead 1d6 points of damage per cantor level to a maximum of 20d6 at 20th level. A successful Reflex save halves the damage and negates the blindness.

Refrain of Warded Life (Superior Hymn Verse): This verse can only be used during the cantor's divine performance. The cantor can revive an ally from the brink of death once per day. As an immediate action, when a cantor's ally is reduced to 0 or fewer hit points, the cantor may immediately fill them with positive energy, restoring 10d6 hit points.

Shadow Hymn

Plane: Plane of Shadow.

Planet: All.

Class Skill: Stealth.

Spells: *ray of enfeeblement* (1st), *darkness* (2nd), *shadow conjuration* (3rd), *shadow walk* (4th), *greater shadow conjuration* (5th), *greater shadow evocation* (6th).

Aria of Sorrow (Divine Performance): The cantor's song inflicts pain on enemies within 30 feet who can hear the performance. Each enemy suffers a –1 penalty to attack rolls, skill checks, and ability checks. This penalty increases by 1 for every 6 levels the cantor possesses. A successful Fortitude save (DC = 10 + 1/2 cantor level + Wisdom modifier) renders the target immune to that cantor's aria of sorrow for 24 hours. This is a mind-affecting emotion and pain effect that doesn't stack with other mind-affecting penalties.

Verse of Stolen Vitality (Hymn Verse): The cantor drains the life from one living target within 30 feet. The target suffers 1d4 points of damage per two caster levels (minimum 1d4, maximum 5d4). At 5th level, the cantor gains temporary hit points lasting 1 hour equal to half the damage she dealt. The target may attempt a Fortitude save for half damage.

Verse of Overwhelming Darkness (Greater Hymn Verse): The cantor creates an area of cloying darkness that extends out to a 10-foot radius centered on her. Enemies treat this darkness as difficult terrain. This effect lasts for 1 round level. At 12th level, the effect is considered supernatural darkness and is impenetrable to darkvision. The cantor can see through the darkness created by this verse normally.

Refrain of Sapped Strength (Superior Hymn Verse): The cantor can use this verse once per day and only during a divine performance. All enemies who hear the cantor within 30 feet are exhausted until the cantor's performance ends. A successful Fortitude save reduces the condition to fatigued. At 18th level, the cantor can use this verse twice per day.

Void Hymn

Plane: Negative Energy Plane.

Planet: None (space).

Class Skill: Fly.

Spells: *chill touch* (1st), *ghoul touch* (2nd), *inflict critical wounds* (3rd), *waves of fatigue* (4th), *harm* (5th), *orb of the void* UM (6th).

Elegy of Absence (Divine Performance): The cantor suppresses light, sound, and life in creatures that hear her performance from within 30 feet. Allies gain a +1 competence bonus on Stealth checks. If the illumination is normal light or dim light, it is dimmed by one step (to dim light or darkness). Any creature within 30 feet of the cantor suffers 1 additional point of negative energy damage from the first attack to damage them in that round. At 5th level and every four levels thereafter, the damage and skill bonus each increase by 1.

Refrain of Desecration (Hymn Verse): The cantor curses an area, as desecrate, but only during a divine performance. The effect ends with the divine performance or when the cantor desecrates a new area. At 5th level, the duration increases to 2 hours per level and the area becomes dim illumination.

Ode to Oblivion (Greater Hymn Verse): The cantor erases a memory from the mind of up to one creature per 3 cantor levels who can hear her verse and is within 30 feet, as *modify memory*. The cantor cannot target the same creature again for 24 hours.

Invocation of Annihilation (Superior Hymn Verse): Once per day the cantor can focus raw negative energy to obliterate one creature (or object weighing no more than 10 lbs. per cantor level) with an ear-splitting note. The target must be able to hear the cantor and must be within 60 feet. The target takes 1d6 points of damage per cantor level unless it succeeds at a Fortitude save. On a successful save, the target takes 3d6 points of damage. A creature reduced to 0 hit points by this verse is instantly slain and reduced to dust. This is a death effect.

Water Hymn

Plane: Plane of Water.

Planet: Orbis Aurea.

Class Skill: Swim.

Spells: *obscuring mist* (1st), *water breathing* (2nd), *aqueous orb* APG (3rd), *fluid form* APG (4th), *freezing sphere* (5th), *seamantle* APG (6th).

Aqueous Rondo (Divine Performance): The cantor draws roiling water from the environment to pool around one creature. The target gains a +10 feet enhancement bonus to its land speed and swim speed (gaining a swim speed of 10 feet if it had none). It also gains a +1 competence bonus on combat maneuver checks and a +1 deflection bonus to CMD. At 5th level and 13th level, the speed increases by 10 feet and the bonuses increase by 1. At 9th level and 17th level, the cantor can target an additional creature.

Reprise of Frost (Hymn Verse): The cantor's verse freezes a target, entangling it for 1 round. At 5th level, the target is also staggered. A successful Reflex save negates both effects. The target is denied this saving throw if it failed a saving throw against a cold effect, the cantor's verse, or the cantor's divine performance in the past round.

Ocean's Call (Greater Hymn Verse): The cantor unleashes a deep resonance that functions like shatter except only targets ice. This verse's effects extend out to a 300-foot radius centered on the cantor. Creatures with the cold subtype are affected as if they were crystalline creatures. At the GM's discretion, the use of this verse could potentially cause an avalanche in cold environments CRB.

Refrain of Frost's Blessing (Superior Hymn Verse): The cantor can use this verse only during a divine performance. All allies within 30 feet gain cold resistance 20 during the divine performance. This resistance increases to 30 at 18th level. Affected creatures can walk on the surface of water, as the spell water walk.

Wood Hymn

Plane: Plane of Wood.

Planet: Kir-Sharaat.

Class Skill: Climb.

Spells: *shillelagh* (1st), *barkskin* (2nd), *thorn body* APG (3rd), *wall of thorns* (4th), *plant shape III* (5th), *liveoak* (6th).

Reveille of Thorns (Divine Performance): Thorny brambles burst forth from all around the cantor out to a 10-foot radius. This area is treated as difficult terrain, and any creature passing through the area takes 1d4 points of slashing and piercing damage per cantor level from the thorns. At 4th level and every 4 levels thereafter the radius of this effect increases by 10 feet.

Verse of Brachiation (Hymn Verse): The cantor's verse grants an ally the power to climb like a vine. The target gains a climb speed of 20 feet for 10 minutes per caster level. If a target already has a climb speed, it instead gains a +10 foot enhancement bonus to its climb speed. The target is unaffected by plant-based difficult terrain. The speed granted by this performance increases by 10 feet at 5th level and every four levels thereafter.

Lignifying Refrain (Greater Hymn Verse): This verse can only be used during a divine performance. The cantor can evoke the solidity of wood in any number of living creatures who can hear the performance within 30 feet, causing each to become stiff and treelike. Each target becomes staggered and gains damage reduction 5/slashing for as long as it is within range of the divine performance.

Arboreal Invocation (Superior Hymn Verse): This verse may only be used during a divine performance. Once per day the cantor can rally plantlife to her aid as *animate plants*. The animated plants persist for the duration of the cantor's divine song. At 18th level, the cantor can use this ability twice per day.

Cantor Spells

Cantors gain access to the following spells. As normal, spells from the *Pathfinder Roleplaying Game: Advanced Race Guide* are only available to casters of the appropriate race except at GM discretion.

0-Level Cantor Spells: acid splash[APG], arcane mark, bleed, brand[APG], create water, detect magic, disrupt undead, guidance, light, lullaby, mending, prestidigitation, ray of frost, read magic, resistance, spark[APG], stabilize, virtue.

1st-Level Cantor Spells: adjuring step[UC], alter musical instrument[ACG], ant haul[APG], animate rope, anticipate peril[UM], augury, bane, beguiling gift[APG], bless, bless water, bungle[UM], burst bonds[APG], chord of shards[UM], command, compel hostility[UC], comprehend languages, cure light wounds, curse water, dancing lantern[APG], deathwatch, decompose corpse[UM], detect chaos/evil/good/law, detect undead, divine favor, doom, ear-piercing scream[UM], endure elements, entropic shield, expeditious retreat, feather fall, feather step[APG], forbid action[UM], forced quiet[UM], fumbletongue[UM], horn of pursuit[ACG], ill omen[APG], inflict light wounds, invigorate[APG], know the enemy[UM], liberating command[UC], litany of sloth[UC], litany of weakness[UC], longshot[UC], magic mouth, marid's mastery[ARG], mighty fist of the earth[ARG], moment of greatness[UC], murderous command[UM], obscuring mist, protection from chaos/evil/good/law, quintessence[OA], remove fear, restful sleep[APG], restore corpse[UM], sanctify corpse[UM], saving finale[APG], share language[APG], shield of faith, sleep, solid note[APG], sow thought[ARG], *stone shield*[ARG], stunning barrier[ACG], summon minor monster[UM], summon monster I, sun metal[UC], timely inspiration[APG], touch of combustion[ARG], true strike, ventriloquism, vocal alteration[UM], windy escape[ARG].

2nd-Level Cantor Spells: ablative barrier[UC], acute senses[UM], air step[ACG], align weapon, allegro[UM], ant haul (communal)[UC], anticipate thoughts[OA], arrow of law[UM], aversion[OA], bestow insight[ARG], blessing of courage and life[APG], blessing of luck and resolve[ARG], blinding ray[ARG], blindness/deafness, blistering invective[UC], boiling blood[UM], bullet ward[ACG], buoyancy[ACG], calm emotions, calm spirit[OA], compassionate ally[UM], consecrate, continual flame, control undead, corruption resistance[APG], cure moderate wounds, cushioning bands[UM], darkness, death candle[ARG], death knell, delay pain[UM], demand offering[OA], desecrate, discovery torch[UC], distracting cacophony[UM], distressing tone[UM], *divine concordance* (see page 456), dread bolt[UM], effortless armor[UC], elemental speech[APG], endure elements (communal)[UC], entangle, enthrall, enter image[APG], find traps, flames of the faithful[APG], follow aura[APG], gallant inspiration[APG], gentle repose, ghostbane dirge[APG], ghost whip[OA], groundswell[ARG], hideous laughter, holy ice weapon[ACG], inflict moderate wounds, life pact[ACG], litany of defense[UC], locate object, marching chant[ACG], mental block[OA], miserable pity[UM], muffle sound[ACG], oppressive boredom[UM], owl's wisdom, path of glory[ACG], piercing shriek[UM], protection from chaos/evil/good/law (communal)[UC], protective penumbra[UM], protective spirit[APG], psychic reading[OA], qualm[UC], remove blindness/deafness, resist energy, returning weapon[UC], sacred bond[APG], sacred space[ARG], scare, share glory[MA], share language (communal)[UC], share memory[UM], shatter, shield, shock shield[UC], silence, silent table[ACG], sonic scream[ACG], sound burst, spear of purity[UM], spiritual weapon, status, steal breath[ARG], steal voice[UM], *store recollection* (see page 460), stricken heart[ACG], stunning barrier (greater)[ACG], summon monster II, surmount affliction[UM], telekinetic assembly[UC], thunder fire[UC], tongues, unholy ice weapon[ACG], unnatural lust[UM], warp wood, whispering wind, wood shape, zone of truth.

3rd-Level Cantor Spells: align weapon (communal)[ACG], animate dead, anti-incorporeal shell[ACG], archon's aura[UM], aura sight[ACG], babble[OA], battle trance[ARG], bestow curse, bleed glory[MA], blink, blood crow strike[UM], cacophonous call[APG], chain of perdition[UC], clairaudience/clairvoyance, contagious zeal[OA], contingent action[ACG], control summoned creature[UM], coordinated effort[APG], create food and water, cure serious wounds, daybreak arrow[UC], daylight, deep slumber, dispel magic, divination, fester[APG], fly, gaseous form, geas (lesser), halt undead, haunting choir[UM], hidden speech[APG], hypercognition[OA], inflict serious wounds, invigorate (mass)[APG], invisibility purge, litany of eloquence[UC],

litany of entanglement[UC], *litany of righteousness*[UC], *litany of warding*[UC], *locate weakness*[UC], *magic circle against chaos*/*evil*/*good*/*law*, *mantle of calm*[ACG], *mark of obvious ethics*[ACG], *meld into stone*, *minor creation*, *minor dream*[ARG], *nap stack*[APG], *phantom driver*[UC], *phantom steed*, *prayer*, *protection from energy*, *purging finale*[APG], *rage*, *raging rubble*[ARG], *remove curse*, *resist energy (communal)*[UC], *restore mythic power*[MA], *returning weapon (communal)*[UC], *reviving finale*[APG], *sands of time*[UM], *sculpt sound*, *searing light*, *speak with animals*, *speak with dead*, *stone shape*, *suggestion*, *summon monster III*, *thundering drums*[APG], *tongues (communal)*[UC], *unliving rage*[ACG], *vision of hell*[UM], *ward the faithful*[APG], *water breathing*, *water walk*, *wind wall*, *witness*[UM].

4th-Level Cantor Spells: *air walk*, *animate objects*, *aura of doom*[UM], *banish seeming*[APG], *blessing of fervor*[APG], *bow spirit*[APG], *brand (greater)*[APG], *chaos hammer*, *command plants*, *commune*, *control water*, *coward's lament*[APG], *crushing despair*, *cure critical wounds*, *dance of a hundred cuts*[UM], *death ward*, *deathless*[MA], *debilitating portent*[UC], *dimensional anchor*, *dismissal*, *divine concordance* (*greater*) (see page 456), *divine power*, *echolocation*[UM], *fear*, *forced repentance*[APG], *freedom of movement*, *gambler's bend* (see page 456), *ghostbane dirge* (*mass*)[APG], *good hope*, *guardian of faith*[ACG], *healing warmth*[ARG], *heroic finale*[APG], *holy smite*, *imbue with spell ability*, *inflict critical wounds*, *lend path*[MA], *litany of escape*[UC], *litany of sight*[UC], *locate creature*, *major creation*, *mythic severance*[MA], *named bullet*[UC], *nixie's lure*[ARG], *order's wrath*, *overwhelming grief*[UM], *path of glory (greater)*[ACG], *persistent vigor*[ACG], *phantom steed (communal)*[UC], *planar adaptation*[APG], *planeslayer's call*[ACG], *primal scream*[UM], *protection from energy (communal)*[UC], *rebuke*[APG], *rest eternal*[APG], *ride the waves*[UM], *scrying*, *sending*, *sessile spirit*[OA], *shout*, *sleepwalk*[APG], *sonic thrust*[UM], *speak with haunt*[ACG], *speak with plants*, *spellcrash (lesser)*[ACG], *spiritual ally*[APG], *summon monster IV*, *telekinetic charge*[UC], *terrible remorse*[UM], *thaumaturgic circle*[OA], *triggered suggestion*[ACG], *truespeak*[ARG], *unholy blight*, *virtuoso performance*[UM], *wall of blindness/deafness*[ACG], *wall of sound*[UM], *zone of silence*.

5th-Level Cantor Spells: *air walk (communal)*[UC], *amplifying aura* (see page 454), *atonement*, *break enchantment*, *breath of life*, *call spirit*[OA], *cleanse*[APG], *command (greater)*, *create demiplane (lesser)*[UM], *cure light wounds (mass)*, *curse (major)*[UM], *deafening song bolt*[APG], *dispel chaos*/*evil*/*good*/*law*, *disrupting weapon*, *dominate person*, *dream*, *feast on fear*[ACG], *fickle winds*[UM], *find the path*, *flame strike*, *foe to friend*[APG], *forbid action (greater)*[UM], *foster hatred*[OA], *geas/quest*, *glimpse the Score* (see page 457), *hallow*, *holy ice*[UM], *inflict light wounds (mass)*, *ki shout*[UM], *life bubble*[APG], *litany of thunder*[UC], *litany of vengeance*[UC], *nightmare*, *overland flight*, *pillar of life*[APG], *plane shift*, *raise dead*, *reprobation*[UM], *resonating word*[UM], *repulsing burst* (see page 459), *resounding blow*[APG], *serenity*[UM], *spawn ward*[ARG], *spellcrash*[ACG], *stone tell*, *summon monster V*, *telekinesis*, *true seeing*, *unhallow*, *unholy ice*[UM], *wall of ectoplasm*[OA], *wall of stone*.

6th-Level Cantor Spells: *awaken construct*[OA], *banishment*, *blade barrier*, *blasphemy*, *blessing of luck and resolve (mass)*[ARG], *brilliant inspiration*[APG], *cacophonous call (mass)*[APG], *circle of clarity*[UM], *circle of death*, *control plants*, *control weather*, *create demiplane*[UM], *cure moderate wounds (mass)*, *dance of a thousand cuts*[UM], *dawnwalk* (see page 455), *dictum*, *dispel magic (greater)*, *deadly finale*[APG], *dream council*[OA], *dream scan*[OA], *ethereal jaunt*, *fester (mass)*[APG], *forbiddance*, *foresight*, *frozen note*[APG], *harm*, *heal*, *hear the Score* (see page 458), *heroes' feast*, *holy word*, *inflict moderate wounds (mass)*, *jolting portent*[UC], *joyful rapture*[UM], *litany of madness*[UC], *magnifying chime*[ACG], *moment of prescience*, *named bullet (greater)*[UC], *owl's wisdom (mass)*, *overwhelming presence*[UM], *planar adaptation (mass)*[APG], *prediction of failure*[UM], *repulsion*, *scrying (greater)*, *shout (greater)*, *song of discord*, *sonic form*[ACG], *stunning finale*[APG], *suggestion (mass)*, *summon monster VI*, *sympathetic vibration*, *undeath to death*, *unshakable zeal*[OA], *vengeful outrage*[UM], *waves of ecstasy*[UM], *word of chaos*.

Cantor Favored Class Options

The races of the Aethera System each view and interpret the Score and the harmonic language of the universe in their own ways. The erahthi use the notes of the Score to control the cycles of sleep for the Tritarchs; humans read the notes of the Score and interpret what it tells them as ongoing prophecy; the okanta find harmony and spiritual insight in the Score's rhythm; for the phalanx and the infused, the Score is a part of their very being that intimately connects them to the universe through the aetherite used to create them.

Instead of receiving an additional skill rank or hit point whenever she gains a level, a cantor has the option of choosing a different bonus depending upon her race. The following options are available to any cantor of the appropriate race, and unless otherwise stated, the bonus applies each time the cantor selects the listed favored class reward.

Erahthi: An erahthi cantor may add one spell known from the dusk, wood, or light hymn spell lists. This spell must be at least one level below the highest spell level she can cast, and the erahthi does not need to have the hymn selected as her primary hymn or as one of her repertoire hymns.

Human: A human cantor receives 1/6th of a new cantor verse when selecting this favored class option. This verse may not be a repertoire verse.

Infused: An infused cantor gains 1/6th of a bonus to the aether and void hymn divine performances.

Okanta: An okanta cantor may add one spell known from the dream, shadow, or water hymn spell lists. This spell must be at least one level below the highest spell level she can cast, and the okanta does not need to have the hymn selected as her primary hymn or as one of her repertoire hymns.

Phalanx: A phalanx cantor may increase the total number of divine performance rounds per day by 1.

Existing Classes in Aethera

The *Aethera Campaign Setting* introduces worlds unlike most traditional fantasy settings. As such familiar classes take on unfamiliar positions in society and may interact with the people of the setting's multiple worlds differently than they do in other campaign settings. This section outlines just some of the roles that can be found for existing character classes.

Core Classes in Aethera

Barbarians

Rage-filled warriors can be found across the Aethera system. On Akasaat, loose gangs of bandits and warriors wander the ungoverned wastelands between the great arcologies, preying on travelers and villages for both water and the aetherite necessary to power their jury-rigged speeders. There are also tribes of comparatively peaceful wanderers; happy to meet with city folk or trade with villagers, yet wrathful in the defense of their kin. The lower levels of Central are home to a fair number of more "civilized" barbarians, from thugs in the employ of Syndicate Lords to once-Slotted individuals cast down because they couldn't fit into the Hierarchy's obedient society. A number have joined the underground anarchist movements or the Friends of the Common Man, their rage fueled by the inequity of their divided society.

The okanta count many barbarians among their tribes—warriors who test their might against the dangers of the frozen world. The mightiest are eager to leap into battle with any foe, even one as mighty as a frost giant warlord. Okanta barbarians are often eager to leave their clan and homeworld, seeking fresh challenges among the stars (and feeding into misperceptions of the okanta as "uncivilized.")
In addition, many descendants of Orbis Aurea's original human explorers have taken on a nomadic lifestyle, learning the secrets of survival from the

okanta—such wanderers are now known as the Sky Clans for their origin in the stars. Some of these peoples, fleeing Paragon attempts to "re-civilize" them, now live in the foothills of the Wind Spire Peaks. The Sky Clans live in awe of the stone giants of the Peaks, occasionally journeying to their mountain homes in search of wisdom or protection.

The various settlements of the Amrita asteroid belt harbor many barbarians as well. Some are part of entire tribes descended from attempts at colonization or military outposts, while others are members of the twisted cults lurking in the least civilized reaches of the territory—the Vita d'Inferno is home to a particularly depraved tribe of human cannibals. But many barbarians journey to Amrita from their homeworlds simply to enjoy the frontier aesthetic of the Amrita belt. Freed from the stifling constraints of their native societies, the patchwork culture of Amrita grants them the freedom they've always craved.

Kir-Sharaat has few barbarians by comparison. The zahajin of the Darkwild tend to marry raging strength with fey heritage, becoming bloodragers instead, and the erahthi metropolis encourages a cosmopolitan culture with little room for such wild lifestyles. The lands beyond the city's borders are untamed, however, and the wilds hold any number of mysterious cultures. In addition, there are those erahthi who are so tormented by the horrors of the Century War that they have fled their castes—and their culture—for the stars above; some of these settle in Amrita, while others wander the system searching for adventure, meaning, or peace of mind.

Bards

During the Century War, the balladeers of Akasaat played a vital role in the war effort. Backed up by brass bands and broadcast via radio to the soldiers, their inspiring music was a major factor in many of humanity's victories. Even outside of mass conflict, the importance of music to Akasaat's culture and the Hierarchy ensures that bards are valued members of Central's society. The Hierarchy often employs bards among its agents, both for their (alleged) ties to the Score and their skill at suppressing discontent among the citizenry.

The flip side of that coin are the vox riders, rabble-rousers frequently tied to anarchist movements. Broadcasting from secret locations, vox riders coordinate protests, fuel anti-Hierarchy sentiment, and rile up the citizenry. Over the years, vox riders have publicized many state secrets, from the horrors of the infused experiments to brutal crackdowns on the Friends of the Common Man. Almost all are fugitives from the Hierarchy, although before punishment can be meted out, their agents have to *locate* the notoriously slippery farcast-jockeys.

Out in the wastelands of Akasaat, their charm and ability to inspire others often propel bards into places of importance; many small settlements have a bard in a position of prominence, for better or worse. From highly-knowledgeable community leaders to xenophobia-fanning demagogues, bards of the Wasteland take many forms. Among the raiders and nomads, bards share their role with skalds as battlefield support, and many become comfortable as second-in-command of their raider gangs.

Among the erahthi, bards have grown in number in recent decades. While many basic enchantments fail to take effect on the quasi-elemental biology of the erahthi, the invading humans were vulnerable to chaos-sowing charms and compulsions. Ancient magical techniques, all but forgotten since the ancient purge of the zahajin, became more widespread under the rule of Athrakarus. The zahajin themselves have strong bardic traditions as well, encouraged by their fey rulers; many zahajin tribal leaders are bards.

On Orbis Aurea, okanta clans sometimes have bards among their numbers, but most become skalds instead. Those that have assimilated into Wighthaven occasionally pick up the class, though, as bards are in great demand among the human colonists.

As a colossal melting pot, Amrita has a great many bards. They tend to wander the asteroid belt, searching for new stories and experiences to learn

and share. Among some of the smaller settlements, bards play a similar part to their role in Wasteland communities. In larger communities, bards are a common sight, from street-corner musicians playing for coin to phalanx jazz bands playing through the night. Many gather at Radio Andromeda, jamming with their fellow performers and hoping for a chance to audition for Gull and attain a glimmer of system-wide fame. More than a few of the erahthi of Amrita take up the bard's mantle, reveling in the rich tapestry of cultures and traditions and learning all they can.

Druids

Followers of druidic traditions are common among the erahthi, from those who tend the great heartwoods from which young erahthi sprout, to the explorers who wander the far reaches of the world-spanning forest. They are especially important to the development of symbionts, and an entire caste strives toward the creation of the living tools. Many erahthi druids bond with plants instead of animals, as befits their nature. These druids are called treesingers and their arts are a lesser reflection of the great lunar song-rituals that advance the Great Cycle of the Tritarchs.

Druids are not unknown on Akasaat. To the initial surprise of both cultures, the Druidic tongue spoken by the erahthi is virtually identical to that of human druids—as a result (and because of their obvious sympathy for the forest world), druids were viewed with great suspicion during the Century War. Most either disappeared or fled the arcologies, finding homes among the villages of the wasteland, where their skill at coaxing life from barren land earns them great respect to this day.

Another type of druid, more suited to urban existence, still flourishes in the cities of Akasaat. The aether-touched are said to have learned their craft from a druid who sought to destroy the fledgling craft of aethertech. Upon studying one of the first devices, however, she found some element of nature at work, and declared aethertech to be worthy of coexistence with nature. After their tragic creation, more than a few infused sought out druidic practitioners, hoping that they might find a way to ensure a future for their people.

The okanta practice druidism on occasion, although shamanism is more common among the natives of Orbis Aurea. Some ill-informed human scholars have theorized that powerful druids among the okanta ancestors performed powerful wild-shaping magic upon their race, resulting in both their rapid adaptability and their exotic animal-headed forms. Those okanta who have heard this theory react with a mixture of amusement and frustration.

Fighters

As the archetypal combat class, fighters appear in every corner of the Aethera System and in nearly every combat role imaginable. From the human soldiers who stormed the forest cities of Kir-Sharaat during the Century War, to erahthi weapon masters who spend decades turning their hardened leaf-glaives into extensions of themselves; from okanta chieftains who master giant-felling swings; to infused hefting aether-cannons in either hand; from the proud protectors of wasteland villages to phalanx wielding daggers with surgical precision… Fighters are everywhere.

Much of life in the Aethera System revolves around aetherite and its secrets, and combat techniques are no exception. Aether soldiers are weapon masters who have learned just enough mystic skill to infuse their weapons—or themselves–with magical energies. Other fighters, disgusted with the uselessness of armor against firearms, abandon their armor training entirely in favor of mastering firearms, trusting their masterful aim to end fights before they start. Such fighters are sometimes called "trench fighters," after a Central slum colloquialism for scars; a.k.a. "trenches." Beyond those examples, nearly every type of fighter imaginable can be found somewhere in the Aethera system.

Monks

With their long lives, introspective outlook, and affinity for their environment, the erahthi are perfectly suited to monastic lifestyles. The most well-known of

their monastic castes is the Order of the Heartwood Embodied. Its students eschew mobility in favor of solid defense, rooting themselves in place and raining blows like falling branches. Others take a position between martial artist and teacher, leading both by advice and by example.

As rapid learners in a dangerous environment, the okanta have mastered a dizzying variety of martial arts styles. Many are modeled after animals both mythical and native, from snakes to wolves to tigers. When two clans meet, their monks are often the first to mix and mingle with the others, seeking their fellows to share secrets and techniques. Every twelve lunar years, those monks who can manage the journey gather at a secluded monastery under the watchful eyes of the monastery's moon giant mystics. As a result of their constant blending of techniques, most okantan monks learn multiple styles, switching and combining them as circumstances require.

The people of Akasaat, by comparison, have few traditions of martial arts. Monks are not unknown, but brawlers are far more common. Most individuals with the mental aptitude are recruited to become inquisitors or cantors instead. In the wasteland, exiles and pariahs alike take up mixed monastic traditions, hoping to find purpose by focusing inward rather on the barren landscape around them.

The place where all of these threads meet is Amrita. The asteroid belt is home to countless monasteries and dojos, both welcoming and forbidding. The endless silence of the stars is perfect for meditation, and the absence of gravity in many places expands the boundaries of martial study. Many monks seek out the Ethereal Temple of Communion to learn from the grandmasters (and compete to become their successors.)

Paladins

Since before the rise of the Hierarchy or the coming of humanity to Orbis Aurea, warriors empowered by the forces of law and good have risen from among the masses to fight for justice and combat evil. Even without celestial aid and divinity's touch, paladins rise— and sometimes fall—just as they have throughout the cosmos for all time.

For the most part, the paladins of the Aethera System fall into two distinct groups. The more common are born of humanity's drive and passion. Few and far between, these heroes fight with blades, guns, and even shipboard cannons to vanquish evil wherever it is found. While they are welcome across the wastelands of Akasaat, agents of the Hierarchy keep a close eye on paladins in Central—suspicious of those who claim to follow a higher authority than the Hierarchy. A few journey from asteroid to asteroid in the Amrita belt, but frequently find themselves unwelcome, as many other come to Amrita to escape the attention of agents of the law. When the darker side of Amrita makes itself known, however, there is nobody more welcome.

The other, rarer breed of paladin are the zharatai, called aether knights by most non-okanta. A tradition first developed among the okanta, aether-knights are staunch protectors of the innocent and defenders of those who cannot defend themselves. By consuming ritually prepared aetherite during a mystic trance, they unlock its telekinetic power without harm to themselves. Those infused who are aware of the zharatai sometimes seek to learn their secrets—either in a quest to give meaning to their tragically short lives, or in the hopes that the aetherite-infused paladins hold the secret of their peoples' salvation.

Only a handful of paladins from either discipline exist across the Aethera System, operating as individuals or occasionally training a sole apprentice to follow in their stead after their passing. The arduous mental and spiritual requirements to uphold the paladin code are greatly challenged by the lifestyle of the Aethera System, but when those shining beacons of justice and hope reveal themselves in an hour of need, it is a glorious and unforgettable sight.

Rangers

Wanderers of the wilderness, explorers of the unknown, hunters of the monstrous—rangers have a place in every part of the Aethera system. On Akasaat, those who can traverse the Wasteland command great respect from villagers and raiders alike. Such individuals are frequently hired as guides into the Wasteland, whether by wealthy Slotted looking for a safari experience or Hierarchy agents hunting fugitives. Even in the great arcologies, a ranger's skills are in great demand, as the lower levels present a wealth of hiding places for fugitives. During the Century War, the tactical prowess and bravery of the ranger units known as the Thousand Blades earned them great renown among humanity, while their often-brutal methods made them infamous among erahthi.

Among the erahthi, rangers have a long and respected history. Their techniques were first developed, and subsequently mastered, in the long and bloody war with the zahajin. Even after the two races reached their cease-fire, erahthi rangers explored far and wide across the forests of Kir-Sharaat. Only the Council of Song and the Tritarch have access to all the lore their rangers collected. In more recent years, erahthi rangers were trained to slay humans—training which some still wield against their long-hated foes, as the depth of their military indoctrination and the sheer length of the conflict have left no room for peace in their souls.

The okanta have their rangers as well, as their harsh world demands both the strength to overcome its obstacles and the wisdom to understand its threats. Such okanta comprehend—better than any of their kin—the similarities between their people and their ancestral foes. Some of the most restless okanta are rangers, making them more likely than others to leave their icy home. A rare few, hearing reports of the Taur and their outward similarities to okanta, have devoted themselves to seeking out these marauders and learning more.

Among those rangers who have left their homes to explore the void between worlds, some have learned special techniques, adapting themselves to the hostile environment of empty space and adopting the exotic lifeforms they discover as companions. Known as zero rangers, these fearless individuals devote themselves to exploring the uncharted corners of the system. Some courageous zero rangers plunge into the most mysterious parts of the Aethera system, searching for the secret hiding place of the moon-stealing Taur. Few of these would-be heroes are heard from again.

Rogues

Anywhere stealth and secrecy have a place, or where creatures learn to wield deceit to serve their ends, rogues can be found. The erahthi tend toward more specialized professions as a result of their upbringing and caste assignment, but those who have left erahthi society (such as those among the Amrita colonies) may take up the rogue's mantle. Their ancient enemies, the zahajin, often train as rogues. Their deadly cutthroat warbands haunt the tunnels and root-roads of the Darkwild, acting as the first line of defense against erahthi explorers (and unscrupulous human aetherite-prospectors who manage to sneak past the erahthi).

Among the okanta of Orbis Aurea, rogues are rare; the native clans have little use for their ways, and the tundra and ice sheets offer little cover for stealthy movement. However, okanta are nothing if not fast learners. Those who spend time among other cultures, from the back streets of Wighthaven to the Amrita colonies, quickly learn the secrets of backstabbing and sneaking. Members of other species who marvel at their towering physiques are even more surprised by the speed with which a skilled okanta can vanish into the shadows.

While the Hierarchy prefers inquisitors for its clandestine operations, rogues are far from unknown in Central or the other arcologies. The slums at Central's root are home to countless shysters, fleecers, and goons, as well as a thriving black market with plentiful agents, and the criminal Syndicate Lords

each employ a number of assassins. Even at the higher levels of society, rogues aren't unknown, whether it's the phalanx who modifies themselves to present a seductive figure to lonely Slotted humans, or the obedient and circumspect servant who secretly feeds high-level political secrets to anarchists via hidden radio transmitter.

Sorcerers

Even with the passing of millennia, arcane power burns in the blood. Influences long-unseen in the Aethera System, from infernal to celestial, still hold power in the sorcerers who descend from their ancient agents. The elemental resonance of the planets causes the elemental bloodlines to thrive, although not quite as commonly as kineticists. In the darker corners of the system, aberrant and shadowy influences infect and corrupt mortal blood, driving their hosts to fight the forces of light and sanity or fight their very selves.

The Paragon experiments were not the first attempt to make humans into something greater. The bioengineers responsible for the Paragon experiments pieced together their processes through the study of half-complete records—records leaked during the revelation of those horrors. Attempts to repeat them were not always unsuccessful, although the consequences of failure can be gruesome. The Vanguard considers the redaction of this knowledge one of their highest priorities. Despite their gruesome origins, aether-blooded sorcerers were a welcome sight for soldiers cut off from supply lines, as their magic fueled firearms and automata alike.

The zahajin count many powerful sorcerers among their tribes, especially of the fey and aquatic bloodlines; however, the churning chaos of their blood can reveal many strange and mysterious bloodlines, including some that are believed to be entirely unique—the result of fey breeding experiments. Among the erahthi, sorcery is less common due to their manner of birth. However, certain bloodlines flare up every generation. The verdant bloodline is most common by far; of the erahthi who have journeyed to Amrita, verdant sorcerers are in great demand. This is partially for their affinity for crops, and partially for the hope that they might hold the secret of growing new erahthi far from the great heartwood trees.

The destined bloodline is said to be a mark of the Tritarchs' favor. Such erahthi are often groomed for special positions, especially among the Council of Song. Erahthi of the dreamborn bloodline, by contrast, are said to be marked by the dreaming Tritarchs alone; they are often directed into castes at odds with the reigning Tritarch as engineers of the sleepers' will. This assignment into neglected roles can easily lead to resentment of erahthi society. One of the most infamous examples was a talented and respected Peacemaker who opened their district's defenses to a devastating human assault, causing staggering loss of life on both sides. The Peacemaker claimed to have received a warning from a nightmare emissary, indicating that "the cycle would be broken, and one of six would fall" unless "blood and sap spread across the city, thick as the sunless seas." At the time, this atrocity was blamed on resentment of the Council and the emotional strain of open war. In the wake of the theft of Thycalese, however, records of the trial are carefully pored over by elite researchers and conspiracy theorists alike.

While sorcerous talent is hardly uncommon among the okanta, their society rarely allows the pure devotion to arcane magic that allows sorcerers to flourish. Sorcerous okanta who grow up in other environments, such as Wighthaven or Amrita, develop their powers with great rapidity, mastering in weeks what would take an erahthi years. This development often outpaces their maturity, rendering them brash and drunk with power, and more than a few such okanta have had to leave home in a hurry—or never leave at all.

The development of sorcery among the phalanx has been the source of much philosophical debate, not least among the phalanx themselves. A great many phalanx believe it to be a gift from past souls, and

strive to use this gift for the betterment of both their people and society as a whole. In the slums of Central, however, a few phalanx preach a different truth to their kin in secret. Their sorcery is not a gift from ancient souls, but the natural state of things—the mark of phalanx superiority as the heirs of a great mechanical legacy. They exhort those few phalanx that will listen to stockpile arms in preparation, as mysterious gears are turning: soon the Hierarchy will be crushed, and the phalanx will rule over all. This movement is still small and new, yet to reach the ears of the Protectorate or the Vanguard as more than rumor, as the phalanx are loathe to report their own. But it is only a matter of time before this order faces a bloody reckoning.

Wizards

The art of wizardry has a confusing history among humanity. Little evidence suggests that the Progenitors possessed any form of magic, and human society did not begin openly studying and developing arcane practices until nearly a full two millennia after the Collapse. However, ancient metal tablets etched with crude arcane formula have been found in numerous mountaintop caves far from civilization on Akasaat. These tablets, crude and primitive in nature, and yet fashioned from alloys only the Progenitors could have forged, suggest an elusive prehistory of magic which humanity has yet to recover. Wizardry has not evolved much since the earliest years, only its materials. Ragged hand-written paper spellbooks were replaced by press-printed arcane manuals and pamphlets, or etched magically in shards of refined aetherite. In the age of the Hierarchy, academies teach the wizardly arts to those with the talent, inclination, and the pocketbook. Such academies are tightly regulated and their students registered with the Hierarchy. Outside of the Hierarchy's reach, the few wizards found on Akasaat are fugitives on the run from the Vanguard.

Amrita is home to many wizards, as the asteroid belt offers an ideal mix of peaceful seclusion and access to trade. The communities there, from farming dome to ramshackle slum, welcome wizards with open arms—the value of a magic-user is well known. In particular, the erahthi of Amrita include a fair number of wizards, and mages from other worlds consider their verdant enclaves a prime site for academic pilgrimage. Others seek out sites like Sol's Landfill or the Heart of Many to study unexplained phenomena. For those of darker inclination, the death cults and mad Taurseekers have doubtlessly uncovered terrible mystic secrets, which they might be persuaded to share, or be parted from by force.

Wizardry was considered an ideal profession for newly awakened phalanx, and they took to it easily; many of the most successful phalanx today are those trained as wizards in the Mind-Forge Phalanx Development Facility on Prima. The efficient and intellectual approach to magic appeals to many phalanx even now. The other race born of the Century War, the infused, have little interest in spellbooks and incantations—psychic power comes so easily to them that most instead follow that path to power. However some infused wizards take a more intuitive look at the art, implementing cunning exploits to their arcane magic in traditions similar to that done by arcanists. Infused exploiter-wizards, while small in number, created havoc across Century War battlefields.

The erahthi prefer wizardry to other branches of arcane study, with its versatile yet specialized techniques; certainly, their cosmopolitan, learned society is well-suited to wizardly studies. Diviners are instrumental in the growth and shepherding of erahthi young, while wood elementalists study the great forest of their world and develop their most sophisticated creations. Among the most learned erahthi, it is said that one of the lost Era-Sharaat passed this lore down to them.

Wizardry is extremely rare among the okanta clans, although (as with other careers) they pick it up swiftly when permitted by circumstance. Elsewhere on Orbis Aurea, certain giants practice the art, and the Sky Clans have passed down a few treasured spellbooks since the time of their arrival on the icy world.

Base Classes in Aethera

Alchemists

Alchemy in all forms serves as a backbone of society, creating much-needed drugs, pharmaceutical supplies, and magical draughts. While some alchemists search Progenitor ruins for ancient scientific secrets, others disdain the ruins of the past, believing that the people of the Aethera system must look to the future for their scientific advancement.

The erahthi have a long tradition of alchemy, as one branch of this study was the precursor to modern symbiont creation. Those alchemists combine alchemy with the botanical arts, and are known by the prosaic name "bramble brewers." A whispered rumor, stamped out by Council agents wherever it arises, suggest that one of the lost Tritarchs was the originator of these sciences, and that delving too deeply into its possibilities caused the other Tritarchs to force them into exile. Some versions of the rumor even dare to claim that this Tritarch's "crime" was the creation of the erahthi species.

The Akasaat Wasteland is a deadly place, and its inhabitants lack the advanced medical care available to arcology dwellers. Some alchemists wander the Wasteland, offering healing and guidance to the people there. More notoriously, elite bioengineers and aetherite researchers were among those responsible for the Paragon experiments.—but between the destruction of their facilities, deployment to deadly combat zones, and attacks by their infused victims, very few survived to the present day.

Okantan alchemy focuses on ancient herbalist traditions passed down from forbearer generations of their people. These alchemists, in turn, adopted elements of giant alchemy tradition into their work, developing a robust understanding of herbal lore.

Some infused seeking a cure for their people's infertility and dramatically shortened lifespan look to alchemy as an answer to their plight, going as far as trying to reproduce the inhumane experiments that birthed their kind to discover the secret of their genesis.

Guns Everywhere

The *Aethera Campaign Setting* assumes the "guns everywhere" option from *Pathfinder Roleplaying Game: Ultimate Combat*. As such, gunslingers gain Gun Training 1 at 1st level and gain an additional level of Gun Training at 5th. Most firearms are simple weapons and do not require the Gunsmithing feat to create. They are instead manufactured through the use of Craft (firearms) in both ordinary and masterwork quality.

Cavaliers

Traditional cavaliers are a relative rarity in the Aethera System. Live mounts are impractical in many situations, and the structure of contemporary human society is ill-suited to these often glory-hungry braggarts. The okanta clans, on the other hand, have many cavaliers among their number, most of whom ride the hardy beasts of Orbis Aurea. The okantan cavalier orders are nearly clans in their own right, and each has allies and rivals among the orders. Due to the politics of okantan cavalier orders, most clans limit their cavaliers to membership on only one or two allied orders.

Some cavaliers abandoning living mounts for custom-tuned aethercraft, while others learn to conjure phantom mounts from ectoplasmic soul-stuff. In places like Amrita or the Akasaati Wasteland, some cavaliers declare themselves agents of frontier law, capturing criminals and dragging them to whatever passes for justice. The boldest even form their own gangs, gathering like-minded folk with a badge rather than a banner.

Gunslingers

Wherever the deadly technology of firearms arises, cunning folk will find ways to surpass their fellows in mastery of the powerful weapons, and the worlds of Aethera are no exception. While the prevalence of firearms might suggest an equal rise in the number of

Aetheran Inquisitors and Favored Weapons

In a setting without gods, the inquisitor class does not gain proficiency with a deity's favored weapon. Instead, all inquisitors gain proficiency in one martial weapon of their choice at 1st level.

gunslingers, the technology is so widespread that all but the most cloistered wizard or untrained laborer can wield one proficiently enough. It takes more than a gun to be a gunslinger.

The Wasteland has more than its share of gunslingers, as it takes uncommon grit and prodigious bravery to traverse the barrens. Many consider themselves bringers of justice, rambling the wastes in search of bandits and raiders, while some become the very bandits they once hunted. Justice-seeking gunslingers can often expect a warm welcome in Wasteland villages; some dark-hearted scoundrels take advantage of this reputation until a true-hearted 'slinger shows up to challenge them.

Firearms and aethertech were entirely new to the natives of Kir-Sharaat, but the erahthi didn't take the technological divide lying down. In addition to the various aethertech they reverse-engineered from human wreckage, the Builder caste rapidly began experimenting on plant-based firearm analogues. The result was the erahthi thornslinger. Trained and altered to bond with living weapons, the thornslingers were among the toughest and bravest of the erahthi soldiers. Others took up scavenged enemy arms, working out their operation and turning them against their former wielders.

Inquisitors

Some are trained to wield divine magic in service to the great orthodoxies of Aethera's cultures. The Hierarchy counts a great number of inquisitors among their agents, serving the divine mandates of the Symphonium. Some hunt down vox riders and other disruptive societal elements, while among the Vanguard of the arcologies, spellbreakers are trained to resist magic and capture its practitioners. High-ranking inquisitors guide the Hierarchy's political intrigue and advise its military branch on the will of the Score, while others are dispatched to other arcologies to ensure that the Hierarchy's will is uncontested and its agenda is fulfilled.

On Kir-Sharaat, inquisitors have served the Tritarchs and the Council of Song since the dawn of society. During the war against the zahajin and their fey lords, erahthi inquisitors in service to Athrakarus butchered the deep-dwellers and hunted survivors back to the subterranean settlements. In the centuries since, inquisitors turned their watchful eyes on their people, ensuring that unauthorized attempts to violate the caste system were restricted. Some departed into the wilds of Kir-Sharaat, searching for other cultures or, some say, searching for the missing Tritarchs.

Among the okanta, where no monolithic organization dominates the culture, most inquisitors serve their clan—not the ruler or the shamans, but the clan itself. They watch their people vigilantly, taking those who betray their kin or the clan and bringing them before the elders for judgment. When two clans cross paths, the inquisitors often meet in secret with the other clan's elders to discuss matters of law and share the two clans' wisdom.

During the Century War, inquisitors on both sides took to the field to match the strength of their devotion against their ideological foes. Athrakarus' erahthi inquisitors clashed with their Hierarchy counterparts, while others acted as spies and assassins. Few infused or phalanx were given the opportunity to become inquisitors of the Hierarchy, but those rare few who did were the most fanatical of their kind.

Magi

Warrior-scholars blending spellcraft and swordsmanship were rare among most of the cultures of the Aethera system; until the Century War, it was almost exclusively a human discipline. In Central,

magi hire themselves out as mercenaries, magical experts for hire, or duelists; the academies that teach their art are ruinously expensive, and many find themselves deep in debt. Some end up working for the Syndicate Lords or the United Consortium as assassins or enforcers. Others head for the Amrita colonies or the Wasteland, selling their services while dodging debt collectors or Vanguard agents hunting them down to be registered.

During the Century War, phalanx magi became common; many were trained in esoteric methods, making their metal bodies into weapons. Infused magi, equally common among the human warfront, learned to wield psychic magic and call forth blades of aetheric force. Many human magi were conscripted by the Vanguard and shipped off to Kir-Sharaat; most received a crash course in pyromancy, and the forests burned with their wake.

The erahthi had few magi; their rigid caste system had little place for such blended disciplines. Only in the last two decades of the Century War have they truly begun to explore this art. Magi are also rare among the okanta, for much the same reason as wizards are—however, with the introduction of these traditions to okantan society, the proliferation of magi is rapidly expanding.

Oracles

If the Aethera System ever had deities, they have been unheard for countless centuries. In their absence, though, divine power is not idle. With each generation, many are marked—or cursed—by the divine mysteries of existence. Any mystery could mark a being of any species; divine power is nothing if not ineffable.

Mysteries such as flame, wind, and dark tapestry are linked to their respective planets (or the absence thereof), and arise at certain times of planetary conjunction, or in the descendants of those who have been exposed to elemental energies. In addition, the song mystery is common among oracles throughout the system as a result of the white dwarf Aethera and its rule over the flow of souls and the Score.

Curiously, phalanx are particularly prone to developing oracular talents. The Hierarchy spent considerable resources attempting to identify the source of these powers, but were unable to determine a single root cause. Such phalanx tend to be otherworldly in demeanor, and as a result are vulnerable to increased prejudice from the people of Central and other Akasaati arcologies. Among the phalanx, the time, battle, and metal mysteries are most common.

The okanta have a wide variety of explanations for the rise of oracles, from ancestor-souls infusing distant descendants to powerful destinies seeking to be fulfilled through mortal vessels. Many are called warsighted, for they are as inspired in battle as in magic. As a rule, oracles are among the most honored okanta, although this honor comes with great expectations which put okanta oracles under a great deal of societal pressure, and some flee their clans to find a new life among the stars.

While the ancestor mystery is most common among okanta (even those who have departed their homeworld), the mysteries common to Orbis Aurea appear among its other inhabitants, from the nomadic undine to giant mystics. These mysteries include the waves, heavens (which the okanta call auroral), lore, and nature mysteries, as well as mysteries tied to lunar phenomenon.

Akasaat is the birthplace of many metal and stone oracles. In Central, the Vanguard is vigilant for those marked by divine forces. Those who register with the Hierarchy are often forced into compulsory military service. Some soldiers rendered incurably lame by powerful weaponry during the Century War found oracular powers developing, perhaps as a sort of karmic recompense for their injuries. Others, called Listeners by the tabloid press, claim that voices from beyond the known universe have spoken to them. Finally, the slums of Central have their own strange oracles, said to be tied to the great city itself.

Erahthi manifest oracular power most rarely of the civilized species, perhaps due to the web of divinations that accompanies each new erahthi life. On those rare occasions, the divinations that precede their "birth" tend to give misleading information about what they will become, as if the divine power were resentful of erahthi attempts to shackle destiny. Erahthi oracles tend towards the life, lore, and wood mysteries. Below ground, zahajin oracles are extremely common, and most tribes have at least one. The stone and waves mysteries are most common among the deep-dwellers of Kir-Sharaat, followed by the heavens (which they associate with the fey instead of the skies).

Finally, among the infused, a never-before-seen oracular mystery revealed itself during the initial experiments that led to the race's creation. The researchers who saw the power first unleashed could only find one word to describe the world-ending power on display: apocalypse.

Summoners

While separation from the Outer Planes might seem like an impediment to conjuring forth their denizens, a number of summoners still call the Aethera System home. Some use the essence of memories locked away in aetherite to shape shadows of the past into new flesh. Summoners are the rarest class in the Aethera system (excepting cleric and warpriest) due to the near-impossibility of practicing the art – most summoners come into their power accidentally.

The most common source of summoners is through finding aetherite with a powerful outsider imprint (dubbed "essencite" in scholarly texts). This substance contains the imprisoned essence of outsiders trapped on the Material plane and slain during the Collapse. Bonding with the spiritual fragments trapped in essencite forges a link between the contact and the outsider, allowing the outsider to manifest in accordance with the person's inner desires—old human tales refer to this process as "the unchaining." A lonely child who finds a shard of agathion essencite might manifest a playful companion creature, while a hungry miner who strikes daemon essencite may find a twisted eidolon dragging shanks of meat to lay at her feet with a bloody trail leading to the camp's barracks. Essencite is virtually indistinguishable from regular aetherite, making it difficult to identify before an accidental bond is formed. The exception are the zahajin, who can sense the difference and know to stay away until they choose an ideal bond-partner—as a result, zahajin summoners are some of the most dangerous and powerful of their species.

Other would-be summoners take a more active approach to finding their power, attempting to wring a twisted gestalt-creature from large quantities of raw aetherite. These creatures can take many forms, from quadruped to biped, serpentine to aquatic; their powers and nature are likewise varied, and they lack the link to outsider types that would be familiar to those outside the Aethera System.

On occasion, someone with absolutely no aptitude for the magical arts will become a summoner. In such cases, a strange inversion occurs, and the magical potential of the eidolon surges to the fore. These eidolons are made unstable by the bond inversion, however, and without specially refined aetherite—often the essencite from which they came—such eidolons cannot come forth.

In all cases, outsiders brought into the system by summoners are twisted by the passage, both physically and mentally. They remember virtually nothing of the Outer Planes or their past before becoming eidolons; their essential nature dictates their mental development heavily, and most never develop more than a passable level of sentience.

Vigilantes

The concept of masked vigilantes is a relatively recent occurrence within the Aethera System. While rare individuals operating outside of social or cultural norms have adopted alternate personas throughout history, their numbers were small and the impact they had on society never quite as great as the vigilantes of today.

Vigilantes are most commonly found in Complex Four, the largest asteroid colony in the Amrita Belt. In that crime-ridden city, vigilantes band together in crime-fighting groups to confront the powerful and dangerous elements of organized crime. Lone vigilantes operate in Akasaati arcologies with subversive groups like the Riders to combat the injustices of the Hierarchy, while vigilantes among the Hierarchy take on roles as agent provocateurs.

Witches

Those who commune with animals and serve strange powers are known across Aethera, and every culture has its tales of witches. Even in the cosmopolitan erahthi metropolis or the heights of Central, witchcraft is still a word that evokes superstitious dread. Much of this association comes with cultural experiences with hags, who form covens similar to witches but more often maintain sinister agendas.

The okanta are the most accepting of witchcraft; even so, they approach its practitioners with trepidation. Witches are viewed less favorably than shamans, since they serve mysterious patrons rather than respected and honored spirits. Still, many clans, especially those of grim inclination, have witches among their number for their hexes and leechcraft which can change the tide of a battle.

In Central, the Vanguard aggressively hunt unlicensed witches, and those caught face such accusations as "false prophecy" and "communion with unknown patrons." Those living in the city prefer to pass off their familiars as pets. Down in the slums, witches can act with slightly more openness, although most still prefer to haunt the alleys and back streets. Despite widespread bias, otherwise law-abiding citizens occasionally seek witches out in the hopes of curing an embarrassing condition or laying a curse on a rival. The forests around Central are rumored to hold secret places where witch covens meet, although most dismiss this as a children's story. Out in the Wasteland, witches are treated with greater deference—although the lines between respect, fear, and necessity are blurred.

Witches are uncommon among the other cultures. The erahthi see witches as being in league with the fey and by extension the zahajin; that prejudice makes erahthi witches extremely rare. Due to the Hierarchy's involvement in their creation, neither the infused nor the phalanx were originally trained as witches; in the time since their emancipation, however, some of each have undoubtedly become servants of such mysterious powers.

Hybrid Classes in Aethera

Arcanists

Bridging the gap between the spontaneity of sorcery and the scientific approach of the wizard, arcanists stand at the forefront of magical innovation. While in days past this brought them great fame among the intelligentsia, the Century War showcased the horrors of innovation without ethical and moral constraint.

The infamous scientist-magi of Akasaat, working day and night in their secret facilities at the Hierarchy's command, were responsible for developing some of the greatest atrocities of the Century War, from chemical clouds that turned foliage to sludge (and erahthi to rotten husks), to plane-shifting bombs that dragged foes screaming into the void of the Negative Energy Plane, to ammunition infused with the corrupting power of netherite. Their best-known creations, however, are the infused: once-human weapons born of the warped death and torture of thousands. Between the vox riders leaking their atrocities and the blazing grudge of the infused, those few scientist-magi who survived their experiments—or the guilt that drove many to suicide—have taken great steps to conceal their identities and start new lives.

Memories of their time among the scientist-magi have given many infused a deep contempt, or even hatred, for arcane magic; it is especially rare for an infused to learn the techniques of their tormentors. Some phalanx, however, are developing

the experimental approach to magic that typifies the arcanist of Aethera. The erahthi mindset does not often encourage this sort of blended approach, but such innovators occasionally emerge, especially in the form of rift breaker arcanists who can tap into the power of the elemental planes.

The okanta clans offer little opportunity for study of spellbooks; most okanta arcanists are dubbed "unlettered", communing with familiars to fuel their arcane exploits rather than books. The most infamous of these are the khurushai. As those trained from birth to marry witchcraft, martial training, and the powerful black blades passed down through the generations of their clans, the khurushai are instruments of vengeance and black magic. It is the infamous tales of the khurushai that gave rise to the dramatic talk of "eldritch knights" among the okanta. One in particular, a spiteful warrior-mage with a scimitar as black as the void, accompanied Paragon forces to rejoin the war. The name Darkest Night still draws curses from erahthi veterans, especially those who watched as friends were eaten away by the khurushai's conjured green slime.

Bloodragers

Unlike the barbarians and sorcerers that individually represent the two sides of their coin, bloodragers appear in great numbers only among certain groups. This is in part due to the absence of the extraplanar forces that fuel many bloodlines—no demons or devils means no new abyssal or infernal bloodlines are sown. Of course, such influences can lurk in a family line like a nail in a tree, waiting for the chainsaw's kiss to reveal themselves.

Those most prone to anger among the infused gained terrifying powers from the Paragon experiments, unleashing blazing azure flames and lashing out with telekinetic force. Codenamed "blue-shifted" by the scientist-magi overseeing the experiments (a codename later released by a technician-turned-vox-rider), these infused were a terror both on and off the battlefield—many of the facilities in which they were created did not survive to see their deployment. More ominously, the blue-shifted curse has begun to manifest among non-infused, leaving the few surviving scientist-magi to wonder what they may have unleashed.

Deep in the Darkwild of Kir-Sharaat, zahajin bloodragers are some of the most common warriors of that species. Due to the fey lords' frequent dalliances with their subjects, the fey bloodline is ubiquitous among zahajin bloodragers. Unlike their deep-dwelling neighbors, the erahthi show very little promise as bloodragers; those few who do arise are shepherded into special training meant to help them control their rage and seek peace. The few bloodragers among the erahthi almost all possess a deep bond with nature and a gentle enlightenment.

This is not to say that bloodragers are completely unknown among other races or cultures. Elemental bloodlines occasionally emerge among all the peoples of the system. The Amrita belt's death-cults occasionally produce undead bloodragers, while the okanta's rapid growth sometimes sees them develop their sorcerous talents midway through the berserker's fury. Refugees from a remote village in the Wasteland speak of a clan of well-organized, militarized raiders with weapons wreathed in hellfire, and those few scarred veterans who survived the maze-ships tell tales of the black-hearted fury and vile incantations of the Taur.

Among the phalanx, an undocumented bloodline—referred to as the machine bloodline in leaked reports—emerged during their development. These phalanx were able to sprout slithering mechanical tendrils that acted as both armor and climbing tools, making them well-suited to combat on the arboreal world of Kir-Sharaat. Unfortunately, most were lost to their own reckless lust for slaughter, and the few who returned to Akasaat have since vanished from public knowledge. Rumors suggest that one is attempting to form a secret army of her kin somewhere near Central, and that her desire to dominate and torture humans—especially Hierarchy agents—is unmatched.

Brawlers

The ability to adapt to rapidly changing situations with new tactics and evolved strategies is vital; in the wake of the Century War, many people—soldier and civilian alike—have learned that no matter how prepared you are, your life is yours to protect or lose.

Humanity's adaptive and aggressive nature makes them well-suited to the brawler's path. In the slums of Central, where the law of the Hierarchy is least active, gangs of burly toughs and rough-rousers prowl the streets. While their capacity for violence is not to be taken lightly, not all are mere bullies. Some gangs seek to protect their neighbors where the law won't, while others work on behalf of organizations like the Friends of the Common Man, hiding agents of change and vox riders from Hierarchy scrutiny.

During the Century War, the Hierarchy had as much use for brawlers as any other warrior. The greatest of these were the Titan Regiments. Formed to support the towering Paragons, each Titan was clad in heavy armor, charging into battle alongside their superhuman commanders. The Titan Regiments were the most iconic of the Hierarchy's close-range troops by war's end. Sadly, countless Titans were lost during the taur invasion, as they were the first into the maze-ships and the last out.

The children of the Century War, the infused and phalanx, bore no shortage of brawlers among their number. Infused brawlers harnessed their innate telekinetic power to add force to their blows, while phalanx—with the ability to rapidly analyze and adapt to combat situations—led many of their kind into battle. In the aftermath of the conflict, many of the infused survivors of the War have turned to these techniques as well, knowing no life but war and having no family to return to.

The erahthi of Kir-Sharaat almost never take up the mantle of the brawler, as their society molds them from their first awakening for specialized roles and professional pursuits. Those with an interest in the martial arts are strongly pressured to become monks instead. Amrita's erahthi have more than a few brawlers among their number, as these skills serve them well in the lawless and unpredictable frontier region. Even by the standards of that bohemian region, erahthi brawlers are some of the most convivial souls of Amrita—if care is taken not to anger them, they are also steadfast and loyal companions.

Finally, no race is better suited to the brawler's art than the okanta, thanks to their great strength and talent for rapid adaptation. Many of the great explorers and heroes of okanta tales were likely brawlers; skilled enough to scale the great mountains, quick-witted and sly enough to steal a giantess's hoard, and strong enough to bring her low when she came roaring for vengeance. Brawlers and monks share a friendly rivalry in okanta culture, each seeking to outdo the other in great deeds, yet eager to share their techniques.

Hunters

The legacy of the hunter is, in some ways, alien to the advanced technology and urbanization of Aethera's civilizations. Despite this, many of those who respect nature and its creatures still persist, wielding their wisdom and mystic skill in support of many and varied causes.

Okanta hunters are common, as they know both the might of nature and the vital importance of loyal allies. Such okanta are said to treasure their bonded animal companions over even their kin, and once they have seen the fierceness of that loyalty, few would begrudge them. Those hunters who have lost their companions fight with a fury that would frighten all but the mightiest giants. In clans with many hunters, many non-hunter okanta learn the same techniques, ensuring that the entire clan fights with perfect tactical cohesion.

On Akasaat, hunters are most commonly found in the Wasteland. Human hunters take many forms, from the village mystic with her watchful stone hawk, to the raider-queen upon her feline steed. Near the arcologies, where large animals are rare, would-be hunters assemble beast forms from mesomorphic

technology, programming their creations and forming a bond as strong as any between human and beast.

The Hierarchy deployed every hunter they could find during the Century War, as their power over nature was of great use on the lush forest world of humanity's foes, and they did not have the perceived disloyalty of the druids. Infused hunters were very rare (and still are), as the circumstances of their creation offered little opportunity for bonding with beasts or connecting with the primal powers of nature. While hardly common, phalanx hunters were comparatively likely to develop – most were immediately paired with construct companions and sent to war on Kir-Sharaat.

On Kir-Sharaat, hunters most frequently come to live in the outlying regions of erahthi civilization, where beasts are common enough to bond with. In those regions considered "non-essential" by the Council of Song and Athrakarus—and consequently left undefended—erahthi hunters were some of the most fervent defenders, particularly after some of the more horrific creations of the Hierarchy's scientist-magi were deployed.

Investigators

The role of basic investigator is still very much dominated by human society. While the other peoples of Aethera are beginning to pick up the appropriate mix of skills and influences, the great city of Central is by far the most common place to find an extract-brewing master of studied combat.

In Central itself, the investigator's most common role is that of private detective. In the wake of the Century War and the societal upheaval of the Slotted reorganization, many peoples' lives were turned upside down. Finding the Hierarchy too concerned with interplanetary intrigue to do more than keep society peaceful, many turned to private detective agencies to take care of their affairs. Such detectives must be prepared to tangle with Syndicate goons, Hierarchy agents, or worse in their attempts to solve their cases. Some are even dogged enough to pursue their cases out into the Wasteland or into the depths of space. Official Hierarchy detectives work for law-enforcement organizations like the Protectorate or—with more martially-minded investigators—the Vanguard.

This is not to say that Central is the only home for investigators. As human-dominated societies, the other Akasaati arcologies, the Orbis Aurean city of Wighthaven, and many parts of the Amrita asteroid belt are home to investigators. Amrita, in particular, has the right level of law enforcement—next to none—for private detectives to do a brisk trade. Many of Amrita's detectives charge double or even refuse to investigate mysterious disappearances, however, since the majority of detectives investigating such cases end up disappearing themselves.

While humans have the majority of basic investigators, the tradition of studied combat is far older—in the rest of the Aethera System, it is known largely as a psychic combat style. These "psychic detectives", as Akasaati radio-plays have taken to calling them, are just as devoted to unveiling hidden truths as any Central gumshoe. On Orbis Aurea, such investigators are often called upon to settle disputes between clans by "hunting the hidden truths." Among the erahthi, they most often act as agents of the Council of Song, hunting down both fugitives and secrets.

During the Century War, investigators of many sorts were called upon by all sides to serve as spies, infiltrators, and agents provocateurs. At war's end, a few even made it onto—and back off of—Taur maze-ships; their accounts offer the best picture of the Taur and their debased society. The identical accounts provided by human and erahthi investigators were a major step forward for trust between the two civilizations.

Shamans

Shamanism is one of the oldest and most widespread magical traditions found in the Aethera System. Long before the Hierarchy's bioengineers tampered with living flesh or bards sang the praises of the Score

in the great arcologies, shamans communed with spirit animals and wove webs of mysticism across the planets. The spirits of old still live on, waiting for new stewards to guide the peoples of Aethera into an uncertain future.

The okanta are the unquestioned champions of the shamanic traditions. Every clan has at least one Great Shaman, with a number of apprentices befitting their age and potency; most have a number of additional mystics to commune with other spirits and keep the clan's spirits in balance. In many clans, it is an old tradition that the newly appointed Great Shaman cannot serve the same spirit as the last, preventing the clan from becoming dominated by a certain spirit's will. In this way, the clans remain guided by—but independent from—the spirits, and are free to evolve over generations as their spirit-guides change.

The erahthi have their share of shamans as well, although their role in society is far less prominent than that of the okanta. Most watch over the far-flung outer districts of the great city, where their rulers' attention too rarely falls. Interestingly, very few erahthi start their lives as shamans. Most find their calling after practicing another career. While not common, this phenomenon is well enough understood that following the spirits' call is rarely discouraged. These shamans often find themselves attracted to more secluded locations; some even move to lower levels of the canopy, and a rare few act as intermediaries between the erahthi and the zahajin. As the erahthi demand for aetherite has grown, many of these shamans disappeared, although whether they fell to angry zahajin or defected to the deep-dwellers' side is unknown.

The city-dwellers of Akasaat have all but left shamanism behind. While not explicitly illegal in Central, agents of the Hierarchy frequently detain its practitioners under charges similar to those leveled at witches. Out in the wasteland, the story is very different; shamans, especially those who commune with life-giving spirits, are highly valued and respected. In particularly remote corners of the barren world, some shamans lead entire religions devoted to their spirits, training numerous apprentices to bring their influence to other settlements. Even infused and phalanx have found their way into that role.

Skalds

The primal power of music is ingrained deeply in every culture of Aethera. Long before the more refined bardic methods or the hymns of cantors, the peoples of Aethera used song to unleash the primal forces within. Even in these now (supposedly) more civilized days, the old ways are kept alive by those who know the value of strength unleashed.

The okanta have a greatly-honored skaldic tradition. The gift of strength to make war against giant-kind is a prized boon, and the mystic lore of spell kenning allowed the okanta to expand their understanding of magic in the absence of the universities and laboratories of other cultures. Lore tells that the first skalds held back the Aurora's End long ago, calling forth ancestor-spirits to aid the okanta against the desecrated slaves of the Sky-Stealer. Many okanta skalds incorporate aurora imagery into their banners in remembrance of this ancient tale, and the boldest carry a broken length of chain as an emblem of their strength and spirit-favor.

The various settlements of Amrita are prime territory for skalds, who take up a wide variety of mantles from protector to pirate. Fiercely independent, many act as proud defenders of Amrita's autonomy. Others gather bands of raiders and live as pirate kings, darting into the more civilized reaches of the Aethera System to plunder and pillage. It is rumored that among the most remote of the asteroid belt's communities, some truly depraved skalds commune with the system's most infamous villains, their songs causing their fellow raiders to sprout the great curving horns of the Taur.

While bards and cantors have always held the Hierarchy's favor, the Century War gave students of the raging song a chance to show their worth. Rage and fury offer little benefit to a sharpshooter's aim

or a pilot's precision, so most human skalds took the front lines, fighting alongside other like-minded souls. The Titan Regiments were frequently assigned skalds as commanders, their strength multiplied by the thundering power of the raging song. Units of Thousand Blades Rangers often had a skald among their number, both for the promise of strength in tight situations and the versatile magic they could whip up in a pinch.

Skald training is highly uncommon among the phalanx, due to Hierarchy bias during their awakening. However, as phalanx go forth among the other cultures, some have taken an interest in exploring the inspiration of primal emotions. Infused seek to master the raging song far more frequently, channeling their own fury and torment into their art. Many of the latter journey to Wighthaven, and from there into the wilds in search of okanta skalds.

For many centuries, skalds were rare in erahthi society. While the art of the raging song was stolen from the zahajin long ago—and proved quite useful in that ancient conflict—the harmonious erahthi society had little use for songs of fury and wrath. Those few who remained often braved the great forest with research expeditions. The Century War changed that. Erahthi skalds were often among the defenders of erahthi territory, using their raging songs to grant might and endurance to the Protector-caste warriors that held back humanity's assaults. Deep below, zahajin skalds whip their kin into a frenzy for hunts or revels; one of the fey lords, a tempestuous satyr, is particularly fond of skaldic songs for her bacchanals.

Slayers

Slayers are a product of the Century War. While their techniques certainly existed among human assassin-collectives and erahthi Reaper-caste endbringers, the great conflict offered an unparalleled opportunity for the science of slaughter to be refined to perfection.

The erahthi have long had their share of slayers, knowing that life requires death to be complete. The endbringers of the Reaper caste are the most notorious of these. Clad in hooded cloaks of woven belladonna and bearing great scythes of deadwood, endbringers have long served as both killers of marauding beasts and executioners of erahthi criminals. In the ancient days of the war with the zahajin, endbringers were responsible for the greatest acts of genocide, cementing their place as the favorites of Athrakarus; upon his awakening during the Century War, he quickly put them to work slaughtering human prisoners as grisly examples to the enemy. The endbringers are still despised by many veterans of ground warfare for their habit of wearing human heads upon their vestments.

Among the people of Akasaat, slayers have existed since the rise of the Hierarchy and beyond. Said to all descend in blood or spirit from a single ancient master, classic human slayers were said to "sing the dirge that calls Death." Their preferred weapons were garrotes or heavy chains, used to strangle victims from behind.

Slayers were common among Akasaat forces in the war, primarily appearing in two forms. The first were the Vanguard, drawn from the Hierarchy's mage-hunting police. Acting as commanders to the first wave of any assault, they were skilled at coordinating teams of commandos and cutting a path for the forces behind them. The other were the bullet dancers, artists of death said to be able to nimbly dart among erahthi forces and eliminate their commanders. The most notorious, a phalanx known only as Murder, was said to be able to bring down elite erahthi with a single bullet. Her disappearance near the war's end war is still a mystery.

Few slayers appear among the okanta clans—obsessive focus on a single target is not in their nature, and many of the slayer's tactics disturb the okantas' ideals of honorable combat. Okanta who have ventured among other cultures pick up new skills quickly, of course, and many of those who joined Paragon forces during the Century War found the slayer's tactics to their liking. Infused and phalanx are quite likely to be trained as slayers, as they were ideal for the blend of skills and murderous tactics that define the slayer. Many infused slayers find

employment today as mercenaries at best, or more likely, as low-rent murderers. By contrast, phalanx slayers mostly find themselves employed by the Hierarchy, retained in reserve for the return of war.

Swashbucklers

Much like the investigator, swashbucklers are most common in Central and its various child-societies. In Central and Wighthaven alike, swashbucklers are notorious for championing the people and opposing the excesses of their rulers. In Central, most are assumed to belong to anarchist movements or groups like the Friends of the Common Man; this is true more often than not. In comparison, the okanta are by and large creatures of strength; few feel driven to learn the art. Of course, there are exceptions to every rule, and those who fan the flames of their panache outdo even their bravest kin with the sheer audacity of their deeds.

Many swashbucklers were among the pioneers of Amrita, seeking the opportunity to build new civilization outside the authority of the Hierarchy. Even now, they are often emulated for their style—more than one of the vigilantes of Complex Four clearly has training in the art. The asteroid belt is also where the first zero adepts developed their skills; at least one has begun teaching their art in the slums of Central (while serving as a protector for both common citizens and anarchist agents alike).

The erahthi have a small, if dedicated, swashbuckling tradition. Most began as (or still are) part of another career, viewing their practice at dueling as somewhere between performance art, a means of gathering praise, and a useful means of self-defense. During the rule of Erathlias, it was not uncommon to see disputes resolved via nonlethal duels between chosen swashbuckler proxies; even now, many erahthi swashbucklers originate among the Peacemaker caste due to that tradition. With their elegant tabards and slender flower-stem rapiers, swashbuckling is as much a fashion statement as a combat style among the erahthi.

Of all the martial classes, swashbucklers were the least represented on the battlefields of the Century War. On the Akasaat side, most were too anti-authoritarian to submit to the discipline of military command, while erahthi Peacemakers were often working to avoid or prevent the conflict. There were exceptions, of course; human swashbucklers were easily swayed by patriotism, infused and phalanx had no choice but to serve, and even Peacemakers could be pushed to violence by the need to protect their people. One of the most exotic tales of the war concerns a pair of swashbucklers, one infused and one erahthi. It is not known who seduced the other, but by the end of the war, they were inseparable lovers. Even now, Tri-Terra and Sky Blossom are two of the most ardent diplomats and liaisons between the two societies, and their romance is both celebrated and vilified among their peoples.

Occult Classes in Aethera

Kineticists

Fueled by the elemental forces that shape the planets, kineticists are common among the peoples of Aethera. Every culture knows the signs of developing elemental potency among their young, and those with the talent are shepherded along their path by others of their kind.

While each planet tends to produce kineticists with an affinity for a particular element, any elemental bond will develop on any world. The exception is Amrita; very few kineticists of any element are born in the asteroid belt, due to its remoteness from the elemental loci that are the planets of Aethera. However, urban legends suggest that a darker breed of kineticist occasionally arises in remote colonies—one capable of manipulating the void itself.

Orbis Aurea primarily develops hydrokineticists . Far less common are the rare phytokineticists emerging among the settlements beyond the great cities of the Paragons. Okanta legend speaks of a pyrokineticist named Irjun who brought fire to their

people in the distant past, turning the tide against the frost giants and offering protection against the cruel winters of their homeworld. Okanta with elemental talents sometimes train with their clan's monks, infusing their brutal punches and kicks with elemental blasts.

Phytokineticists capable of manipulating the element of wood, as well as hydrokineticists and pyrokineticists, appear often among the erahthi (and pyrokineticists are some of the most carefully observed young erahthi.) The human homeworld of Akasaat is home to many geokineticists, but aerokineticists and hydrokineticists develop as well—the latter are coveted by the communities of the Wasteland for their access to essential water. No matter their element, budding kineticists in Central are usually detected by screenings made during the Slotting process and recruited for training. Such recruits are pressured to join the military.

Telekinetic talents are extremely common among the infused, due to the aetherite experimentation that created them. Many, whether trained for war or developing their powers themselves, wander down a dark path. These infused, called "aetheric annihilators" by the press, forsake the many utilitarian uses of their powers, indulging themselves in destruction to sate their rage against the universe.

Mediums

The aetherite that crisscrosses the Aethera System resonates with the spirits of old. Rather than astral echoes, mediums in the Aethera system draw on the power of legendary spirits locked in these frozen ley lines, and they can channel spirits from locations with a strong resonance with the ethereal plane. Many consider themselves the true heirs to the ancient Progenitors; this grandiose claim is carried as much by the mediums' personal charisma and magnetism as by their psychic powers.

With bodies designed to serve as vessels for aetheric energies, phalanx find it easy to channel legendary spirits into themselves. Their versatility made them highly effective in long-range missions on Kir-Sharaat. In the years since they gained their independence, phalanx mediums began to chronicle the historical and spiritual record of their kind, recording their stories for the uncertain future. Similarly, okanta mediums are often storytellers, forsaking the direct strength of the spirits in favor of passing their legends on to the clan.

While the infused are capable of becoming mediums, most have difficulty maintaining a link with a specific spirit; many instead prefer to touch the spirits lightly, burning through their connection in a wild dance of aetheric power. Human mediums are many and varied, as are the spirits they touch; many are uncomfortable with the Hierarchy's dominance, as they feel that the Hierarchy's reverence for the Score has eclipsed the legendary spirits that humanity once revered. Many of Akasaat's mediums, especially out in the Wasteland, blur the line between psychic practitioner and evangelist of legends.

Finally, the erahthi have two different medium traditions. The first, more familiar method channels the Tritarchs; many such mediums choose to focus on channeling one of the remaining three legendary rulers. The second tradition has its roots in the ancient war with the zahajin. The war left the erahthi and the fey of Kir-Sharaat embittered with each other; in the absence of their support, the erahthi turned to the true spirits of the Material Plane, the kami. Using the leaves of the great trees as ofuda, they have wielded the spirits' magic against their enemies for centuries.

Mesmerists

Mind-twisting manipulators exist in all of Aethera's cultures. From the toxic pharmacology of erahthi spies to the fanatical stares of Amrita cultists, those with the desire to force their will on others come in many forms.

Amrita, with its far-flung and remote communities, is fertile ground for mesmerists. The most notorious are the cult masters. Ruling their twisted cults of personality as hedonistic tyrants, the cult masters

are accustomed to obedience, and are prepared to do anything—no matter how depraved—to remain in power. In addition, mesmerists are blamed for many of Amrita's woes, from mysterious disappearances of colonial settlers to epidemics of nightmares occasionally plaguing smaller settlements. Many suspect mesmerism to be at the root of all unexplainable troubles. The vigilantes of Complex Four have publically tangled with at least one villainous mesmerist in the past, adding to the dark legend of the mind-mages.

Perhaps strangely, the erahthi have a long history of mesmerism. They were one of the erahthi's greatest weapons against the weak-willed zahajin; entire warbands were thrown into chaos with a glance. In modern times, most are agents of the Council of Song and the Tritarch, deployed among their own people to keep the erahthis' caste culture unchanging. During the Century War, those spies moved among human soldiers and civilians alike, driving comrades apart and stealing vital military secrets. The erahthi even developed forms of mesmerism tailored to use against their own kind by means of aroma and pheromone manipulation. The zahajin are notorious for their mesmerists, developing these psychic talents at the behest of their fey allies in the generations since their disastrous war with the erahthi.

By contrast, okanta culture has almost no mesmerists. The power of the hypnotic stare is largely incompatible with okanta ideals of glorious combat; mesmerists are eyed with great suspicion, and it takes very little for one to earn exile from his clan. In Wighthaven and other non-okanta communities, some okanta practice the forbidden arts in a gradual slide away from their people's time-honored traditions.

Mesmerists in Central, like all with magical talents, are required to register and serve. The Vanguard is particularly harsh on unregistered mesmerists, and many do not survive an encounter with the mage-hunters. Those who comply with the Hierarchy's registration are trained to shut down rabble-rousers and malcontents; elite mesmerist-agents attempt to infiltrate anarchist movements, undermine the Friends of the Common Man, or track down vox riders.

Despite the stereotype of infused as merely destructive, many take up the mesmerist's mantle, seeing the magic of the mind as both complimentary to their innate telepathic powers and a way of securing a comfortable lifestyle. Phalanx mesmerists are all relatively new to their art, as none were thus trained by the Hierarchy.

Occultists

The power of ancient relics is evident to any who have prowled Progenitor ruins, or that have seen their ancient creations—robbed of motive force, but still resonant with spiritual weight. The study of psychic resonance is a mainstream thaumaturgical science in Central and other Akasaati arcologies. Whether serving the Hierarchy or operating independently, occultists of all stripes gather to share their findings, discuss occult and archaeological theories, or hunt for relics with a particular psychic significance. The Enigmatic Order of the Greater Aetheric Mysteries, a secrecy-shrouded (but publicly acknowledged) organization of psychic practitioners (doubling as an elite social club), seek to delve into the past via the memories stored in aetherite. In addition, rumors of a secret society of occultists and oracles that listen to otherworldly voices have begun to circulate; some say these "Listeners" are in league with dark forces, while others believe that the society is being warned about some dire calamity to come by forces from outside the Aethera System.

Among the okanta clans, most occultists adopt a martial approach. Many eschew a wider variety of components for an ancestral relic of war; some such relics have been in their clans for years beyond counting, while others are merely generations old. While they are as loyal to their clans as any okanta, it is not rare for an okanta occultist to go on the Quest of Whispers. Departing their clan with their elder and Great Shaman's blessing, they travel far and wide in search of all the hidden truths they can learn,

encoding these secrets into the relics they find on their journey. If they return to their clan (and many never do), it is with an exotic collection. These relics, in time, become the implements of the clan's future occultists.

The phalanx are extremely prone to becoming occultists, seeing obvious parallels between the art and their own creation. Some phalanx believe that the origins of their conscious can be determined through study of occultism and the nature of psychic impressions left on objects. The infused are far more practical. Drawing upon the psychic resonance of objects comes naturally to them, especially with aetherite itself. Many are courted by the Enigmatic Order, although the unwitting condescension of the organization's Slotted members rubs many infused the wrong way. Of the societies of Aethera, the erahthi have the least tradition of occultism. Their living tools have little in the way of psychic resonance, and disdain for aetherite is a tradition only recently broken.

Psychics

The path of the psychic is one of the most common spellcasting traditions in the Aethera System. Philosophical study of the mind's power has a respected place in every culture; psychics are more common than sorcerers, wizards, and witches combined.

The erahthi, with their philosophical bent and love of self-realized magic, make natural psychics. During the reign of Erathlias, an entire caste—the Philosophers—set about studying and perfecting the erahthi people's understanding of the psychic disciplines. While their quest for self-perfection and tranquility led to centuries of pacifism, the Philosophers' legacy was felt during the Century War, as erahthi psychics took the field to unleash centuries of mental study upon human forces. In the days since, many erahthi veterans of those battles turned to hallucinogens to dull the guilt and trauma of war.

Humanity has its share of psychics as well, with many psychically talented individuals devoting their careers to studying the magical properties of aetherite and the psychic impressions embedded within each vein. The great magical academies of Central once employed psychics as the majority of their instructors, and when the call to war came, most of them—academics accustomed to classrooms and students—found themselves deployed to an alien world. Returning physically and emotionally scarred, many of the survivors began to foment anti-Hierarchy sentiment; at least one of the more violent anarchist movements originated with a trio of psychic instructors, and the movement's first act was to loot and burn the academy itself. The ignition of the Night of Screams was born of these damaged psychics and signaled the darkest hour of humanity during the Century War.

In the asteroid colonies of Amrita, many psychics live the good life, their magical skills in demand by the elite and would-be students alike. The greatest settlement on Orbis Aurea, Wighthaven, is ruled by an incomparably powerful Paragon psychic: Emperor Marshal Lietka.

The Paragon experiments granted the infused access to the power of the aetherite suspended in their veins; psychics are far more common among the infused than any other devoted spellcaster. As with so many infused, most are amnesiacs; some have learned to take advantage of this, drawing upon the vast pool of lost memory to pull needed spells from the aether (as it were.) Many infused psychics seemed emotionally stable compared to their peers, suggesting that psychic training was an important counterbalance for the infused mind. This impression was dispelled when they first took the field. Some let their dark halves come to the fore, drowning the battlefields in death, while others drew power from the pain they inflicted on their victims. The successors of the infused, the phalanx, were trained as psychics less often due to early assumptions about their emotional capacity. Those allowed to train quickly took to it, however, and bolstered nearly every combat unit by the war's end.

Among the okanta, psychics are less frequent than other practitioners, owing to the okanta love of martial pursuits; those who follow this path often focus on either reaching spiritual enlightenment or the idea of generational rebirth, seeking to bend the cycle of life in their favor.

Spiritualists

Aethera, the white star, is more than just a locus for aetheric energy; it is also the final destination of all souls on their journey to rebirth. Not every soul reaches that cleansing light, however. Some are held back by the strength of emotion, drawn to mortal hosts in the hope of fulfilling their living obligations or agendas. Others are stranger and more ephemeral things, created wholecloth by a mortal's emotion or communion with the void itself. All, though, are known by one name: phantoms.

The atmospheric shroud of netherite around Orbis Aurea prevents many spirits, fair and foul alike, from finding their way to Aethera and rejoining the cycle of spiritual renewal. Partly for this reason, okanta are the most common spiritualists, charging into battle alongside the phantoms of their ancestors. No matter the emotional focus of the phantom, okanta welcome them equally—phantoms with honorable emotional foci are honored in turn, while spiritualists gain great honor by helping a dishonorable spirit find redemption.

Human spiritualists are a varied lot. Some are haunted by the spirits of fallen comrades; the Century War left no shortage of these. Others carry the spirits of lost lovers or guardians, and still others have bent spirits to their will and enslaved them. Out in the wasteland, spiritualists (or "ghost walkers," as they are often called) serve as wandering faith healers, prognosticators, and aura readers. In Central, spiritualists are viewed with a mixture of superstition and curiosity by the Unslotted. Hierarchy officials and Slotted tend to look upon them with suspicion, fearing malign influences, phantom mischief, or spy activity; many spiritualists cynically note that they offer many services the Hierarchy has otherwise monopolized. Some even call the Hierarchy a "big old racket," although not within earshot of officials.

Erahthi souls only rarely persist as phantoms in the traditional sense; instead, they collect on the Ethereal Plane in twisted forests of ectoplasmic strands. This phenomenon is believed to eventually spawn the gigantic creatures known as amerta. It was from the appearance of the first known amerta, in an ancient battle with the zahajin, that the erahthi learned to harness the essence of their departed kin. Forming vine-like tendrils of soul-stuff and wrapping themselves in ectoplasmic foliage, they waded into combat with the zahajin and, centuries later, with humanity. While Hierarchy scholars classified them as "ectoplasmatists," the erahthi prefer the traditional title: amerta disciples.

The Amrita belt produces a different type of spiritualist. Many of the colonies are alone, drowning in the void; this association lingers in the mind of the people, weighing on their thoughts and darkening their dreams. Stare into the abyss for too long, as the saying goes, and it will eventually stare back. Those who succumb to this psychic lure become void channelers, empowered with control over gravity and accompanied by an empty shadow of a phantom.

Phalanx occasionally attract phantoms, possibly as a result of the bond between their aetherite cores and their ancient bodies. Some become obsessed with their phantoms' former lives, taking the spirit's goals in place of their own personal ambitions.

The psychic bond that infused can forge with one another is a powerful and profound connection with long-lasting consequences in some cases. When members of that psychic network die, fragments of their consciousness sometimes become lodged in the minds of other members of the network. These phantoms of lost allies, friends, and lovers express in different ways from spiritualist to spiritualist, but the connection between an infused and the phantom of a once psychically bonded ally is as unbreakable as it is tragic.

Archetypes

The *Aethera Campaign Setting* is replete with disciplines and traditions not seen anywhere else on the Material Plane. The archetypes in this section represent just a small portion of the unique cultural and social traditions that can alter familiar classes and transform them into exciting new options.

Alchemist

Bioengineer (Alchemist Archetype)

Research into the mutagenic properties of aetherite eventually led to the protocols which created the infused, and later the paragons. Such experimentation has been banned by the Akasaati military for fear that those successes could be replicated and that additional paragons would quickly seize power. However, that has not stopped new generations of researchers from trying to follow in their footsteps.

Reckless Experimentation (Su) At 1st level, a bioengineer can create mutagenic capsules that contain basic animal tissue samples with an aetherite-laced nutrient solution which, when activated, erupt into a mutated animal servant. This effect is identical to *summon nature's ally*, except that all animals conjured by this spell gain the aetherwarped creature template, the ability is treated as a transmutation spell (not conjuration), and the effect is not eligible for feats such as Augment Summoning. At the end of the spell's duration, the created creature crumbles into a chalky dust.

At 4th level, this ability functions as *summon nature's ally II*, at 7th level it functions as *summon nature's ally III*, at 10th level it functions as *summon nature's ally IV*, at 13th level it functions as *summon nature's ally V*, and at 16th level it functions as *summon nature's ally VI*.

Reckless experimentation may be used a number of times per day equal to 1/2 the bioengineer's level + his Int bonus (minimum 1). This ability replaces bomb.

Mental Resistance (Ex) At 2nd level, a bioengineer becomes resistant to minor mental intrusions, gaining a +2 morale bonus on saving throws against mind-affecting spells and effects. This bonus improves by an additional +2 at 5th and 8th levels. This ability replaces poison resistance.

Volatile Field Experimentation Starting at 4th level, a bioengineer may select the following ability in place of a discovery.

Volatile Essence (Su): The creatures you create with reckless experimentation are especially volatile. When a creature you create with reckless experimentation dies or the duration of reckless experimentation ends, the created creature's body explodes, dealing 1d6 points of acid damage to all creatures within a 10 ft. This damage increases by 1d6 for every three levels beyond 4th (to a maximum of 6d6 at 19th level). Creatures caught in the explosion may attempt a Reflex save (DC 10 + 1/2 the bioengineer's level + his Intelligence bonus) for half damage.

Psychic Backlash (Su) At 10th level, when a bioengineer successfully saves against a mind-affecting spell or spell-like ability, the caster of that spell must succeed at a Will save (DC 10 + 1/2 the bioengineer's level + his Intelligence bonus) or be staggered for 1 round. This ability replaces poison immunity.

Combat Medic (Alchemist Archetype)

Advances in medical science coupled with the marvels of alchemy led to the development of specialized combat physicians that were deployed alongside combat units during the Century War. Following the war's conclusion, the practice of training field medics became even more widespread, and these well-armed healers can be found far and wide, from private mercenary companies to independent physicians.

Armor and Weapon Proficiency: A combat medic is proficient with all simple martial weapons and bombs as well as light and medium armor (but not shields). This replaces an alchemist's weapon and armor proficiency.

Stims (Su): In addition to magical extracts, a combat medic is adept at swiftly mixing various tinctures and infusing them with his magical reserves to create powerful healing stimulants to heal and restore his allies. A combat medic can use a number of stims each day equal to his class level + his Intelligence modifier. Stims are unstable, and if not used in the round they are created, they degrade and become inert. In order to create a stim, a combat medic must use a small vial containing an ounce of liquid catalyst: a combat medic can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's spell component pouch. Most combat medics create a number of catalyst vials at the start of the day equal to the total number of stims he can create in that day—once created, a catalyst vial remains usable by the alchemist for years.

Drawing the components of, creating, and injecting a stim requires a standard action that provokes an attack of opportunity. Stims are only functional on living, corporeal creatures. Using a stim on an unwilling target requires a successful melee touch attack. A stim heals damage equal to an alchemist's bomb, but have no effect on phalanx or undead creatures.

This ability replaces bombs.

Healing Prodigy (Ex): At 1st level, a combat medic gains Field Surgeon (see page 362) as a bonus feat. Additionally, whenever a combat medic uses Heal to provide first aid, treat caltrop wounds, or treat poison on an ally, he provokes no attacks of opportunity, and can take 10 on the check even while threatened. At 14th level, a combat medic may take a 20 on a Heal check to provide first aid, treat caltrop wounds, or treat poison even while threatened. This ability replaces mutagen and persistent mutagen.

Stim Enhancement (Su): At 2nd level, and every even level thereafter, a combat medic can select one stim enhancement. Each stim enhancement adds an effect to the combat medic's stim ability. Whenever the combat medic uses a stim to heal damage to one target, the target also receives the additional effects from all of the stim enhancements possessed by the combat medic. A stim enhancement can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the stim enhancement actually removes the affliction that causes the condition.

At 2nd level, the combat medic can select from the following initial stim enhancements.

- *Fatigued*: The target is no longer fatigued.
- *Shaken*: The target is no longer shaken.
- *Sickened*: The target is no longer sickened.

At 6th level, a combat medic adds the following stim enhancements to the list of those that can be selected.

- *Combat Boost*: Choose Strength, Dexterity, or Constitution. The target gains a +2 enhancement bonus to the chosen ability score for 1 minute. Each ability score counts as a separate stim enhancement.
- *Dazed*: The target is no longer dazed.
- *Diseased*: The combat medic's lay on hands ability also acts as *remove disease*, using the combat medic's level as the caster level.
- *Staggered*: The target is no longer staggered, unless the target is at exactly 0 hit points.

At 8th level, a combat medic adds the following stim enhancements to the list of those that can be selected.

- *Exhausted*: The target is no longer exhausted. The combat medic must have the fatigue stim enhancement before selecting this mercy.
- *Frightened*: The target is no longer frightened. The combat medic must have the shaken stim enhancement before selecting this stim.
- *Improved Combat Boost*: The bonus from one known combat boost stim enhancement increases to +4. You must have the combat boost stim enhancement before selecting this stim enhancement. You may select this stim enhancement once for each combat boost stim enhancement you know.
- *Nauseated*: The target is no longer nauseated. The combat medic must have the sickened stim

enhancement before selecting this mercy.

- *Poisoned*: The combat medic's stim ability also acts as *neutralize poison*, using the combat medic's level as the caster level.

At 10th level, a combat medic adds the following stim enhancement to the list of those that can be selected.

- *Blinded*: The target is no longer blinded.
- *Deafened*: The target is no longer deafened.
- *Paralyzed*: The target is no longer paralyzed.
- *Stunned*: The target is no longer stunned.
- *Superior Combat Boost*: The bonus from one combat boost stim enhancement you know increases to +6. You may select this stim enhancement once for each improved combat boost stim enhancement you know.

These abilities are cumulative. For example, a 10th-level combat medic's stim ability heals 5d6 points of damage and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons.

Once a condition or spell effect is chosen, it can't be changed. This ability replaces all alchemist discoveries.

Variable Stim (Su): At 20th level, when a combat medic prepares his extracts for the day, he may swap out any number of his known stim enhancements for stim enhancements he does not know. This ability replaces grand discovery.

Wastelander (Alchemist Archetype)

Wandering doctors and tinkerers are the beating heart of any settlement in the wastes. The perils are many and resources few, so those who can make technology go the extra mile are in high demand.

Class Skills: A wastelander adds Knowledge (engineering), Knowledge (geography), and Stealth to his list of class skills.

Scavenge Ammunition (Ex): At 2nd level, a wastelander may spend an hour each day scavenging for scrap and chemical components and smelting metal. After spending this time, he obtains enough raw materials to craft a number of scrap bullets equal to half his result on a Survival check. He may then craft the bullets using Gunsmithing. This ability replaces the discovery gained at 2nd level.

Wasteland Wanderer (Ex): At 2nd level, a wastelander gains a limited version of the ranger's favored terrain ability. The wastelander selects from cold, desert, space, or urban terrain, and gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in this terrain. A wastelander traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). At 5th level and 8th level, a wastelander may select an additional favored terrain from the above list. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the wastelander's bonuses do not stack; he simply uses whichever bonus is higher. This ability replaces poison resistance.

Wasteland Survivor (Ex): At 10th level, a wastelander is considered to be under the effect of a continuous *endure elements* while in any of his favored terrains. This ability replaces poison immunity.

Alchemist Discoveries

Aetheric Plasma Bomb

Prerequisites: Alchemist 12, shock bomb discovery

Benefit: You may infuse your bombs with crushed aetherite crystals and use an electrical catalyst to cause the aetherite to sublimate into a flash of aetheric plasma.

Aetheric plasma bombs deal half fire damage and half electricity damage and also affects incorporeal creatures as if it were a force effect. On a critical hit, the target of an aetheric plasma bomb must succeed at a Fortitude save with a DC equal to the alchemist's bomb or gain mild aetherite poisoning (see page 442).

Netherite Bomb

Prerequisite: Alchemist 16, aetheric plasma bomb discovery, shock bomb discovery

Benefit: You may infuse your bombs with netherite crystals, causing them to disrupt the functioning of aetherite-powered devices. Against creatures with the aether subtype, netherite bombs deal 1d6 points of negative energy damage, plus 1d6 points of negative energy damage for every odd-numbered level. Netherite bombs do not deal damage to creatures without the aether subtype.

Additionally, any creature directly hit by a netherite bomb risks the temporary deactivation of any carried aethertech device. This effect is similar to *dispel magic*. You attempt a dispel check using your alchemist level (DC = 11 + the item's craft DC). If you succeed, all the item's properties are suppressed for 1d4 rounds, after which the item recovers its properties and may be used again.

Arcanist

Rift Breaker (Arcanist Archetype)

Some Aetheran arcanists have undertaken a rigorous study of the movements and geometries of the celestial firmament; from this, they have learned to channel the energies of the elemental planes themselves.

Elemental Exploits: At 1st level, whenever the rift breaker would choose an arcane exploit, she may choose to instead select an elemental exploit from the list below.

Additional Attunement (Su): Choose an additional elemental rift type. The rift breaker can now create that type of rift. This exploit can be chosen multiple times, granting an additional elemental rift type each time.

Guidance of the Stars (Ex): The rift breaker's intense study of the firmament has given her the ability to unerringly triangulate her own position. So long as she can see the stars, the rift breaker can never become lost.



Rapid Recurrence (Su): An elemental rift's recurring effect occurs every two rounds instead of every three. This exploit can be taken a second time, causing the recurring effect to occur every round instead.

Selective Rift (Su): By spending an additional point from her reservoir when creating an elemental rift, the rift breaker can choose a number of creatures equal to her Charisma modifier. These creatures are not affected by the effects of the elemental rift.

Visions of the Stars (Ex): Study of the stars has honed the rift breaker's eyesight, granting her low-light vision. If she already has low-light vision, she gains darkvision 30 feet. If she already has low-light vision and darkvision, the range of her darkvision increases by 30 feet. This exploit can be taken multiple times.

This ability modifies arcanist exploits.

Elemental Surge (Su): At 1st level, the rift breaker can spend 1 point from her arcane reservoir to make

an attack against a target within 30 feet. The rift breaker chooses the properties of her elemental surge at the start of the day when preparing her spells by choosing a specific celestial body to attune herself to; this cannot be changed until the next time she would prepare spells.

Aether (Aethera): 1d4 force, ranged touch attack.

Air (Seraos): 1d6 electricity, ranged touch attack.

Earth (Akasaat): 1d10 slashing/piercing, ranged attack.

Fire (Ashra): 1d6 fire, ranged touch attack.

Water (Orbis Aurea): 1d6 cold, ranged touch attack.

Wood (Kir-Sharaat): 1d10 bludgeoning/piercing, ranged attack.

The damage from an elemental surge increases by 1 additional die at 4th level and every 4 levels thereafter. This replaces the arcanist exploit gained at 1st level.

Elemental Rift (Su): At 3rd level, a rift breaker learns how to open an elemental rift. Choose one type of rift from the list below; once made, this choice cannot be changed. A rift breaker can spend 1 point from her arcane reservoir to open an elemental rift within 60 feet. An elemental rift fills the area within a 30-foot radius with elemental energy. This rift lasts 1 round per level and may be dismissed as a free action. Once created, a rift breaker may move her rift up to 30 feet as a standard action. Opening another rift while the first is active instantly ends the previous rift. Creating and moving an elemental rift provokes attacks of opportunity.

Each type of elemental rift has a specific recurring effect that occurs once when the rift is invoked and once every 3 rounds thereafter; the rift breaker is not affected by recurring effects of her own elemental rift unless she chooses to be.

The DC for these effects (where appropriate) is equal to 10 + 1/2 the arcanist's class level + the arcanist's Charisma modifier.

Aether: Aetheric energy saturates the area, warping the bonds of gravity. Gravity within the rift's area of effect shifts one step towards zero gravity (standard gravity becomes light gravity, light gravity becomes zero gravity). If zero gravity already exists within the rift, gravity within the rift shifts to objective directional gravity[GMG] in a direction set by the rift breaker when this effect occurs.

Air: The restless energies of the wind stir currents into motion. Wind speed within the area of effect increases by one step, generating rotating winds at the outer boundary of the zone and an updraft within the zone. If this type of rift is opened in an environment that has no air, this rift will generate a bubble of breathable air within its confines for its duration.

Earth: The primal energies of earth stir the very ground to restlessness. The rift breaker makes a trip attempt against each creature standing on a solid surface within the rift's affected area, using her caster level in place of her base attack bonus and her Charisma modifier in place of her Strength modifier.

Fire: The elemental energies of fire saturate the area, bringing on an oppressive heat. When this effect occurs, temperature within the rift's area of effect rises by 10 degrees. Combustible items begin to smolder, smoldering items burst into flames, and fires in the area intensify. Fire spells that originate from inside this area are cast at +1 caster level.

Water: The elemental energies of water saturate the area with creeping chill. Temperature within the rift's area of effect drops by 10 degrees and humidity rises. Nonmagical fires 20 feet or less in diameter are extinguished; a fire larger than this is only partially extinguished. Magical fires are dispelled, though a rift breaker must succeed at a dispel check (DC 11 + caster level) against each magical fire source to dispel it.

Wood: The vital energy of wood bolsters growth, causing plants to grow greener and more vibrant, and even inanimate objects begin to deform in manners reminiscent of growth—metal hulls sprouting blades of steel grass, or the edges of stone deforming into lichen-like patterns. Any unattended object must succeed at a Fortitude save or take 1d6 points of damage that ignores hardness.

This replaces the arcanist exploit gained at 3rd level.

Elemental Synergy (Su): At 5th level, while within an area affected by an elemental rift, the rift breaker's elemental surge becomes more powerful and inflicts double the normal dice of damage. Half of the damage inflicted by her elemental surge is of her chosen type for elemental surge; the other half is of the rift's element type. In addition, the blast may gain a secondary effect or altered properties, depending on the elemental surge's original elemental type. The DC for these effects (where appropriate) is equal to 10 + 1/2 the arcanist's class level + the arcanist's Charisma modifier.

Aether: If the touch attack is successful, the rift breaker makes a trip attempt against the target, using her caster level in place of her base attack bonus and her Charisma modifier in place of her Strength modifier.

Air: Instead of a touch attack, the surge generates a 30-foot line. Targets may attempt a Reflex save for half damage.

Earth: Instead of a ranged attack, the surge generates a cylinder 10 feet wide and 40 feet high, centered within 30 feet of the caster. Targets may attempt a Reflex save for half damage.

Fire: Instead of a touch attack, the surge generates a 20-foot cone. Targets may attempt a Reflex save for half damage.

Water: The surge generates a splash upon impact; creatures within a 15-foot radius of the initial target take half damage. Targets may attempt a Reflex save to reduce this splash damage by half.

Wood: The surge can evade obstacles, potentially negating cover; trace a path 45 feet long for the surge to follow, and make a separate attack roll for each creature in the path of the surge. You do not need to be able to see into a square to send the surge into it.

This replaces the arcanist exploit gained at 5th level.

Greater Synergy (Su): Whenever the rift breaker's elemental surge would benefit from elemental synergy, she can expend an additional point from her arcane reservoir to grant that surge an additional effect, dependent on its type.

Aether: If the surge attack hits, the rift breaker makes a trip attempt against the target and each creature within a 15-foot burst of the target, using her caster level in place of her base attack bonus and her Charisma modifier in place of her Strength modifier.

Air: The rift breaker makes a bull rush attempt against all creatures in the line, using her caster level in place of her base attack bonus and her Charisma modifier in place of her Strength modifier.

Earth: Targets damaged by the surge treat any square they attempt to move through as though it were filled with caltrops, due to razor-edged grit infiltrating their clothing or armor. The normal AC bonus for footwear does not apply against this effect. This effect persists for 1 minute.

Fire: Targets hit by the surge catch on fire, taking 2d6 points of fire damage per round. A creature on fire may spend a full-round action to put out the flames.

Water: Targets hit by the surge gain the entangled condition for 1 minute as they are shrouded in ice. Entangled foes can break free with a successful Escape Artist or Strength check (DC 10 + 1/2 the arcanist's class level + the arcanist's Charisma modifier), or by dealing damage to the ice equal to twice the arcanist's class level (the ice has hardness 0).

Wood: After being hit by the surge, the target takes recurring slashing and piercing damage; each round, the targets take half the number of dice (rounded down) of slashing and piercing damage they sustained in the previous round.

This replaces the arcanist exploit gained at 11th level.

Greater Rift (Su): At 13th level, by spending an additional point from her arcane reservoir when creating an elemental rift, the rift breaker can instead create a greater rift. A greater rift functions as an elemental rift, but gains an additional quality based on its designated element as described below.

The DC for these effects (where appropriate) is equal to 10 + 1/2 the arcanist's class level + the arcanist's Charisma modifier.

Aether: Creatures have a 50% chance of being affected by the violent thrust mode of *telekinesis* as if cast by the rift breaker. Each affected creature is thrown in a random direction.

Air: The rift breaker makes a bull rush attempt against each creature in the affected area, using her caster level in place of her base attack bonus and her Charisma modifier in place of her Strength modifier. Those affected are pushed towards the outer edge of the rift; the rift breaker makes a trip attempt (calculated in the same manner as the bull rush) against any creature bull rushed out of the rift in this fashion.

Earth: Creatures wearing armor primarily made of metal are affected by *slow* for 1 round unless they succeed at a Fortitude save.

Fire: Metals within the rift's area of effect are heated. Each time this effect occurs, objects containing magical metal may attempt a Fortitude saving throw against the spell, while an item in a creature's possession uses the creature's saving throw or its own, whichever is higher. Unattended, nonmagical items receive no saving throw. The first time an object fails its save, it becomes searing hot (as the *heat metal* spell). On a second failed save, objects made primarily of metals with low melting points (such as lead, gold, copper, silver, or bronze) will begin to melt, gaining the broken condition; on a third failed save objects made of any other kind of metal become broken.

Water: Precipitation becomes one degree heavier within the rift, going from no precipitation to snow, from snow to heavy snow, from heavy snow to sleet, from sleet to hail, or from hail to an ice storm (as the *ice storm* spell as if cast by the rift breaker). Subsequent instances of this effect after the *ice storm* effect cause a recurrence of that effect.

Wood: Plant growth within the rift is tremendously accelerated and becomes one degree denser each time this effect occurs, going from no undergrowth to light undergrowth or from light undergrowth to heavy undergrowth. If an area of heavy undergrowth experiences this effect, 1d4 randomly placed typical trees develop, and typical trees advance to massive trees[CRB]. Plant growth resulting from this effect will persist even after the rift has ended.

This replaces the arcanist's 13th-level exploit.

Greater Elemental Exploits: Starting at 15th level, whenever the rift breaker chooses an exploit from the arcanist list, she may instead choose a greater exploit from the list below.

Expanded Rift (Su): By spending an additional point from her arcane reservoir when opening an elemental rift, the rift breaker can double the size of the area affected by the rift.

Dual Rift (Su): By spending an additional point from her arcane reservoir, the rift breaker can choose to create a second rift, or imbue an existing rift with a secondary elemental property, provided she can open rifts of the appropriate element. The rift breaker can choose to do this either as part of the standard action in which she creates the rift, or at a later time as a standard action. This does not affect the duration of the elemental rift.

Rift Break (Su): By spending 2 points from her arcane reservoir, the rift breaker can cause an elemental rift to implode, generating a devastating backlash of elemental force. For every round the rift has been open, this implosion deals 1d12 damage of the appropriate type for the rift's element to all targets within the rift's area of effect. A successful Reflex save (DC 10 + 1/2 the arcanist's class level + the arcanist's Charisma modifier) halves this damage. Using this exploit closes the rift.

This modifies greater exploits.

Bard

Aether Weaver (Bard Archetype)

Aether weavers are gifted spellcasters that can turn performance art into physical form, sculpting otherworldly creatures out of imagination, light, and sound that exist only so long as they maintain their performance.

Create Eidolon (Su): At 1st level, an aether weaver learns to use his bardic performance and Perform skill to create an eidolon as a summoner of equal level. An aether weaver uses his bard levels to determine the level of the eidolon. This eidolon follows the same rules for advancement and combat as a summoner's eidolon, except the aether weaver's eidolon does not have access to an evolution pool, the eidolon is not treated as a summoned creature, and the eidolon cannot be affected by *banishment* or *dismissal*. A created eidolon can be affected by *dispel magic* (DC 10 + the aether weaver's level). When an eidolon is created, both the aether weaver and the eidolon are surrounded by motes of luminous musical notation and mathematical equations that blend and shift into one another.

To create an eidolon, an aether weaver must begin a bardic performance as a full-round action. At the beginning of his next turn, the aether weaver must attempt a Perform check (DC 10 + the created eidolon's Hit Dice). On a failed attempt, he does not create the eidolon and expends one round of bardic performance. On a successful Perform check, the aether weaver's eidolon is sculpted into being in any space adjacent to the aether weaver and may act on its initiative on the round it is created. Maintaining a created eidolon requires 1 round of bardic performance for each round the eidolon is present, which may be sustained as a free action. The aether weaver must dismiss the eidolon as a free action if he wishes to use another bardic performance. The eidolon is dismissed if the aether weaver is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. This ability replaces bardic knowledge and the distraction and fascinate bardic performances.

Poetic Creation (Su): At 2nd level, the aether weaver can modify his eidolon based on the type of Perform skill used to create it. At 6th level and every 4 levels thereafter, the aether weaver can select an additional type of Perform skill. An eidolon can only be modified by one type of Perform skill at a time. The eidolon must be dismissed and created again to benefit from a different Perform skill.

Act: The eidolon becomes imbued with a greater capacity for deceit and mimicry. The eidolon gains a +2 morale bonus on Bluff checks made to feint. When using aid another, the eidolon carefully copies the creature or creatures it is aiding, allowing its ally to roll twice and take the higher result on the check to aid another. An aided creature may not benefit from this ability more than once per day.

Comedy: The eidolon becomes mirthful and carefree, granting any adjacent allies a +2 morale bonus on Will saves against mind-affecting effects. Once per day, each ally benefiting from this bonus may re-roll a failed Will save against such an effect (it must take the second result).

Dance: The eidolon's movements are smooth and graceful, granting it a +2 morale bonus on Acrobatics checks and a +1 dodge bonus to AC. Once per day when the eidolon uses both its move action and standard action to move, it may gain a +4 dodge bonus to AC as a swift action until the beginning of its next turn.

Keyboard Instruments: The eidolon embodies a sense of timelessness and antiquity. The eidolon gains a bonus on all Knowledge skill checks equal to half its hit dice and may make all Knowledge skill checks untrained.

Oratory: The eidolon gains an appearance of stateliness and boldness. The eidolon gains a +2 morale bonus on Diplomacy and Intimidate checks. Once per day, the eidolon may re-roll a failed Diplomacy or Intimidate check (it must take the second result).

Percussion Instruments: The eidolon's features and actions seem more powerful and forceful, granting it a +2 morale bonus on Intimidate checks and to its CMD. Once a day as an immediate action, if either the eidolon or the aether weaver succeeds at an Intimidate check to demoralize a creature, the aether weaver may choose to have the creature become frightened instead of shaken.



String Instruments: The eidolon appears energized, its features and movements belying inner strength and intensity. The eidolon gains a +10 enhancement bonus to its base speed and treats all jumps as having a running start. Once per day, the eidolon may take 20 on an Acrobatics check made to jump, even while threatened.

Wind Instruments: The eidolon appears ethereal and unearthly, gaining a +2 morale bonus on Stealth checks. Twice per day as an immediate action, when the eidolon or the aether weaver is subjected to a critical hit, the attacker must roll twice to confirm the critical hit and take the lower result.

Sing: The eidolon gives off a sense of courage and fearlessness. Twice per day as a standard action, the eidolon can touch a creature suffering from a fear affect, allowing the touched creature to immediately reroll its saving throw with a +2 morale bonus.

This ability replaces versatile performance.

Poetic Augmentation (Su): At 3rd level, the type of performance the aether weaver uses to create his eidolon has a physical or mental effect on the eidolon, depending on the type of Performance skill chosen. At 7th level and every 4 levels thereafter, the aether weaver can learn an additional type of Perform skill augmentation to modify the eidolon's ability scores or saving throws. The eidolon can only be under the effects of one such augmentation at a time.

Act: Wisdom increases by 2.

Comedy: Charisma increases by 2.

Dance: Reflex save increases by 2.

Keyboard Instruments: Intelligence increases by 2.

Oratory: Constitution increases by 2.

Percussion Instruments: Strength increases by 2.

String Instruments: Reflex save increases by 2.

Wind Instruments: Dexterity increases by 2.

Sing: Will save increases by 2.

This ability replaces inspire competence.

Quickened Eidolon Creation (Su): At 5th level, the aether weaver becomes more adept at creating his eidolon. It now requires only a standard action instead of a full-round action to create his eidolon, and the Perform check to create the eidolon is made as a part of that action. Additionally, if the aether weaver succeeds at the Perform check to create his eidolon by 5 or more, the eidolon gains a +2 morale bonus on its next initiative check. This bonus increases to +4 at 11th level, and to +6 at 17th level. The eidolon loses this bonus if it is dismissed before it rolls initiative. This ability replaces lore master.

Poetic Duality (Su): At 8th level, the aether weaver may combine two Perform checks when creating his eidolon. The aether weaver chooses two Perform skills he has ranks in and uses the highest modifier to create

his eidolon. He may then choose one Perform skill for his eidolon's poetic creation power, and use the second to determine the effect of poetic augmentation. This ability replaces dirge of doom.

Harmony (Su): At 10th level, the aether caller's eidolon may use any bardic performance (except create eidolon) that the aether caller knows as if it were being performed by the aether weaver. Rounds of bardic performance used by the eidolon count against an aether weaver's rounds of bardic performance per day. This ability replaces jack-of-all-trades.

Greater Poetic Augmentation (Su): At 12th level, the bonus provided by poetic augmentation increases to +4.This ability replaces soothing performance.

Duet (Su): At 20th level, the aether weaver becomes a true master at creating eidolons with his performance. The aether weaver may create and sustain two eidolons with his create eidolon ability. Both eidolons are created with the same standard action, but require separate Perform checks to create, and may utilize different Perform skills to create and modify with poetic creation and poetic augmentation. This ability replaces deadly performance.

Warsinger (Bard Archetype)

Able to tune music to the frequency of the elements, warsingers of Aethera are not to be taken lightly. Even the gentlest of their songs can call forth the destructive forces of the elemental planes at any moment.

Diminished Spellcasting: A warsinger may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level.

Elemental Affinity: At 1st level, a warsinger chooses one primary element on which to focus. This element determines how he accesses the raw power of the Ethereal, and grants him access to specific elemental powers (see below). He can select aether (telekinesis), air (aerokinesis), earth (geokinesis), fire (pyrokinesis), water (hydrokinesis), or wood (phytokinesis). This affinity cannot be changed once chosen.

Kinetic Blast (Sp): At 1st level, a warsinger gains a kinetic blast wild talent of his choice. This kinetic blast must be a simple blast that matches his element and is only useable while the warsinger maintains a bardic performance. A warsinger's kinetic blasts are modified by his Charisma bonus rather than his Constitution bonus. Otherwise this ability is identical to the kineticist ability of the same name. The warsinger treats his bard levels as kineticist levels for purposes of determining the damage dealt by his kinetic blast.

This ability replaces the fascinate, suggestion, soothing performance, and mass suggestion bardic performances.

Elemental Music: At 5th level, a warsinger receives Elemental Tuning (see page 361) as a bonus feat regardless of whether or not he meets the requirements for it. However, a warsinger must still possess ranks in a Perform skill with auditory components to use the Elemental Harmony skill unlock (see page 352). At 11th level, a warsinger may use the Elemental Harmony skill unlock twice per day. At 17th level, a warsinger may use Elemental Harmony three times per day. This ability replaces lore master.

Elemental Resonance (Su): At 6th level, the warsinger may supercharge his kinetic blast with the power of his Elemental Harmony skill. When a warsinger with this ability uses his kinetic blast, as a swift action he may also use Elemental Harmony to add additional dice of energy damage to the kinetic blast. These bonus dice are equal to the damage normally dealt by Elemental Harmony and are not multiplied on a critical hit. A warsinger may use this ability twice per day at 6th level, and one additional time per day at 10th and 14th levels, to a maximum of five times per day at 18th level.

This ability replaces versatile performance.

Elemental Retuning: At 20th level, the warsinger has become so in tune with the primal song of the universe that he has learned how to "retune" his

harmonics to channel a different element. At the beginning of a new day following a period of 8 hours of rest, the warsinger can change his elemental affinity, allowing him to use this new element with both his kinetic blast and his Elemental Harmony skill unlock.

Vox Rider (Bard Archetype)

A vox rider uses hijacked radio airwaves and incendiary speech to fight for causes of his choosing. Whether he's inspiring the underclasses to see the oppression around themselves or undermining the power of governments and other institutions that oppress the people, vox riders manipulate the power of words and the hidden sounds of actions to devastating effect.

Rider Performance: A vox rider learns unique methods of bardic performance that serve to reveal commonalities, inspire action, or even stoke the fires of rebellion in those who listen. A vox rider gains the following new bardic performances.

Sampling (Su): Once per day at 1st level, a vox rider can recognize the primordial sounds that accompany actions and use these reverberations to influence his own deeds. As an immediate action while maintaining this performance, a vox rider can copy the die result of any attack roll, skill check, or ability check performed by a creature that is within 10 feet. This ability only copies the base result of a die roll, not any modifiers the target creature may have had. On his next turn, the vox rider may use that die result in place of his own die result for a roll of the same type (a sampled attack roll can only be used for an attack, and so on). This ability does not function in areas of *silence* or other locations without sound. If a vox rider copies a natural 20, he treats his use of that roll as a natural 20 as well. A vox rider may only have one sampled die roll at any time, and if he does not use the sampled roll on his next turn it is wasted and he must sample a new die roll. At 5th level and every five levels thereafter, the range of this ability increases by 10 feet and the vox rider may use the ability one additional time per day. This ability replaces the inspire courage bardic performance.

Struggle Sermon (Ex): At 1st level, a vox rider can intellectually engage one or more creatures who can hear him, affecting them emotionally. Each creature to be affected must be within 90 feet, able to hear the vox rider, and capable of paying attention to him. The vox rider can choose to either grant a +2 morale bonus to listeners' Will saves or cause them to become shaken. The chosen effect persists as long as the vox rider maintains this performance. A successful Will save negates this effect (DC 10 + 1/2 the vox rider's class level + his Charisma modifier), and the vox rider cannot attempt to use struggle sermon on that creature again for 24 hours. This ability replaces the distraction bardic performance.

Liberation (Su): At 3rd level, a vox rider can suppress one charm or compulsion effect that affects one creature that can hear the vox rider. The vox rider must make a Perform check (DC = 11 + charm or compulsion effect's caster level). On a successful check, the charm or compulsion is suppressed for as long as the vox rider maintains this performance and the target can hear him. At 7th level, the vox rider may suppress two charm or compulsion effects that target either one or two creatures. At 11th level, this performance affects any creature who can hear the vox rider. At 15th level, any charm or compulsion effect that would be suppressed by this performance is instead dispelled. At 19th level, creatures who have a charm or compulsion effect dispelled from them gain a +4 bonus on Will saves against such effects for the next 24 hours. This ability replaces the inspire competence bardic performance.

Gather Crowd (Ex): At 5th level, the vox rider is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself heard in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 the vox rider's level × the result of the vox rider's Perform

check. The crowd gathers over the next 1d10 rounds. If the vox rider fails to engage the crowd (such as by performing, trying to use fascinate, and so on), it disperses over the next 1d10 rounds.

Struggle Dialectic (Ex): At 6th level, a vox rider can provoke a single target that can see and hear the vox rider. If the target fails a Will save (DC 10 + 1/2 the vox rider's class level + his Charisma modifier), it flies into a rage. On its next turn, the target must attempt a melee attack or ranged attack against the vox rider, target the vox rider with a harmful spell, or include the vox rider in the area of a harmful spell. The effect ends if the creature is prevented from attacking the vox rider, or if attempting to do so would harm it (for example, if the vox rider is on the other side of a chasm or a wall of fire). This effect persists for as long as the vox rider maintains this performance, but the target of struggle dialectic may attempt a Will save each round to resist the effect. The vox rider may switch targets each round as a free action. A creature that succeeds at its Will save against this performance cannot be targeted again for 24 hours. This ability replaces the suggestion bardic performance.

Spell Reverb (Sp): At 8th level, once per day while maintaining his sampling performance, a vox rider can copy any spell with verbal components cast within the range of his sampling ability that is of a level of spell he can cast (but need not be on his class spell list.) The vox rider may cast the sampled spell as if it were his own as a standard action on his next turn. He may choose new targets or a new area of effect for the sampled spell, and uses his caster level and saving throw modifiers to determine the effectiveness of the spell as if he had cast the spell himself. If the sampled spell requires costly material components, the vox rider must provide these components or the sampling fails. This ability replaces the dirge of doom bardic performance.

Relayed Revolution (Su): At 18th level, the vox rider can lift a crowd's emotions and turn them toward a common purpose. First, he must fascinate the crowd. On the next round he must use struggle sermon, followed by relayed revolution on the third round, filling the crowd with purpose. Fascinated creatures must succeed at a Will save (DC 10 + 1/2 the vox rider's level + the vox rider's Charisma modifier) to resist. Those who fail have their attitudes towards one specific creature or organization shifted to helpful for 24 hours per vox rider level. Creatures under the effect of this performance who discuss or reiterate the vox rider's relayed revolution for at least 1 minute to another creature replicates the effects of relayed revolution, and any creatures listening must attempt a Will save as if they were exposed to the vox rider's original performance, or have their attitudes likewise shifted. Typical uses of this ability are to spark rebellion, overthrow a ruler, build a beneficial structure such as an orphanage, or donate money to a cause. This ability replaces the mass suggestion bardic performance.

Bloodrager

Blue Shifted (Bloodrager Archetype)

The effects of aetherite injected into a humanoid's bloodstream vary, but for some, they take on a visible effect. The so-called 'blue shifted' are humanoids whose bloodline once found itself infused with raw aetherite. Such bloodlines don't manifest immediately, and it could be generations before a particular descendant reacts to the latent aetherite in their system. When such a reaction occurs, the blue shifted's latent sorcerous talents appear as rage-fueled manifestations of blue flame.

Cerulean Bloodrage (Su): The blue shifted's source of internal power grants him the ability to induce a cerulean bloodrage, an effect similar to a standard bloodrager's bloodrage. Treat this ability as the bloodrage ability, with the following adjustments.

While bloodraging, a blue shifted emanates a nimbus of crackling blue plasma. Creatures touching the blue shifted (including grappling), or attacking him with natural weapons suffer 2 points of damage per three levels the blue shifted possesses. Half of this

effect is fire damage and the other half is electricity damage. This plasma produces illumination as though it were a torch and cannot be expelled unless the cerulean rage subsides. The plasma from cerulean bloodrage deals damage to incorporeal creatures as if it were a force effect.

A blue shifted only receives a +2 morale bonus to his Constitution while in a cerulean bloodrage, and does not receive the +2 morale bonus on Will saves. This modifies bloodrage.

Telekinetic Control (Sp): At 2nd level, a blue shifted learns to channel aetheric energies by means of telekinetic blasts. The blue shifted learns to use the kineticist's telekinetic blast simple blast[OA]. The blue shifted can use a standard action to unleash this blast at a target, which otherwise follows all rules listed under the kineticist's kinetic blast class ability. The blue shifted's effective kineticist level is equal to half his blue shifted level for determining how effective the telekinetic blast is. If the blue shifted ever takes class levels in kineticist, he must select telekinetic blast as his simple blast, and damage from this ability stacks with the effective damage dealt by his composite blasts as long as he uses telekinetic blast. This replaces uncanny dodge and improved uncanny dodge.

Aether Endurance (Su): At 3rd level, a blue shifted gains a +2 bonus on saves made against aetherite radiation poisoning, force effects, *telekinesis*, and telekinesis-like effects. This replaces blood sanctuary.

Cerulean Storm (Su): At 4th level, when a blue shifted enters cerulean bloodrage, his plasma aura now expands out to all adjacent squares and deals damage to any creature that ends their turn adjacent to the blue shifted. On a successful Reflex save (DC 10 + 1/2 the blue shifted's level + his Constitution bonus), affected creatures reduce this damage by half. This ability replaces the bloodline power gained at 4th level.

Greater Cerulean Bloodrage (Su): At 11th level, when a blue shifted enters a cerulean bloodrage, the morale bonus to his Strength increases to +6 and the morale bonus to his Constitution increases to +4. In addition, whenever a blue shifted enters a cerulean bloodrage, he may cast *telekinesis* with a caster level equal to his blue shifted level as an immediate action. A combat maneuver effect lasts for the duration of the cerulean bloodrage, while all other manifestations of *telekinesis* are instantaneous at the beginning of the cerulean bloodrage. This replaces greater bloodrage.

Discharging Bloodrage (Su): At 17th level, a blue shifted ending his cerulean bloodrage can choose to replicate the effect of a *fireball* spell as a swift action, with the spell centered on himself, as though he were the originating spellcaster. The blue shifted is not affected by damage from this effect, but all other creatures in the radius must attempt Reflex saves as normal. Half of the damage from this effect is fire damage, the other half is electricity damage. This replaces tireless bloodrage.

Aetherite Bloodrage (Su): At 20th level, when a blue shifted enters a cerulean bloodrage, the morale bonus to his Strength increases to +8 and the morale bonus to his Constitution increases to +6. In addition, upon entering a cerulean bloodrage, the plasma surrounding the blue shifted now acts as a 10-foot aura. This replaces mighty bloodrage.

Brawler

Colossus (Brawler Archetype)

A colossus is an elite soldier, specially trained to harness aetheric energy and generate defensive fields to protect their allies and hinder their foes.

Class Skills: A colossus gains Knowledge (arcana) and Spellcraft as class skills, but loses Knowledge (dungeoneering) and Knowledge (local). This modifies a brawler's class skills.

Weapon and Armor Proficiencies: A colossus is proficient with all simple weapons. She is also proficient with all armor (heavy, light, and medium) and shields (including tower shields).

This replaces the brawler's weapon and armor proficiencies.

Aetheric Shield (Su): Starting at 1st level, a colossus can form a shield of concentrated aether as a move action. A colossus needs a free hand to form her aetheric shield, and can use it as if it was a masterwork light or heavy steel shield (the colossus chooses what type of shield she creates whenever she uses this ability), including making shield bashes, except that an aetheric shield does not have an armor check penalty and is treated as though it has the ghost touch special armor and weapon quality. An aetheric shield lasts for 1 minute once formed. An aetheric shield disappears immediately if it leaves the colossus' hand or the colossus is rendered unconscious. A colossus may use this ability a number of times per day equal to 3 + 1/2 her colossus level (minimum 1).

At 3rd level a colossus may choose to form her shield as a light steel shield, a heavy steel shield, or a tower shield and change between these three forms as a move action. Each form change expends a use of aetheric shield. In addition, her aetheric shield is considered to have a +1 enhancement bonus to both AC and to attack and damage as a weapon for making shield bashes.

At 7th level a colossus may form her shield (or change its type) as a swift action and its enhancement bonus increases to +2.

At 11th level a colossus may form her shield (or change its type) as an immediate action and its enhancement bonus increases to +3.

At 15th level the aetheric shield's enhancement bonus increases to +4.

At 19th level the aetheric shield's enhancement bonus increases to +5.

This ability replaces martial flexibility and maneuver training 1 through 5.

Bastion (Su): At 4th level a colossus can expend two uses of aetheric shield when forming her shield to instead generate a field of kinetic energy around herself and allies. This field grants a shield bonus to AC, equal to that of her aetheric shield in tower shield form (though unlike a tower shield it does not provide cover), to both herself and all adjacent allies. Bastion lasts for 1 minute or until the colossus moves (or is otherwise moved or knocked prone). A colossus aboard an aethership of size Large or larger is not considered moving, even if the vessel is in motion. Any aethership she is aboard (or its closest section, if a capital ship) is always considered an adjacent ally.

If an ally moves away from a space adjacent to the colossus, that ally loses the benefit of bastion. Likewise, an ally who moves to a space adjacent to a colossus with bastion active gains the immediate benefit of this ability, so long as they remain adjacent to the colossus.

A colossus must have one free hand to use this ability and cannot form her aetheric shield normally while bastion is in effect. The shield bonus to AC provided by bastion is not improved by feats such as Shield Specialization[APG] or other such effects that modify shields. Additionally, the AC bonus provided by bastion protects against incorporeal attacks as if it were provided by a shield with the *ghost touch* magic armor quality.

At 9th level creatures affected by bastion also gain DR 1/–. This damage reduction increases by 1 at 13th and 18th level.

This ability replaces a brawler's AC bonus.

Overload (Su): Once per day at 4th level, a colossus gains the ability to overload her aetheric shield as part of a shield bash, dispersing its energy into her opponent violently. This attack deals an additional 3d6 points of damage and destroys the colossus' aetheric shield. A creature damaged by overload must succeed at a Reflex save (DC 10 + 1/2 the colossus' level + her Strength modifier) or be knocked prone.

At 10th level, a colossus may use this ability twice per day; at 16th level, she may use it three times per day.

This ability replaces knockout.

Titan (Brawler Archetype)

A titan is a moving wave of destruction on the battlefield. They are experts in close quarters combat who have blended hand-to-hand combat and



firearms into a devastating combination.

Weapon and Armor Proficiency: A titan is proficient with all martial weapons and with all firearms. She is also proficient with all armor, but not shields. This replaces the brawler's weapon and armor proficiencies.

Grit: At 1st level, a titan gains a fluctuating pool of grit, measuring a titan's distinct blend of ferocity and tenacity to get the job done, no matter the cost. At the start of each day, a titan gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum.

This ability works in all other ways like the gunslinger's grit class feature except a titan can only recover grit with the following methods:

Critical Hit with a Firearm or Havoc Charge: Each time the titan confirms a critical hit with a firearm or when making a havoc charge while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the titan's character level does not restore grit.

*Killing Blow with Firearm Havoc Charge***:** When the titan reduces a creature to 0 or fewer hit points with a firearm or a melee attack made while performing a havoc charge while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the titan's character level to 0 or fewer hit points does not restore any grit.

This ability replaces brawler's cunning.

Deeds: Titans spend grit points to accomplish deeds. A titan's deeds open up powerful, new abilities for her havoc charge. The following is the list of titan deeds. A titan can only

perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Unstoppable (Ex): At 1st level, when a titan succeeds at a Fortitude saving throw against an effect that deals damage on a successful save, she can spend 1 grit point as an immediate action to instead take no damage for that effect.

Force Shot (Su): At 3rd level, as a move action a titan can spend a grit point to imbue her guns with the same aetheric energy used to power her havoc charge. The titan fires a blast of aetheric energy from a wielded firearm. This shot consumes ammo and deals damage as normal, but the attack is treated as a force effect and bypasses all damage reduction and hardness. This ability cannot be used in the same turn as a havoc charge.

Pistol Whip (Ex): At 3rd level, a titan gains access to the Pistol Whip deed, as per the Gunslinger deed.

Havoc Barrier (Su): At 7th level, a titan may spend 1 grit point during a havoc charge to gain temporary hit points equal to half her brawler level. These temporary hit points are lost at the beginning of the titan's next turn.

Death from Above (Su): At 11th level, when performing a havoc charge from at least 10 feet above a target, a titan may spend 1 grit point to deal an additional 1d6 points of additional damage with her charge attack per 5 feet traveled downwards, to a maximum of +4d6 points of damage for 20 feet traveled. Any falling damage the titan would take while performing this deed is reduced by half.

Shockwave (Su): At 15th level, when a titan successfully hits an opponent with a melee attack while performing a havoc charge, she may spend 1 point of grit to generate a shockwave in a 10-foot-radius burst centered on the titan. Any creatures in the shockwave's area must succeed at a Reflex save (DC 10 + 1/2 the brawler's level + the brawler's Wisdom bonus) or be knocked prone. This ability cannot be used while havoc barrier is active.

Army of One (Su): At 19th level, when performing a havoc charge, a titan may spend 2 points of grit to perform a full attack at the end of the charge. The bonus damage for havoc charge only applies to the first attack made. This ability cannot be used at the same time as havoc barrier.

Hail of Bullets (Ex): A titan is trained to mix firearms into unarmed combat with seamless efficiency. Whenever a titan performs a brawler's flurry, she may exchange a melee attack for a ranged attack made with a firearm. A titan may only exchange attacks a number of times per day equal to 3 + her Wisdom modifier. A titan may use this ability an additional time per day at 6th, 10th, and 12th level. At 20th level, a titan may use this ability at will. This ability replaces martial flexibility.

Point Blank Master: At 2nd level, the titan gains the Point-Blank Master feat as a bonus feat, even if she does not meet the prerequisites. This replaces the bonus combat feat at 2nd level.

Dodging Charge (Ex): At 4th level, when making a charge attack, a titan gains a +1 dodge bonus to AC and CMD against the target of her charge for 1 round. This bonus increases by 1 at 9th, 13th, and 18th levels.

Havoc Charge (Su): At 4th level, as a full-round action, a titan may perform a charge attack that is deadlier than normal. When performing a havoc charge, a titan gains a +3 bonus to melee attack rolls and takes a –3 penalty to AC for 1 round. Movement made during this charge attack ignores difficult terrain. A melee attack made at the end of a havoc charge deals an additional 2d6 points of damage. This bonus damage increases to 4d6 at 10th level, and 6d6 at 16th level. This bonus damage is not multiplied on a critical hit. This ability replaces knockout.

Gun Training (Ex): At 5th level, a titan gains the gunslinger's gun training ability with one specific type of firearm. This ability replaces close weapon mastery.

Cantor

Divine Dancer (Cantor Archetype)

Among cantors, there are a few who stand out for not spreading the Score through their song, but rather by feeling the rhythm of its beat and attuning their movements accordingly.

Divine Performance: Divine dancers do not gain the divine performance ability or any of its performance types.

Vision Dance (Su): At 1st level, a divine dancer is able to feel the rhythm of the Score within her body. As a swift action, a divine dancer can enter a vision dance, giving her a +1 insight bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the divine dancer is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Vision dance is treated as divine performance for the purposes of feats, abilities, effects, and the like that affect divine performance. Like divine performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

Prophetic Rhythm (Su): At 2nd level, a divine dancer moves in a flowing rhythm when maintaining a vision dance. The divine dancer gains an insight bonus to AC equal to 1/4 her level during any round she is maintaining her vision dance, so long as she is wearing light armor or no armor.

Uncanny Dodge (Ex): At 2nd level, a divine dancer gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.

Orthodoxist (Cantor Archetype)

Staunch advocates of the Hierarchy's order, human cantors called orthodoxists use hymns of the Score to inspire solidarity and quash dissent.

Spells: The orthodoxist learns a divination or enchantment spell of her choice from the cantor spell list whenever she gains access to a new level of cantor spells. This ability replaces hymn spells.

Hymn: Orthodoxists must choose the aether, earth, or fire hymn. The divine performance for her hymn grants a morale bonus on Will saving throws instead of a bonus to AC or on Reflex saves.

Fated Act (Verse): At 1st level, the orthodoxist can intone a verse of the Score to ensure compliance with her understanding of fate. A target of her choice is affected as *command* unless it succeeds at a Will save. At 5th level, this verse can instead function as *suggestion*. This verse replaces the verse granted by her hymn.

Sensory Deprivation (Ex): Orthodoxists use aetherite-derived chemicals to cloud their vision in order to better focus on hearing the Score. At 1st level, an orthodoxist gains the clouded vision oracle curse and treats her cantor levels as oracle levels for determining the power of this curse. This ability replaces divine medley and quick rehearsal.

Repertoire Spell: An orthodoxist can cast spells on her hymn's spell list using the repertoire spell class feature. This ability alters repertoire spell.

Song Councilor (Cantor Archetype; Erahthi)

Song councilors are charged with safeguarding erahthi cultural relics and rousing or lulling the Tritarchs.

Hymn: A song councilor must choose the dream or wood hymn.

Heartwood Lullaby (Su): At 1st level, the song councilor can lull a target to sleep with a drowsing verse. The target falls asleep for 1 round. This duration increases to 2 rounds at 8th level and 3 rounds at 16th level. If the target succeeds at a Will save, it is instead staggered for the duration. This ability is a verse and replaces hymn verse.

Verse of Shared Strength (Su): At 2nd level, the song councilor can touch a target and intone a verse to heal 2d10 points of damage. The song councilor

is dealt the same number of points of damage, which may not be mitigated or reduced in any fashion. This ability is a verse and replaces the verse gained at 2nd level.

Chorus of Might (Su): At 8th level, the song councilor can perform a divine performance that empowers a champion. The target gains 1d10 temporary hit points and a +1 competence bonus on attack rolls. Up to one ally per four cantor levels can join the chorus as a standard action and increase the benefits by a cumulative 1d10 temporary hit points, a +1 competence bonus on attack rolls, and a +1 morale bonus on Fortitude and Will saves. This ability replaces the greater hymn verse.

Song Seeker (Cantor Archetype)

Song seekers learn the sacred songs of many peoples as they travel the stars.

Repertoire Hymn: A song seeker gains one repertoire hymn at 1st level, a second at 3rd level, and a third at 9th level. This ability replaces hymn and alters repertoire hymn.

Repertoire Verse: A song seeker gains this class feature at 1st level, replacing the 1st-level hymn verse.

Mimicry (Su): At 4th level, the song seeker can perfectly imitate any voice or song she has heard in the past 24 hours. A successful Will save (DC 10 + 1/2 the cantor's level + her Charisma modifier) allows a subject hearing this mimicry to recognize the true nature of the effect.

Greater Repertoire Verse: A song seeker gains this class feature at 8th level, replacing the greater hymn verse.

Perfect Reprise (Su): At 10th level, the song seeker can duplicate any performance ability with an auditory component that she has heard in the past 24 hours (such as a skald's raging song or a bard's bardic performance) as long as her cantor level is at least the class level required to use the ability. She must spend 1 + the appropriate number of rounds of divine performance to use the performance (at whatever increment the duplicated performance requires rounds be spent). She uses her cantor level and her Wisdom modifier in place of any other class level or ability modifier used to determine the performance's effects.

Superior Repertoire Verse: A song seeker gains this class feature at 14th level, replacing the superior hymn verse.

Greater Countersong (Su): At 16th level, the song seeker can use countersong as an immediate action (ending any previous performance) in response to any sonic or language-dependent effect. Before applying the usual effects of countersong, the song seeker can attempt a caster level check against DC 11 + caster level (or HD, if higher) of effect's source. If the song seeker is successful, she can choose a new target or area within the original range to be affected instead of the intended target or area.

Cavalier

Aethertech Pilot (Cavalier Archetype)

Anyone with proper training can pilot an aethership or contribute to the operation of the vessel. It takes someone truly special to master such fantastic vehicles. Aethertech pilots are inherently drawn to aethertech ships, able to develop unique bonds over long periods of time, and the bond between pilot and machine is far greater than any typical operator.

Skills: An aethertech pilot's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Fly (Dex), Intimidate (Cha), Profession (Wis), Ride (Dex), and Sense Motive (Wis). This replaces a cavalier's normal class skills.

Aethership Bond (Su): At 1st level, an aethertech pilot creates a powerful bond with an aethership. This bonded aethership starts off as an aethership speeder (see page 421) except it lacks hardness, possesses a natural armor bonus of +3, has a maximum fly speed of 60 feet, and has only one internal slot. At 4th level, the bonded aethership speeder counts as a normal speeder without any modifications.

Unlike normal aetherships, a bonded aethership's slots and special abilities advance as the aethertech

Table 2–03: Aethership Companion

Class Levels	HP Bonus	Save Bonus	Natural Armor Bonus	Slot Bonus	Special
1st	5	+0	+0	0/0	Easy Riding, Ship Luck 1
2nd	5	+1	+0	0/0	—
3rd	10	+1	+1	1/1	Crash Landing
4th	10	+1	+1	1/1	New Hull (Speeder)
5th	15	+1	+1	1/1	—
6th	15	+2	+2	2/1	Ship Luck 2
7th	20	+2	+2	2/1	New Hull (Shuttle/Fighter)
8th	20	+2	+2	2/1	—
9th	30	+2	+3	3/1	—
10th	30	+3	+3	3/1	New Hull (Gunship)
11th	40	+3	+3	3/1	Ship Luck 3
12th	40	+3	+4	4/2	—
13th	60	+3	+4	4/2	Stubborn Hull
14th	60	+4	+4	4/2	—
15th	80	+4	+5	5/2	—
16th	80	+4	+5	5/2	Ship Luck 4
17th	100	+4	+5	5/2	—
18th	100	+5	+6	6/3	—
19th	120	+5	+6	6/3	—
20th	150	+5	+6	6/3	—

pilot advances in level. If a character receives a bonded aethership from more than one source, his effective levels in these classes stack for the purposes of determining the statistics and abilities of the bonded aethership. At 7th and 10th level, new base hulls become available for use by an aethertech pilot (see 'bonded aetherships' below). If an aethertech pilot releases his bonded ship from service, or the bonded ship is destroyed, he may find a new ship suitable for his bond by spending 1 week searching salvage depots and reaching out to merchant contacts. This new aethership must be purchased normally at the end of this time. However, the aethertech pilot secures a 50% discount on the cost of this ship if his original ship was destroyed. This ability replaces mount.

Ship Challenge (Ex): At 3rd level, an aethertech pilot can use his challenge ability as a swift action while piloting his aethership. This challenge must be directed to an enemy aethership within line of sight. All attacks made by the aethertech pilot while piloting his bonded aethership deal extra damage to the target of this ability, equal to the aethertech pilot's level. A use of ship challenge ability counts as a use of the challenge ability.

Challenging an opposing aethership requires a greater control of the aethership than a normal pilot would need. This is represented by the aethertech pilot taking priority control over systems to improve their efficiency against the target of his challenge. Crew and pilots onboard the aethertech pilot's bonded ship suffer a –2 penalty on all attack rolls, checks, and saves made using the aethership.

The challenge remains in effect until the target ship is disabled, destroyed, or until the combat ends. Aethership challenges do not benefit from the aethertech pilot's order. This replaces cavalier's charge and mighty charge.

Aethership Tactician (Ex): At 4th level, an aethertech pilot can channel the use of his tactician ability through his bonded aethership. As a standard action, the aethertech pilot can grant his selected tactician teamwork feat to the pilots of all allied aetherships within 300 feet (or 10 squares in space) who can see and hear him via communication devices. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the aethertech pilot possesses. Allied aetherships pilots do not need to meet the prerequisites of these bonus feats. This replaces expert trainer.

Ship Emblem (Ex): At 5th level, an aethertech pilot gets a unique emblem or logo visible on the hull of his bonded aethership. This logo can take the form of a painting, an embossed logo, or anything the GM deems appropriate. As long as the bonded aethership is visible—the emblem is assumed to be visible from all sides of the ship—all allied aetherships pilots (and crew in the gunner role) within 600 feet (or 20 squares in space) receive a +2 morale bonus on attack rolls with their weapons. At 10th level, and every five levels thereafter, this bonus increases by +1.

At 14th level, the emblem becomes so recognizable that pilots (and any crew in the gunner role) of enemy ships suffer a –1 penalty on all attack rolls and saving throws against effects generated by the bonded aethership, or allied ships within 600 feet (or 20 squares in space) of the bonded aethership. This ability is a mind-affecting effect and replaces banner and greater banner.

Bonded Aetherships

A bonded aethership's abilities are determined by the level of its bonded pilot and its base hull. An aethership can only bond with a single pilot, though other pilots can still operate it. The ship receives all bonded bonuses as long as its bonded pilot is actively piloting the vessel. Table 2–03 determines many of the modifications to the bonded



aethership. They remain aetherships in all other respects, such as for purposes of determine which spells can affect them.

Class Level: This is the character's combined level in any class that affords an aethership bond. This level stacks with any other classes that provide the aethership bond class ability.

HP Bonus: This is the total number of bonus hit points applied to the bonded aethership. This bonus represents the total bonus number of hit points applied to the ship, replacing the bonus from previous levels instead of stacking.

Save Bonus: This represents a luck bonus gained by the bonded aethership to Fortitude, Reflex, and Will saves.

Natural Armor Bonus: The number noted here is an improvement to the bonded aethership's natural armor bonus. This bonus stacks with any existing natural armor bonus the bonded aethership possesses.

Slot Bonus: This represents a bonus number of slots that can be applied to the aethership. The first number represents the number of slots added to an aethership, the second number represents the maximum size of a module that can be installed using one or more of these bonus slots. These slots can be installed on any facing or section of an aethership. Bonus slots can be combined with normal slots available on a base hull, but can never be used to install a module with a higher cost than the second value.

Special: This includes a number of abilities gained by the bonded aethership as it increases in power. Each of these bonuses is described below.

Easy Riding (Ex): The aethertech pilot always counts his Fly skill as 4 ranks higher for determining the bonuses given by his selected piloting role on their bonded aethership. The bonded pilot also gains a +4 circumstance bonus on Fly checks made during dogfights.

Ship Luck (Su): The aethership forms a unique connection with its bonded pilot, evidenced by one or more unique quirks (faulty gauges, stubborn controls, or unique outer markings being only a few). These quirks sometimes act to save the pilot from certain death. Once per day an aethertech pilot of an aethership with this ability can re-roll any one d20 roll as a part of piloting or maintaining an aethership (including attack rolls made with the aethership or its mounted weapons). He must choose to reroll after the die is rolled but before the outcome is revealed, and he must keep the new result even if it is worse than the old one. At 6th, 11th, and 16th level, the aethertech pilot may reroll 1 additional d20 per day.

Crash Landing (Ex): Anytime the bonded aethership is disabled in an atmosphere, its pilot can make a Fly check (DC = 10 + 1/2 the aethership's HD) to try and safely land the craft before controls cut out. If successful, the vessel takes no damage from the crash. In space, a pilot can make the same Fly check to change the direction the disabled craft continues to move in (aetherships disabled in space continue to move in the same direction and speed and cannot normally change course.) A non-bonded pilot can make this attempt if the bonded pilot is away or incapacitated, but such pilots take a –4 penalty on the attempt.

New Hull (Ex): At 4th level, a bonded aethership changes from a modified speeder to the full speeder base hull. At 7th level, the aethertech pilot can choose to upgrade his bonded aethership to a fighter or shuttle base hull. At 10th level, the aethertech pilot can choose to upgrade his bonded aethership to a gunship base hull.

Stubborn Hull (Ex): A myth surrounds the bonded aethership, and it refuses to be destroyed. The bonded aethership can act normally when disabled (reduced to 0 or less hp) as long as its bonded pilot is an active pilot.

Druid

Aether-Touched Druid (Druid Archetype)

Aether-touched druids gain influence over constructs and creatures with the aether subtype at the cost of

their connection to animals.

Aetheric Empathy (Ex): An aether-touched druid can communicate with creatures possessing the aether subtype even if they do not have a language or an Intelligence score. This ability functions as wild empathy. While this ability works on creatures with an Intelligence higher than 3, the aether-touched druid suffers a –4 penalty on aetheric empathy checks with such creatures. This ability modifies wild empathy.

Aether Magic: An aether-touched druid adds the following telekinetic spells to her druid spell list at the following spell levels: *mage hand* (0), *telekinetic projectile*[OA] (0), *feather fall* (1st), *pilfering hand*[UC] (2nd), *levitate* (3rd), *fly* (4th), *force punch*[UM] (4th), *telekinetic maneuver*[OA] (4th), *telekinetic charge*[UC] (5th), *overland flight* (6th), *telekinesis* (6th), *enemy hammer*[APG] (7th), *mass fly*[APG] (8th), *reverse gravity* (9th), *telekinetic sphere* (9th). This ability replaces nature sense.

Aether-Warped Summons (Su): At 4th level, an aether-touched druid can summon aether-warped creatures with *summon nature's ally* spells. When she casts *summon nature's ally*, she can treat the spell as one level lower for the purposes of which table she can choose the creatures from. If she does, all creatures summoned appear with the aether-warped template. This ability replaces wild shape.

Aetherite Resistance (Ex): At 4th level, an aether-touched druid gains a +4 bonus on saving throws against aetherite radiation and against force effects and telekinetic effects. This ability replaces resist nature's lure.

Aether-Warped Shape (Su): At 6th level, an aether-touched druid can take the shape of an aether-warped creature. This ability functions like wild shape, but the druid can take the form of a Small or Medium animal at 6th level, a Tiny or Large animal or Small or Medium plant at 10th level, a Diminutive or Huge animal or Tiny or Large plant at 14th level, and a Diminutive or Huge plant at 18th level. She does not gain the ability to become an elemental. She gains the aether subtype while transformed into animal or plant shapes.

Aether Influence (Sp): Once per day, an 8th-level aether-touched druid can charm creatures with the aether subtype, as if they were plant creatures targeted with *command plants*. At 12th level and every four levels thereafter, the aether-touched druid can use this ability one additional time per day. The save DC is 10 + 1/2 the druid's level + her Wisdom modifier.

Aethership Cultivator (Druid Archetype; Erahthi)

Erahthi druids have in recent decades specialized in growing plants into living aetherships and repairing them mid-flight.

Aethership Bond (Ex): At 1st level, an aethership cultivator forms a bond with an aethership. An aethership cultivator begins play with a plant aethership speeder. The aethership is a loyal companion that accompanies the druid on her adventures. This ability functions as the aethertech pilot cavalier archetype's aethership bond (see page 81), except uses the base stats for the plant speeder hull (see page 421). This ability replaces nature bond.

Aethership Empathy (Ex): At 1st level, an aethership cultivator can determine the abilities of an aethership of the plant type with only a cursory examination. She can communicate with her plant aethership companion as if with *speak with plants*. At 3rd level, she can communicate with any plant aethership this way. When speaking with an aethership, the aethership cultivator gains a bonus equal to half her druid level on skill checks to repair, modify, or disable it. This ability replaces woodland stride.

Rapid Cultivator (Ex): At 3rd level, an aethership cultivator can craft a module for a plant aethership in 1 day regardless of the market price. She must consume only 45% the module's market price in materials. This ability replaces trackless step.

Occult Druid (Druid Archetype; Okanta)

Okanta druids understand the natural world through mimicry and dialogue with fey spirits.

Languages: An occult druid gains Sylvan as an automatic language.

Evermorn Visionary (Su): An occult druid gains a +2 bonus on Diplomacy and Sense Motive checks to interact with fey and on Survival checks made to follow tracks. This ability replaces nature sense.

Evermorn Summons (Su): At 4th level, an occult druid adds the following natives of the Evermorn to the indicated *summon nature's ally* list.

1st level—gremlin (haniver[B4], hobkin[B5]).

2nd level—gremlin (fuath[B3], pugwampi[B2]).

3rd level—faun[B3], ghizmer (see page 498), house spirit (ovinnik[B5]). Remove cheetah.

4th level—house spirit (domovoi[B5], dvorovoi[B5]), kelpie[B2], wolliped[B5]. Remove lion and rhinoceros.

5th level—ahuizotl[B3], grodair[B3], leucrotta[B2], kikimora[B5]. Remove dire lion and manticore.

6th level—bagiennik[B5], cold rider[B3], kirin[B3], oceanid[B4], sangoi[B5]. Remove elephant, stegosaurus, and triceratops.

7th level—ijiraq[B4], nereid[B2], nuckelavee[B3], ursikka[B5]. Remove roc.

8th level—blue whale[B5], lukwata[B3], rusalka[B3], thunderbird[B2].

9th level—ankou[B4], fastachee[B5], white whale[B2].

This ability replaces trackless step, venom immunity, and a thousand faces.

Occult Insight (Ex): At 6th level, an occult druid chooses an occult skill unlock[OA]. She can use that skill unlock whether or not she is trained in the skill, and that skill becomes a class skill for her. At 8th level, 10th level, and 12th level, the druid can choose an additional occult skill unlock and associated skill. This ability replaces the ability to become an elemental with wild shape.

Symbiont Master (Druid Archetype)

Symbiont masters develop natural bonds with plant symbionts. Some see themselves as a semi-divine manifestation of the Era-Sharaat, while others seek to harness the plant symbionts' power for their own ends. Though not engineers in their own right, symbiont masters possess an unmatched affinity for growing and creating plant symbionts. While possessing their own plant symbiont companions, many symbiont masters learn to create new plant symbionts to further augment their abilities.

Symbiont Bond (Ex): At 1st level, a symbiont master forms a bond with a plant symbiont. This works like a druid's nature bond ability with an animal companion but it is with and follows the rules for a plant symbiont (see page 445). The symbiont master can replace a plant symbiont that has died or that she has released by growing a new one. This process takes 24 hours to perform, during which the symbiont master cannot be interrupted and must have access to a laboratory containing a vat of water and natural or artificial sunlight. This modifies the nature bond ability.

Symbiont Handler (Ex): At 1st level, a symbiont master learns to handle plant symbionts and gains the Symbiont Handling skill unlock (see page 347). Additionally, the symbiont master adds her symbiont master levels on skill checks when using Symbiont Handling. This ability replaces wild empathy.

Quick Release (Ex): At 2nd level, the symbiont master can instruct a symbiont to unbond as a move action rather than a full-round action. This ability replaces woodland stride.

Symbiont Bearer (Ex): At 3rd level, the symbiont master gains the Symbiont Bearer feat (see page 366) even if she does not meet the prerequisites. This ability replaces trackless step.

Symbiotic Flesh (Ex): At 4th level, the symbiont master gains the Symbiont Resilience feat (see page 367) even if she does not meet the prerequisites. This ability replaces resist nature's lure.

Symbiont Fusion (Su): At 13th level, whenever the symbiont master uses her wild shape ability to assume the form of a plant creature, she may choose to absorb any currently bonded plant symbiont creatures into her body. Absorbed plant symbionts continue to provide any bonuses they normally do, but cannot unbond, nor can they be targeted by attacks or effects. This ability modifies wild shape and replaces a thousand faces.

Plant Symbiont Companion

The symbiont master gains a plant symbiont companion at 1st level. The plant symbiont is a plant creature with the plant symbiont subtype and utilizes one of the base forms below. The plant symbiont uses the same table for creating a druid's animal companion with the following exceptions:

Bond (Ex): The symbiont master can bond with its plant symbiont as described in the chapter on Plant Symbionts. The plant symbiont occupies a magic item slot on the body up to one size smaller than its size (see Plant Symbionts, page 445).

Commands: Plant symbionts receive 1 bonus command every 4 levels (to a maximum of 5 at 20th). In place of a command, it can gain the Improved Initiative, Toughness, or Weapon Focus feats. This replaces the bonus tricks.

Damage Reduction: The plant symbiont gains DR 1/— for every three Hit Dice it possesses. This modifies the standard plant symbiont subtype.

Mind Link (Ex): The plant symbiont uses its mind link ability. This replaces link.

Hardy (Ex): The plant symbiont gains a +2 morale bonus on Fortitude and Reflex saves. This replaces devotion.

Note that due to lacking an Intelligence score, plant symbionts do not gain feats or skills.

Hunter

A hunter plant symbiont is an aggressive, tenacious creature. It possesses the following special ability:

Hunter's Surge (Ex): As a swift action, a hunter symbiont may gain a +30 foot enhancement bonus to speed and a +1 competence bonus on all melee attack rolls for 1 round. A hunter symbiont companion may use this ability once per day for every 2 Hit Dice it possesses. A hunter symbiont companion confers this ability to its host when bonded, but is still limited to the same number of uses per day.

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 slams (1d4); **Ability Scores** Str 13, Dex 10, Con 13, Int —, Wis 12, Cha 3; **Special Qualities** low-light vision.

4th-level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6), 2 slams (1d6); **Ability Scores** +8 Str, –2 Dex, +4 Con.

Infiltrator

Infiltrator symbiont companions are stealthy and discreet stalkers. They possess the following special ability:

Stalker's Prowl (Ex): As a swift action, a stalker symbiont companion may release a cloud of chalky spores in a 20-foot burst centered on itself. This effect functions as *obscuring mist* and any creature that enters the cloud must succeed at a Fortitude save or become dazed. The cloud and the daze effect persist for 1 round. A stalker symbiont companion may use this ability once per day for every 2 Hit Dice it possesses. A stalker symbiont companion confers this ability to its host when bonded, but is still limited to the same number of uses per day.

Starting Statistics: **Size** Tiny; **Speed** 20 ft.; **AC** +1 natural armor, **Attack** 2 claws (1d3); **Ability Scores** Str 10, Dex 15, Con 12, Int — , Wis 14, Cha 6; **Special Qualities** low-light vision

4th-level Advancement: **Size** Small; **AC** +2 natural armor, **Ability Scores** +2 Str, +6 Dex, +2 Con

Guardian

Guardian symbiont companions are hardy, durable creatures possessing the following special ability:

Guardian's Bulwark (Ex): As an immediate action, a guardian symbiont companion may spontaneously grow fibrous bark over its body, improving its natural armor bonus to AC by +2 until the start of its next

turn. A guardian symbiont companion may use this ability once per day per two Hit Dice it possesses. A guardian symbiont companion confers this ability to its host when bonded, but is still limited to the same number of uses per day.

Starting Statistics: **Size** Medium; **Speed** 30 ft., **AC** +2 natural armor, **Attack** slam (1d6); **Ability Scores** Str 13, Dex 15, Con 12, Int —, Wis 8, Cha 5; **Special Qualities** low-light vision.

7th-level Advancement: **Size** Large; **Speed** 40 ft.; **AC** +4 natural armor, **Ability Scores** +4 Str, +4 Dex, +2 Con.

Fighter

Aether Soldier (Fighter Archetype)

The first aether soldiers were born of the early days of the Paragon Experiments, seeking to imbue human soldiers with superhuman ability. While these initial experiments did not produce the desired results, adjustments to the alchemical aetherite infusion process created a new breed of magically-attuned warrior. Over the course of the Century War, other races have adopted the tradition, be it through personal augmentation (in the case of phalanx), or the spiritual empowerment of the okanta directly infusing themselves with the frozen essence of ley lines. Aether soldiers possess singularly unique ability to manipulate and enhance their armaments with supernatural power.

Aetherite Familiarity: An aether soldier's intense training and long term handling of aetherite makes them well acquainted with the material's inner working, and with other materials producing similar effects. At 1st level, an aether soldier adds Knowledge (arcana) to his list of class skills and removes Knowledge (dungeoneering) and Handle Animal. In addition, he gains a +2 insight bonus on all Knowledge (arcana) checks involving aetherite.

Aether Bond (Su): At 1st level, an aether soldier gains a free masterwork melee weapon crafted from refined aetherite. This functions as a wizard's arcane bond with a weapon[CRB]. This replaces the bonus feat gained at 1st level.

Arcane Strike: At 2nd level, an aether soldier gains Arcane Strike as a bonus feat even if he does not meet the prerequisites, using his fighter levels as his effective caster level. An aether soldier may only use Arcane Strike with natural attacks, unarmed strikes, or his aether bond weapon. This ability replaces the bonus feat gained at 2nd level.

Indomitable Will (Ex): At 2nd level, an aether soldier gains a +1 morale bonus to all Will saves to resist charm and compulsion effects. This bonus increases by 1 at 6th level and every four levels thereafter to a maximum of +5 at 18th level. This ability replaces bravery.

Arcane Resilience (Su): At 3rd level, whenever an aether soldier gains armor training, he may instead choose to gain a cumulative +1 bonus on all saves against spells, spell-like abilities, and supernatural effects rather than the benefits of armor training. This ability modifies armor training.

Arcane Augmentation (Su): At 5th level, whenever the aether soldier uses Arcane Strike he may sacrifice some of the enhancement bonus provided by the feat to grant his aether bond weapon magic weapon enhancements with equal value to the amount of enhancement bonus sacrificed. He may grant the following special abilities: *ghost touch* at 5th level, *vicious* at 9th level, *limning*[UE] at 13th level, and *nullifying*[UE] at 17th level. This ability replaces all levels of weapon training.

Shield Against Magic (Su): At 19th level, an aether soldier gains spell resistance equal to 11 + his level. This spell resistance is always in effect and an aether soldier must spend a move action to willingly lower it. This ability replaces armor mastery.

Aether Weapon Master (Ex): At 20th level, an aether soldier gains the fighter's weapon mastery ability, but this ability only functions with the aether soldier's aether bond weapon. This ability modifies weapon mastery.

Gravitic (Fighter Archetype)

The relative proximity of space in the Aethera System, and the physics of interstellar travel through both science and magic have unlocked some of the fundamental mysteries of the anchoring force of gravity. Some wield that force via magic or aethertech. Others, such as gravitics, spend time in space training in weightless environments, and practice their combat maneuvers in artificial gravity, honing their tactics with brutal, extraterrestrial efficacy. Gravitic fighters act as shock troops, tactical vanguards, or even as mercenary enforcers in private security forces or criminal organizations. Regardless of their role or even their stature, gravitics know it's not the size of the weapon or the wielder, but the force behind it that counts.

Inertial Savant (Ex): At 2nd level, a gravitic can use his understanding of force and motion to resist attempts to move or push him. He gains a +1 bonus to his CMD against any bull rush, drag, reposition, or trip combat maneuvers. In addition he adds a +1 bonus to all attacks made from higher ground. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Centrifugal Swing (Ex): Learning to use the power of planetary bodies and channel it into their martial abilities, gravitics train with weapons that allow them to make the best use of these abilities. Starting at 5th level, a gravitic gains a +1 bonus to attack and damage rolls while wielding a two-handed weapon. When the gravitic wields a weapon in two hands, he adds twice his Strength bonus to all melee damage rolls with that weapon

At 9th level, this bonus increases to +2 and any two-handed weapon used by the gravitic now acts as if it had the *impact*[UE] property.

At 13th level, this bonus increases to +3 and the gravitic's attacks with two-handed melee weapons ignore up to 5 points of hardness with every attack.

At 17th level, this bonus increases to +4 and the gravitic's attacks with two-handed melee weapons now ignore up to 10 points of hardness with every attack.

This ability replaces weapon training.

Gravity's Avalanche (Ex): At 20th level, a gravitic's mastery of his chosen weapons enables him to make devastating attacks that are nearly impossible to withstand. When attacking with a two-handed weapon from higher ground, or when making a charge that begins from an elevated position relative to his enemy (such as from a sloping incline, or the top of a ramp or a flight of stairs) a gravitic's weapon has its critical threat range increased by 2 and its damage multiplier increased by 1 (×2 becomes ×3, for example). This ability stacks with the *keen* weapon property, the Improved Critical feat and any other similar abilities that modify a weapon's threat range. In addition, the first successful attack the gravitic makes on his turn either from higher ground or at the end of such a charge ignores any hardness the target possesses. This ability replaces weapon mastery.

Resonant Guard (Fighter Archetype)

Bards, cantors, skalds, and their ilk have fought on battlefields throughout the ages, but these versatile masters of magic and song are often overwhelmed by a superior force. Fighters specially trained to protect and aid these allies existed well prior to the Century War, from the skald wardens of Akasaat to the hymn-watchers of Kir-Sharaat. Resonant guards rose to prominence during the Century War, serving alongside companies of war balladeers as protectors and staunch allies.

Skills: A resonant guard adds Perform (any) to his list of class skills.

Harmonize (Su): At 2nd level, a resonant guard may assist an ally in creating or maintaining a performance-based effect, such as bardic performance, divine performance, or the like. As a standard action a resonant guard may harmonize with an ally using a performance-based ability within 100 feet. The resonant guard counts as an additional point of origin

for line of effect or line of sight requirements for any performance ability reliant on visual components (such as a bard's *fascinate* ability.) Additionally, if an ally using a performance ability is ever killed, stunned, rendered unconscious or otherwise unable to maintain his performance, the resonant guard may extend the duration of the previously maintained effects by spending an immediate action every round up to a maximum number of rounds equal to his level. This ability replaces bravery.

Shield to the Choir (Ex): At 3rd level, whenever an adjacent character benefiting from a resonant guard's harmonize ability is attacked in melee, as an immediate action the resonant guard may attempt to deflect the attack with his armor, granting a deflection bonus to the adjacent ally's AC equal to half the resonant guard's combined armor and shield bonuses to AC. This ability replaces armor training 1.

Gunslinger

Artillerist (Gunslinger Archetype)

The whine of pulse munitions and thump of explosive decompression are the music to the artillerist's ears. These gunslingers focus not on the personal stare-down and quick-draw of a duelist, but the dispersal ship-to-ground fire support.

Deeds: An artillerist gains the following deeds.

Traversing Fire: At 3rd level, when using a firearm with the automatic quality from a position at least 10 ft. above her targets, an artillerist can sweep her fire across the battlefield. Rather than shooting an automatic burst in a line originating from her space, the artillerist designates two squares no more than 30 ft. apart, which are in line of sight and within the first range increment of her weapon, and draws a line between them. Treat this line as a burst of automatic fire, rolling an attack against each creature and dealing damage to those that are hit. This deed replaces the utility shot deed.

Walking Shots: At 3rd level, the artillerist gains phenomenal control over the recoil of machine guns. As long as she has at least 1 grit point, she does not suffer the –2 penalty on attack rolls using a firearm with the automatic quality. This replaces the pistol-whip deed.

Rockfall: At 7th level, as a standard action, an artillerist can spend 1 grit point to fire a primary aethership weapon at a building, asteroid, or other suitable solid object as her ship passes near it, causing a rain of debris in the path of any pursuing ships. Aetherships in pursuit during a dogfight must succeed at a Reflex save (DC 10 + half the artillerist's level + her Wisdom modifier) or be struck by the debris. A ship struck by debris suffers 1d6 points bludgeoning damage per level and disengages from the dogfight. The pilot of a struck ship dogfighting in atmosphere must also succeed at a combat maneuver check (DC of 15 + damage dealt) or fall 60 ft. If this movement causes the ship to reach the ground, it crashes. This deed replaces the dead shot deed.

Component Targeting: At 7th level, as a full-round action, the artillerist can make a single firearm attack and choose a component of a vehicle to target. She gains the following effects depending on the part targeted. If the vehicle does not have the component listed, that part cannot be targeted. This deed costs 1 grit point no matter which part of the vehicle she targets.

- **Engine**: On a hit, the vehicle takes damage normally and its speed is reduced by half for 1 minute.
- **Stabilizers**: On a hit, the vehicle takes damage normally and is destabilized, inflicting a –5 penalty on all Fly checks made to pilot the aetherships for 1 minute.
- **Weapons**: On a hit, the vehicle takes no damage, but the targeted weapon is considered broken and its misfire value increases by 10. Until it is repaired, if the weapon misfires, it explodes, dealing double its attack damage to the ship it is mounted to and all creatures within 10 feet of the weapon. It also becomes

wrecked, and cannot fire until it has been fully restored.

This deed replaces the targeting deed.

Jump Trooper (Gunslinger Archetype)

During the Century War, thousands of soldiers were subjected to fringe experiments in the hopes of developing a military edge over the erahthi. While the infused and paragons are the most recognizable results of this experimentation, the path to their creation is littered with the remnants of others inflicted with strange supernatural powers. Akasaati jump troopers began as crippled or dying war veterans who were outfitted with experimental automata and infused with aetherite in the hopes of developing advanced human-machine interfaces. The project that created jump troopers ceased operation nearly 20 years ago, but independent mercenary companies and other organizations still carry out similar augmentations.

Class skills: A jump trooper adds Fly to her list of class skills and removes Handle Animal from her list of class skills.

Aether Subtype: The jump trooper gains the aether subtype (see page 564) if she does not already possess it.

Integrated Thrusters (Su): At 1st level, a jump trooper endures hours of painful surgeries and liquid aetherite injections to be outfitted with a unique automata prototype. The result is a self-powered piece of automata permanently fused to the jump trooper's body at the center of her chest and the palms of her hands without the need for additional prosthetic replacement. This functions as an aether thruster automata enhancement (see page 396), but does not require the replacement of the jump trooper's limbs. The thrusters are not powered by normal aetheric energy, but rather the jump trooper's internal reserves. As such, the thruster is treated as having a capacity of 10 charges per gunslinger level and fully recharges after 8 hours of rest. These charges may not be drained from the jump trooper and the jump trooper's integrated thrusters may not be disabled by spells or abilities that target automata. This piece of automata does not count against the jump trooper's normal implantation limit.

Additionally, the jump trooper treats her integrated thrusters as firearms for the purposes of feats and abilities that modify firearms, and adds her Dexterity modifier to damage rolls when using her thrusters offensively. This ability replaces gun training 1.

Weaponized Thrusters (Su): At 2nd level and every four levels thereafter, the jump trooper adds 5 feet to the range of her integrated thrusters when used as a ranged touch attack, to a maximum range of 35 feet at 18th level. Additionally, the jump trooper only needs to spend 1 charge when firing her integrated thrusters as weapons and may do so while flying without falling. The damage from her integrated thrusters increases to 1d6 at 2nd level, 1d8 at 6th, 1d10 at 10th, 2d6 at 13th, and 3d6 at 18th. This ability replaces nimble.

Thrust Efficiency (Ex): At 4th level, the jump trooper further adapts to the use of her integrated aether thrusters and has learned the trick to getting the maximum force out of as little fuel as possible. The jump trooper now only needs to spend 2 charges per round to use her integrated thrusters. This ability replaces the bonus feat gained at 4th level.

Deeds: A jump trooper gains the following deeds:

Meteor Strike (Ex): At 1st level, the jump trooper can spend 1 grit point to perform a bull rush maneuver as part of her movement while flying. When doing so, she receives a +10 circumstance bonus to her combat maneuver check and is treated as one size category larger for determining what size creature her bull rush will affect. A meteor strike does not provoke attacks of opportunity. This deed replaces the deadeye deed.

Burst Flight (Su): At 7th level, a jump trooper can spend 1 grit point to add a +10 enhancement bonus to the fly speed provided by her integrated thrusters for 1 minute. This bonus increases by +10 at 12th level and every five levels thereafter, to a maximum bonus of +30 at 17th level. This deed replaces the dead shot deed.

Scatter Thruster (Su): At 7th level, a jump trooper can spend 1 grit point to give her integrated thrusters the scatter weapon quality when fired as weapons. A thruster with the scatter quality targets a 15-foot cone.

Infinite Ammo (Su): At 19th level, as long as a jump trooper has at least 1 grit point, she no longer drains charges from her integrated thrusters when firing them as weapons.

Siege Walker (Gunslinger Archetype)

A siege walker is a mobile artillery platform, a terrifying threat on the battlefield that carries the burden of immense firepower in a front-line assault.

Armor Proficiency: A siege walker is proficient with all armor, but not shields.

Massive Firepower (Ex): At 1st level, a siege walker gains the ability to wield a weapon with the stabilized quality without the penalties normally associated with failing to properly stabilize such a weapon. While doing so, the siege walker's movement speed is reduced by half. This ability replaces gun training 1.

Deeds: A siege walker gains the following deeds.

Bulletproof (Ex): At 1st level, when wearing medium or heavy armor, a siege walker may use her armor to absorb the shock from incoming bullets. When she is targeted by a ranged attack from a firearm, she can spend 1 grit point as an immediate action to resolve the attack against her normal AC rather than her touch AC. This deed replaces the gunslinger's dodge deed.

Overwhelming Force (Ex): At 7th level, a siege walker has learned how to best harness the kinetic force of her enormous projectiles. A siege walker may spend 1 point of grit to make a special trip combat maneuver check against a creature she just damaged with a ranged attack as a free action. The combat maneuver check for this deed uses the siege walker's Dexterity modifier rather than her Strength modifier. This deed replaces the targeting deed.

Immovable Object (Ex): At 15th level, when a siege walker is targeted by an effect that would cause her to be knocked prone or otherwise moved from her square, she may spend 1 grit point as a free action to negate the effect. This deed replaces the evasive deed.

Unceasing Barrage (Ex): At 11th level, as long as the siege walker has at least 1 grit point, she reduces the time required to reload a heavy firearm by one step. Full-round actions become standard actions, standard actions become move actions, and so on. If she also has the Rapid Reload feat for that weapon, it is reduced by an additional step. This deed replaces the lightning reload deed.

Thornslinger (Gunslinger Archetype; Erahthi)

While the use of firearms did not come naturally to the erahthi, guerrilla tactics did; once the two were meshed, the elite thornslingers drove terror into the hearts of their enemies from the safety of the arboreal highways of their home. With the proliferation of symbiont technology outside of Kir-Sharaat, thornslingers can now be found wherever symbionts are harvested.

Symbiotic Firearm (Ex): At 1st level, a thornslinger gains a thorn gun, a unique plant symbiont that is specially attuned to the thornslinger. A thorn gun counts as a pod cannon symbiont (see page 547) except as noted below.

Hit Dice: For the purpose of effects related to the number of Hit Dice, use the thornslinger's character level or the symbiont's normal HD, whichever is higher.

Hit Points: The symbiont firearm has half the thornslinger's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the thornslinger's base attack bonus, as calculated from all her classes. Use the symbiont's Dexterity or Strength modifier as normal to calculate the symbiont's melee attack bonus with natural weapons. Damage equals that of a normal creature of the symbiont's kind.

Saving Throws: For each saving throw, use either the symbiont's base save bonus (Fortitude +5, Reflex +4,

Will +1) or the thornslinger's (as calculated from all her classes), whichever is better. The symbiont uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the thornslinger might have on saves.

The thorn gun takes up the wrist magic item slot when bonded to the thornslinger, and requires the use of both hands as a two-handed firearm. A thorn gun lacks the pod cannon symbiont's seed pod host ability, and the thornslinger cannot use the thorn gun's attack modifier to make ranged attacks.

The thorn gun is treated as a single-shot firearm that can fire slugs with a range increment of 50 feet. It can target a single creature or switch to a scatter weapon quality, targeting a 10-foot cone, as a swift action. The thorn gun deals 1d6 points of piercing damage at 1st level, 1d8 points of damage at 5th, 1d10 points of damage at 9th, 2d6 at 13th, and 3d6 at 17th. A thorn gun has a critical modifier of x3.

A thornslinger adds her Dexterity bonus to damage rolls made with a thorn gun when within the first range increment.

A thorn gun is considered to have an internal magazine with a capacity of 20 rounds. A thornslinger may fully regenerate this ammunition as a full-round action. The time it takes to regenerate ammunition cannot be reduced by feats such as Rapid Reload.

Thorn guns are highly specialized symbionts and may not bond with another host other than the thornslinger. If separated from the thornslinger for more than 24 hours, the thorn gun withers away and dies. A thornslinger may regrow a dead thorn gun by activating special symbiotic seed clusters embedded within her body by spending 24 hours in quiet meditation.

This ability replaces gun training.

Ballistic Adaptation (Ex): At 4th level and every fou thereafter, the thornslinger may select one ballistic ada



list in place of a bonus feat. Her thorn gun gains the benefit of that adaptation. When selecting a new adaptation, the thornslinger may also trade any previously known adaptation for a new one that she meets the requirements for. The saving throw DC for ballistic adaptations is equal to 10 + 1/2 the thornslinger's level + her Constitution modifier.

Accelerated Vine Growth: Hormones in the firing chamber of the thorn gun causes the seed ammunition to grow incredibly quickly once embedded in the flesh of a target. On a critical hit, a target damaged by the thorn gun gains the entangled condition and takes 2d6 points of damage each round as the ammunition bores through their body. This effect ends if the target takes 5 points of fire damage or uses a full-round action to yank the vines free of their body.

Adamantine Thorns: The thorn gun's needles gain incredible density and may penetrate damage reduction as if they were made of adamantine. A thornslinger must be at least 8th level to select this ballistic adaptation.

Automatic Fire: The vascular contractions of the thorn gun become so strong it can fire projectiles in very rapid succession. The thorn gun gains the automatic property and may switch between automatic and single shot as a swift action. A thornslinger must be at least 12th level to gain this ballistic adaptation.

Bladed Thorns: The firing chamber of the thorn gun accelerates the growth of its seed ammunition prior to firing. The thorn gun now deals slashing and piercing damage with its ammunition.

Compact Form: The thorn gun's large firing chamber shrinks down and the barrel shortens. The thorn gun's range increment is reduced by 10 feet and may now be wielded as a one-handed firearm.

Elongated Barrel: The stock of the thorn gun widens and lengthens, adding 30 feet to the range increment of the thorn gun.

Spore Shot: The barrel of the thorn gun becomes host to a fungal bloom which piggybacks on projectiles when they are fired. On a critical hit, the target and all creatures within 10 feet are subjected to a burst of mycelial spores. Affected creatures must succeed at a Fortitude save or be overcome with fits of coughing, becoming nauseated for 1 round. This is an inhaled poison effect. A thornslinger must be at least 12th level to select this ballistic adaptation.

Thorn Caltrops: The thorn gun's ammunition grows to resemble spiky burrs. When fired in scatter mode, the 10-foot cone targeted by the thornslinger is filled with rapidly decaying caltrops for 1 round per thornslinger level.

This ability modifies a gunslinger's bonus feats.

Deeds: A thornslinger gains access to the following deeds.

Extra Firepower (Ex): At 1st level, as long as the thornslinger has at least 1 grit point remaining, she treats her thorn gun as though it had the semi-automatic firing mode.

Arcane Ammunition (Su): At 3rd level, as long as the thornslinger has at least 1 grit point remaining, her thorn gun is treated as a magic weapon for purposes of penetrating damage reduction and gains a +1 enhancement bonus to attack and damage rolls. This bonus increases to +2 at 5th level, +3 at 9th, +4 at 13th, and +5 at 17th. This replaces the utility shot deed.

Rapid Bond (Ex): At 11th level, as long as the thornslinger has 1 grit point remaining, the thornslinger may bond with her thorn gun as a swift action. This replaces the expert loading deed.

Rapid Regeneration (Ex): At 11th level, a thornslinger may spend 1 point of grit to replenish her thorn gun's ammunition as a move action rather than a full-round action. This replaces the lightning reload deed.

Hunter

Tech Bonded (Hunter Archetype)

A tech bonded hunter has forged a union with technology so strong she doesn't merely gain the use of its aspects—she actually controls it herself. Where other hunters call upon the animalistic powers of natural predators, she programs an artificial life form

to come to her aid.

Class Skills: The tech bonded hunter gains Disable Device, Knowledge (arcana) and Knowledge (engineeringl) as class skills, and loses Knowledge (nature) as a class skill.

Arcane Spellcasting: A tech bonded hunter casts arcane spells drawn from the magus spell list. To learn, prepare, or cast a spell, a tech bonded hunter must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a tech bonded hunter's spell is 10 + the spell level + her Intelligence modifier. This otherwise functions like a hunter's spellcasting ability. This ability modifies spellcasting.

Construct Companion (Su): At 1st level, a tech bonded hunter gains the companionship of a construct ally, either a unique piece of ancient technology salvaged from a ruin or a masterpiece of genius that the tech bonded hunter constructed herself, but was never able to duplicate. This construct companion acts in most ways as a druid animal companion, using the character's hunter level as her effective druid level. A construct companion is a construct with the aether subtype, but uses the appropriate animal companion's statistics, gaining Hit Dice, skills, feats, and Strength and Dexterity adjustments as the hunter advances in level. A construct companion has no Constitution score, and instead gains bonus hit points appropriate for a construct of its size. It has an Intelligence score (and skill points), a lower base attack bonus, and better saving throws than a normal construct of its Hit Dice. The companion has all the immunities of a construct (except immunity to mind-affecting effects, since it has a mind) and is destroyed when it reaches 0 hit points. A tech bonded hunter can use Knowledge (engineering) instead of Handle Animal for all purposes involving her construct companion, though she still suffers a –5 penalty on these checks due to the construct companion's unusual nature.

If a character receives an animal companion from more than one source, she may forgo the true animal and instead have her effective druid levels stack for the purposes of determining the companion's statistics and abilities.

If the tech bonded hunter's construct companion is destroyed, she may rebuild her companion with new components, requiring 50 au in raw materials per level and 24 uninterrupted hours of research and development in a suitable environment for crafting a construct.

This ability modifies animal companion and replaces nature training.

Advanced Programming (Ex): At 1st level, a tech bonded hunter may create analog punch cards to program her construct companion. She may program new tricks from the list below in addition to the standard tricks available to an animal companion. A tech bonded hunter learns one piece of advanced programming at 1st level and one additional piece of advanced programming every two levels thereafter. A construct companion can use tech bonded tricks a number of times per day equal to half its Hit Dice plus the tech bonded hunter's Intelligence bonus.

Anatomical Programming (Ex): As a swift action, the construct companion can reconfigure its limbs, allowing it to make a Heal check to administer first aid on an adjacent character. A construct companion with this advanced programming may take ranks in Heal.

Aquatic Maneuvering (Ex): The construct companion is adept at moving through water and can swim at its full speed as a move action without penalty.

Aid Attack (Ex): The construct companion can use this trick as a free action when it hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the tech bonded hunter's next turn gains a +2 circumstance bonus on that attack roll.

Algorithmic Shot (Ex): As a standard action, the construct companion can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Bionic Jump (Ex): As a free action, the construct companion can attempt a running jump without moving 10 feet before the jump.

Calculative Climb (Ex): The construct companion can climb at its full speed as a move action without penalty.

Contingent Strike (Ex): The construct companion can use this trick as an immediate action when an enemy adjacent to it hits an ally with a melee or ranged attack. The construct companion can make a single melee attack at its highest base attack bonus against the creature who attacked its ally.

Defensive Stance (Ex): The construct companion can use this trick as a swift action. Until the start of his next turn, it can provide cover for the tech bonded hunter so that her ranged attacks do not provoke attacks of opportunity.

Distracting Attack (Ex): The construct companion can use this trick as a free action before it makes an attack. If the attack hits, the target takes a –2 penalty on all attack rolls for 1 round.

Free Fall (Ex): The construct companion can use this trick to reconfigure its shape as an immediate action when it falls 20 or more feet, allowing it to ignore the first 20 feet of the fall when calculating falling damage. If the construct companion takes no damage from the fall, it does not fall prone.

Precision Skill (Ex): As a free action, the construct companion can roll twice on any one skill check and take the better result. It must have at least 1 rank in that skill to use this ability.

Reformative Stand (Ex): The construct companion can spend a move action to reconfigure its shape and stand up as a swift action without provoking attacks of opportunity.

Farseeker Scan (Ex): As an immediate action, the construct companion gains a +10 insight bonus on Perception checks for 1 round. This bonus is doubled when used underwater.

Farcaster Component (Ex): The construct companion can broadcast a short range message no longer than 1 minute out to a range of 1 mile that can be picked up by any *farcaster* set to receive transmissions. This message can be provided to the companion by any creature but must be transmitted immediately after being spoken.

Translation Matrix (Su): As a standard action, the construct companion can filter vocal communication from a single creature it can hear through its audio receiver as if using *comprehend languages*, and relay that message in a language the tech bonded hunter knows for up to 10 minutes. This does not confer any ability for the tech bonded hunter to communicate back to the target of this trick.

This ability replaces animal focus.

Aethertech Empathy (Su): At 1st level, a tech bonded hunter can tune into the vibrations of aetherite and understand its function as a standard action. This ability grants the tech bonded hunter a +4 circumstance bonus on any Knowledge check pertaining to aethertech or constructs with the aether or aethership subtype.

This ability also functions as a Diplomacy check to improve the attitude of an unintelligent construct with the aether subtype. The tech bonded hunter rolls 1d20 and adds her hunter level and her Charisma modifier to determine the aethertech empathy result. Generally, influencing a construct in this way takes 1 minute but, as with influencing people, it might take more or less time. A tech bonded hunter may attempt an aethertech empathy check on a construct with an Intelligence of 1 or 2, but takes a –4 penalty on such checks. For constructs with an Intelligence of 3 or higher use Diplomacy.

This ability replaces wild empathy.

Craft Construct: A tech bonded hunter gains Craft Construct as a bonus feat at 5th level. This replaces woodland stride.

Reignite Spark (Sp): At 10th level, a tech bonded hunter may return a destroyed construct companion to life as though it were a living creature affected by *raise dead*. Using this spell-like ability gives the tech bonded hunter a permanent negative level. This negative level cannot be overcome in any way

(including by *restoration*), but automatically ends after 24 hours. At 16th level, this functions as *resurrection* instead of *raise dead*, but otherwise operates as normal. This ability replaces raise animal companion.

One with Constructs (Ex): At 17th level, a tech bonded hunter and her construct companion generate sympathetic resonance in other constructs. No unintelligent construct willingly attacks the tech bonded hunter or her construct companion unless magically compelled to, or if the hunter or companion attacks it first.

Master and Creation (Ex): At 20th level, a tech bonded hunter can always move at full speed while using Survival to follow tracks without penalty. Additionally, she can choose to have one of her pieces of advanced programming function continuously throughout the day without a limitation to its number of uses. This ability replaces master hunter.

Investigator

Correspondent (Investigator Archetype)

During the Century War, military reporters brought back first-hand news from the front lines. These reports, radioed back to military headquarters and heavily censored before being released, gave the general public their first glimpse of a war fought in the stars. As the Century War dragged on, many military units took on correspondents to ensure that their accomplishments made the front page. These journalists often fought alongside the units they were covering, losing professional detachment and becoming adept at propaganda. After the war, some of these correspondents continued as freelance journalists reporting on politics, entertainment, and new discoveries as they were made. Others sold their services to the highest bidder, working to shape public opinion for corporations or criminal elements with equal ease.

Weapon and Armor Proficiency: A correspondent is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and sword cane. They are proficient in light and medium armors and shields (except tower shields). This replaces an investigator's weapon and armor proficiencies.

Rally the Troops: At 1st level, a correspondent can use bardic performance as a bard of the same level. He can only utilize the following performance types: inspire courage, inspire competence, dirge of doom (gained at 8th level), inspire greatness (gained at 9th level), soothing performance (gained at 12th level), and inspire heroics (gained at 15th level). A correspondent's bardic performance always uses audible components. This ability replaces trapfinding, poison lore, and poison resistance.

Propagandist: At 1st level, a correspondent can use inspiration on any Bluff, Knowledge, or Linguistics skill checks without expending a use of inspiration, provided he's trained in the skill. This modifies the investigator's inspiration ability.

Mindspy (Investigator Archetype)

Blending inspiration and psychic magic, a mindspy uses the power of her mind to infiltrate organizations and uncover secrets that others would prefer remained hidden.

Spells: At 1st level, a mindspy casts psychic magic spells drawn from the mesmerist spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a mindspy must have an Intelligence score equal to at least 10 + the spell's level. The DC for a saving throw against a mindspy's spell is 10 + the spell's level + the mindspy's Charisma modifier. A mindspy can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a mesmerist of the same level. In addition, he receives bonus spells per day if he has a high Intelligence score.

A mindspy's selection of spells is limited. He has the same number of spells known as a mesmerist of the same level, and can choose new spells to replace old ones at 5th level and every three levels after that, just as a mesmerist does. See the mesmerist for more information on swapping spells known.

The Element of Aether

Physical manifestations of aether, known as aetherite, are integral components throughout the Aethera System, fueling aetherships and powering other outlandish technology among many other uses. This element also created the infused race. Because of its titular role in Aethera, the element of aether is expanded upon with the addition of a new archetype and further aether-based kineticist abilities.

The choice of aether as a primary element among kineticists of Aethera is common on every world. Since the end of the Century War, the number of kineticists has surged exponentially. Medical practitioners across the system posit that the influx of kineticists—especially those connected with aether—may be related to the heavy use of aethertech throughout the Century War. These experts intently search for unknown radiations or magical forces brought on by aetherite, believing such forces responsible for the growing number of aether-attuned individuals within the system.

This ability replaces alchemy.

Knacks: At 1st level, a mindspy learns a number of knacks, or 0-level spells, as a mesmerist with a level equal to his mindspy level. These spells are cast like any other spell, but they don't consume any slots and can be used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal. This ability replaces poison lore.

Mesmerist Trick: Starting at 2nd level, whenever he gains an investigator talent, a mindspy can choose to gain a mesmerist trick instead. These mesmerist tricks function as the mesmerist class ability except a mindspy can only implant a number of mesmerist tricks equal to his Intelligence bonus (minimum 1) per day. This ability modifies investigator talent.

Mystic Detective (Investigator Archetype)

In Central, all residents with psychic or arcane powers must be registered with the Hierarchy. Registration is philosophically or practically objectionable to many, and so some who possess magical ability remain illegally unregistered and in hiding. This is especially common in Akasaati arcologies, where residents prefer the anonymity and freedom which registration would remove. The mystic detective is specially trained to locate and apprehend these fugitives and bring them in for registration.

Weapon Proficiency: A mystic detective is proficient with all simple weapons, plus the hand crossbow, lasso, mancatcher, net, rapier, sap, shortbow, short sword, and sword cane. This ability modifies an investigator's weapon proficiencies.

Intuitive Inspiration: At 1st level, a mystic detective can use inspiration on any Intimidate, Knowledge, or Sense Motive skill check without expending a use of inspiration, provided he's trained in the skill. This ability alters the investigator's inspiration ability.

Magic Seeker (Sp): At 1st level, a mystic detective is trained to ferret out unregistered spellcasters. He can use *detect magic* and *detect psychic significance* each a number of times per day equal to 3 + his Charisma bonus. This ability replaces trapfinding.

Casterbane: At 2nd level, a mystic detective gains Disruptive as a bonus feat even if he does not meet the prerequisites. In addition, he can treat his investigator levels as fighter levels for the purposes of satisfying prerequisites for feats that require both the Disruptive feat and fighter levels. This ability replaces poison lore and poison resistance.

Prehistorian (Investigator Archetype)

Recorded history of the Aethera System begins at the Collapse, with almost no information on the Progenitors, the advanced race that once crossed the entire star system. Progenitor ruins and technology lies scattered across the system, and bits of knowledge may yet lurk deep in the Amrita Asteroid Belt or beyond the known worlds. A prehistorian finds himself drawn to this lost knowledge, and seeks to unravel the mysteries of what came before.

Ancient Lore (Ex): At 1st level, a prehistorian adds half his level (minimum 1) to all Knowledge (history)

and Knowledge (planes) checks, and may make such checks untrained. This ability replaces trapfinding.

Flash of Insight (Sp): Once per day at 5th level, when confronted with an unknown relic of a bygone age, a prehistorian can study the object and receive an inspired sense of the object's function. This acts as *object reading*[OA] on the object being studied, with a caster level equal to the prehistorian's class level. At 9th level this ability can function as *legend lore*. This ability replaces the investigator talents gained at 5th and 9th level.

Stellar Prospector (Investigator Archetype)

The lure of easy money attracts many fools to prospect for aetherite in the Amrita asteroid belt. Many are never heard from again, but the profession rewards the shrewd explorer who is well prepared for the task. A stellar prospector uses research and intuition to find and stake his claim, and his fearsome reputation to defend it.

Inspired Reputation: At 1st level, a stellar prospector can use inspiration on any Appraise, Bluff, Intimidate, Knowledge (engineering) or Knowledge (geography) skill check without expending a use of inspiration, provided he's trained in the skill. This modifies the investigator's inspiration ability.

Pinpoint Claim (Su): At 1st level, a stellar prospector can generate an effect that mimics the spells *detect radiation*[TG] or *locate object* (raw aetherite and precious metals only) as a standard action. The caster level for these effects is equal to the stellar prospector's class level. Using one of these spell-like abilities requires the investigator use 1 point of inspiration. This ability replaces trapfinding.

Investigator Talents: Starting at 2nd level, whenever he gains a new investigator talent, a stellar prospector can instead select one of the following feats as a bonus feat, even if he doesn't meet the prerequisites: Field Repair[UC], Skill Focus, Toughness, Zero-G Training (see page 367).

Kineticist

Aetheric Scion (Kineticist Archetype)

Aetheric scions are kineticists with the closest connection with the element of aether and the ability to manipulate it. They shun the use of other elements in order to fully embrace their heritage and connection to aether. Aetheric scions employ aether to achieve feats foreign to other kineticists and are even able to power aethertech with their own inner energy.

Aether Focus (Ex): An aetheric scion must choose aether as her primary element and must choose aetheric blast (see page 101) or telekinetic blast as her first simple blast. When the aetheric scion reaches 7th level, she must select aether as her expanded element and cannot choose another element. This modifies elemental focus and expanded element.

Exacerbate Burn (Su): At 1st level, an aetheric scion can choose to channel her current burn into powering various types of aethertech. To do so, the scion must spend a standard action to exacerbate her existing burn. An exacerbated point of burn inflicts an additional 2 points of nonlethal damage. The aetheric scion cannot exacerbate a point of burn that has already been exacerbated. An exacerbated point of burn counts in all other respects as a point of burn. At 4th level and every four levels after, the amount of burn that an aetheric scion can exacerbate in a single action increases by 1.

The aetheric scion can use exacerbated burn in the following ways:

Aethertech Charging: The aetheric scion may grant 1 temporary au to an aethertech item for every point of exacerbated burn she is affected by. These temporary au disappear at a rate of 1 charge per minute if not otherwise expended. An aethertech item can only benefit from exacerbated burn once per day.

Armor and Weapon Empowerment: The aetheric scion may increase the enhancement bonus of one piece of worn armor or a single held weapon by +1 for every point of exascerbated burn she is affected by (to

a maximum of +5). This effect lasts for 1 minute per point of exacerbated burn. A suit of armor or weapon may only be empowered once per day. These bonuses only apply to one end of a double weapon.

Gather Burn (Su): At 1st level an aetheric scion can spend a move action to generate 1 or more new points of burn, which are immediately be exacerbated without the need to spend a swift action. The number of points of burn that can be generated in this manner are limited to the number of points the aetheric scion can normally gain in a round, as per the burn class ability. An aetheric scion can only ever use a move or full-round action when gathering burn. She cannot spend an additional move action after a full-round action to reduce her burn by 3. This ability replaces gather power.

Aethertech Overflow (Su): At 3rd level, an aetheric scion learns to unlock further potential from aethertech by exacerbating burn. When using her exacerbate burn to grant a piece of aethertech temporary au, each point of exascerbated burn now produces 2 au.

At 6th level, an aetheric scion can choose to impart armor or weapon properties instead of enhancement bonuses when using the armor/weapon empowerment use of exacerbated burn. The cost of the selected properties must equal the amount of enhancement bonus exchanged and cannot exceed +2. The armor or weapon must possess a +1 enhancement bonus before exacerbated burn can be used in this manner.

At 9th level, the enhancement bonus for added armor and weapon properties increases to a maximum of +3. This maximum increases to +4 at 11th level, and to +5 at 16th level. At 16th level, the aetheric scion can exacerbate burn to power aethertech weapons as a swift action. This replaces elemental overflow.

Dynakinesis (Su): At 5th level, an aetheric scion gains the ability to alter her kinetic blasts as if with metamagic feats by exacerbating burn. As a free action, she can exacerbate 1 point of burn to empower her kinetic blast (as if using Empower Spell). At 9th level, by exacerbating 2 points of burn, she can maximize her kinetic blast as if using Maximize Spell. At 13th level, by exacerbating 3 points of burn, she can quicken her kinetic blast as if using Quicken Spell. At 17th level, by exacerbating 4 points of burn, the aetheric scion can use her kinetic blast twice with the same standard action, or swift action if she also uses dynakinesis to quicken the blast. When she uses a double kinetic blast, all modifications, such as dynakinesis and infusions, apply to both of the blasts, but the aetheric scion needs to pay the burn cost only once.

This replaces metakinesis.

Internal Reserve (Su): At 6th level, an aetheric scion's mind and body adjust to the confluence of energies she uses when exacerbating burn. She gets a reserve of internal fortitude that begins empty and does not replenish each day. Instead, the aetheric scion can accept 1 point of burn to add 1 point to the reserve as a full-round action, to a maximum of 1 point total. This maximum increases to 2 points at 11th level and to 3 points at 16th level. Once the aetheric scion adds points to her reserve, they remain indefinitely until she spends them. When she would otherwise exacerbate burn, an aetheric scion can spend 1 point from her reserve to avoid exacerbating 1 point of burn. She cannot spend more than 1 point from her reserve in this way for a single use of exacerbating burn. This reserve can be used to exceed the limit on the number of points of burn the aetheric scion can exacerbate in a single turn.

This replaces internal buffer.

Aether Channeling (Su): At 6th level, an aetheric scion learns to channel her control over aetheric currents through an aethership. By taking 1 point of burn, an aetheric scion may use her kinetic blast damage instead of a mounted aethership's weapon damage using the mounted weapon's normal range, rather than that of her kinetic blast. Firing an aethership weapon in this fashion still uses ammunition or au as normal. This effect may not benefit from form or substance infusions but may be

modified by dynakinesis. This ability replaces the utility talent gained at 6th level.

Expanded Kinetic Powers

The following is a list of expanded kineticist powers found throughout the Aethera System. Many of these powers are meant to help in alleviating certain mechanical conundrums posed by the requirements of the setting—namely, the expansion of healing powers available to aether-based kineticists, to somewhat offset the lack of divine spellcasters in Aethera.

In addition to several new kineticist powers, this section also includes several powers based on substances listed in the equipment chapter of this book. The connection between the elements and these substances (such as aeronite, flauros, or netherite) are strong enough that kineticists can emulate effects often attributed to these materials.

Simple Kinetic Blasts

The following simple blast is a new variant of aether-based power.

Aetheric Blast

Type simple blast (Sp)

Element aether; **Level** —; **Burn** 0

Blast Type force; **Damage** force

You blast a foe with a powerful strike of concentrated aetheric force. When using this blast, reduce the damage die of the kinetic blast from d6 to d4.

Composite Kinetic Blasts

The following composite blasts are based on the various substances found in the Aethera setting.

Aeronite Blast

Type composit blast (Sp)

Element air; **Level** —; **Burn** 2

Prerequisites aetheric blast, air blast

Blast Type physical; **Damage** half bludgeoning, half force

You expel a blast of pressurized wind, supported by tendrils of aetheric energy. When using this composite blast, reduce the damage die type from d6 to d4.

Aetheric Plasma Blast

Type composite blast (Sp)

Element aether; **Level** —; **Burn** 2

Prerequisites aetheric blast, electric blast

Blast Type energy; **Damage** half electricity, half fire

You imitate the reaction that causes aetherite to expel plasma gas when exposed to electricity, venting raw plasma at your foes. This blast deals half fire damage and half electricity damage, and affects incorporeal creatures as if it were a force effect. When using this composite blast, reduce the damage die of the blast from d6 to d4.

Duranite Blast

Type composite blast (Sp)

Element earth; **Level** —; **Burn** 2 or 3; see text

Prerequisites primary element (earth), expanded element (earth)

Blast Type physical; **Damage** bludgeoning

You temporarily replicate the great resilience of duranite when forming this blast. When using this composite blast, you can take on an additional point of burn to increase the damage die of the blast from d6 to d8.

Defense Wild Talents

A kineticist gains the defense wild talent from her primary element at 2nd level. Presented below is an alternative option for kineticists choosing the aether element. This defense wild talent can be selected instead of force ward.

Kinetic Barrier

Type defense (Su)

Element aether; **Level** —; **Burn** 0

Currents of invisible aetheric force shroud your body in erratic patterns, providing a +2 deflection bonus to AC. This bonus increases by 1 for every four kineticist levels you possess beyond 2nd. Against attacks originating from an incorporeal target, you gain an additional +2 deflection bonus to your AC.

By spending a full-round action and accepting 1 point of burn, you gain a number of temporary hit points equal to half your kineticist level. You always lose these

temporary hit points first, even before other temporary hit points. These temporary hit points regenerate at a rate of 1 per minute. By spending an additional 2 points of burn as a standard action, you can increase the maximum number of temporary hit points provided by your kinetic barrier by half your kineticist level until the next time your burn is removed. This ability can be used multiple times and the increases stack. For every 2 points of burn you accept in this way, your kinetic barrier's rate of regeneration increases by 1 hit point per minute. Whenever you accept burn while using an aether wild talent, you siphon some of the energy from the aether flowing through you and your kinetic barrier recovers a number of temporary hit points equal to half your character level, up to its current maximum. You can dismiss or restore your kinetic barrier as an immediate action, but doing so doesn't change the number of temporary hit points available, and the temporary hit points don't recover while this ability is inactive. Attacks that deal energy damage ignore these bonus hit points and deal damage to your normal hp.

Infusion Wild Talents

The following infusion wild talents are primarily based around the element of aether, representing unique reactions in the setting.

Entropic Infusion

Type substance infusion

Element aether; **Level** 4; **Burn** 2

Associated Blasts any simple

Saving Throw Fortitude negates

Your kinetic blast funnels radiation similar to that of raw aetherite, eradicating your opponent's sense of self. Foes that take damage from your infused blast also take 1d3 points of Charisma damage. A living creature reduced to 0 Charisma in this way is vulnerable to possession as from aetherite radiation poisoning (see (see page 442).)

Flauros Infusion

Type substance infusion

Element fire; **Level** 2; **Burn** 1

Associated Blasts aetheric plasma, blue flame, fire, magma, plasma

Saving Throw Will negates

You imbue your kinetic blast with intensified fire that imitates the effects of the fiery metal flauros. Creatures damaged by your blast are outlined for a number of rounds equal to half your kineticist level. Outlined subjects shed light as candles. Creatures outlined take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light.

Purging Infusion

Type substance infusion

Element aether; **Level** 5; **Burn** 2

Associated Blasts any simple

Saving Throw Will negates

Your kinetic blasts contain some of the repellant planar energies of Aethera's own star. Non-native outsiders that take damage from your infused blast must also succeed at a Will save, or be forcefully returned to their plane of origin.

Scourging Infusion

Type substance infusion

Element aether; **Level** 5; **Burn** 3

Associated Blasts any simple

Saving Throw Fortitude negates

Your kinetic blast funnels radiation similar to that of raw aetherite, thereby eroding your enemies. Foes that take damage from your infused blast also take 1d3 points of Constitution damage. A living creature reduced to 0 Constitution in this fashion rises 2d6 rounds later as if affected by *animate dead* with a caster level equal to the kineticist's level. The kineticist has no innate control over this animated undead creature. Undead created in this fashion are destroyed after 24 hours.

Utility Wild Talents

The following wild talents expand on existing options, allowing for more use of aether and other elements.

Aether Flight

Type utility (Sp)

Element aether; **Level** 3; **Burn** 0

Prerequisites aether jaunt

You tap into aetheric currents, bending them to effortlessly move you around. You are constantly under the effects of *fly* but with a speed of only 30 feet. If this effect is dispelled, you can call it forth again as a standard action.

Aether Jaunt

Type utility (Sp)

Element aether; **Level** 2; **Burn** 0

You transform into an aetheric current, instantly shifting to the ethereal plane and moving up to 30 feet in a straight line as a standard action before returning to the material plane. You can move vertically in this manner, but only up to half the distance. If you end your turn midair you fall immediately. If you use this ability in space, you may travel up to 300 feet at a time.

Aethersight

Type utility (Sp)

Element aether; **Level** 4; **Burn** 0

You can spend a move action to gain the lifesense universal monster ability out to 60 feet for 1 round. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess. While benefiting from this lifesense, your aether blasts and composite blasts that include aether components don't suffer a miss chance from concealment or total concealment against creatures you detect with your lifesense.

Aethersight, Greater

Type utility (Sp)

Element aether; **Level** 6; **Burn** 3

Prerequisites aethersight

You can spend 10 minutes to intensify your lifesense within a given area, drawing on latent consciousness in nearby ley lines. You can ask facts about the area as if using *commune*, except the collective knowledge only covers events within the past 1 year per kineticist level.

Aurite Adaption

Type utility (Sp)

Element water; **Level** 3; **Burn** 0

Prerequisites cold adaption

You tap into the energies of the mysterious substance known as aurite. You are immune to the staggered condition, and you gain cold resistance equal to 3x your current amount of burn.

Kinetic Restoration

Type utility (Sp)

Element aether; **Level** 3; **Burn** 2

Prerequisites kinetic healer

Saving Throw none; **Spell Resistance** yes

With a touch, you lessen the suffering of a willing creature. You heal 1d4 points of ability damage to a single ability score. You can increase the amount of ability damage healed by 1d4 per 2 points of additional burn that you take on. Instead of paying the burn cost yourself, you can cause the recipient to take some or all of the burn. If you do so, for each point of burn thus transferred the recipient takes 1 point of nonlethal damage per Hit Die he possesses, as usual for burn; this damage can't be healed by any means until the recipient takes a full night's rest.

Kinetic Revival

Type utility (Sp)

Element aether; **Level** 5; **Burn** 3

Prerequisites kinetic healer, kinetic restoration

Saving Throw none; **Spell Resistance** yes

With a touch, you can snare the soul of a creature slain within the last round and attempt to force it back into its body. You can take additional burn when using this ability to increase the number of rounds which have passed since the target was slain: each additional round causes 2 points of burn.

The recipient gains a number of hit points equal to your kinetic blast's damage. If the healed creature's hit point

total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score after this healing, the creature remains dead. Creatures brought back to life through this ability gain a temporary negative level that lasts for 24 hours.

Starflight

Type utility (Sp)

Element aether; **Level** 7; **Burn** 3

Prerequisites vacuum sphere

You can survive indefinitely within the vacuum of space. In a one hour ritual, you cocoon yourself in kinetic energies in preparation for an extended journey. After the ritual, you can fly through space at incredible speeds towards other locations in the system by riding on the aetheric currents. Exact travel times vary when using this means of travel. Any destination in the Aethera System can be reached in 3d20 days regardless of the kineticist's starting point. Travel outside of the Aethera System is impossible by means of this ability. The kineticist must know her destination by name, or be able to visualize it, in order to travel to it with starflight.

Vacuum Armor

Type utility (Sp)

Element aether; **Level** 2; **Burn** 0

As a swift action, you envelope yourself in a form-fitting armor of kinetic force. This armor allows you to ignore all of the negative effects of a vacuum, though you are still subjected to potential exposure to radiation (see the Gulf, page 315). You gain a fly speed of 120 feet and perfect maneuverability while this effect is active and you are within a vacuum. You can maintain the armor for a number of minutes per day equal to your kineticist level. These minutes need not be consecutive.

Vacuum Sphere

Type utility (Sp)

Element aether; **Level** 4; **Burn** 1

Prerequisites vacuum armor

Instead of armor, you can instead summon forth a sphere of protection against the effects of a vacuum. This sphere has a radius of up to 5 feet for every two kineticist levels you possess. All creatures within the bubble are protected from the effects of a vacuum and can fly within the confines of the sphere. When you move, the sphere moves with you, along with all its current occupants.

Medium

The medium class ordinarily derives much of its power from the astral plane. With access to the Astral Plane cut off, mediums native to the worlds of the Aethera System tap into powerful psychic forces trapped in aetherite or impressions of ancient emotions and personalities embedded in the Ethereal. To reflect these changes, the medium class as presented in *Pathfinder Roleplaying Game: Occult Adventures* is modified in Aethera by the etheric dreamer archetype. For play in Aethera, the etheric dreamer is not considered an archetype and players are free to use other archetypes that modify or replace its abilities as if they were base medium class abilities.

Deathless Guide (Medium Archetype)

Deathless guides walk through the Evermorn and brave otherworldly dangers.

Temporal Anchor (Su): At 2nd level, a deathless guide learns to offer a bit of protection from the vagaries of dangerous temporal phenomena. Allies within 20 feet of the deathless guide gain a +4 bonus on saving throws against *slow*, *temporal stasis*, *time shudder*[ACG], and other effects that would slow him, move him through time, alter his age, or otherwise manipulate the passage of time for him. This ability replaces shared séance.

Temporal Stutter (Su): At 3rd level, a deathless guide can invoke the shattered time of the Evermorn as a standard action, producing the effects of *time shudder*[ACG]. The save DC is 10 + 1/2 medium level + Wisdom modifier. This ability replaces haunt channeler.

***Dawnwalk* (Sp)**: At 7th level, a deathless guide can find minor gaps in reality to step from the Material Plane into the Evermorn. This ability functions like *dawnwalk* (see page 455), except that the duration is 1 round per medium level. At 10th level, the duration increases to 1 minute per level. At 14th level, the duration increases to 1 hour per level. This ability replaces connection channel and astral journey.

Ask the Fey (Su): At 13th level, a deathless guide can ask the local fey for information, as *commune with nature*. While he can do so any number of times per day, he can ask questions of the fey in any particular area only once per day. Afterward, he must move to a non-overlapping area to use this ability again. This ability replaces ask the spirits.

Frozen Moment (Su): At 18th level, a deathless guide can create a temporal storm around himself as a full-round action. The temporal storm fills one 10-foot cube per medium level. The cubes must be contiguous and at least one must be adjacent to the deathless guide. All creatures and objects in the area are subject to *temporal stasis*. The storm and the temporal stasis last for as long as the deathless guide concentrates, up to a maximum of 1d4+1 rounds. The save DC is 10 + 1/2 medium level + Wisdom modifier. This ability replaces spacious soul.

Speed of the Stars (Su): At 19th level, a deathless guide is an open connection to the Evermorn. He suffers no further penalties for aging and cannot be magically aged, although he is taken into the Evermorn, never to be seen again, when his time is up. Whenever anyone casts *time stop* within 300 feet of the deathless guide, he can act within the stopped time and interact normally with the caster. In addition, he can use *time stop* once per day. This ability replaces spirit mastery.

Etheric Dreamer (Medium Archetype; Special)

Mediums throughout the Aethera system have lived their whole lives without any connection to the Astral Plane, instead learning to use their abilities with the aid of dream impressions left upon the Ethereal.

Aether Charge (Su): An etheric dreamer's shared séance grants his allies the ability to deal half damage to incorporeal and ethereal foes with nonmagical weapons and to otherwise physically interact with incorporeal and ethereal creatures with a 50% chance of failure. The bonus from shared séance is reduced by 1. This ability alters shared séance.

Ask the Spirits (Su): An etheric dreamer's ask the spirits ability consults the Ethereal rather than the Astral Plane, but the effects are the same. This ability alters ask the spirits.

***Ethereal Jaunt* (Sp)**: At 14th level, an etheric dreamer can use *ethereal jaunt* once per day at his caster level. At 17th level and 20th level, the etheric dreamer can use this ability one additional time per day. This ability replaces astral journey.

Ethereal Beacon (Su): An etheric dreamer's ethereal beacon ability functions as Astral Beacon, except it interacts with the Ethereal.

Modded Medium (Medium Archetype; Phalanx)

Many phalanx believe that their souls are reincarnated from past lives. They tailor their artificial bodies to suit legendary spirits that they believe to be their past incarnations.

Tailor Self (Su): At 3rd level, the modded medium becomes skilled at tailoring his own body's structure to better house a particular legendary spirit. This tailoring requires the modded medium spend 8 hours in meditative contemplation and succeed at a DC 20 Craft (mechanical) check at the end of that time. The modded medium has a powerful bond when channeling the chosen legend. He chooses two spells of each level with the archmage arcana power instead of one (as well as with similar powers such as divine surge and divine cant), two exotic weapon proficiencies with champion's prowess instead of one, three combat feats with legendary champion instead of two, and three skills with trickster's edge instead of two. When the modded medium channels that

legend, it is always no weaker or stronger than when he first channeled it, and the modded medium must abide by the same choices for taboos and spirit powers. The modded medium can tailor his body to a new legendary spirit to make new choices. This ability replaces haunt channeler.

Reincarnated Recollection (Ex) At 5th level, the modded medium can use the location channel ability except that he can always and only call the legendary spirit he has tailored his body for, regardless of the location. This ability alters location channel.

Sympathetic Self (Su) At 5th level, the modded medium's body is familiar enough to the spirit he tailored his body for that he can use spirit surge once without incurring influence.

Lifelike Mods (Ex) At 9th level, when the modded medium tailors his body to suit a legendary spirit, he can emulate any one of the legendary spirit's racial traits. This ability replaces propitiation.

Speaker for the Ancestors (Medium Archetype; Okanta)

Many okanta defer to the wisdom of speakers for the ancestors, who reach through the countless generations of the okanta to cull useful knowledge far beyond their own limited lifespans. Many also have the storyteller[OA] archetype.

Bond of Kinship: At 1st level a speaker for the ancestors may forge a powerful bond of kinship with a number of creatures equal to 3 + his Charisma bonus. Forging a bond of kinship requires a 1 hour ritual and all prospective members to directly participate. At the end of this ritual, the designated individuals count as members of the speaker for the ancestors' clan for purposes of class abilities. A speaker for the ancestors may choose to remove a creature from bond of kinship as a free action. A speaker for the ancestors may share his seance boon with members of his bond of kinship, as shared seance.

Orbistant Adviser (Su) At 5th level, the speaker for the ancestors is advised by an intangible spirit called an orbistant. A speaker for the ancestors may summon an orbisant using a refined aetherite focus worth at least 100 au as part of a seance. The orbistant adviser appears as a shimmering blue sphere of light that follows the medium. The orbisant cannot be targeted by effects or harmed in any way, but is dismissed whenever the speaker for the ancestors is unconscious. The orbisant grants a speaker for the ancestors a +2 bonus on Perception checks and allows the speaker for the ancestors to target himself with *guidance* at will, so long as the aetherite focus is within 60 feet of the speaker for the ancestors. If the skill check is used on a member of the speaker for the ancestors' clan, the bonus is equal to one-third the speaker's medium level.

In addition, the speaker for the ancestors can concentrate as a move action to project a thought through the orbistant if she is touching the orbistant's aetherite. The thought is telepathically understood by all members of the orbistant's community within 100 feet.

When in the orbisant's possession, this piece of raw aetherite does not emit aetherite radiation. This ability replaces location channel.

Ask the Ancestors (Su) At 13th level, a speaker for the ancestors can learn forgotten lore from her orbistant adviser or from ancestor spirits, as the spell *vision*, once per day. This ability replaces ask the spirits.

Shadow Visionary (Medium Archetype)

Shadow visionaries are mediums who draw their power from shadows of the past, of things lost and destroyed, rather than legends.

Shadow Walk (Su) At 13th level, the shadow visionary can use *shadow walk* at his caster level. This ability replaces ask the spirits.

Ask the Shadows (Su) At 14th level, the shadow visionary can send his consciousness to the Plane of Shadow to ask the shadows of the past for advice. This ability otherwise functions as *contact other plane* used to contact a demigod of the Outer Planes. This ability replaces astral journey.

War Memoirist (Medium Archetype)

War memoirists seek to learn from the spirits of the Century War or other well-researched historical conflicts and lay them to rest. Rather than calling upon legends lost to time, they prefer to learn the truth from spirits of the dead.

Legends of the War (Su) A war memoirist gains access to the Century War ace legendary spirit (described below) in place of the trickster spirit, and the Century War chaplain legendary spirit (described below) in place of the hierophant spirit.

Century War Ace (Legendary Spirit)

The Century War forced countless souls to take to the skies in desperate battle. A few distinguished themselves as pilots of legendary skill.

The Century War ace legendary spirit grants modified or unique favored locations, influence penalties, taboos, and spirit powers. In all other ways, it functions identically to a standard trickster spirit[OA].

Favored Locations: Aetherships, airfields, hangars, former battlefields, high vantage points.

Influence Penalty: You have a hard time mustering the patience to use magic or dialogue to resolve problems. You take a penalty equal to your spirit bonus on Charisma checks, Charisma-based skill checks, and caster level for spells you cast (to a minimum caster level of 0, potentially reducing your caster level enough to prevent casting spells altogether). You can't benefit from effects that increase your caster level.

Taboos: Choose one: you must move at least 5 feet each round that you have a move action available to you in combat; you must not show fear, and you break this taboo if you become demoralized or suffer a fear effect; you must keep your ship in peak condition, and you break this taboo if you have no aethercraft, travel without it if you have the ability to take it, or if it is reduced to half its hit points.

Ace's Dodge (Intermediate, Su): You are adept at evasive maneuvers. You can always take 10 on skill checks made as part of a chase. You and any aethership you pilot gain a +1 dodge bonus to AC for every three medium levels.

Ace's Grace (Greater, Su): You can allow the Century War ace to gain 1 point of influence over you to improve your flight maneuverability or the maneuverability of an aethership you pilot by one step (to a maximum of perfect maneuverability) per five medium levels. This improvement lasts for 1 minute per medium level.

Legendary Ace (Legendary, Su): Once per day, instead of rolling for a skill check, you can choose your d20 result. In addition, you can make a ranged attack as a full-round action to treat the attack as an automatic critical threat. You must still roll the attack to hit and to confirm the critical as normal.

Century War Chaplain (Legendary Spirit)

The Century War was guided on both sides by chaplains who used the divine music of the Score not only to ease the spiritual aches of the troops but also to guide their leaders away from legendary folly.

The Century War chaplain legendary spirit grants modified or unique favored locations, influence penalties, taboos, and spirit powers. In all other ways, it functions identically to a standard hierophant spirit[OA].

Favored Locations: Altars, former battlefields, sacred groves, shrines.

Influence Penalty: You feel bound by the rules of war against lethal violence; you must strike for nonlethal damage in combat whenever possible. You take a penalty equal to your spirit bonus on Charisma checks and Charisma-based skill checks to interact with members of a species that was an enemy to the legend during the Century War.

Taboos: Choose one: you must revere nature and cannot wear any armor or shield unless it is plant-based; you must follow a paladin or antipaladin code as appropriate for the legend's loyalties in the Century War; you may not deliberately speak any lies, including bluffing, exaggerating, stating half-truths

with intent to deceive, lies by omission, and so on, and if you know the answer to a question that someone asks you, you must give the answer.

Divine Cant (Lesser, Su): This power functions as the archmage arcana spirit power[OA], except that you add spells from the cantor spell list instead of the sorcerer/wizard list (these spells count as divine magic rather than psychic magic), and you need a divine focus component if the spell calls for one.

Chaplain (Legendary, Su): Once per day as an immediate action, you can glimpse the future and issue a warning to an ally who can hear you to cause the target to reroll any die roll even after the results have been declared. The new die roll replaces the old one, even if it is worse.

Mesmerist

Aromachologist

(Mesmerist Archetype; Erahthi)

While most mesmerists focus their hypnotic influence through their stare, some among the erahthi have discovered another method to influence the minds of others. Practitioners unique to the erahthi people, aromachologists utilize their skills to nurture flowers on their bodies and manipulating their scents to affect those around them.

Class Skills: An aromachologist adds Knowledge (nature) to his list of class skills. This alters the mesmerist's class skills.

Enticing Fragrance (Ex): At 1st level, an aromachologist receives a bonus on all Diplomacy checks equal to 1/2 his mesmerist level (minimum 1). This ability replaces consummate liar.

Hypnotic Aroma (Su): At 1st level, an aromachologist gains the ability to emanate a 10-foot radius aura of soporific floral scent. This aura causes any creature within its area of effect to take a –1 penalty on Will saving throws. This penalty increases to –2 at 8th level.

Activating or deactivating this aura is a swift action, and can be maintained for a number of minutes each day equal to the aromachologist's level plus his Charisma bonus. These minutes do not need to be consecutive; shorter periods are rounded up to the nearest minute. Creatures within the area of effect suffer this penalty until it dies or moves beyond the range of the aura, or the aromachologist deactivates the aura, falls unconscious, or dies.

Penalties from multiple aromas do not stack, nor do they stack with other mesmerists' stares or the penalty from witches' evil eye hexes. This is a mind-affecting effect. Targets immune to poison or who do not breathe are unaffected by hypnotic aroma. This ability replaces hypnotic stare.

Allergic Reaction (Su): At 1st level, as an immediate action when a creature affected by the aromachologist's hypnotic aroma takes damage, the aromachologist can double the penalties inflicted by his hypnotic aroma. This effect lasts for 1 round. This ability replaces painful stare.

Antihistamine (Su): At 2nd level, as a standard action an aromachologist can touch an ally to render them immune to his hypnotic aroma (but not the hypnotic aroma of other aromachologists). This touch also grants the ally a circumstance bonus equal to the aromachologist's Charisma bonus (minimum 0) on Fortitude saving throws vs. all poisons and poison effects for 1 hour. Antihistamine can be used a number of times per day equal to the aromachologist's level. This ability replaces towering ego.

Perfume Accord (Su): At 3rd level and every four levels thereafter, an aromachologist's hypnotic aroma imposes a further effect upon its target. The aromachologist chooses one option every time he gains a new perfume accord, and the choice cannot be changed later. An aromachologist can't choose the same perfume accord improvement more than once unless otherwise noted. All of an aromachologist's perfume accord improvements affect any targets that are currently being affected by the aromachologist's hypnotic aroma. This ability replaces bold stare.

Allergens: The hypnotic aroma penalty also applies on Fortitude saves.

Enticing: The hypnotic aroma penalty also applies on the subjects' Sense Motive checks to oppose Bluff checks from the aromachologist, and to the DCs of Diplomacy checks made by the aromachologist against affected creatures.

Intoxicating: The hypnotic aroma penalty applies to all attack rolls, and affected creatures reduce their speed by 5 feet (to a minimum of 5 feet.)

Memetic Pollen: The hypnotic aroma can affect creatures that do not breathe, who are mindless, or who are immune to mind-affecting or poison effects. The aromachologist can also partially affect such a creature under the effect of his hypnotic aroma with his mind-affecting spells and abilities. The target gains a +2 bonus on its saving throw (if any), and if affected still has a 50% chance each round of ignoring the effect. Ignoring the effect does not end the effect, but does allow the creature to act normally for that round.

Nightmarish: The hypnotic aroma's penalty also applies to the DCs of Intimidation checks made against affected subjects, and its penalty on Will saves against fear effects is doubled.

Obscuring: The hypnotic aroma penalty also applies on Perception checks and Will saving throws made to disbelieve illusions.

Hypnotherapist (Mesmerist Archetype)

The Century War left its scars on the worlds where it was fought, on the bodies of the dead, and in the hearts and minds of the soldiers who fought in it. Both sides of the war have long employed experts in the art of healing those psychological injuries, with some assigned to ship crews and military divisions to support mental stability in those groups. Although the war has ended, those mental wounds have not faded, and hypnotherapists still have little difficulty finding employment.

Group Therapy (Su): At 1st level, a hypnotherapist can spend 1 uninterrupted hour holding a therapy session with one or more willing subjects (up to a maximum equal to the hypnotherapist's Charisma bonus). After this session is complete, all participants (except the hypnotherapist) gain a +2 morale bonus against all mind-affecting effects for the next 24 hours. This bonus increases to +3 at 8th level. This is a mind-affecting effect. A hypnotherapist may use this ability a number of times per day equal to his Charisma bonus. This ability replaces hypnotic stare.

Relapse Therapy (Su): At 1st level, as an immediate action a hypnotherapist may force one ally benefiting from his group therapy ability to re-roll a failed Will save against a compulsion or fear effect. A hypnotherapist may use this ability a number of times per day equal to 3 + his Charisma bonus. This ability replaces painful stare.

Trained Psychologist (Ex): At 1st level, a hypnotherapist receives a bonus on all Sense Motive checks equal to 1/2 his mesmerist level (minimum 1). This ability replaces consummate liar.

Reassuring Presence (Su): At 2nd level, all allies adjacent to the hypnotherapist gain a bonus on all Will saves equal to 1/2 the hypnotherapist's Charisma bonus (minimum 1). Against fear effects, this bonus is equal to the hypnotherapist's full Charisma bonus. If the hypnotherapist is under an effect that would prevent him from providing the emotional component of psychic spells, he cannot provide this bonus on saving throws. At 5th level, this becomes an aura affecting all allies within a 30-foot radius. This ability replaces towering ego and mental potency.

Therapeutic Techniques (Su): At 3rd level and every five levels thereafter, the hypnotherapist develops a new technique that he can use during group therapy. The hypnotherapist chooses one option each time he learns a new technique, and the choice can't be changed later. The hypnotherapist can't choose the same technique unless otherwise noted. Only one technique can be applied to group therapy per use of the ability, although every day a different technique can be chosen if desired, and any bonuses or penalties stack with the normal benefits of group therapy. This ability replaces bold stare.

Combat Preparation: The hypnotherapist mentally prepares the subjects to be ready for combat, granting

them the group therapy bonus on all initiative checks and attack rolls for the next 24 hours.

Inner Healing: By unburdening their deepest emotional and psychological wounds, members of the group can find healing. All participants may heal 1 point of ability damage to Wisdom or Charisma (their choice). At 8th level, participants heal one point of ability damage in both Wisdom and Charisma.

Manipulative: Not all therapists have their subjects' best intentions in mind. With this technique, all subjects apply the group therapy bonus as a penalty instead against charm or fear effects created by the hypnotherapist.

Socialization: By helping the subjects improve the separation between social interactions and combat, they can help inspire proper socialization with others. Participants gain the group therapy bonus on all Diplomacy and Sense Motive checks for the next 24 hours.

Team Bonding Exercise: Group therapy can be a significant bonding exercise, improving trust and teamwork between subjects. After undergoing such therapy with this technique, participants gain the group therapy bonus as a dodge bonus to AC when adjacent to other participants for the next 24 hours.

Monk

Gravitic Master (Monk Archetype)

These monks specialize in the manipulation of gravity and the ability to control the battlefield positions of allies and enemies alike. Only a handful train these unique techniques within the Aethera System, and their number remains relatively steady, with students and masters ebbing and flowing with the years.

Bonus Feat: At 1st level, 2nd level, and every four levels thereafter, a gravitic master may select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Reposition[APG], Scorpion Style, and Throw Anything. At 6th level, the following feats are added to the list: Greater Reposition[APG], Improved Bull Rush, Improved Disarm, Improved Trip, and Mobility. At 10th level, the following feats are added to the list: Bull Rush Strike[APG], Disarming Strike[APG], Repositioning Strike[APG], Snatch Arrows, Sundering Strike[APG], or Tripping Strike[APG]. A gravitic master need not have any of the prerequisites normally required for these feats to select them. This ability replaces a monk's standard bonus feats.

Gravitic Thrust (Su): At 1st level, the gravitic master gains the ability to harness the forces of gravity in a single punch. The gravitic master must declare that he is using this ability before he makes an attack roll (thus, a failed attack roll still expends the attempt). Gravitic thrust allows the gravitic master to make a reposition combat maneuver[APG] as a free action after damaging a target. Unlike a normal reposition maneuver, the gravitic master does not need to keep his target within reach during the reposition movement. This ability does not provoke attacks of opportunity. A gravitic master may attempt a gravitic thrust once per day for every level of gravitic master he possesses, plus one additional strike per day for every four levels in a class other than gravitic master. This replaces stunning fist.

Implacable Resolve (Ex): At 3rd level, the gravitic master gains a +2 bonus on saving throws against effects that cause involuntary movement, such as *force punch*[UM] or *telekinesis*. He also counts his CMD as 4 higher for the purposes of combat maneuvers that would force him to move, such as bull rush, overrun, or reposition. Saves against mind-affecting effects that compel the gravitic master to move do not gain this bonus. This replaces still mind.

Zero-G Training (Ex): At 3rd level, a gravitic master gains Zero-G Training (see page 367) as a bonus feat. In addition, at this level and every four levels thereafter, a gravitic master gains one additional use of Zero-G Acrobatics skill unlocks (see page 343). A gravitic master only gains half the listed bonus movement speed from his fast movement ability. This modifies fast movement.

Gravitic Manipulation (Su): At 4th level, a gravitic master gains additional uses for ki points. As a swift action, he can spend 1 ki point as a swift action to target a living creature within 30 feet with a bull rush or reposition combat maneuver. The gravitic master uses his own CMB for this check and designates a square adjacent to the target to count as the initiating point for the maneuver. This ability modifies ki pool.

Fall Mastery (Ex): By channeling gravitic forces, a gravitic master does not need to be in contact with a wall or other surface to make use of the slow fall ability. This modifies slow fall.

Singularity Strike (Su): At 15th level, a gravitic master can unleash the unrestrained forces of gravity against an enemy. By spending a full-round action, the gravitic master causes a tear in reality, similar to a black hole, to form within 60 feet. The tear moves at the command of the gravitic master up to 60 feet in a round, requiring a move action to direct. The gravitic master may then spend a standard action to convert the tear into a true singularity. A creature who moves into the same square as the manifested singularity (or a creature occupying a space the singularity manifests in) is caught within the forming void and takes 10 points of damage per level the gravitic master possesses. The target can reduce this to only 6d6 points of damage with a successful Reflex save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier). A gravitic master can maintain this singularity for a number of rounds equal to half his level. This replaces quivering palm.

Oracle

Song (Oracle Mystery)

Class Skills: An oracle with the song mystery adds Knowledge (arcana), Linguistics, and Perform (any) to her list of class skills.

Bonus Spells: *ear piercing scream*[UM] (2nd), *sound burst* (4th), *screech*[APG] (6th), *wall of sound*[UM] (8th), *sonic thrust*[UM] (10th), *sonic form*[ACG] (12th), *resonating word*[UM] (14th), *greater shout* (16th), *wail of the banshee* (18th).

Revelations: An oracle with the song mystery can choose from any of the following revelations.

Aria of Truth (Su): As a standard action you sing a song that clears away darkness and deceit. While aria of truth is active, the area within 30 feet of you is affected by *daylight* and *invisibility purge*. At 15th level, all allies within the area gain the benefits of *true seeing*. Aria of truth lasts as long as you maintain concentration, up to a maximum number of rounds equal to your oracle level. You may use this ability once per day, plus an additional time per day at 11th level. You must be at least 3rd level to select this revelation.

Effortless Voice (Ex): Your power over song is so complete that you can unleash its power with ease. You may maintain concentration on any song mystery revelation as a swift action. You still may only maintain concentration on one effect at a time. You must be at least 11th level to select this revelation.

Guidance of the Score (Ex): The Score speaks to you moment by moment, guiding your reactions and leading your steps. Add your Charisma modifier instead of your Dexterity modifier to your Armor Class, Combat Maneuver Defense, and Reflex saving throw.

Hymn of Revivification (Su): As a standard action you can sing a fallen ally back onto her feet—for a time. Your song causes a willing creature that has been dead for no more than 1 round per oracle level to return to life and consciousness. For the duration of the hymn of revivification, so long as the creature can hear the oracle, the target creature cannot be killed or rendered unconscious by hit point damage and is able to act normally. This ability can be used only on creatures that have been killed by hit point loss. Hymn of revivification only lasts as long as you maintain concentration, up to a maximum number of rounds equal to your oracle level, and you gain 1 negative level for each round you maintain concentration. At the end of this duration the target

is once again considered dead and the negative levels you accrued are restored at a rate of 1 per minute. Creatures immune to negative levels cannot use this revelation You may use this ability once per day, plus an additional time per day at 15th level. You must be at least 7th level to select this revelation.

Musical Prodigy (Ex): You are a master of song. You gain a bonus on all Perform (sing) checks equal to half your oracle level. Whenever you make a Perform check to earn money, you earn double the listed amount. Whenever you cast a spell with the sonic descriptor, increase the DC by 1.

Oracular Harmonics (Su): Your mastery of music brings greater power to the songs of your allies. If an ally within 30 feet uses bardic performance or divine performance to grant a competence bonus, that bonus increases by 1. If an ally within 30 feet uses raging song to grant an increase to one or more ability scores, increase each of those bonuses by 2. At 11th level, these increases are doubled. Harmonize lasts for a number of rounds equal to your oracle level. You may use this ability once per day, plus an additional time per day at 5th level and every five levels thereafter.

Overture of Thunderous Blows (Su): Your song rises to bombastic heights as you rain blows upon your foes. You may begin the overture of thunderous blows as an immediate action when you hit with a melee attack. While the overture continues, at the end of any round in which you hit with a melee attack, you gain a +1 competence bonus to attack rolls, weapon damage rolls, and Will saving throws. This bonus stacks with itself, to a maximum bonus equal to your Charisma modifier. Overture of thunderous blows lasts for a number of rounds equal to your oracle level. You may use this ability once per day, plus an additional time per day at 15th level. You must be at least 7th level to select this revelation.

Rondo of Repetition (Su): Your looping song compels foes to repeat their own actions. Rondo of repetition affects one creature, plus one additional creature for every four oracle levels you possess. While the rondo of repetition continues, the affected creatures must make a Will save at the start of their turn each round or be compelled to repeat the previous round's actions (for example, a creature that cast a spell last round must cast a spell again (though not necessarily the same spell) if it is able to, a creature who made a move and an attack action must do the same. These actions need not be against the same targets as the prior round. Creatures unable to repeat the previous round's actions due to outside restraint (for example, running out of prepared spells) are instead affected by *confusion* for 1 round. Rondo of repetition lasts as long as you maintain concentration, up to a maximum number of rounds equal to your oracle level. You can use this ability once per day, plus an additional time per day for every four oracle levels you possess.

Sacrificial Dirge (Su): You may fuel your magic with your own spirit. When you cast a spell with an expensive material component, you may substitute your own life energy, gaining one negative level for every full 500 au of components (a component worth 500–999 au costs a total of 1 negative level, 1,000–1,500 costs 2 negative levels, etc.). You may not gain more total negative levels this way than your oracle level –1, and you must be able to satisfy the entire cost. These negative levels are neither temporary nor permanent, and cannot be removed or ignored by any effect. Such negative levels fade at a rate of one every 24 hours.

Sonata of Preservation (Su): As a standard action you sing a song that preserves your allies' health and protects them from harm. While the sonata of preservation continues, each round on your turn, every ally within 30 feet gains a number of temporary hit points equal to your Charisma modifier. These temporary hit points last until the start of your next turn. Sonata of preservation lasts as long as you maintain concentration, up to a maximum number of rounds equal to your oracle level. You must be at least 3rd level to select this revelation.

Final Revelation: You become one with the Score; the future is an open book to you. You and all creatures within 30 feet are treated as though you

had cast *foresight* upon them. Once per day, you can cast one of the following spells as a spell-like ability: *commune*, *discern location*, or *vision*.

Listener (Oracle Archetype)

Some oracles hear beautiful voices from beyond, some filled with sorrow but offering hope, others whispering painful truths and nihilistic omens.

Class Skills: A listener gains Perception as a class skill, but does not gain Knowledge (religion) or Sense Motive as class skills. This alters the oracle's skills.

Revelations: A Listener must take the following revelation at 1st level.

Heed The Voices (Su): Once per day, you can spend 10 uninterrupted minutes listening closely for the counsel of ethereal voices, which grant you mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

New Oracle Curses

Aether-Corrupted

Your flesh has been polluted with toxic raw aetherite, unlocking the divine powers of an ancient soul but slowly killing you. At each level, reduce the number of hit points you gain by 2 (to a minimum of 0 hp).

Add *mage hand* and *telekinetic projectile* to your 0-level spells known, and add *shield* to your 1st-level spells known. At 5th level, add *clairaudience/clairvoyance* to your 2nd-level spells known. At 10th level, add *possession* to your 5th level spells known. At 15th level, add *greater possession* to your 7th level spells known.

Choir-Voiced

Whenever you are in combat you lose the ability to speak any language—all that emerges from your lips is harmonious and otherworldly song, utterly beyond your control to shape. You can't stop singing in this state, suffering a –4 penalty on Stealth and Disguise checks as a result. Your spells cannot benefit from the Silent Spell feat or similar effects, and all of your spells gain a verbal component (even if they normally lack one). You cannot speak any language, nor can you shape your songs to convey specific meanings; this does not hinder your ability to provide verbal components but does prevent you from casting spells that are language-dependent.

You gain the bardic performance and countersong class features as a bard of your class level, using Perform (song). At 5th level, you gain the fascinate class feature. At 10th level, you gain the soothing performance class feature. At 15th level, you gain the frightening tune class feature.

Aetheric Knight Code

Aetheric knights follow a paladin's requirement of maintaining good alignment, to act with honor, help those in need, and punish those who harm innocents. However, aetheric knights are not required to respect legitimate authority. Additionally, aetheric knights must not be seduced by money or power and must not require payment for their services, though they may accept rewards freely offered without compulsion.

Paladin

Aetheric Knight (Paladin Archetype)

Aetheric knights are ascetic psychics dedicated to upholding a strong moral code in the face of what is seen as an inherently amoral and chaotic universe. Three different orders of aetheric knights arose independently among human, erahthi, and okantan cultures and only began interacting with one another during the Century War. These disparate groups soon discovered they shared identical codes of conduct, inspired by contact with a collective consciousness found in ley lines. These three sects united, breaking away from their native cultures to foster the ideal of charity, honor, and justice throughout the Aethera System.

Alignment: An aetheric knight must be of any good alignment.

Armor Proficiency: An aetheric knight is proficient with light armor and no shields. This modifies a paladin's standard armor proficiencies.

Spellcasting: An aetheric knight casts spells from the paladin spell list as psychic spells instead of divine spells. This modifies spellcasting.

Kinetic Deflection (Su): At 1st level, when an aetheric knight is the target of a melee attack, she can attempt to parry that attack as an attack of opportunity. The aetheric knight makes an attack roll as if she were making an attack of opportunity against the attacking creature; for each size category the attacking creature is larger than the aetheric knight, she takes a –2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The aetheric knight may declare the use of this ability after the creature's attack roll is made, but before damage or other effects are calculated.

At 4th level, an aetheric knight can deflect ranged attacks with this ability (but not ranged energy attacks or spells.) At 7th level, an aetheric knight only suffers a –1 penalty on attack rolls for each size category larger than her an opponent is. At 10th level, she can deflect energy attacks and spells that require a ranged touch attack. At 13th level, when an aetheric knight successfully deflects a melee attack, she can redirect the attack to a target in a square adjacent to both the aetheric knight and her attacker, using her opponent's original attack roll and damage. At 16th level, an aetheric knight can redirect a ranged attack to another target within 30 feet using her opponent's attack roll and damage. At 19th level, an aetheric knight can redirect ranged energy attacks and spells that require a ranged touch attack to targets within 30 feet as if redirecting a ranged attack.

This ability replaces smite evil.

Predictive Defense (Ex): At 1st level, when unarmored and unencumbered, an aetheric knight adds her Wisdom bonus (if any) to her AC and her CMD. This ability replaces aura of good.

Telekinetic Novice (Su): At 1st level, an aetheric knight can use *telekinetic projectile* at will. An aetheric knight can choose to use this ability as a full-round action and make as many attacks as she is permitted by her base attack bonus. This ability replaces *detect evil*.

Telekinetic Awakening (Su): At 5th level, an aetheric knight learns to channel pure telekinetic power by engaging in a regimen of focused meditation and ritual ingestion of specially prepared aetherite. The aetheric knight gains a number of kinesis points per day equal to her level plus her Charisma bonus. These points are restored at the same time she prepares her spells. Kinesis points are used to power supernatural effects as noted below. These effects are activated as a standard action unless otherwise noted, and use the aetheric knight's level as her caster level.

At 5th level, an aetheric knight can spend 1 kinesis point to make a bull rush attempt against a single target within 30 feet, using her Charisma modifier instead of Strength. She does not move with the target. At 8th level, an aetheric knight can spend 1 kinesis point to replicate the effects of *levitate*. At 11th level, an aetheric knight can spend 3 points of kinesis to replicate the effects of *telekinetic charge*. She may use this ability on herself as a swift action; if she does so, she gains a +2 on her next attack roll made this turn instead of the attack granted by *telekinetic charge*[UC]. At 14th level, an aetheric knight can spend 4 kinesis points to replicate the effects of *telekinesis*. At 17th level, an aetheric knight can spend 10 kinesis points to replicate the effects of *telekinetic storm*[OA].

This ability replaces divine bond.

Telekinetic Aura (Su): At 11th level, as an immediate action an aetheric knight can spend 2 kinesis points to grant a deflection bonus to AC equal to her Charisma bonus to all allies within 20 feet. This effect lasts for 1 minute. This ability replaces aura of justice.

Kinetic Champion (Su): At 20th level, an aetheric knight is overflowing with telekinetic power. Whenever she successfully deflects an attack using kinetic deflection, she may use one ability from her telekinetic awakening as a free action at no cost to her kinesis points. Additionally, the aetheric knight may spend 1 kinesis point when deflecting an attack to another target to treat that attack as a critical threat. This ability replaces holy champion.

Psychic

Thoughtdrinker (Psychic Archetype)

Some psychics have learned how to unravel the very minds of those they face, stealing their thoughts and turning it into their own power. Able to store this mental energy and call upon it again later, thoughtdrinkers are powerful psychic forces, capable of bending their enemy's mind against them.

Implements (Su): At 1st level, a thoughtdrinker learns two implement schools. This functions similarly to the occultist's implements class ability with the following exceptions. The thoughtdrinker gains access to a number of spells from each implement school equal to her Intelligence modifier. No spells from any other school are considered to be on the thoughtdrinker's spell list until she selects the associated implement school. She can't use spell trigger or spell completion magic items from unknown schools without succeeding at the appropriate Use Magic Device check. A thoughtdrinker can select an implement school more than once in order to learn additional spells from the associated school.

A thoughtdrinker does not gain focus powers for her implements. This ability modifies spellcasting and replaces psychic discipline.

Implement Spell: At 1st level, a thoughtdrinker adds one additional spell from one of her implement schools to her list of spells known. She may add an additional spell from one of her implement schools at 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th level. This ability replaces discipline spell.

Phrenic Implements (Su): At 1st level, a thoughtdrinker gains the ability to harness the latent psychic energy from objects. As a move action, a thoughtdrinker may drain latent psychic energy from one of her implements to restore 1 lost point to her phrenic pool. Each implement the thoughtdrinker possesses may only be drained once per day by this ability. At 5th and 13th level, the number of points added to the thoughtdrinker's phrenic pool through such a drain increases by 1. This ability replaces discipline power.

Capture Thoughts (Su): At 2nd level, a thoughtdrinker gains the ability to tap into a creature's mind to replenish her own psychic energy. As a standard action that provokes attacks of opportunity, the thoughtdrinker may target one creature within 30 feet who must succeed at a Will save (DC 10 + 1/2 the thoughtdrinker's level + her Intelligence modifier) or become shaken. The thoughtdrinker replenishes 1 lost point from her phrenic pool whenever a creature fails the saving throw for capture thoughts. A thoughtdrinker may use this ability a number of times per day equal to her Intelligence bonus. This ability replaces *detect thoughts*.

Additional Implement: The thoughtdrinker gains one additional implement and implement school at 9th and 17th level. This ability replaces *telepathic bond* and telepathy.

Phrenic Implement Mastery (Su): At 20th level, a thoughtdrinker learns to master one of her implements. She selects one implement school. Whenever she casts a spell of that school, the DC to resist any of the spell's effects increases by 4 and she treats her psychic level as four higher when determining the effects and duration of that spell. In addition, whenever the thoughtdrinker adds points to her phrenic pool from her mastered implement, she gains 4 points.

Table 2–04: Aberrant Companion

Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Str/Dex Bonus	Special
1st	2	+1	+0	+0	+3	8	1	+0	Darkvision, no breath, telepathic link, sympathetic bond
2nd	3	+2	+1	+1	+3	12	2	+0	—
3rd	3	+2	+1	+1	+3	12	2	+1	Evasion
4th	4	+3	+1	+1	+4	16	2	+1	—
5th	5	+3	+1	+1	+4	20	3	+1	Ability score increase
6th	6	+4	+2	+2	+5	24	3	+2	Speech
7th	6	+4	+2	+2	+5	24	3	+2	—
8th	7	+5	+2	+2	+5	28	4	+2	—
9th	8	+6	+2	+2	+6	32	4	+3	Spell resistance
10th	9	+6	+3	+3	+6	36	5	+3	Ability score increase
11th	9	+6	+3	+3	+6	36	5	+3	—
12th	10	+7	+3	+3	+7	40	5	+4	—
13th	11	+8	+3	+3	+7	44	6	+4	—
14th	12	+9	+4	+4	+8	48	6	+4	—
15th	12	+9	+4	+4	+8	48	6	+5	Ability score increase, improved evasion
16th	13	+9	+4	+4	+8	52	7	+5	—
17th	14	+10	+4	+4	+9	56	7	+5	—
18th	15	+11	+5	+5	+9	60	8	+6	—
19th	15	+11	+5	+5	+9	60	8	+6	—
20th	16	+12	+5	+5	+10	64	8	+6	Ability score increase

Ranger

Exostentialist (Ranger Archetype)

The so-called exostentialists make the stars their home, rather than the terrestrial grounds their planet-bound ranger counterparts prefer. These specialized rangers master zero-gravity environments and possess a strong understanding of deep space hazards. Forming bonds beyond words with the stellar void, exostentialists go so far as to earn the attention (and some say admiration) of the void's more peculiar lifeforms. Such lifeforms form longstanding bonds with exostentialists, similar to the bonds between animal and man, but with some alien motivation shadowing.

Star Tongue: An exostentialist is familiar with the language of things that dwell between the stars, and gains Aklo as a bonus language at 1st level.

Stellar Empathy (Ex): This ability works as the ranger's wild empathy ability, except it can only be used on aberrationsand animals that indicates space in its environment listing. This modifies wild empathy.

Zero-G Training (Ex): At 3rd level, an exostentialist gains Zero-G Training (see page 367) as a bonus feat. This replaces Endurance.

Favored Terrain (Ex): At 3rd level, an exostentialist can choose space as an environment type for his favored terrain and is considered to be in this terrain whenever under the effects of zero gravity (unless the exostentialist chooses to benefit from a different terrain, such as urban while in zero gravity within a space station.) An exostentialist also gains an

additional use of the Zero-G Acrobatics skill unlock when he chooses space as a favored terrain, and one use for every additional +2 bonus he has in space terrain. This modifies favored terrain.

Aberrant Companion (Ex): At 4th level, an exostentialist attracts the service of a spacebound aberration companion. The exact nature of the creature's origin is left up to the GM, but the creature finds itself somehow attracted to the exostentialist. The specific appearance of the aberrant companion is up to its creator, though it always resembles some alien design. Every aberrant companion is absolutely devoted to its master. An aberrant companion can be of any alignment except good, even if that alignment differs from its master's. A destroyed aberrant companion can be restored to life by performing a 1-hour ritual with its corpse or suitable token, requiring rare materials worth 150 au per Hit Die of the aberration. This ability replaces hunter's bond.

Star Tracker (Ex): At 8th level, an exostentialist can track enemies in the depths of space and in zero-gravity environments. The exostentialist can make Survival checks while inspecting the site recently inhabited by an aethership or other appropriate spacebound creature. In zero-gravity environments, the exostentialist receives a bonus on Survival checks equal to half his level. This replaces swift tracker.

Marked Target (Ex): At 11th level, as a standard action an exostentialist can denote one target within his line of sight as a target for his aberrant companion. Both the companion and exostentialist gain a +2 insight bonus on attack rolls made against the target, and all critical threats against the target made by either the companion or the exostentialist are automatically confirmed. An exostentialist can have no more than one marked target at a time, and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect as a free action, but he cannot select a new target for 24 hours. If the exostentialist sees proof that his target is dead, he can select a new target after waiting 1 hour. This replaces quarry.

Improved Marked Target (Ex): At 19th level, the exostentialist's ability to prosecute his marked target alongside his aberrant companion improves. His insight bonus to attack his marked target, along with the bonus gained by his companion, increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed. This replaces improved quarry.

Aberrant Companion

An aberrant companion has the following features.

Class Level: The character's ranger level. The ranger's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's statistics.

HD: This is the aberrant companion's total number of 8-sided (d8) Hit Dice.

BAB: This is the base attack bonus of the aberrant, which is equal to 3/4 its number of Hit Dice.

Saves: These are the base saving throw bonuses of the aberrant.

Skills: This entry lists the aberrant companion's total number of skill ranks. An aberrant with a high Intelligence score modifies these totals as normal (the aberrant gains a number of skill ranks equal to 4 + its Intelligence modifier per HD). An aberrant can't have more ranks in a skill than it has Hit Dice.

Aberrant Class Skills: The following skills are class skills for an aberrant: Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (any one) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Feats: This is the total number of feats the aberrant has. An aberrant can select any feats it qualifies for, but must possess the appropriate appendages in order to use some feats.

Str/Dex Bonus: Add this modifier to the aberrant companion's Strength and Dexterity.

Special: As the aberrant increases in power, it gains the special abilities described below.

Darkvision (Ex): An aberrant companion has darkvision out to a range of 60 feet.

No Breath (Ex): An aberrant does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

Sympathetic Bond (Su): The bond between an exostentialist and his aberrant companion is so close that the exostentialist's magic affects the aberrant companion as if it were the same creature type as the exostentialist. The aberrant companion is treated as a the same creature type as its master, or as an aberration—whichever is more beneficial—for the purposes of which of its master's spells can affect it.

Telepathic Link (Su): An aberrant companion can't initially speak, but shares a telepathic link with its creator. It knows what its master knows and can convey to him everything it sees and hears as long as it is within 1,500 feet of its master.

Evasion (Ex): At 3rd level, if an aberrant companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw.

Ability Score Increase (Ex): The aberrant companion adds 1 to one of its ability scores at 5th level and every five levels thereafter.

Speech (Ex): At 6th level, the aberrant companion gains the ability to speak any languages it knows. In addition, it can always understand Aklo.

Spell Resistance (Su): At 9th level, the aberrant companion gains spell resistance equal to 11 + its master's exostentialist level.

Improved Evasion (Ex): At 15th level, when subjected to an attack that allows a Reflex save for half damage, the aberrant companion takes no damage if it succeeds at the saving throw and only half damage if it fails the saving throw.

Aberrant Starting Statistics

Size Small; **Speed** 20 ft., fly 30 ft. (average); **AC** +2 natural armor; **Attack** bite (1d4), 2 tentacles (1d3 each); **Ability Scores** Str 10, Dex 13, Con 12, Int 10, Wis 12, Cha 9; **Special Qualities** darkvision, no breath; **Languages** Aklo (can't speak)

4th-Level Advancement

Size Medium; **Speed** 30 ft., fly 60 ft. (good); **Attack** bite (2d6), 4 tentacles (1d4 each); **Ability Scores** Str +4, Con +2, Dex –2

Rogue

Salvager (Rogue Archetype)

Salvagers pick through the remnants of the Century War, salvaging components and scrap from the

abandoned hulks of aetherships and experimental war machines. They sell the valuable components and jury-rig the rest into clever—if unreliable—aethertech devices to give them an edge against their opponents.

Sabotage (Ex): At 1st level, a salvager can deal significant damage to a construct. This ability functions identically to a rogue's sneak attack ability, except that the salvager treats her sneak attack dice as d8s against creatures of the construct type and d4s against all other types of creature. This ability modifies sneak attack.

Salvage Pool (Ex): At 1st level, a salvager gains a salvage pool equal to 1/2 her level + her Int bonus. A salvager's salvage pool represents a collection of technological odds and ends in the salvager's possession and is used to produce gizmos, gadgets, and tools that give them an edge in combat and utility flexibility that few can match. These pieces of salvaged technology have no value and negligible weight, much like the contents of a wizard's spell component pouch. Points from the salvage pool are used to create jury-rigged aethertech using the salvager's improvised schematics ability. In addition, a salvager may spend 1 point from her salvage pool as a free action to add her level as a bonus on a Craft or Disable Device check. A salvager must spend 1 hour at the start of each day to replenish her salvage pool.

Improvised Schematics (Ex): At 2nd level, a salvager learns to cobble together new and improved gadgets and gizmos on the spur of the moment. She learns one improvised schematic from the list below at 2nd level and one additional improvised schematic every two levels thereafter.

Unless otherwise noted, creating a jury-rigged device from a schematic requires a salvager to spend 1 point from her salvage pool as a move action, and the device lasts for 1 minute before falling apart into useless junk. A salvager may spend an additional point from her salvage pool as a free action to maintain a device for 1 additional minute after its duration expires. Activating a jury-rigged device is a standard action unless otherwise noted. A salvager may not select the same improvised schematic more than once.

All jury-rigged devices created by improvised schematics are treated as aethertech and are subject to effects that interact with aethertech devices. For purposes of effects that target aethertech or for being identified, all such devices are treated as having a Craft DC and caster level equal to the salvager's level.

Some schematics allow for the creation of traps, such as mines. Setting a created trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another trap or a magical trap such as a *glyph of warding*. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to 10 + 1/2 the salvager's level + the her Intelligence bonus. All salvager traps are Trigger: location, and Reset: none.

This ability replaces rogue talents.

Aetherite Disruption Mine (Su): This schematic creates a mine that lasts for 1 minute per salvager level. When triggered, an aetherite disruption mine affects all aethertech devices that utilize charges within 5 feet of its square, removing 1d4 charges for every 3 salvager levels. A successful Reflex save halves this drain. Unattended devices do not get a save.

Cryo Mine (Su): This schematic creates a mine that lasts for 1 minute per salvager level. When triggered, a cryo mine deals 1d6 points of cold damage per 2 salvager levels to all creatures within 5 feet. A successful Reflex save halves this damage.

Craft Aethertech: The salvager gains Craft Aethertech as a bonus feat.

Debris Cannon (Su): When a salvager creates a junk thrower, she can spend 1 additional point from her salvage pool to make it a debris cannon. A debris cannon functions as a junk thrower but targets all creatures in a 30-foot cone as a firearm with the scatter quality.

A salvager must possess the junk thrower schematic and be at least 5th level before learning the debris cannon schematic.

Electro Mine (Su): This schematic creates a mine that lasts for 1 minute per salvager level. When triggered, an electro mine deals 1d6 points of electricity damage per 2 salvager levels to all creatures within 5 feet. A successful Reflex halves this damage.

Force Screen (Su): This schematic creates a protective screen from salvaged force field generator components. Once created, a force screen grants the salvager a +4 shield bonus to AC for 1 minute as *shield*.

Gravitic Mine (Su): This schematic creates a mine that lasts for 1 minute per salvager level. When triggered, all creatures within a 10-foot radius of the gravitic mine are knocked prone unless they succeed at a Reflex save. Flying creatures who fail their save drop 10 feet in elevation.

Junk Thrower (Su): A salvager with this schematic can create a short-lived rail gun powered by components from a salvaged aetherdrive. A junk thrower is treated as a two-handed firearm with a range increment of 30 feet and the slow-firing firing mode. A junk thrower deals 2d6 points of bludgeoning and piercing damage with a x3 critical multiplier and no misfire chance. A junk thrower does not fire standard ammunition, but rather may fire 5 shots per point the salvager expends from her salvage pool as a swift action.

Multi Tool (Su): A multi-tool is an elaborate mechanical device bristling with tiny limbs, each ending with a specialized tool. A multi tool grants a +1 circumstance bonus per 3 salvager levels to Disable Device checks.

Pyro Mine (Su): This schematic creates a mine that lasts for 1 minute per salvager level. When triggered, a pyro mine deals 1d6 points of fire damage per 2 levels to all creatures within 5 feet. A successful Reflex save halves this damage.

Telekinetic Assembly (Su): A telekinetic assembly schematic creates a device that requires both hands to use effectively and allows the user to perform a disarm, drag, or steal combat maneuver on an enemy within 30 feet. A combat maneuver performed with a telekinetic assembly uses a combat maneuver bonus of 1/2 the salvager's level + her Int modifier and provokes attacks of opportunity. If a disarm combat maneuver check is successful, the disarmed weapon can be dropped in any square within 30 feet of the target. A telekinetic assembly is destroyed after one use unless the salvager spends 1 point from her salvage pool.

Voice Modulator (Su): By modifying scrapped farcaster equipment, a salvager can create a voice modulator. This modulator grants a +1 circumstance bonus for every 2 salvager levels on Bluff checks made to disguise the salvager's voice and to Intimidate checks.

Combat Salvage (Ex): Starting at 4th level, a salvager learns to acquire parts on the fly in combat with mechanical enemies. Whenever a salvager confirms a critical hit against a construct, she adds 1 point to her salvage pool up to her daily maximum. A salvager must have at least one hand free to perform this action. Confirming a critical hit on a helpless or unaware construct, or on a creature that has fewer Hit Dice than half the salvager's character level does not restore the salvage pool. This ability replaces uncanny dodge.

Advanced Schematic: At 10th level and every two levels thereafter, a salvager can choose one of the following advanced schematics in place of an improvised schematic. Additionally, the salvager's improvised schematics last for 2 minutes before needing to be maintained. This ability replaces advanced talents.

Aetheric Recharge (Su): A salvager with this improvised schematic may spend 1 point from her salvage pool as a swift action to restore 1 charge to a held aethertech device. A charge not used within 1 round is lost.

Cloaking Device (Su): A cloaking device renders the salvager invisible as *greater invisibility*. A salvager must be at least 12th level before choosing this schematic.

Drone (Su): A drone is an independent construct brought to life by a salvager. Treat a drone as a Tiny animated object with a fly speed of 60 feet with perfect maneuverability. A drone is treated as having

a number of hp equal to 1/2 the salvager's total hit points and uses the salvager's base attack bonus with its own Strength and Dexterity scores to determine its attack bonus, combat maneuver check, and combat maneuver defense. A drone is proficient with the same weapons as the salvager but possesses none of the salvager's feats. A drone comes equipped with two arms capable of manipulating objects or wielding weapons.

A salvager may spend additional points from her salvage pool to add construction points to the animated object. For 2 additional construction points the drone created is Small, by spending 4 additional salvage points the drone becomes Medium, and for 8 additional salvage points the drone is Large.

If the salvager has an improvised or advanced schematic that created a device treated as a firearm, the salvager may spend 1 additional point from her salvage pool as part of creating the drone to equip it with that jury-rigged device. A salvager must spend all salvage points for ammunition in advance when creating the drone.

Plasma Ray (Su): An energy ray is a two-handed jury-rigged device treated as a firearm with the automatic firing mode, a range of 60 feet, and a critical multiplier of x2 with no misfire chance. A plasma ray deals 1d6 points of damage, plus an additional 1d6 for every 3 salvager levels. Half of this damage is electricity damage, the other half is fire damage. This device does not fire standard ammunition, but rather may fire 5 shots per point the salvager expends from her salvage pool as a swift action.

Flight Thruster (Su): A flight thruster grants the salvager a fly speed of 60 feet with average maneuverability. The salvager may spend 1 point from her salvage pool to increase this maneuverability to perfect for 1 round.

Mine Launcher (Su): This schematic creates a one-shot launcher device that can be used with any mine created from an improvised schematic before it is armed. As a standard action, the prepared mine can be fired as a ranged touch attack with a range of 100 feet. On a successful hit, the mine detonates as if triggered in that square. A creature directly hit by a launched mine does not get a Reflex save for half damage. If the fired mine misses its target, use the splash weapon rules (*Pathfinder RPG Core Rulebook* 202) to determine where the mine lands and explodes. Targeting a specific square, rather than a creature, with a mine launcher requires hitting an AC of 15.

Portable Atmosphere (Su): A portable atmosphere schematic creates a hand-held device that generates breathable atmosphere and normalized pressure in a 5 foot square, even in conditions such as underwater or a in a vacuum.

Shaman

Aether (Shaman Spirit)

The eyes of a shaman who selects the aether spirit glow a faint blue color and she is perpetually caught in mild currents of aether, moving her clothing and hair as if affected by a gentle breeze.

Spirit Magic Spells: *magic missile* (1st), *levitate* (2nd), *force punch*[UM] (3rd), *telekinetic charge*[UC] (4th), *telekinesis* (5th), *enemy hammer*[APG] (6th), *mass fly*[APG] (7th), *telekinetic sphere* (8th), *telekinetic storm*[OA] (9th).

Hexes: A shaman who chooses the aether spirit can select from the following hexes.

Aether Hand (Su): The shaman can use *mage hand* at her caster level. At 4th level, she can also use *floating disc*. At 8th level, she can additionally use *pilfering hand*[UC]. The shaman can use this ability for a number of minutes per day up to her caster level. The minutes need not be continuous but must be used in 1-minute intervals.

Aether Sight (Su): The shaman can detect aetherite (or an object charged with aetheric energy) as *locate object* once per day, and gains +4 a bonus on skill checks made to understand or activate the function of aethertech. At 8th level, this bonus increases to +6.

Curse of Weightlessness (Su): The shaman can hex a creature to suffer a –4 penalty on Acrobatics checks

(except those made to jump) and saving throws, and to CMD against effects that would move or trip it. This effect lasts for a number of rounds equal to 3 + shaman's Wisdom modifier. The hex's duration is reduced to 1 round with a successful Will saving throw. At 8th level, the target also suffers cumulative penalties to attacks as if from a *levitate* spell.

Flight (Su): This hex functions as the witch hex of the same name. She treats her shaman level as her witch level when determining the powers and abilities of the hex.

Force Armor (Su): The shaman creates an invisible shell of force granting her a +4 armor bonus to AC. At 7th level and every four levels thereafter, this bonus increases by 2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against her to suffer a 50% miss chance. The shaman can use this barrier for 1 hour per shaman level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. This armor is a force effect.

Spirit Animal: The shaman's spirit animal seems to move as if in lighter gravity, hanging in the air a bit longer than it should when it moves. Its eyes flare blue when it is intrigued or upset. It gains a +2 deflection bonus to AC. If it has a deflection bonus to AC from another source, that bonus instead increases by 2.

Spirit Ability: A shaman who chooses the aether spirit as her spirit or wandering spirit gains the following ability.

Telekinetic Shove (Su): As a standard action, the shaman can perform a melee touch attack that pushes a target away with violent force. The target takes 1d4 points of damage + 1 point for every two shaman levels and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any melee weapon she wields is treated as if it had the *impact*[UE] special ability.

Greater Spirit Ability: A shaman who chooses the aether spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Deflection Field (Su): The shaman gains a +3 deflection bonus to AC. This bonus increases by 1 for every four levels beyond 8th the shaman possesses. In addition, as a standard action, she can release a shockwave of raw telekinetic force around her in a 10-foot burst, dealing 1d4 points of damage per two shaman levels. With a successful Reflex save, the target takes only half damage. The shaman can use this ability three times per day, but must wait 1d4 rounds between uses. The telekinetic burst is a force effect.

True Spirit Ability: A shaman who chooses the aether spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Telekinetic Ascendancy (Su): As a standard action, the shaman gains the benefits of *overland flight*. The shaman can use *telekinesis* while the ability is active up to a number of times per day equal to her Charisma bonus (minimum 1).

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of aether. She is immune to the detrimental effects of aetherite exposure and automatically understands the use and function of aethertech with a touch. Force effects cannot damage her or move her unwillingly. She can also apply any one of the following feats to any force spell or telekinesis spell (any spell that creates a telekinetic effect) that she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Skald

Adept of the Song (Skald Archetype)

Adepts of the song follow an okantan tradition that became all the more prominent when okanta started coming into conflict with foes wielding aethertech, as their songs can cancel the vibrations of aetherite and

disable aethertech.

Song of Aether Interference (Su): At 6th level, an adept of the song can use his raging song to render an aethertech item (or up to 1 cubic foot per skald level of raw or refined aetherite) within 60 feet inert and unusable for as long as the adept of the song continues performing. Unattended aetherite does not get a save against this effect, but attended aetherite and any aethertech object may negate this effect with a successful Fortitude save (DC 10 + 1/2 skald level + Charisma modifier). Creatures with the aether subtype are also susceptible to this effect and are staggered for the duration of the performance unless they succeed at their Fortitude save. This ability replaces song of strength.

Song of Aether Repulsion (Su): At 10th level, an adept of the song can create vibrations with his raging song that repel aetherite, aethertech, and any creature or vehicle carrying them, as well as their signals, to a range of 10 feet. This field suppresses any aethertech effect used within, brought into, or deployed into the area, but does not negate it. Time spent within the song's area counts against the suppressed effect's duration.

Creatures with the aether subtype cannot enter the field unless they succeed at a Will saving throw. A creature with the aether subtype that enters or begins its turn in the area must succeed at a Fortitude saving throw each round or be staggered that round. The save DC for both is 10 + 1/2 skald level + Charisma modifier.

Aethertech missiles and any projectiles or rays fired by aethertech weapons immediately halt upon contacting the field, dropping to the ground harmlessly or detonating as appropriate. The field does not offer any protection against area effects caused by aethertech-based sources—thus, creatures within the field could still take damage from a an aetherite-powered rocket that explodes against it.

If a creature is larger than the area enclosed by the barrier, the creature is unaffected by the field unless more than half of their space is within the field's boundary.

This effect is an abjuration ward which can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the ward keeps at bay collapses the ward and ends the song. This ability replaces dirge of doom.

Space Pirate (Skald Archetype)

Many rugged survivors of the Amrita asteroid belt use raging songs to organize themselves on raids or when defending their meager settlements from Hierarchy meddling.

Ship-Dweller: A space pirate gains Disable Device (Dex) and Fly (Dex) as class skills but does not gain Handle Animal or Ride as class skills.

Frenzied Song (Su): A space pirate's raging song grants a morale bonus to Dexterity and Constitution, rather than to Strength and Constitution. This ability alters inspired rage.

Sustaining Song (Su): At 3rd level, a space pirate can use raging song to inspire his allies to persevere in the face of the hazards of space. By expending 1 round of raging song, the space pirate sustains allies within 60 feet, who consume only one-third the amount of air, food, and water they normally would for the next 2 hours. Affected creatures can hold their breaths for three times as long before they begin to suffocate. The space pirate must continue to perform the song for the entire duration of the effect, otherwise it ends, but only 1 round of raging song is expended for those 2 hours. This ability replaces song of marching.

Disable Aethertech (Su): At 4th level, a space pirate becomes skilled at disabling aethertech without destroying it. Whenever the space pirate breaks an aethertech item, he can spend 4 rounds of raging song as an immediate action to disable the item as if it were reduced to 0 hit points for 1d4 rounds. This ability replaces uncanny dodge.

Command Crew (Ex): At 8th level, a space pirate gains the ability to coordinate allies. As a full-round action, the space pirate can grant a teamwork feat he



possesses to any number of allies within 30 feet who can hear him speak for 1 round per skald level. The allies need not meet the prerequisites. Activating this ability costs 1 round of raging song per target. This ability replaces improved uncanny dodge.

Slayer

Bullet Dancer (Slayer Archetype)

Political assassins, bounty hunters, and elite military operatives, bullet dancers are renowned for their ability to access hard to reach targets and take them down.

Weapon and Armor Proficiency: A bullet dancer is proficient with all simple and martial weapons, as well as with light armor. This replaces a slayer's standard weapon and armor.

Locked & Loaded: A bullet dancer gains the Amateur Gunslinger feat as a bonus feat. He also gains a battered gun identical to the one gained by the gunslinger; however, the bullet-dancer may only choose a one-handed firearm.

Slayer Talents: A bullet dancer can select the Extra Grit or Rapid Reload feats in place of a slayer talent.

Bullet Dance (Ex): At 2nd level, a bullet dancer gains the following deed. This deed works and interacts with grit the same way as gunslinger deeds, but only the bullet dancer can use it. If the bullet dancer also has levels in gunslinger, he can spend grit points from that class to use this deed.

Bullet Dance (Ex): At 2nd level, a bullet dancer gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against a bullet dancer by the subject of his studied target ability, he can spend 1 grit point to move 5 feet as an immediate action; doing so grants the bullet dancer a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, a bullet dancer can drop prone to gain a +4 bonus to AC against the triggering attack. A bullet dancer can only perform this deed while wearing light or no armor, and while carrying no more than a light load.

At 7th level, the dodge bonus to AC provided by bullet dance increases by +2 and the bullet dancer no longer provokes attacks of opportunity by moving with this deed. This ability replaces stalker and the slayer talent gained at 2nd level.

Close-Quarters Elimination (Ex): At 4th level, a bullet dancer gains the ability to use a melee attack to create an opening for a lethal gunshot. When a bullet dancer successfully damages his studied target with a melee attack, he may make a Bluff check to feint as a free action. If successful, his studied target is considered flat-footed against the next ranged attack the bullet dancer makes before the start of his next turn. This ability replaces the slayer talent gained at 4th level.

Sorcerer

Aetheric Bloodline

Touched by the fickle, reality-breaking contamination of raw aetherite, your blood hums with the same puissance as the ore itself. Whether touching yourself directly or an ancestor in the distant past, this exposure grants you an innate ability to manipulate the underpinnings of aetherite technology as well as to subtly alter the substance of reality itself.

Class Skill: Knowledge (arcana).

Bonus Spells: *magic missile* (3rd), *kinetic reverberation*[UC] (5th), *force punch*[UM] (7th), *dimensional anchor* (9th), *telekinesis* (11th), *repulsion* (13th), *forcecage* (15th), *telekinetic sphere* (17th), *imprisonment* (19th).

Bonus Feats: Craft Aethertech, Craft Wondrous Item, Empower Spell, Iron Will, Quicken Spell, Spell Penetration, Greater Spell Penetration, Toughness

Bloodline Arcana: Whenever you cast a spell that deals elemental damage, any target failing its save takes 1 additional point of force damage per die.

Bloodline Powers: Your connection to aetherite allows you to bend its power to your will.

Basic Telekinesis (Sp): At 1st level, you can utilize the power of your blood to move objects via telekinetic force. This ability is similar to *mage hand*, except that you can move an object that weighs up to 5 pounds per two sorcerer levels you possess (minimum 5 pounds), and you can move magical objects. Additionally, you can create a container of entwined strands of aether to hold liquids or piles of small objects of the same weight. You can tilt the container to pick up or pour a liquid as a move action. You can also use your basic telekinesis to duplicate the effects of *open/close*. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Recharge Aethertech (Su): At 3rd level as a swift action, you can expend an unused spell slot to power an aethertech device you touch. Each spell level expended in such a way grants the device 1 au. Any charges unused at the end of the round are lost, and any charges used by the device that round that aren't provided by you must come from the device's own power reserves. You cannot power devices that do not use charges of au.

Sorcerous Force Ward (Su): At 9th level, as an immediate action you can surround yourself with a protective ward of force. You gain a number of temporary hit points equal to your sorcerer level. You always lose these temporary hit points first, even before other temporary hit points. You can replenish this pool of temporary hit points as an immediate action by expending an unused 1st-level spell slot, though each time you replenish the pool, the level of the spell slot required increases by one.

Force Translation (Su): At 15th level, once per day as a swift action you can cause a single spell's elemental damage to affect incorporeal creatures as if it were a force effect. At 20th level you may use this ability twice per day.

Aetherite-Blooded (Ex): At 20th level, you gain immunity to damage from force effects (such as *magic missile*.) In addition, you gain Spell Resistance (11 + your sorcerer level) when within 30 feet of aetherite or any aethertech device with at least one charge remaining. This spell resistance can be consciously lowered as an immediate action to allow for friendly spells.

Summoner

Aetheric Caller (Summoner Archetype)

It is said that aetherite houses within itself the memories, impressions, and ideas from times long past; the aetheric caller is a summoner who has learned to draw upon these impressions and call them forth to unimaginable effect.

Weapon and Armor Proficiency: The aetheric caller is proficient with all armor but not shields, and

all simple and martial weapons. This replaces the summoner's normal armor and weapon proficiencies.

Spellcasting: An aetheric caller's lucid eidolon gains spellcasting, instead of the aetheric caller, and has the same number of spells known as a summoner of its level; it uses the summoner's spells per day, though it may cast one fewer spell of each level per day than normal. The eidolon's uses its Charisma score to determine its bonus spells and save DCs, and the eidolon's base form is automatically treated as capable of performing the verbal and somatic components of spellcasting.

Spells: An aetheric caller's eidolon adds the following additional spells to its spell list: *telekinetic projectile*[OA] (0th), *magic missile* (1st), *etheric shards*[OA] (4th).

Aetheric Focus: In order to call his eidolon or use his *summon monster* ability, an aetheric caller requires the use of a shard of refined aetherite worth no less than 100 au. The caller begins play with a suitable focus; should it be destroyed or lost, he must obtain a new one in order to summon his eidolon or use his *summon monster* ability.

Lucid Eidolon: An aetheric caller's eidolon is evoked through his aetherite focus, drawing upon the crystallized power and impressions within it; this unusual means of summoning gives the eidolon greater focus and awareness. The lucid eidolon gains a +4 bonus to Charisma and a –4 penalty to Strength, and gains Charisma and Wisdom instead of Strength and Dexterity as it levels. This modifies the summoner's eidolon.

Life Link: The aetheric caller's eidolon is more dependent upon his presence than most eidolons. If the eidolon is more than 25 feet away from the summoner, but closer than 250 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 250 feet away but closer than 500 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 500 feet away, it is immediately returned to its home plane. This modifies life link.

Share Spells: At 1st level, the aetheric caller's lucid eidolon may cast spells with a target of "you" on the aetheric caller, as a spell with a range of touch. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Aetherwarped Summon: All creatures an aetheric caller summons via his *summon monster* spell-like ability have the aetherwarped simple template (see page 475). This ability modifies *summon monster*.

Metamagic Feat: The lucid eidolon gains a metamagic feat of the aetheric caller's choosing. This replaces merge forms.

Aetheric Consonance (Su): At 20th level, once per day the aetheric caller can fuse with his eidolon as a standard action. Using aetheric consonance immediately banishes the eidolon as if it had been killed, and heals the aetheric caller for 5d6 hit points. While aetheric consonance is active, a glowing outline of the eidolon appears superimposed over the aetheric caller, and the aetheric caller gains the eidolon's spellcasting ability (ignoring arcane spell failure chances due to armor). The aetheric caller's eidolon cannot be resummoned by any means while this ability is active. This ability lasts for 1 round per level the aetheric summoner possesses, or until ended by the aetheric caller. This replaces twin eidolon.

Swashbuckler

Star Corsair (Swashbuckler Archetype)

Wanderers of the cosmos, star corsairs are the natural evolution of their terrestrial swashbuckler counterparts. These aspiring pirates, rogues, and vagrants of the space lanes are trained in the extremities of zero gravity, able to fence just as easily on starships and planetary surfaces as in the weightless depths of derelict starships. Star corsairs operate best in the rigors of zero gravity, where their unique deeds provide them the ability to maintain their panache.

Panache: Unlike other swashbucklers, a star corsair only gains panache while fighting onboard an

aethership, in zero-gravity environments, or within other appropriate extraterrestrial environments. While on a terrestrial surface, a star corsair only gains a half point of panache when she would normally regain a full point. Half points cannot be used on their own, thus it requires a swashbuckler to successfully regain two half points of panache to equal a single usable point. This ability alters panache.

Deeds: A star corsair gains the following deeds, each of which replaces an existing deed.

Zero-G Maneuvers (Ex): At 1st level, as long as he has at least 1 panache point, a star corsair gains the benefits of the Zero-G Training feat. If the star corsair already possesses the Zero-G Training feat, she can instead use any of the Zero-G Acrobatics skill unlocks one additional time per day by spending 1 point of panache. This deed replaces derring-do.

A Little Push (Ex): At 3rd level, while the star corsair is in contact with any solid surface in a zero-gravity environment, she can spend 1 panache point to push herself. This allows the star corsair to use the Lining Up and Jumping Acrobatics skill use as a swift action. When spending a panache point in this way, the star corsair's Acrobatics check is automatically successful and requires no roll. This deed replaces kip-up.

Personal Gravity (Su): At 3rd level, by spending 1 point of panache, a star corsair can alter her own personal gravity as if under the effect of *levitate* for 1 round. The star corsair's effective caster level for this effect is equal to her star corsair level and she can only affect herself with this ability. While under the effect of this deed, the star corsair is considered to be in zero gravity for purposes of using Zero-G Acrobatics or regaining panache. This deed replaces swashbuckler's initiative.

Corsair's Refinement (Ex): At 7th level, while the star corsair has at least 1 panache point, she provokes no attacks of opportunity while moving past enemies in a zero-gravity environment. This deed replaces swashbuckler's grace.

Forceful Blade (Ex): At 11th level, while the star corsair has at least 1 panache point, after hitting an enemy with a melee attack in a zero-gravity environment, she can push herself away from the target as a swift action. This works as the Lining Up and Jumping Acrobatics skill use in zero gravity, and resulting movement does not provoke an attack of opportunity. Alternatively, the star corsair can spend 1 panache point to make a free bull rush attempt against the target, using the force of the strike to push her opponent away, without provoking an attack of opportunity. This deed replaces subtle blade.

Gravity Edge (Ex): At 15th level, after successfully hitting with a melee attack, a star corsair can spend 1 or more panache points to decrease her enemy's speed. For each point of panache spent, the target's movement speed (all forms, including burrow and fly) is reduced by 20 feet. This deed replaces swashbuckler's edge.

Insane Bravado (Ex): At 19th level, whenever the star corsair is reduced to 0 hit points or fewer, she can spend panache points to fight on. For every point of panache spent, the star corsair enters a state of insane bravado for an equal number of rounds, allowing her to act while below 0 hit points as though she had the Diehard feat. After hitting with a melee or ranged attack while in a state of insane bravado, the star corsair recovers 1d8+ half the star corsair's level in hit points. A star corsair must be reduced below 0 hit points in order to trigger this state. Effects that kill the swashbuckler outright without dealing hit point damage are not affected by this ability. This deed replaces cheat death.

Reputation of Renown (Ex): At 4th level, the reputation of a star corsair spreads throughout the space lanes. Three times per day, as an immediate action before attempting a Bluff, Diplomacy, or Intimidate check, she can choose to add half her star corsair level as a bonus on the check. She must choose to do this before the roll is made. At 8th level and every four levels thereafter, the number of times she can do this per day increases by one (to a maximum of seven times per day at 20th level). This replaces the star corsair's first bonus feat.


AKASAAT GATEKEEPER COMMAND BE ADVISED, YOU HAVE INCOMING!
PIRATE CRAFT APPROACHING THE GATE HUB AT HIGH SPEED CARRYING EXPLOSIVES!
NO, NO, NO!
LOADING BAY
WARDER THIS IS GATEKEEPER COMMAND. WE HAVE NO AVAILABLE INTERCEPTORS THAT CAN REACH THE VEHICLE IN TIME. THE SHIP HAS LOST FLIGHT CONTROL BUT ITS COURSE WILL TAKE IT THROUGH AN ACTIVE HEX TO SERAOS.
UNDERSTOOD!


WE--WE'RE GONNA MAKE IT!
TARGET IN SIGHT.
SERAOS GATEKEEPER COMMAND, THIS IS COMMANDER KASARA WARDER OF THE HIERARCHY PROTECTORATE. I JUST TOOK A PIRATE PROBLEM OFF YOUR HANDS. PERMISSION TO COME ABOUT FOR A RETURN TRIP HOME?
PERMISSION GRANTED. THANKS AGAIN, COMMANDER.
CHAPTER 3 : COSMOLOGY

Cosmology

The Aethera System consists of two suns and four worlds, each of which shares an intrinsic tie to one of the Inner Planes. Researchers long ago confirmed the planar ties of their own homeworlds and compared results of these studies to other planets during the Century War, agreeing that each world of the Aethera System is associated with a different elemental plane. Less understood is the way each world rotates through a cycle of elemental alignments across a measure of hundreds of thousands of years. Evidence across the myriad worlds—coral atop Akasaati mountains, flash-frozen forests on Orbis Aurea—suggests that these alignments changed violently during the Collapse. But none can say for certain whether this change caused the Collapse, or was instigated by it.

No connection to the Outer Planes exists in the Aethera System, due to a severance from the Astral Plane. As such, the only planes accessible from the Material Plane of the Aethera System are the transitive planes (Ethereal, Evermorn, Folded Spaceand Shadow), Inner Planes (Air, Earth, Fire, Water, and Wood), the Positive and Negative Energy planes, and those dimensions and demiplanes associated with the Ethereal Plane.

The Aethera System consists of the following Material Plane locations, ordered from the center of the system outward:

- **Aethera**: A white dwarf star tied to the Positive Energy Plane and the element of Aether.
- **Ashra**: A main sequence yellow star tied to the Plane of Fire.
- **Akasaat**: A barren desert world and homeworld of humanity, tied to the Plane of Earth.
- **Kir-Sharaat**: The verdant forest homeworld of the erahthi, tied to the Plane of Wood.
- **Amrita Asteroid Belt**: The diaspora of the destroyed world Amrita, associated with no element.
- **Seraos**: A mysterious gas giant in close proximity to the Amrita belt, tied to the Plane of Air.
- **Orbis Aurea**: The cloud-shrouded arctic homeworld of the okanta, tied to the Plane of Water.
- **The Gulf**: A catch-all term defining the vast expanse of emptiness between worlds, home to unknowable creatures and untold secrets.

History of Aethera

Recorded history of the Aethera System, for most of its inhabitants, begins only very recently on the cosmic scale. While history has no exact date for the cataclysm that saw the beginning of recorded history, the event that coincided with the destruction of an interplanetary empire and the cataclysmic reorganization of the entire star system was the beginning of a new age. This apocalyptic event signaled the beginning of a long period of destruction, upheaval, and change. Humans call this point in time the Collapse, and this nomenclature largely holds across all worlds. Some of the erahthi on Kir-Sharaat refer to this epoch as the Awakening, in reference to the rousing of their deified rulers, the Tritarchs, from their first slumber; okanta history does not recall a time prior to the Collapse and has no cultural frame of reference for it. Whatever the name given, the Collapse was a pivotal point in history that signified the end of the proceeding society and the beginning of a new cycle.



Pre-Collapse (Years Unknown)

Before the contemporary age, the Aethera System was home to an interplanetary civilization governed by an unknown species that has left tantalizing clues, but little in the way of physical evidence of their existence. Dubbed "the Progenitors," these mysterious entities commanded vast technological power beyond any which exists in the present age. The Progenitors had a footprint on every world in the system, building immense cities, laboratories, and architectural marvels so great that many have survived to the present day.

Extrapolation from fleeting physical records of the Pre-Collapse era suggest that humans lived side-by-side with the Progenitors as contemporaries. The nature of Progenitor technology suggests that their advanced civilization did not keep records in physical mediums such as books or scrolls, but rather ephemeral collections of psychic knowledge, or something equally immaterial.

The Progenitors

So little is known about the Progenitors in the current age that even their true name is lost. Progenitor itself is a title bestowed by humanity, as they believe themselves to be the inheritors of their progenitors' legacy. The erahthi have a different name for these entities—*Ekhshara*, "the Unspoken"—and shun both discussion of them and exploration of the ruins they left behind. If the Tritarchs—who have by their own account been alive since the first days of the Collapse—know anything more about these enigmatic creatures, they are intentionally withholding that knowledge.

Therefore, what is known of the Pre-Collapse era is a mixture of conjecture and archaeological record. Curiously, while Progenitor ruins do not have physical historical records or documentation, they are typically rife with technological and mathematical schematics etched directly onto solid surfaces such as walls, columns, or floors. These detailed schematics outline much of the Progenitors' technological marvels, how to construct them, and how to use them. Frustratingly, these records are rarely complete, and lie so far beyond the current level of technological development as to be mostly indecipherable. Further, this information is largely useless, as most Progenitor technology ceased to function following the Collapse. The reason for the failure of nearly all of their technology is not fully understood, though it is theorized that they used a source of power that is no longer extant in the system. Progenitor technological records now serve as a guide for the development of aethertech, a reverse-engineering of limited Progenitor technology reinforced by magic where technological understanding is lacking. Curiously, most Progenitor technology easily interfaces with aetherite power sources when rengineered to accommodate these energy cells.

That the Progenitors existed is a generally agreed upon facr, though scholars across the system dispute whether the Progenitors were one race or many working as a unified whole. Humans relay on ancient oral stories claiming that the Progenitors as a single species, tracing the legend of the Progenitors back to the beginning of recorded human civilization. Modern scholars of the prophetic musical tapestry known as the Score interpret some future events as indication that the Progenitors may even one day return, though the details surrounding these allegations are always hazy and indistinct, indicating that the time of this return may be in the very distant future.

The Collapse

There is little evidence to suggest that the Progenitors possessed any experience with magic or supernatural forces, yet the destruction of their entire civilization is predicated on a monumental magical cataclysm. That the Progenitors achieved through technology what magic can also accomplish—in simpler methods and at reduced cost, no less—paints a picture of a scientifically-minded culture unaware of the vast network of supernatural forces at work around them. How the Progenitors could have progressed as a culture without the advent of magic or even the awareness of its presence is unknown. Human scholars of the Canonic Institute in Central posit that the Progenitors weren't unaware of magic, but rather chose to segregate themselves from it for other reasons. Whatever the case, it was a supernatural force unbidden that brought the Progenitor society—and all pre-Collapse civilization—to an end.

The events of the Collapse itself are less contested. In order to understand the Collapse, one must first understand the ties that bound Progenitor society together. The Progenitors' interplanetary civilization was made possible through a network of interconnected satellite-portals called Gate Hubs. These massive space stations housed a honeycomb lattice of interdimensional portals to a demiplane called Folded Space, where the distance between two points becomes infinitely small. Each Gate Hub orbited one of the system's planets and connected to each of the other worlds.

Archaeological evidence suggests that, prior to the Collapse, the planets were directly associated with different elemental planes, shifting gradually over the span of tens of thousands of years to create a natural cycle of transition. The Progenitors allegedly discovered a way to lock that cycle into place, which leads modern day experts in the fields of Folded Space and warping magic to suggest that the Gate Hub network may have played an integral role in this process. One theory suggests that the Gate Hubs themselves were a form of inter-dimensional power relay system, by which energy was transferred from the Inner Planes to each world of the system.

The cessation of natural planar change instigated by the Gate Hubs created friction in the Ethereal Plane where the Inner Planes and Material Plane meet. Diagrams depicting vast power assemblies and conductors found in the ruins that became Central show that the Progenitors discovered a means by which this planar friction could be turned into energy. Using this seemingly unlimited resource, the Progenitors built a vast civilization spanning the entire star system. But both magical and mundane evidence of the abrupt cataclysm across all worlds is evident in background auras of the deepest reaches of the Gulf, all the way to the temporal storms in the transitive plane of Evermorn. Combined with the scientific and astronomical records left behind by the Progenitors, this information paints a star system vastly different from the one left behind, further defined by the limited records of Progenitor technology.

The Collapse began—and ended—when this planar tension finally broke. A cataclysm of energy washed over the entire star system as tens of thousands of years of gradual elemental shift happened in a single night. The system's single sun, Aethera, collapsed into a white dwarf, and its air-aligned greenhouse gas giant ignited into a new fire-aligned sun, now called Ashra. The suspected heart of the Progenitor's empire, the earth-aligned world of Amrita, was destroyed in this elemental backlash, becoming a massive stellar debris field. Large clusters of Amrita gathered back together amidst the planar maelstrom, forming the tempestuous gas giant Seraos and the Amrita Asteroid Belt. An arid, fire-aligned desert world used for terraforming research erupted in a sudden mass forestation, becoming the wood-aligned world of Kir-Sharaat; the vast water-aligned ocean world where

humanity lived side-by-side with the Progenitors became the dry and mountainous earth-aligned world of Akasaat; and a once lush and verdant wood-aligned forest world drifted to the edge of the system and became the icy water-aligned world Orbis Aurea.

The Collapse also caused significant planar upheaval, though the exact ramifications of such are not widely understood. On the Evermorn, evidence of the Collapse is still visible in pockets of slowly moving—or in some cases frozen—time, showing an echo of what once was. However, the fey entities of this realm maintained little to no contact with the Material Plane prior to the Collapse, and provide little knowledge on Progenitor society. This evidence is further reflected in the Shadow, which appears to have suffered under the Collapse much as the Material Plane did. As with the Evermorn, its few known inhabitants profess no knowledge of the Material Plane prior to a time of ancient upheaval. This leaves a distinct possibility that, prior to the Collapse, the Material Plane in the Aethera System was even more tightly closed off to other planes.

Even this knowledge of the Collapse is hotly contested within academic circles across the system. The conventional wisdom of the human perspective on history is challenged regularly by contrary erahthi historical records. Every culture has its own view of how the Collapse happened and why, and whether or not the truth will ever be known is a matter of great debate itself.

A Measure of Time

Human scholars assert that it has been roughly 4,000 years since the Collapse, as ascribed by the human prophet Luthias in the tablature of the Symphonium; however, this date is hotly contested by the erahthi, and even human scholars cannot state with certainty exactly when the Collapse occurred. Erahthi do not directly posit a date for the Collapse, as the erahthi as a species came into being long after that cataclysm. The Era-Sharaat, collectively known as the Tritarch, assert that they existed for thousands of years prior to creating the erahthi, and may be the closest living link to the Collapse. However, the Tritarch are frustratingly close-lipped about their ancient history, even among their own people. The period of time prior to the Era-Sharaat's awakening and their creation of the erahthi is a subject of great speculation, both in erahthi culture and by others. Further, the Era-Sharaat's prohibition of any exploration of Progenitor-era ruins on Kir-Sharaat only further shrouds the truth behind these historical events.

A unique historical perspective exists among the okanta of Orbis Aurea. The okanta are a relatively young race, tracing their history back roughly 800 years. The okanta did not possess a written language for much of their history, and many of their historical accounts are highly morphic mythology where the intention of a story is more important than accuracy. The okanta have no record of the Collapse, and the giants who have lived side by side with them on Orbis Aurea for centuries likewise have no record of a time when their world was not trapped in ice and snow.

Curiously, some phalanx claim to have fragmentary memories of a time prior to the Collapse, though these fleeting glimpses of instructions and orders never coalesce into realized ideas, merely subconscious understanding that they—as a people—may paradoxically be older than their own creators. Phalanx pre-historic memories are of great value to the Hierarchy, and phalanx that claim to have these recollections swiftly become closely guarded secrets in isolated, secure facilities.

The First Age (Akasaat: Year 0 to 3761)

What human society looked like prior to the Collapse is a mystery lost to the ages. Humanity's most ancient history is one of survival against a world which, in the oldest human mythological texts, is described as a living entity that resents human freedom and actively seeks the race's death. According to ancient Akasaati oral histories and divinations, the years following the Collapse were a tumultuous nightmare of earthquakes, landslides, dust storms, and raging infernos that scorched the surface of the world. What emerged from the Collapse was a fractious civilization of countless scattered clans and tribes of humans divided not along any sort of ethnic or national boundary, but by simple geographic proximity. Any pre-Collapse societal construct for humanity was lost in the Collapse, and new boundaries were adopted in the aftermath.

Whatever history or knowledge humanity possessed prior to the Collapse, it died a fiery death in the years that followed. Impractical pursuits like keeping a record of the past took a back seat to the desperate day-to-day battle for survival. Human clans warred with one another over precious resources like food and water in their harsh, wasteland world. Communities were beholden only to themselves, and alliances were as unpredictable as the weather.

Archaeological evidence of post-Collapse written history on Akasaat begins around the year 677, and displays a wealth of divergent dialects of human language across the tribal territories of the Samarasati Tablelands, the most densely populated center of human activity in ancient Akasaat. These records depict the movements and conflicts of tribes, the rise and fall of charismatic leaders, and the long-standing desire of humanity to understand the world around them. While Hierarchy historians discount much of the ancient world as a barbaric cesspool of violence and carnage, contemporary historians—especially those from outside of the Hierarchy—challenge the accepted historical record. These scholars have discovered ancient academies, observatories, and other proof of a more enlightened First Age than has been commonly believed.

According to the Hierarchy, the golden age of humanity did not begin until the birth of the prophet Luthias in 2963, alleged to be the first human cantor and the individual responsible for the discovery of the Score. All human history stretches out from this moment, when Luthias discovered the Score and divined a grand destiny for humanity in its enigmatic rhythms. Using the power of the Score's prophecy, Luthias united the disparate clans of the Crescent Tablelands in 3033, leading them to the derelict hulk of an ancient Progenitor deep-sea research facility (now a land-borne ruin). Here, they would rebuild the Pre-Collapse glory of humanity by retaking the legacy of the Progenitors for themselves.

For as famous as the story of Prophet Luthias the Uniter is, non-humans and humans living outside of Hierarchy governance widely regard this account of human history as a piece of revisionist propaganda. Luthias' very existence is a hotly debated topic, and when and how he discovered the Score and began to interpret it is likewise not known beyond "official" historical records. Put forth by the Hierarchy, such records push a narrative that supports their own particular worldview. Independent research, at the very least, conclusively proves that the warring tribes of humanity were united, and that many of these tribes did undertake a long and perilous journey to the Crescent Tablelands to settle in the shadow of an ancient Progenitor ruin.

The settling of human tribes in the ruins at the Kashranaan Mountains led to the founding of Central, the greatest city to exist since the Collapse, and the eventual expansion to discover and settle many more of these Progenitor ruins. Each became bastions of humanity in an otherwise deadly and savage world.

During these decades, countless human tribes distanced themselves from the ancient Akasaati heritage and adopted new family names based on their role in society. A universal language called Hymnas, comprising elements from dialects of all of the founding tribes, was adopted in 3074, further distancing humanity from its post-Collapse origin.

Rather than forming national boundaries, humanity united under the interpretation of the Score as prophecy, using the Score as a roadmap to the future. Whether Luthias was real or not, he—or someone whose work is attributed to him—created the Symphonium, a group of bards, cantors, oracles and other gifted individuals whose sole task is the interpretation of the Score and the guidance of all humankind. Around this framework, the structure of the Hierarchy was born, and continued largely unchanged to the present day. The First Age thus saw the solidification of human civilization as a theocracy building upon a meritocracy, where achievement and ancestry are a direct path to a higher station.

This period of Akasaati history ends with the discovery of aetherite in 3762.

Measuring Time

The dates used in this section are known as the Luthian Measure (LM) which ascribed year 0 to the moment of the Collapse. This is an ahistorical designation with no basis in reality, merely an arbitrary date allegedly established by Luthias and perpetrated into the future by the Hierarchy. There is no agreed-upon historical date for the Collapse, and the interval between the Collapse and the contemporary age may be far greater than 4,000 years.

The Luthian Measure is also dictates the measurement of hours in a day—24 on Akasaat—which coincides with the amount of time it takes Aethera to make one full orbit of Ashra. The cycle of Aethera and Ashra's orbit is directly tied to the renewal of supernatural powers (24-hour cycles are common in magic).

Following the Century War and the establishment of an interplanetary community, the Luthian Measure was adopted as a standard measure of time for interplanetary relations, though each species' culture still references their own calendars when discussing history among themselves.

The Age of Awakening (Kir-Sharaat: Years Unknown to 243)

The history of Kir-Sharaat is a considerable mystery. The oldest living creatures on Kir-Sharaat are believed to be entities called Era-Sharaat, erahthi-like creatures of tremendous size and considerable supernatural power, believed to have walked the face of Kir-Sharaat in the days immediately following the Collapse. What transpired in this era is intentionally kept secret, maintained by the surviving three Era-Sharaat of the modern age—Athrakarus, Erathlias, and Indaarin.

The Era-Sharaat speak of the ancient past in parables and in mythic terms, making any historical accuracy of their accounts suspect. Worse, each Era-Sharaat offers a conflicting perspective on historical events experienced in their time. The Era-Sharaat claim to have emerged into a world of savagery and unparalleled danger, punctuated by constant warfare with a brutal and savage race of amphibious creatures native to the lightless depths of Kir-Sharaat who called themselves zahajin. The Era-Sharaat defeated the zahajin in this primordial time, casting them back down into the shadowed surface realm of the Darkwild for centuries to come. Erahthi history accounts for at least five, if not six active Era-Sharaat (depending on which story is referenced) during this time, of which only three survived the wars with the zahajin and into the present age.

Planet Names

The names of planets in the Aethera System are not universally agreed upon. The naming conventions used in this book come from the human perspective of the Hierarchy (the most widely-accepted in-universe naming convention). Akasaat, the name for the human homeworld, is in fact an ancient error. When Luthias named the planets, he did so by cross-referencing each world's record in unearthed Progenitor astronomical records with their elemental alignments, thus determining a transliteration of the ancient Progenitor language into Hymnas. But Luthias was unaware of the elemental shift that occurred during the Collapse—an event not discovered until long after his death—and as such attributed the wrong names to each world.

Further confusing matters is the erahthi naming of their world as Kir-Sharaat, a word entirely of their own language with no connection to the Progenitor designation. The furthest world in the Aethera System was once known as Horvea, but was nicknamed Orbis Aurea (literally, "the Golden World") by astronomers due to the color of its auroras when viewed by telescope through Akasaat's atmosphere. The nickname gained common use, and Orbis Aurea supplanted its "official" designation. The okanta name for their world, curiously, is close to the Luthian designation, despite these cultures having no contact for thousands of years after.

The Blooming (Kir-Sharaat: Year 244 to 2143)

The first erahthi was born of the heartwood tree Kaishan in the year 244, loomed into existence body and soul by the combined efforts of the three surviving Era-Sharaat. This first erahthi, Erakai, worked hand-in-hand with the Era-Sharaat to develop a system of civilization and government that is second nature to the erahthi but bafflingly enigmatic and inscrutable to outsiders.

By the time the first full generation of erahthi were born in 263, the Era-Sharaat had assumed the mantles of Tritarch and begun a cyclical system of rulership in which two of their kind would enter a state of slumber while one remained awake and guided erahthi civilization for 250 years. The religious order called the Council of Song maintains this cycle, believed to be tied to the orbits of Kir-Sharaat's many moons, and potentially connected to the power of the Score. Fringe human philosopher-historians suggest that the slumbering Era-Sharaat project their consciousness directly into the Score itself to divine guidance for their people, though this supposition is made without factual evidence.

Early erahthi history is driven by the formation of their culture under the guidance of Tritarch Erathlias the Guide. The 250 years of Erathlias' first rule symbolizes a period of intellectual growth, segueing into the awakening of Athrakarus the Champion. This began a period of expansionism where the erahthi moved from the forest caldera of Kaishan into the larger world around them. Beyond the protective canopy of Kaishan existed more heartwood trees—the source of erahthi souls—and the dangers in claiming these trees was well-suited to Athrakarus's martial teachings.

It was in this age that the erahthi once again came into conflict with the zahajin, first when the erahthi attempted to reclaim the heartwood tree of Arkhal, which the zahajin had infested in the generations since their initial defeat at the hands of the Era-Sharaat. Athrakarus led his people in a bloody war against the zahajin, once again driving them back into the Darkwild. By the end of Athrakarus's reign, the erahthi had tripled their dominion and developed a military capable of defending these remote settlements from the perils of their world.

When Athrakarus' turn to slumber came and Indaarin awoke to see what had become of his people, the Tritarch was horrified. Indaarin led the erahthi people away from the prospects of war and began the development of philosophical and spiritual pursuits to expand their psychic horizons, and attempted to course-

correct the militarization of his people. Indaarin began to believe that the Tritarchs had too great an influence on erahthi society, and the latter years of Indaarin's reign included only fleeting direct contact.

Unfortunately, the purge of the zahajin was not absolute, and the subterranean race waged centuries of skirmishes and raids against the erahthi beginning in 777. The zahajin of this era were different than those the erahthi had encountered before, commanding powerful magic and more advanced tactics. Since their last defeat in 545, the zahajin had sought aid from the distant fey lords of the realm of Evermorn. The nature of this alliance is not well known, but it has put considerable tension on erahthi-fey relations ever since.

Erathlias' awakening in 1013 put an end to the intermittent conflict with the zahajin. This conflict was not won by military might, but through diplomacy. Erahthi and zahajin alike signed an accord defining boundaries in Kir-Sharaat that neither would violate, giving the lighted areas of the world to the erahthi, and the "Darkwild" where the suns did not shine to the zahajin.

In subsequent cycles of Tritarch leadership, direct interaction with the Era-Sharaat became increasingly limited. Ultimately, they stopped emerging from the Dreaming Throne in San-Kaishan, conveying only limited guidance through indirect emissaries.

The Enlightenment (Kir-Sharaat: 2144 to 3902)

After reaching peace with the zahajin, the erahthi began a cultural renaissance. Research into symbiotic life forms revolutionized the erahthi way of life, allowing them to create vast living vessels to carry themselves across their world and defend their settlements. The singular erahthi city of Kir-Sharaat expanded across the surface of the world, divided into separate provinces, each centered on one of the ancient heartwood trees that bore new erahthi into the world. With the Tritarch only indirectly guiding their people, the creation of more erahthi fell to their own kind, and the numbers of their people swelled with each heartwood tree they settled around.

Erahthi scholars began to study the stars, developing observatories to study constellations and identifying planets far from their own. This age sparked erahthi curiosity in what lay beyond their world—a question not even their Tritarchs knew the answer to—and the erahthi saw the great beyond as the next step in their development; an ascension beyond the knowledge of the Tritarchs into a vast unknown.

The Time of Darkness (Orbis Aurea: 0 to 3206)

Nearly nothing is known of Orbis Aurea's history following the Collapse. According to taiga giant oral history, giant civilizations arose around the year 1276, though no other giant civilizations can corroborate this. Modern-day archaeology found the preserved remains of hill giant settlements dating back another three centuries, but these scattered, frozen ruins offer little record of what happened during this period in history. Research into the giant language, however, proves that Orbis Aurea was not always shrouded by cloud-cover, as the words for "moon" and "stars" exists in several permutations across varying dialects of giant and even okantan. Modern-day archaeologists remain fascinated by the mystery of Orbis Aureas' past.

The Time of Unification (Orbis Aurea: 3206 to 3441)

The okanta have existed on Orbis Aurea for longer than 800 years: that much, most outsiders and even the okanta are certain of. Unfortunately, ancient okanta traditions and long periods of strife destroyed most of the historical record these people maintained. The most concrete okantan history begins in 3206 around the founding of the first—and last—okantan metropolis, Haj-Harmarandh.

The oldest stories of the okanta tell of a time when their greatest shamans reached out to whispering spirits trapped in aetherite and discerned from these utterances wisdom beyond flesh. The ancient shamans, called the Harmarandh, were believed to be vessels for otherworldly spirits that dwelled in both the radiant aetherite and the glowing clouds that blanket Orbis Aurea's skies. The okanta developed great magical power from these shamans, which they deployed against the native races of giants that long threatened their lands. Under the guidance of the Harmarandh, the okanta built a great metropolis called Haj-Harmarandh as a hub of their itinerant people and a sprawling civilization of unparalleled knowledge and spiritual understanding. Whether the okanta civilization was as idyllic as their oral history suggests is unknown, as the location of Haj-Harmarandh was lost to the okanta and contemporary archaeologists have not yet rediscovered its whereabouts.

Haj-Harmarandh stood for over 200 years before growing conflict with the frost giants broke apart this center of okantan civilization. Stories speak of an army of frost giant larger than any ever seen crashing upon the walls of Haj-Harmarandh like a wave, toppling the city and scattering the surviving okanta to the winds.

The Time of Wandering (Orbis Aurea: 3442 to 3888)

Following the loss of Haj-Harmarandh, the okanta moved away from stationary settlements and became a fully nomadic people, following the movement of taiga giant clans across the tundra of Orbis Aurea. Most okanta clans that scattered in the aftermath of Haj-Harmarandh's fall never saw one another again. Instead, over the course of centuries, the okanta deeply enmeshed themselves with giant culture and developed a stronger understanding of the supernatural forces of their world. Okanta magical traditions grew phenomenally in this age as they studied from not only the taiga giants, but reclusive pockets of firbolg and cloud giants living in remote corners of the world.

The Second Age (Akasaat: 3762 to 3902)

The supernatural material known as aetherite had long been documented on Akasaat. However, the radioactivity of aetherite meant that investigation into the lethal material's properties went unexplored for centuries. It was not until 3762 that Akasaati engineer Willias Thalvadrin—a former Wasteland salvager—discovered the combustive properties of aetherite when he witnessed an exposed vein of the crystal as it was struck by a bolt of lightning. The crystalline material sublimated into an electrified gas, and then coalesced into a liquid before crystallizing again. Plasma gas, a substance not naturally existing under ordinary circumstances on Akasaat, was one of the fundamental components of Progenitor-era technology. As a scholar of Progenitor technology, Thalvadrin saw the immediate potential of this monumental discovery and ushered in what is widely regarded as the golden age of humanity.

Thalvadrin's discovery heralded an age of research into the multi-phase properties of aetherite, during which Thalvadrin and other scholars researched the similarities between aetherite and the power sources mentioned in ancient Progenitor texts. In 3770, Thalvadrin created the first aetheric capacitor, a power generator that was a hybrid of magic and Progenitor-era technology, capable of producing vast amounts of energy that could power technology reverse-engineered from the devices left behind by the Progenitors. By 3790, Thalvadrin had created the first aetherdrive, an engine capable of creating a field of kinetic force that allowed objects to defy gravity. While many of the marvels the Progenitors had created were beyond even the reach of the brightest minds of the time, the discovery of these principles combined with the ancient technological manuals of the Progenitors enabled rapid industrialization.

Technological advances rapidly arose in this era, bringing aetheric lights to homes and allowing for the creation of enormous machines that could drill deep into the land or aid in the construction of buildings. Radio transmissions originated with the development of *farcasters*, and with the discovery of radio waves came the emergence of far-reaching, instantaneous communication that did not require direct use of magic. Radio broadcasts of all kinds cluttered the air, knowledge was spread at a rate never before dreamed of, and human society rapidly approached its perceived zenith. The advent of the aetherdrive led to the development of lighter-than-air vehicles called aetherships, capable of plying the skies on invisible force. Aetheric energy became central to human identity, to the point where businesses began to pay employees directly in charges of aetheric energy (aetheric units, or au).

This industrial revolution led to a massive period of expansionism, and a rush to harvest whatever aetherite could be found on Akasaat. By 3802, all surface deposits of aetherite visible from the air were depleted, yet the Hierarchy craved more and the rapid expansion of the arcologies demanded it. This led to dangerous prospecting expeditions into the wasteland and the establishment of remote aetherite mining colonies. The first colonies were remarkably haphazard and considerably dangerous. At the colony of Altus, an expansive drilling project was supplemented by blasting with aetheric charges—with disastrous consequences. A tragic explosion and the resulting sinkhole destroyed the colony of Altus and its aetherite factories, poisoning the land around it for generations to come.

In the wake of Altus' destruction, more careful drilling continued in the other remote mining settlements. Eventually, the drilling and digging in the untamed wilderness beyond the arcologies proved fruitless. People turned to the Score for guidance, and it echoed knowledge spoken by astronomers for centuries: Akasaat's moon, Prima, glittered with aetherite. This began a race to reach space through trial and error, with the assistance of aethertech and magic. In 3887, on the verge of a global economic collapse and severe aetherite scarcity, humanity eventually reached the stars.

The aetherite on Prima proved to be less abundant than expected, and it became clear to the Hierarchy that it would not last more than a decade, even with rationing. But the first explorers of Prima discovered something more valuable than aetherite on that dusty moon: the first known Gate Hub in a fixed orbit, hidden behind Prima.

The Gate Hubs, referenced countless time in Akasaati Progenitor technical documentation, were long believed to have been destroyed in the Collapse. However, humanity's eager attempts to explore the superstructure of the Gate Hub complexes were met with failure, as derelict Progenitor technology—somehow still functioning—defended the interior

of these artifacts. Other Gate Hubs were found populated by incorporeal undead and other, even more nightmarish creatures. Thus most of the Gate Hubs' physical entrances were sealed by the Hierarchy and ultimately deemed unnecessary, as the gates themselves function continually without apparent need of maintenance.

The discovery of the Akasaat Gate Hub led to the exploration of the other worlds connected to it, and humanity's first foray into the stars began with Orbis Aurea in 3888. This first journey, however, was met with immediate tragedy as the aetherships that descended into Orbis Aurea's perpetual cloud cover never returned, nor could following forays establish contact beyond that shroud. Automated vessels sent to investigate the fleet's disappearance also failed to return. Due to the rapidly collapsing Akasaati economy, no further resources were available to commit to their recovery, and all hands aboard the missing vessels were presumed lost.

Seraos was the second alien world explored by humanity, and provided large quantities of aetherite in its orbital rings and amid the debris of the Amrita Asteroid Belt. The aetherite found in these remote reaches, while plentiful, required considerable resources to effectively mine and transport, allowing humanity to establish a semblance of economic equilibrium—but only barely.

Humanity first visited Kir-Sharaat in 3891 and performed a visual scan of the planet's surface from orbit. At the time, observers failed to recognize the metropolis of Kir-Sharaat as anything other than an impossibly large forest. When a second expeditionary force, triple the size of the first, arrived in 3903 under the auspices of Akasaat's largest mining consortium, they discovered what they believed would be the solution to humanity's resource scarcity.

The Requiescat (Orbis Aurea: 3888 to 3943)

The human explorers who disappeared into the shroud of Orbis Aurea did not all perish in that fateful crash. Thousands of humans scattered among the wreckage of dozens of ships survived, thanks to a relationship forged with the okanta. Humanity's early decades on Orbis Aurea were focused around survival, and led to the establishment of a permanent settlement called Wighthaven in a secluded fjord at the edge of the world's temperate band. The survivors of this crash, later known as the Requiescat, forged a powerful bond with the okanta that changed not only the humans now trapped on Orbis Aurea, but also the okanta who were introduced to human culture and technology.

The Century War's Onset (3903 to 3912)

First contact between humans and the erahthi was made by a Hierarchy expeditionary mining force in 3903. Six aetherships spotted the continent-city of Kir-Sharaat and descended into the planet's atmosphere, beginning surface divinations for signs of aetherite, while one of their number was sent to the central district of San-Kaishan to make contact with any indigenous life. The mining crew that landed in San-Kaishan were astonished by the erahthi presence and woefully unprepared for first contact with an alien race. These miners discovered that Erahthi and Hymnas shared a common—and seemingly improbable—linguistic root, allowing for limited communication.

Meanwhile, the other five scout vessels touched down below the canopy miles from the city. Two were destroyed by indigenous plant life, but the remainder passed beyond the threshold of visible light and saw

vast amounts of untapped aetherite bristling within the darkness below. Once the presence of aetherite was confirmed, the remaining ships began a process of clear-cutting trees with turret fire, thus allowing light into the depths so the crews might more accurately assess the aetherite deposits.

This single act of desecration, destroying the very trees that birthed the erahthi into the world, led to immediate hostility. It is unknown who actually attacked first—the erahthi and humans tell conflicting accounts of this. Ultimately, only one mining ship limped out of Kir-Sharaat's orbit to return to Akasaat and report their findings. Exaggerated tales of warlike plant creatures and the "heroic" deaths of miners spread through Akasaati arcologies like a wildfire. The Hierarchy, struggling to maintain its over-extended reach with minimal aetherite reserves, believed the only recourse was to return to Kir-Sharaat and recover whatever aetherite they could.

A second mining expedition force, this time escorted by military aethercraft, touched down on the opposite side of Kir-Sharaat, far from the sprawling erahthi megalopolis. For five years, these crews despoiled the planet's surface, laying waste to vast reaches of forest to access the abundant aetherite deposits in the Darkwild. Attacks by the zahajin against invading miners were mistaken for further erahthi aggression, as humanity had no understanding of the distinction between zahajin and erahthi culture. When a diplomatic erahthi envoy finally arrived to try and entreat with the humans in 3908, they found themselves the targets of enemy fire before they could make contact, and retreated beyond the range of aethership artillery.

By 3912, the Hierarchy had established a permanent mining operation on Kir-Sharaat, laid waste to miles of pristine forest, and waged an intermittent war with the zahajin. The reigning Tritarch, Indaarin, traveled to the site of the human mining colony in an attempt to end the abuse of Kir-Sharaat's resources and—perhaps more importantly—maintain the peace treaty with the zahajin.

Historical accounts claim that when Indaarin appeared at the perimeter of the mining camp, the Tritarch's voice could be heard for miles, echoing through every living tree. The human miners were terrified by Indaarin's presence, and before a dialogue could be established, Captain Lurado Welder of the H.A.V. Hammer ordered his vessel to fire on the Tritarch. Indaarin survived the artillery fire, but returned to San-Kaishan critically injured. The shock and horror of this act resonated among the erahthi people, and a war was now inevitable—a brutal, divisive war spanning nearly a century of perpetual battle.

The Tragedy of War (3913 to 3944)

When war between humanity and the erahthi became a certainty, both the Hierarchy and the Tritarch Dominion prepared for what both sides presumed would be a short, violent conflict. Humanity doubled its production of warships in preparation for an invasion of Kir-Sharaat, while at the same time building systems on Akasaat to defend the arcologies. The erahthi, meanwhile, reverse-engineered downed aetherships and synthesized them with their symbiont technology to create living aetherships capable of preemptively defending their homeworld from attack. By this point, it was too late for Indaarin to steer the erahthi people away from war. The governments that had grown in influence and power while the Tritarch receded from public eye made compelling cases for the protection of the erahthi people, and Indaarin was ill-prepared to be a wartime leader.

The initial years of the Century War were skirmishes, with human military forces testing erahthi defenses and scouting unoccupied corners of Kir-Sharaat. The Hierarchy instigated multiple failed attempts at settling forward military bases on Kir-

Sharaat, each ending with a catastrophic loss of life and equipment due to humanity's unfamiliarity with local flora and the guerilla tactics of the erahthi.

By 3918, erahthi symbiont masters had developed the first generation plant aethership; lightweight and agile vessels with a self-repairing capability that Hierarchy military forces were woefully unprepared for. Once the erahthi took an aggressive footing and moved into space, the shape of the war took a dramatic turn. The only battles the Hierarchy had previously faced were against rag-tag Wasteland clans; never in its history had the Hierarchy faced an opponent with equal military strength or a technology they themselves did not possess. But now there stood the might of an entire planet's people and cutting-edge symbiont technology. The initial losses for the Akasaati people were in the tens of thousands. Humanity was pushed back through the Gate Hub, and the erahthi made the first attempt at permanently sealing the portals—to no avail. Erahthi forces made many attempts to disable or destroy the Kir-Sharaat Gate Hub, but none were successful.

Forced to retreat back to Akasaati space, the Hierarchy recuperated over the next two years, fighting only fleeting skirmishes with the erahthi when scout ships from either side passed through the Gate Hub. Were it not for the continued aetherite scarcity, the Century War may have ended then and there. But as fear of an erahthi victory began spreading through the arcologies, the Hierarchy found itself recommitted to an unsustainable and potentially unwinnable war.

Fearing the superiority of erahthi soldiers augmented by symbionts, the Hierarchy pushed to develop a program by which human soldiers could be augmented with aethertech and other supernatural forces. While these initiatives are renowned for the creation of militarized automata and powered armor, the most recognizable outputs of the ever-hastening war machine were the infused and the Paragons. Already practiced in secret laboratories on Akasaat, human-aetherite experimentation was a dirty secret of hazy legality. Alchemists had long sought to infuse humans with the raw power of aetherite, but these experiments largely resulted in the creation of hideous mutations or other unrecognizable abominations.

In 3919, a clandestine group of alchemists and occultists under Hierarchy supervision began the Paragon Project. This initiative's sole purpose was to create superhuman soldiers capable of combatting the erahthi threat and leading humanity to victory. What came out of the Paragon Project's labs in the first few months of operation were not unlike the abominations created by Wasteland alchemists. But promethean alchemists, performing research in the synthetic creation of life, found new breakthroughs using human test subjects already afflicted with aetherite poisoning—a common industrial hazard on Akasaat.

Infected human volunteers underwent torturous experimentation that ultimately robbed many of their memories and each of their well-being, all in exchange for nominally stable telekinetic powers. The first generation of "infused" soldiers were heralded as a major breakthrough, and before a full evaluation of their psychological and physical well-being could be performed, they were trained and shipped into battle. The first infused soldier met combat over Kir-Sharaat in 3921, heralding the beginning of a new human offensive.

The hammer blow of this offensive came in 3922 when the first aethership battlecruiser, the *H.A.V. Harmonium*, was brought online in the shipyards of Prima. The *Harmonium* led a fleet of nearly two hundred aetherships to Kir-Sharaat and instigated the first bold offensive in years. The firepower of a fully-armed Akasaati battlecruiser was more than the erahthi had anticipated, and Kir-Sharaat was utterly unprepared for the Hierarchy's newest tactic: orbital bombardment. The *Harmonium* was outfitted specifically for this task, capable of delivering a payload of flauros spears through the atmosphere that create a colossal explosion of heat and light on impact.

The *Harmonium* could have killed tens of thousands of erahthi had it not been for an assault led by the

Reaper caste in 3924 that destroyed the battlecruiser from within. To this day, the Hierarchy isn't sure how the Reapers were able to get on board the *Harmonium*, but the battlecruiser and all hands on board were lost entirely. But the effects the *Harmonium* had on the Century War led to development of a more heavily defended and powerful class of aethership designed to survive the most brazen of attacks.

The success of the infused emboldened Hierarchy elite, resulting in an influx of funds poured into the Paragon Project to refine its results. Combining their research into promethean designs and eugenics, these scientist-magi created the unthinkable. In 3927, a group of 100 artificially-created humanoids were born in secret laboratories in the depths of Prima. These towering giants were stronger than an infused soldier in the most advanced power armor and frighteningly intelligent. Dubbed the Paragons, these implacable soldiers entered the war just as the erahthi were perfecting spore-based biological weapons.

Bred for war, the Paragons were a terrifying force on the battlefield, capable of rending erahthi forces en-masse and holding little regard for their own well-being. Initially, Paragons were sent as squad leaders for entire battalions of infused (more of which were created every day to meet military demands). But by 3929 the Hierarchy became aware that the Paragons and infused were able to share a powerful psychic link with one another, a means of communication not intentionally designed into their artificial forms. Development of the second generation of Paragons in terrestrial laboratories in the arcology of Vale was suspended while the Hierarchy considered the implications of the new life they birthed.

As the erahthi were preparing their own response to this latest atrocity, humanity pushed a new machine onto the theater of war. In 3930, the first dreadnought-class aetherships arose from the Prima shipyards. These massive aetherships—small cities in their own right—were designed for long-range and long-term military engagements, armed with an absurd arsenal of advanced weaponry, a squadron of fighter aetherships, and a crew compliment of over three thousand. These dreadnoughts, the *H.A.V. Concordant Measure*, *Defiant Hand*, and *Radiant Beacon*, became mobile battlestations that the Hierarchy could use to take their forward operations anywhere in the Aethera System.

In 3939, the *H.A.V. Iconoclast*, a second-generation dreadnought, came online and was immediately sent to Kir-Sharaat to lead a third-wave offensive against the erahthi. Unfortunately, the *Iconoclast* suffered from industrial sabotage and its main weapons system malfunctioned shortly after arriving in Kir-Sharaat space, where the vessel was ambushed by an awaiting erahthi fleet. Rather than allow the Iconoclast to be destroyed before it could fire even a single turret, Paragon Captain Aksandar dropped the dreadnought through Kir-Sharaat's atmosphere in a suicide attack on the district of Kir-Arkhal. The resultant explosion and fire destroyed Kir-Arkhal entirely and claimed more than two hundred thousand lives. It is remembered as one of the greatest atrocities ever committed during the Century War.

After the destruction of Kir-Arkhal, the erahthi turned to Tritarch Indaarin in desperation. Indaarin, fearful that Kir-Sharaat would fall in the face of human aggression, was crushed with despair over failure to protect the erahthi. In an act of desperation, Indaarin violated the ritual that had been observed for thousands of years, and forcibly roused the warlord Athrakarus from slumber. For the first time since the creation of the erahthi, two of the Tritarch were awake at once. This unprecedented act emboldened the erahthi.

Athrakarus immediately seized control of the erahthi military and ordered an all-out assault on the human homeworld of Akasaat. A fleet of erahthi aetherships arrived in Akasaati space in the beginning of 3940, leading to a tremendous battle over the human homeworld. Dozens of small erahthi fighters moved to the surface, under orders to enact indiscriminate retaliatory suicide attacks against human settlements, Hierarchy or otherwise.

The effectiveness of this attack was undeniable, with human casualties numbering in the tens of thousands, and dozens of crucial aetherite refining facilities destroyed. Athrakarus then moved his focus beyond the Kir-Sharaat and Akasaat divide, turning the erahthi war machine to mining aetherite in the Amrita belt, developing outposts around Seraos, and preparing for a human counterattack.

By 3944, humanity was desperately low on aetherite reserves and began fruitless attempts to mine deeper into the moon Prima in the hopes of finding untapped veins. The *H.A.V. Ray of Dawn*, a dreadnought designed with the intention of penetrating the mysterious cloud layer of Orbis Aurea, was sent with a contingent of Paragons to established a ground presence on Orbis Aurea and report back regarding any minable aetherite—or die trying. When the *Ray of Dawn* disappeared into Orbis Aurea's shroud and never returned, the Hierarchy once again presumed all hands were lost, and attention turned away from the mysteries of Orbis Aurea to the war at hand.

The Time of Ascension (Orbis Aurea: 3944-3974)

The *H.A.V. Ray of Dawn* was not in fact lost in the shroud of Orbis Aurea. While the vessel itself was destroyed by its plummet, the Paragons aboard survived and discovered the remnants of humanity clinging to the frozen reaches of a hostile and inescapable world. Moreover, the Paragons discovered Orbis Aurea profoundly rich in aetherite, more so than any other world in the system. The Paragons assumed command of the Requiescat humans and forged strong alliances with the native okanta by aiding in the battles against indigenous frost giants.

The ostensible leader of the Paragons marooned on Orbis Aurea, Lietka, prepared a bold plan of his own. The Paragons set about rapidly industrializing human holdings on Orbis Aurea, creating a city of tremendous height that would reach beyond the heavens, creating a bridge between the depths of the Gulf and the surface of Orbis Aurea itself. Under Lietka's guidance, the Paragons not only accomplished the mission set out for them, they broke away from the Hierarchy entirely, forming the Paragon Ascendancy and laying the groundwork for a civilization for their people—Paragon and infused—outside of their creators' control. By the time the Orbis Aurean Paragons chose to reveal themselves to the rest of the Aethera System, a great upheaval was already underway.

The Century War's End (3945-4001)

By 3947, only twelve of the original one hundred Paragons remained, and by the end of 3949, the Hierarchy had lost even these few remaining super-soldiers. Seven disastrous attempts were made to besiege the capital district of Kir-Sharaat, San-Kaishan. But the Paragons, powerful as they were, posed no threat to the Tritarch Athrakarus, who strode out to defend his people and challenged the Paragons to single combat. Stories of Athrakarus downing aetherships with a wave of his hand and turning the entire forest into living weapons are still told by both sides that fought in the Century War.

By 3951, humans were desperate to supplement their soldiers, tripling the number of infused created annually and forcibly conscripting prisoners and wastelanders into the Paragon Project. After the loss of the final Paragons, an unexpected replacement was found in the most unlikely of locations—Prima.

Mining on Akasaat's moon, while fruitless with regard to aetherite, unearthed a Progenitor-era vault at the moon's core. This vault was an armory, containing millions of deactivated constructs, human in size and appearance. Humanity's expertise at reverse-engineering Progenitor technology allowed them

to retrofit these machines with an aetherite power core and reactivate them. Dubbed "phalanx," these machine soldiers proved to be more than mindless constructs, capable of rational, independent thought. The phalanx were blank slates with considerable potential for learning, and so they were immediately trained and pressed into battle by the thousands, with more phalanx being refurbished every day in the Phalanx Vault.

The phalanx proved to be more capable soldiers than first imagined, and their introduction into the war in 3952 resulted in a dramatic turn for humanity. Soldiers that did not need sleep, rest, or even air rapidly replaced the fragile constitutions of infused soldiers. Production of the infused thus finally slowed beginning in 3953. The Hierarchy pushed the erahthi back to their homeworld, scored numerous victories in distant battlegrounds like Amrita and Seraos, and soon turned upon Kir-Sharaat with an invigorated war effort, even as the last stores of aetherite began to dry up and upper-echelon Hierarchy officials started to panic about the sustainability of the war.

In response to the resurging human threat, with erahthi numbers thinning, Athrakarus enlisted erahthi children of combat-capable castes into battle, sending the youngest of their people on suicide missions against human forces to buy necessary time. Indaarin privately confronted Athrakarus on this drastic and abhorrent decision, and was immediately returned to a state of slumber. No erahthi is certain whether Indaarin returned to slumber out of protest or, as more fringe elements of erahthi society suggest, by force. A swift military coup solidified Athrakarus' position as the sole reigning Tritarch, and the Chamber of War prepared for a final confrontation with humanity. The output of plant aetherships increased alongside the development of horrifying new symbionts and biological weapons.

In 3955, new deposits of aetherite found across the Amrita belt moved the Century War away from the planets and into the darkness of the Gulf. Erahthi sabotage and human counter-offensives played a dangerous game of push and pull through this period, often referred to as the Long March of the Century War. This period of fighting came in months of fierce combat followed by months of recuperation as emotional and societal fatigue began to set in. The rapid pace of the war's early years gave way to a staggering entropy, and the Century War didn't so much end in a crescendo as it simply ground all involved parties into so much dust.

By 3970, the death toll of the Century War stood in the millions—but the worst was not yet behind the combatants. Erahthi spies, having long infiltrated Hierarchy positions on Akasaat, began a systematic destruction of the Akasaati arcologies, starting with Haven. The terrorist attack there destroyed aetheric reactors, nearly annihilating the entire arcology and claiming hundreds of thousands of lives. Agents of the Protectorate were able to detect erahthi spies' operations in the remaining arcologies and prevent subsequent disasters, but the loss of Haven and the senseless loss of lives drove an already enraged Hierarchy into a frenzy.

The final two decades of the Century War were primarily fought in orbit over Kir-Sharaat, as the Hierarchy fully intended to destroy the erahthi at any cost. Massive battles for control of space around the forest world left sweeping trails of aethership debris. For all the ferocity of these battles, neither side maintained the resources necessary to continue at an accelerated rate. Erahthi aetherite reserves, entirely claimed from areas bordering the Darkwild, were dwindling. Scouting forays into the depths of Kir-Sharaat risked setting off a war with the zahajin, which would cripple the erahthi's ability to defend themselves. The war was clearly reaching its end, but neither side seemed willing to back down.

In 3974, what might have become the deciding factor of the Century War came when an aethership of unknown origin emerged from the Akasaat Gate Hub and began broadcasting a farcaster transmission. The self-described P.A.V. *Herald* brought word of the Paragons' return from Orbis Aurea and reinforcements

of soldiers and aetherite, as well as the introduction of clanless okanta mercenaries eager to prove themselves in the realm beyond the shroud.

With a massive cache of aetherite at their disposal and a nearly unassailable planet at their backs, the Paragons offered an exchange of resources to defeat the erahthi and end the war on their terms. Public perception of the Paragons was not as steeped in paranoia as the Hierarchy's, and the Paragons' bold return to Akasaat helped engender them to the people who were desperately seeking a resolution to a conflict that had claimed millions of lives. Reluctantly, the Hierarchy accepted the Paragons' offer, recognizing Orbis Aurea as an independent colony of Akasaat. Together, the Paragons and the Hierarchy were poised to end the war once and for all.

But the Century War would end neither by humanity's hand, nor erahthi's. In 4001, during a pitched battle over the skies of Kir-Sharaat, the Gate Hub near Kir-Sharaat's moon of Thycalese flared to life and unleashed an armada of five thousand ships of unknown design, many of which were formed from hollowed-out planetoids. The newly arrived armada began an immediate and terrifying attack against both the reinvigorated Hierarchy forces and the weary erahthi military. This new force, a savage and warlike race of creatures, was called the taur.

What began as a three-way conflict rapidly descended into chaos as the taur launched raiding ships that bored into dreadnoughts, unleashing hordes of taur soldiers and bound demons, enemies the likes of which neither human nor erahthi had ever faced. Soon both races focused their efforts on this emergent threat. Erahthi fighters breached the walls of taur maze ships, discovering one horrifying atrocity after another unthinkable nightmare. Human battlecruisers bombarded taur world-vessels, while phalanx soldiers tirelessly fought off taur raiding parties that seemed more interested in capturing than killing.

As the fight raged on, five taur maze ships encircled the moon of Thycalese and physically moved the moon out of its orbit, causing catastrophic effects on Kir-Sharaat below. Shortly after taking control of the moon, the maze ships and all of the other taur vessels retreated into the depths of the Gulf, with the harvested moon in tow. Human and erahthi vessels pursued for a time, but after the grueling Battle of Thycalese, neither side had sufficient resources to follow the taur into the trackless darkness of the Gulf. The Battle of Thycalese was both the longest and the last conflict of the Century War.

Once the Hierarchy and the Tritarch Dominion assessed their losses from the Battle of Thycalese, neither side held any desire to continue their conflict. An emergency summit between human and erahthi leadership was called in the aftermath of the taur invasion. A truce in the face of an extant threat to both humans and erahthi allowed leaders on both sides of the conflict to save face in the eyes of their people.

As stories of the Battle of Thycalese reached the edges of the Aethera System, fear of the new enemy lurking in the darkness between stars crept across remote settlements. In 4001, aboard the *P.A.V Armitage*, representatives of the Hierarchy, the Tritarch Dominion, and the Paragon Ascendency took the first steps toward peace. A series of long negotiations ended with the signing of the Century Accords, an agreement by all signatory parties to place a halt on all military actions against one another in the face of the taur threat.

The Century Accords are a voluminous document containing strict measures to maintain the peace between the major civilizations of the Aethera System, while at the same time ensuring that these cultures can learn to work together to combat a threat greater than the sum of their own aggressions. But ending nearly a hundred years of hostility isn't a simple or clean task, and pockets of violence threatened to bring an end to the peace almost as soon as it began. These hostilities come from all corners of the system, from military holdouts who refused to stand down when the ceasefire was called, to hardline war hawks who

believe the war is certain to ignite again and refuse to let down their guard.

The taur, however, did not disappear quietly into the darkness between the stars. They have led small skirmishes and raids against space-born settlements on Kir-Sharaat's moons and across the Amrita asteroid belt, covering a massive distance of space without the use of the Gate Hubs. Divinations attempting to identify the taur ultimately revealed their race's name and fragmentary history of a bloodthirsty and warlike culture. But the mystery of where the taur came from and how they were able to arrive in the Aethera System using the Gate Hub network is unknown. Many believe the taur are waiting somewhere in the gulf of space between worlds, planning the beginning of a new war.

The Third Age (Mid-4002 to Present Day)

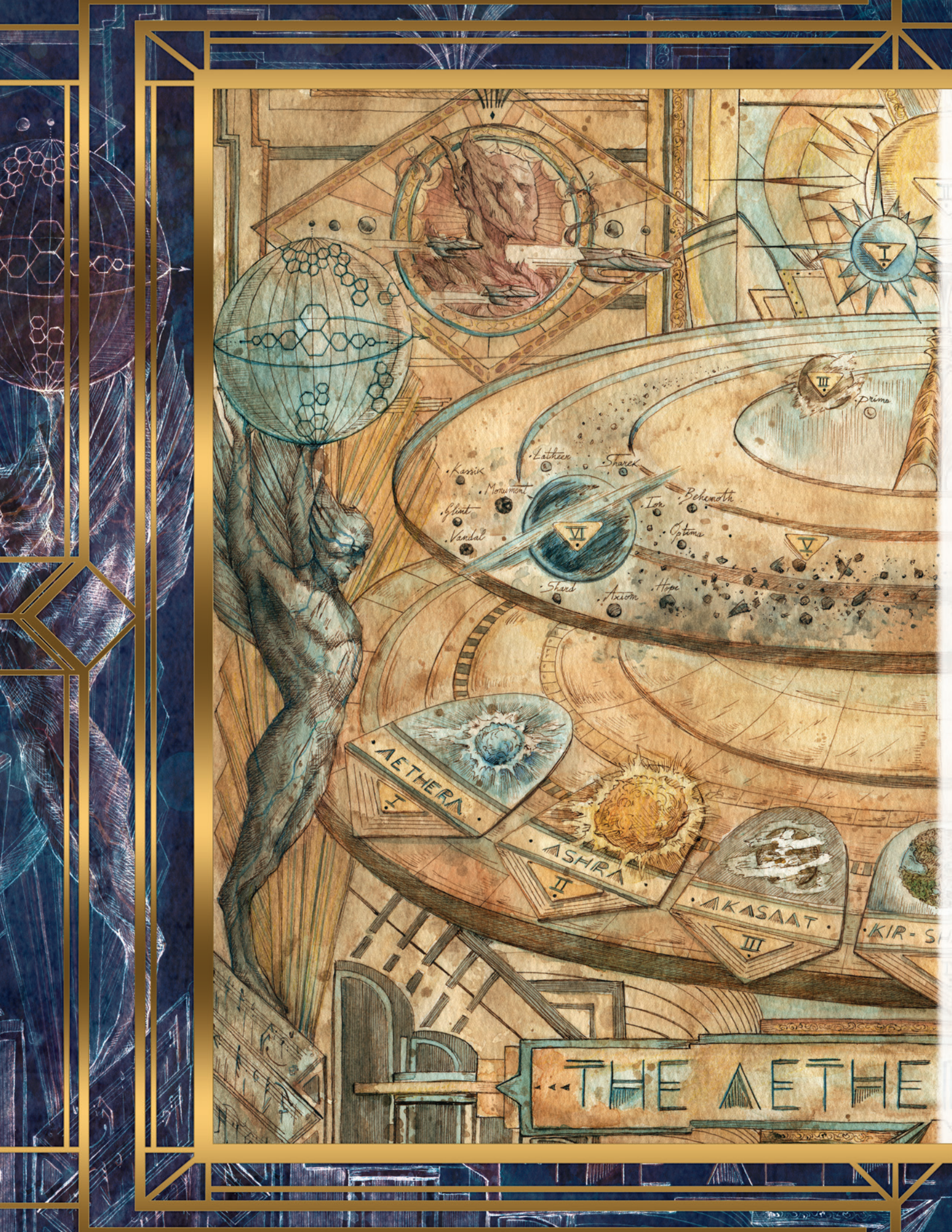
While outlying battles on the fringes of the system continued until news of the truce reached those disparate participants, all official military activity concluded by the middle of 4002. However, the Century Accords were not a formal conclusion to the war, but only an agreement to pause hostilities in the face of an extant threat to all worlds. Secretly, both human and erahthi envoys attempted to locate and entreat with the taur to form an alliance. None have ever returned.

In this Post-War era, the Hierarchy took the opportunity to end the long-brewing possibility of a phalanx uprising by emancipating the sentient war machines in 4004 and giving them rights equal to human citizens of Akasaat. However, the Hierarchy made a sweeping change to their society beginning in 4004, effectively moving the goal posts of their meritocracy. The core of this change centered around a new system of assigned social structure dubbed the "Slot System," wherein Hierarchy citizens are guaranteed jobs and a stable lifestyle in exchange for their contributions to human society. A repercussion of this was a dramatic realignment of social structures that trapped the already put-upon lower classes of the Hierarchy. Now ostensibly locked into their social status for their entire life, these laborers and technicians struggle to find a way to express their frustration, fueling the fire of a growing movement of free-talking philosophers operating out of private farcaster stations, sending their iconoclastic message to the people.

In 4003, travel opened between Kir-Sharaat and Akasaat in the name of improving diplomatic relations. A human embassy was established on Kir-Sharaat's moon Ortharun, and human visitors were allowed on the planet's surface for the first time since the war began, assisting with the reconstruction of Kir-Sharaat settlements and establishing trade relations with the forest world. Likewise, erahthi were allowed to open an embassy on Akasaat's lunar colony and come to the surface of Akasaat to assist with the development of improved agricultural systems.

This new world of strained cooperation between two races long-entrenched in enmity has not been an easy transition. Racial violence sparks frequently, and the tenuous peace is tested time and again. Meanwhile, ideas are being exchanged across the racial divide for the first time, with both humans and erahthi discovering that their societies share a common root in the long shadow cast by the Progenitors. Strange new alliances form in the shadows where erahthi and human agents meet, resentment and frustration still beats like a pulse through the war-ravaged cities, and a looming specter of yet another war threatens in every dark gap of space between the stars.

The year is 4006, and the darkest times still lie ahead.


Kassik
Latheer
Sharek
Monument
Iron
Behemoth
Flint
Optima
Vandal
Shard
Axiom
Hope
Prima
AETHERA
I
ASHRA
II
AKASAAT
III
KIR-S
THE AETHE


Kalshir
Natorva
Orthacum
Kilees
Psracleus
Orbis Virganta
ORBIS AUREA
SERAOS
AMRITA BELT
RA SYSTEM

Aethera & Ashra

The twin stars that anchor the worlds of their binary system, Aethera and Ashra, provide light, warmth, and a great degree of lingering mystery. Originally a traditional system centered on the main sequence yellow sun Aethera, the system changed utterly with the Collapse. Although no comprehensive records exist to cover the event in detail, research indicates that Aethera collapsed into a dim, cool white dwarf star only a fraction of its original size—but not through a conventional stellar collapse. That process would have seen the star expel its outer layers to form a gaseous nebula, an event which would have obliterated most of the system's orbiting worlds. Instead, some aspect of the Collapse funneled away much of the energy from the star's death throes, channeling it into the planets' inexplicable elemental changes, the ignition of the then-planet Ashra into a yellow star, and potentially the destruction of the Progenitor home world.

Aethera and Ashra's binary association imparts a unique gravitational mechanic compared to a solar system situated around a single star. Objects close to either star maintain a stable orbit around that star, and objects much further out also stably orbit the pair. But there also exist regions of null gravitational pull known as gravitic sinks (initialized as GS); areas of aetheric currents that swirl endlessly in a fixed position. Three such points exist: GS1 at the barycenter where Aethera and Ashra balance one another, GS2 on the far side of Aethera, and GS3 on the equivalent point for Ashra. To the sides of each star, perpendicular to the GS1 point, there exist two regions of sluggish gravity known as the dead orbits, referred to as GS4 and GS5. These zones collect debris and stellar detritus that come close to either star lacking sufficient velocity to escape and a proper position to attain orbit. Though largely a bother for aetherships, these regions are rife with the occasional treasure: everything from Progenitor technology, damaged or destroyed aetherships, and even metal-rich asteroids. Collectively, the region is a rich source of salvage and archaeology for those willing to risk the potential for collisions—and conflict with other would-be treasure hunters.

Originally a gas giant world associated with the elemental plane of air, Ashra was fundamentally altered by the changes wrought in the Collapse. Whatever creatures once dwelled within its skies, whatever their culture, their hopes, dreams, and fears—were extinguished in a moment when the world ignited, blossoming into a yellow star linked to the plane of fire.

Ashra's surface now exists as a vast, unplumbed sea of superheated gas and elemental fire. Massive solar

Aethera

Astrological Information

Type star (white dwarf)

Other Names none

Orbital Period 24 hours (around Ashra)

Rotational Period none

Physical Information

Atmosphere none

Diameter x50

Gravity x56

Primary Terrain fire

Satellites Ashra (binary star), Ebon Knight (alien satellite), Silent Cathedral (taur maze ship)

Societal Information

Demonym Aetheran

Government none

Known Population unknown

Notable Settlements unknown

Primary Inhabitants unknown

Primary Languages unknown

Ashra

Astrological Information

Type star (main sequence yellow)

Other Names none

Orbital Period 24 hours (around Aethera)

Rotational Period none

Physical Information

Atmosphere none

Diameter x100

Gravity x38

Primary Terrain Fire

Satellites Aethera (binary star), the Hive (asteroid), Torchbearer (moon), Snowglobe (artificial satellite), Gate Hub

Societal Information

Demonym Ashran

Government none

Known Population unknown

Notable Settlements unknown

Primary Inhabitants unknown

Primary Languages unknown

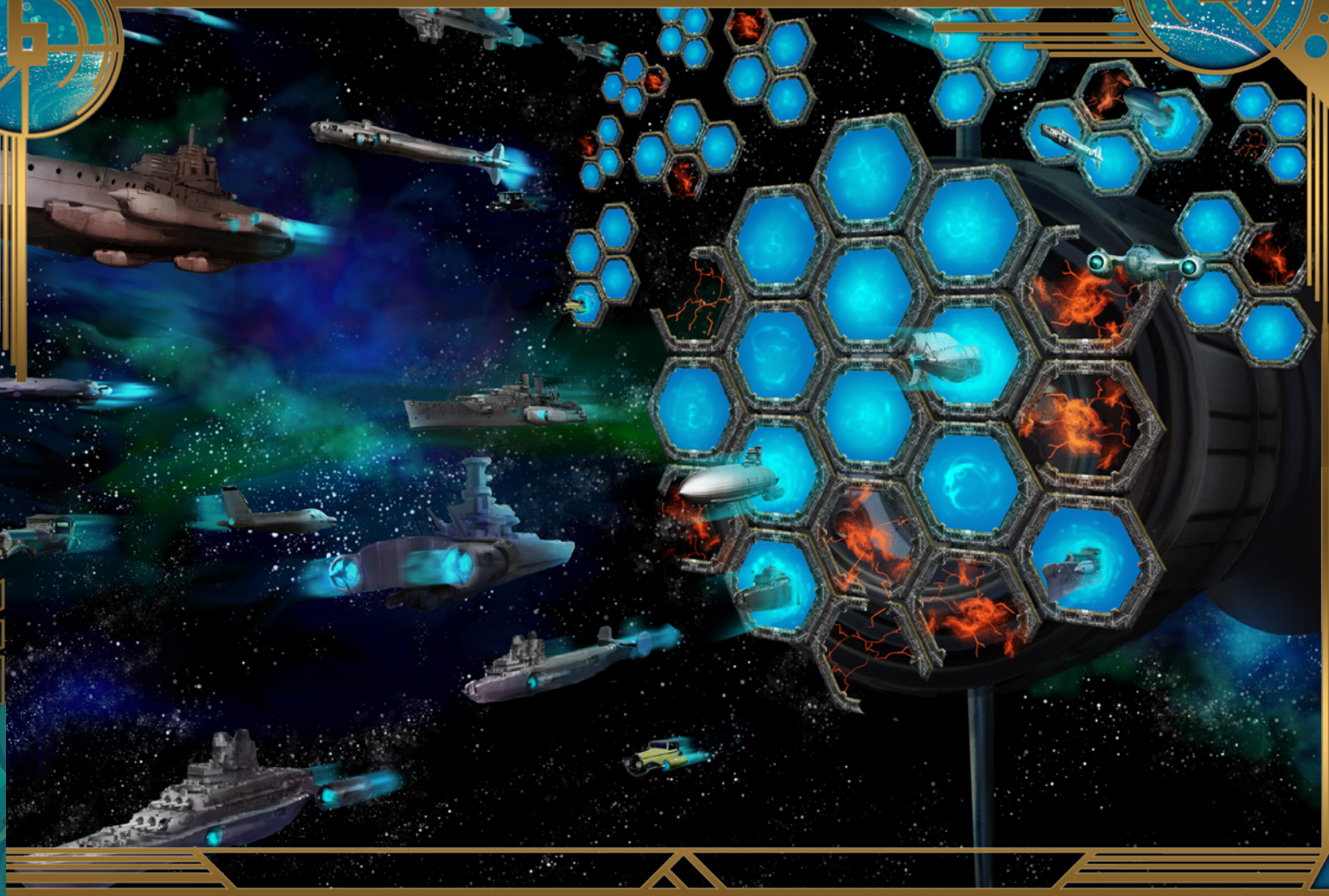
flares erupt from the star, threatening aetherships that fly too close, even those already shielded from the corona's heat. Much of the star's eruptions are side effects of the constantly warring natives of elemental flame that have colonized the surface. Stories of beings forged from fire and wrath living within the molten seas of blinding plasma and disintegrating heat are largely dismissed as the hallucinations of mad explorers who drifted too close to the twin stars, but legends of empires of flame on the Plane of Fire may lend some credence to these tall tales.

Occasionally dark regions manifest at points on the star's surface, with no obvious pattern. These sunspots are cooler portions of the star's outermost layer, but most intriguingly, they aren't a natural aspect of Ashra's molten structure. While the star's inconceivable heat and radiation has so far prevented direct exploration, orbital observation through telescopes has confirmed that the reason for the localized cooling is in fact the emergence of artificial structures from deeper within the star floating to the surface and then being subsumed back into the depths, only to appear again later. Theories of their nature focus on two possibilities: either they're inhabited structures built by natives of the Plane of Fire, or they're in fact submerged Progenitor arcologies built on Ashra prior to the Collapse, which somehow survive despite the intense heat and pressure. Neither theory is confirmed, but both may in fact be correct.

Ashra still retains the Gate Hub that orbited the world prior to its stellar ignition, and against all odds the Progenitor artifact remains perfectly functional. This Gate Hub drifts in a higher orbit than it did originally, though still within the outermost fringes of the newborn star's corona. Despite this proximity, the Gate Hub's immediate vicinity remains somehow shielded from the intense heat and radiation of the fire-aligned star, much to the relief of the first explorers to venture there, and those utilizing it now.

Due to the active Gate Hub, human and erahthi aethership transit around Ashra has become increasingly common for commerce, research, and exploration. Incidents between the two races largely ceased with the emergence of the taur, but to date the invaders have rarely been encountered so deep within the system. Of greater concern is the exceptionally harsh radiation in proximity to either star, as well as pirate activity amid the rush to discover Progenitor artifacts and debris from the conflicts of earlier eras. Due to the difficult environmental conditions beyond the relative safety of Ashra's Gate Hub, human expansion has relied heavily on phalanx crews. Although resistant, they are not immune to the hazards in proximity to Ashra, nor to the more bizarre perils that swirl about its cold, white dwarf twin.

Significantly less is known about Aethera, given the absence of a Gate Hub around the star. Attempts have



been made to explore the star's periphery through both long-distance travel from Akasaat and from Ashra's Gate Hub. Although not yet routine, both human and erahthi vessels have increasingly visited the region for research on the star itself and to various points of interest in orbit, though the radiation hazards are exceptionally high and absolute caution is required.

Most immediately obvious is the smaller size and much decreased light output of Aethera compared to its brilliant companion. While white dwarfs are hypothesized to expel their outer surface material during their collapse from main sequence stars, Aethera never did, and the absence of this material remains a mystery. Instead, gas and material ejected from Ashra during solar flares is drawn towards Aethera, where it spirals down to form a transient, sporadic accretion disk around the star's surface. Glowing with a flickering green to blue-white phosphorescence, the process creates a beautiful—if exceptionally deadly—display due to the release of hard radiation, commonly referred to as the ghost light of Aethera.

Aethera never underwent a shift in its elemental alignment. In fact, it remains the only object in the system to have not done so. Mystery surrounds this fact, as it surrounds the elemental alignment that it does possess: aether. While mystics and scientists struggle to understand the specifics of this connection, the connection's existence is apparent to any that have traveled close to the star via aethertech. Brought to within roughly half the distance of Akasaat's perihelion, aetherite behaves strangely. Raw aetherite ore has been known to move on its own accord, to levitate irrespective of mass, and to hum with an audible resonance. Aetheric plasma, on the other hand, displays an even more bizarre behavior that only increases with proximity to the white dwarf: bystanders experience telepathic whispers of a confused chorus of voices, blinding flashes of light, and both pre- and post-cognitive hallucinations. Experimentation on both aetherite ore and plasma

continues in earnest, though tempered with caution due to catastrophic results involving accidents with improper handling of aetheite plasma in confined spaces.

Notable Locations

Ashra Gate Hub: The most infrequently traveled of the known Gate Hubs orbits Ashra like a tiny, sparkling moon. Unlike the others of its kind, it orbits alone, rather than in conjunction with a natural satellite. If it ever did possess a companion moon, that moon was either destroyed in Ashra's ignition, or else ejected from the system entirely. Regardless, the Gate Hub hugs the star's equator in an orbit that places it just inside of the corona, protected by a shield of transparent force that wards against heat and radiation out to 600 feet from the superstructure, protecting those aetherships utilizing it from instant incineration.

Much of the Gate Hub's interior remains unexplored, like its kindred around other worlds, due to the danger posed by a substantial number of imprisoned outsiders (exclusively daemons, mad psychopomps, and sahkil) somehow bound to and unable to leave the satellite's interior. Their presence has also discouraged any suggestion of using the Gate Hub itself as a supply and support platform for further exploration, rather than simply as a point of transit.

The Ebon Knight: As enigmatic as Aethera itself, the so-called Ebon Knight straddles the line between reality and myth spun by aethership crews, and it remains one of the system's greatest mysteries. An apparently artificial satellite in orbit around Aethera, the Knight operates under its own power and periodically changes orbit, distinguishing itself from most debris ensnared by the white dwarf's gravity well. Thought to be an intact piece of Progenitor technology, the Knight is unique in that it appears to be functional and active, still performing whatever inscrutable task its creators assigned. The Knight was first observed through telescopic observation as a periodic shadow on Aethera's surface, a century prior to aethership travel to Ashra's Gate Hub and the first tentative exploration of Aethera itself. By the Century War, both erahthi and humans suspected the Knight to be the other's creation, and both attempted to examine the object in high orbit around Aethera more than once—though each effort met with disaster when the object defended itself swiftly and lethally with energy weapons of unknown design.

First Light of Flame: Exploration of Aethera and Ashra was and continues to be hampered by the absence of a traditional rocky moon in proximity to Ashra's Gate Hub, which could serve to house a station to service aetherships as a supply depot. To solve this, very early on the Hierarchy made attempts to construct an orbital station sufficiently shielded from radiation to serve in the same capacity, naming it First Light of Flame.

Just under 1 year in high orbit around Ashra, however, disaster struck. A coronal mass discharge erupted on the surface (some suspect by intent), damaging the station and flinging it out of orbit. The lack of debris initially suggested that it was incinerated, but in more recent years, pieces of the station's outer hull have been found drifting in the GS4 dead orbit region, leaving the suggestion that the station was instead flung out of orbit and may still exist largely intact. The question is more than a simple historical curiosity, as the station was stocked with a massive supply of aetherite at the time of its presumed destruction. Should that material remain within the wreckage, the salvage value would be immeasurably high.

The Hive: Drifting in high orbit around Aethera, the Hive is a 7-mile-diameter asteroid primarily composed of iron-nickel and smaller amounts of silicate rock. Outwardly unremarkable, the asteroid is riddled with a maze of artificially constructed interior passages. While the manner of excavation suggests Progenitor creation, what little exploration has occurred found the asteroid interior infested with a firmly entrenched azaka hive feeding on a substantial aetherite deposit at the asteroid's heart. The

appearance of azaka beyond Orbis Aurea, let alone at the heart of the system, is a perplexing mystery.

The Silent Cathedral: Shortly after the taur first arrived in the Aethera system their priest-kings lost contact with their demon lord Baphomet as a result of the system's planar barrier. The chaos of this power shift dramatically affected the taur, but by and large did not seem to hinder their operations. However, not every taur vessel survived this transition unscathed. A singular taur maze ship fashioned from a small, extrasolar moon roughly nine miles in diameter drifts in high orbit around Aethera, silent and unpowered. The original crew either devoured, driven mad, or literally painted upon the walls while still alive and gibbering at the hands of the demons that once served them. Fully functional, and likely possessing innumerable secrets of the taur both technological and otherwise, the drifting vessel remains a tantalizing nightmare. No incursions into the maze ship's interior have yet been attempted, but it is only a matter of time.

Torchbearer: What originally existed as Ashra's moon now orbits the star as a perpetually molten orb of rock and liquid metal. Glowing red in an orbit situated just beyond the star's corona, the moon's molten surface is populated by an unknown number of elemental outsiders capable of surviving in the unspeakable heat and radiation. Fire elementals the size of lakes burn white hot across the moon's surface, offering a tantalizing hint at the life that may exist in the plasma seas of Ashra.

The Sentinels: Located at GS2 point, the Sentinels are a collection of immense stone statues, each several miles long. The statues depict unknown and only vaguely humanoid figures, the details of which have been scoured away by asteroid impacts and other atmospheric damage. The statues float amid a field of other rocky debris, some from asteroids and comets, others planetary debris likely dating back to the Collapse.

Four separate research teams have attempted landings on the Sentinels, and each team has disappeared within an hour of landing on-site. Two attempts at remote investigation also failed spectacularly. The first, in 3998, involved a remote probing by means of an *arcane eye* and rresulted in the eye's spellcaster erupting in fitful screams before entering a catatonic state from which she has never awoken. The second involved a remote investigation by means of a clockwork servant in 4002, attempting to record its surveilance of the Sentinels. The clockwork device disappeared for nine months without a trace and was later found fused halfway into a rock wall inside an unexplored Progenitor ruin in the Amrita belt by a group of prospectors. The servant's recording crystal was confiscated by the Hierarchy and details of what—if anything—the construct was able to discover remains a mystery.

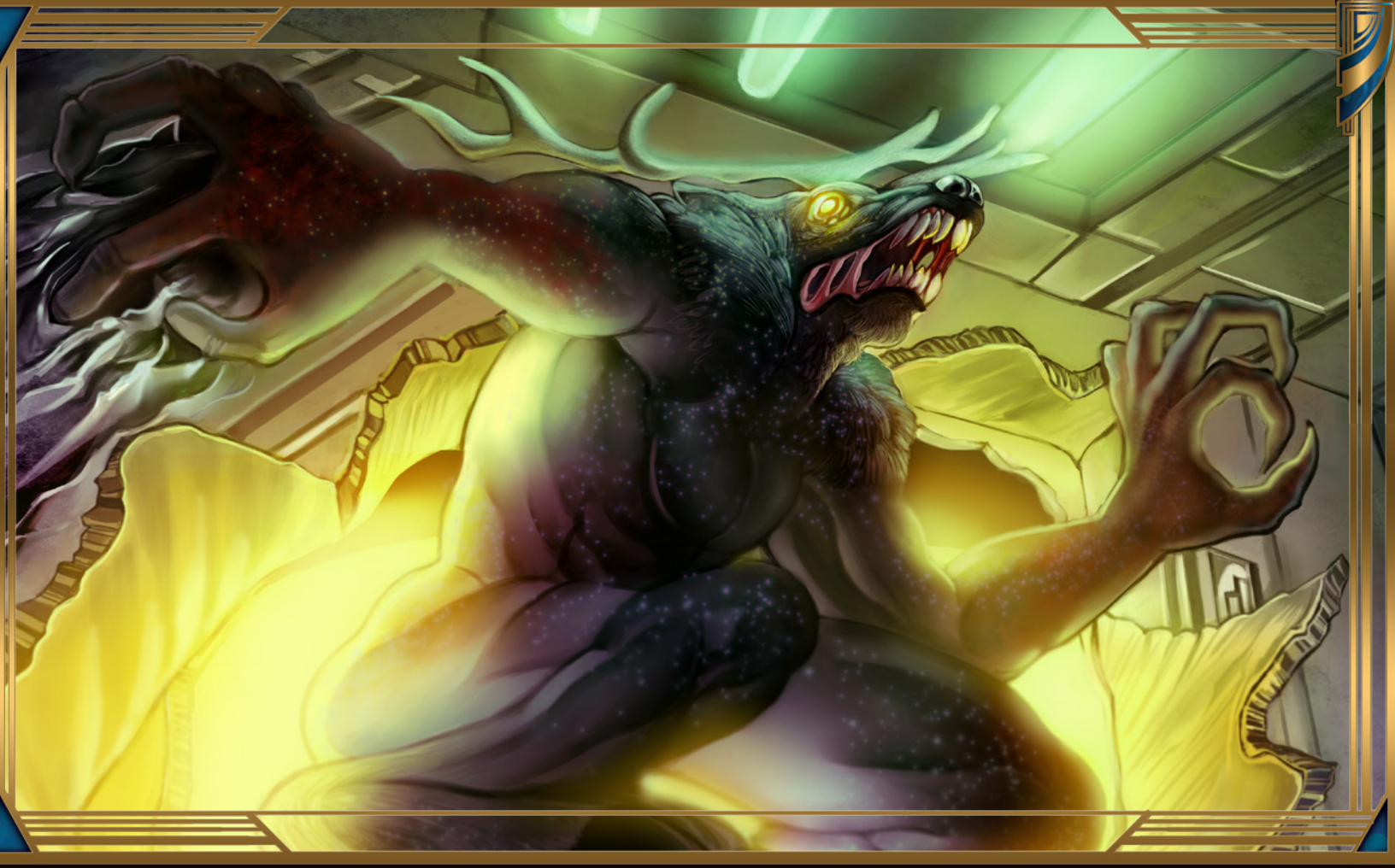
The Screaming Reach: This region of space located in dangerous proximity to the GS1 point sees the transit of various asteroids and the occasional abandoned aethership caught in the binary stars' gravity well, while also serving as the easiest route for aetherships between the two stars. Unfortunately, the Screaming Reach is also home to a pack of wendigos native to the airless void of space. Awakening at the passage of nearby ships, the nightmarish horrors' madness-inducing howls can be heard in spite of the vacuum, moments before tearing into the passing aethership and dragging off their screaming, explosively decompressing victims.

The Snowglobe: The primary aethership supply point in close proximity to Aethera and Ashra was not one constructed by the ruling human or erahthi elite, but is instead the politically independent station known as the Snowglobe. Thirty-eight years ago, astronomers determined that the much-diminished core of a comet ensnared by Ashra's gravity well would plunge to its death sometime during its next three transits through the system. Sensing an opportunity, a coalition of independent aethership crews, primarily scavengers and miners from the Amrita Asteroid Belt, banded together and managed to ensnare and drag more than half the comet's body into a stable position

at the GS3 vortex. Like an island, the comet's mixture of organic compounds and both water and ammonia ice serves as a vital and profitable station, open to any who can afford it and are willing to abide by the laws set down by its ruling families, inclusive of all the system's races.

The White Lion's Claim: Another legend in a region that breeds them, the White Lion's Claim is a reputed platinum-rich asteroid located somewhere within Aethera and Ashra's GS5 dead orbit region. Named for the okanta explorer now known only by his title, the tale relates that he discovered the otherwise normal-looking asteroid and mined it himself for nearly 20 years. Relying on a paranoia-fueled network of third parties and drop locations for both supplies and selling his recovered metal, the actual location of his claim remained a mystery for decades. After the 19th year of breakneck mining, his activity abruptly stopped. Five years later, scouring the asteroid field for answers, a team of his former buyers discovered his corpse in a warren of freshly excavated tunnels, fully exposed to the vacuum, and, unfortunately for his would-be looters, still very much animate. Consumed in death by the paranoia driving his life, the undead miner not only hollowed out several other asteroids with tunnels and false signs of his original claim, but riddled them with traps and the undead remains of numerous would-be claimants.

Vitae Station: Prior to the discovery of aetherite on Kir-Sharaat, the Hierarchy established a small research station in high orbit around Aethera. The station was intended to conduct research on harnessing the raw aetheric power of the star, assuming that it would emit the same energy as aetherite. An unknown disaster tore through the research station, sending it wildly ouy of orbit and left the structure inhabited by allips and a particularly powerful caller in darkness that have so far repelled all attempts at investigating the ruined station and recovering any corporeal remains or salvage.



Akasaat

If humanity presumes itself the center of the Aethera System, then Akasaat is the hub upon which the entire system turns. Akasaat's history is deeply tied to the history of the Century War and the development of the current interplanetary society. It was from Akasaat that the first aetherships rose up from the ashes and rust of the Collapse, it was from Akasaat that two entire races—the infused and phalanx—were born from human industry, and it was from Akasaat that desperation and greed led to a hundred years of sustained bloodshed and destruction.

Akasaat

Astrological Information

Type planet

Other Names none

Orbital Period 1 year

Rotational Period 24 hours

Physical Information

Atmosphere breathable

Diameter 8,120 miles

Gravity x1

Primary Terrain desert

Satellites moon (Prima), Gate Hub

Societal Information

Demonym Akasaati

Government Hierarchy, wasteland clans

Known Population 18,330,000 (96% human, 3% phalanx, 1% other)

Notable Settlements Aegis (metropolis), Bastion (metropolis), Central (metropolis), Haven (metropolis), Sentinel (metropolis)

Primary Inhabitants humans, infused, phalanx

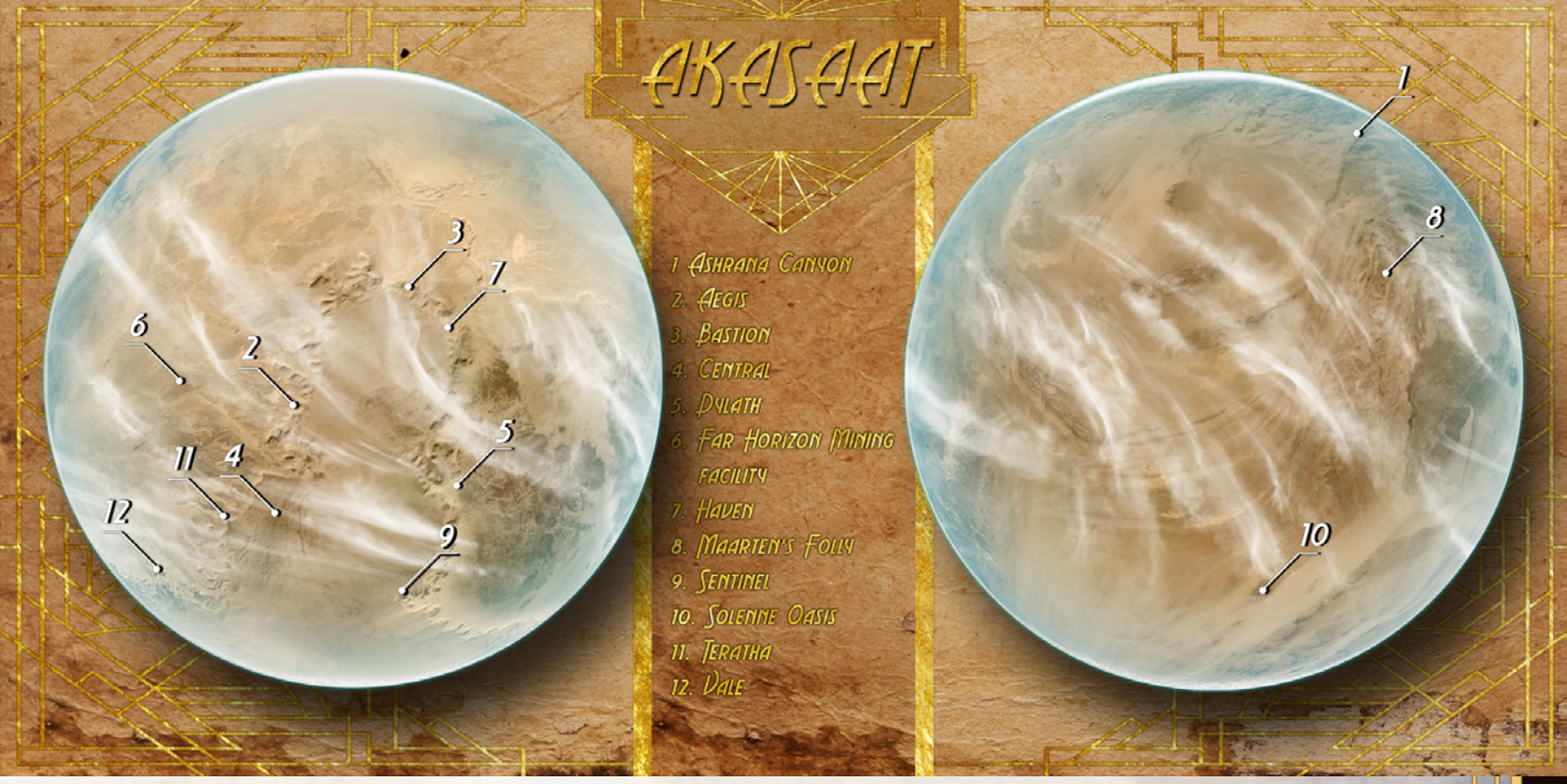
Primary Language Hymnas

Description

Akasaat is a harsh, arid world of vast badlands and towering mountains, nearly devoid of surface water. In eons past, the world of Akasaat was covered in a vast ocean. Evidence of this ancient marine history is visible in dead coral formations found on mountaintops, and in the bleached, petrified bones of great seafaring creatures that litter the dusty wastes. When the Collapse struck Akasaat, it doomed nearly all of the world's indigenous life, sparing only a handful of resilient flora and fauna. Nearly all of Akasaat is covered in parched wastes, dry scrub vegetation, and sparse forestation, but it is not purely a desert world. While Akasaat does feature three large, sandy deserts—Bakkrahanna, Shangaraan, and Okorsuuna—much of the surface area of the planet consists of dried lakebeds, expansive salt flats, mountains, plateaus, and treacherously deep ravines. Akasaat is also littered with the remnants of ancient Progenitor technology in the form of collapsed superstructures and cities that once soared in the skies or dwelled at the bottom of the world's now-vanished oceans. These rusting hulks, often inscrutable in their original purpose, are common landmarks and foundations for new settlements; or, in contrast, lairs for ferocious Wasteland predators.

What little water exists aboveground on Akasaat is usually highly salinated and unsafe for drinking without considerable distillation. Subterranean aquifers hold what remains of the world's potable water, and civilization blossoms around any location where this water finds its way to the surface.

Below the surface, enormous caverns honeycomb the planet. Few regions of Akasaat's underworld have ever been explored, and the world below is remarkably different than the world above. Sulphuric oceans, seas of lava, lakes of mercury, and other bizarre hazards threaten subterranean explorers. Creatures living



below Akasaat's surface were not spared calamity in the Collapse, for as the world's oceans dried up, the planet was ravaged by violent earthquakes that opened up new earthen chambers and collapsed others. While no evidence exists to suggest that any advanced culture survives underground, scholars from Akasaat and beyond question the nature of the world's deepest reaches.

History

In some respects, humanity did not survive the Collapse. Whatever society existed prior to that cataclysm was vaporized along with Akasaat's oceans, leaving behind only fragments and fossils of glory lost. In the untold time between the Collapse and the modern age, humanity descended into barbarism and tribal factions geographically divided across the vast and barely habitable expanses of terrestrial wasteland. This status quo persisted for at least three millennia, according to contemporary wisdom, until the emergence of the Prophet Luthias and the discovery of the Score in 2993. Known in that era and since as the Uniter, Luthias brought together disparate human clans and, under the guidance of the Score, fought long and hard to build a society that rose above the post-Collapse barbarism. Luthias' ability to interpret the Score and divine future events remains unparalleled in the modern day, and history accounts Luthias' greatest victories to his precognitive skill.

By 3033, the population of the six clans united around Luthias numbered in the hundreds of thousands, and his empire spanned the entirety of the Crescent Tablelands. Power and empire were not Luthias' goals, however. Luthias had a vision of a united humanity, capable of shedding the divisions of clan to work together toward a brighter future—united by their differences, rather than separated by them. The crux of establishing this unified land was a vision of a tower stretching into the bare sky, which Luthias called the Center of all Futures.

To accomplish this dream, Luthias led the tribes under his banner from their home in the Samarasati Tablelands into the inhospitable wastes beyond, to the remote Samarasati Tablelands. Those who refused to depart with Luthias remained in the Crescent region, adhering to the traditions that humanity had cobbled together following the Collapse. Today, the descendants of those tribes make up that minority of humanity that has remained steadfast in their refusal to unite under the banner of the modern human hegemony. Those who chose to follow Luthias into the Wasteland, however, died by the thousands from

starvation, thirst, and violence. When Luthias set out from the Samarasati, he had an entourage of more than seventy thousand, but only twenty thousand remained at his journey's end.

The end of Luthias' journey came in 3045 with the pilgrim's arrival at the Kashranaan Mountains, a range containing one of the few green forests on all of Akasaat. Here, surface-level potable water appeared to be a miracle to the struggling survivors, but all of that natural splendor was quite literally cast in the shadow of an ancient Progenitor ruin standing nearly a mile tall. This ruin, the superstructure of what had once been an oceanic research facility, would become the foundation of the megalopolis now known only as Central.

From the founding of Central, humanity rose rapidly into power and influence, discovering aetherite, resettling six more arcologies, and building an interplanetary society that would ultimately throw the entire system into a century-long war. While humanity has upheld the dream of Luthias' united civilization, they do so more to the letter of his word than to the spirit.

Society

Humanity is unquestionably the most advanced race on Akasaat, commanding vast influence and power thanks to the discovery of both aethertech and the Score. However, in spite of this power and influence, humanity's united Hierarchy has not expanded across the whole of Akasaat. The Hierarchy's rule is restricted to the arcology-cities located along the perimeter of the Samarasati Tablelands. Beyond this realm, humanity only exists in pockets of tribal and nomadic folk colloquially referred to as "wastelanders." This catch-all term not only represents thousands of unique tribes of humanity existing outside of the influence of the Hierarchy, but also groups of other sentient, indigenous life such as lizardfolk, oreads, ratfolk, tengu, and more. The true diversity of life within Akasaat's wastelands has never been fully catalogued, and while undiscovered cultures and people undoubtedly exist, none have risen anywhere close to the arcane and technological sophistication of the Hierarchy.

Humanity and the Hierarchy are virtually indistinguishable to off-worlders. Humanity's off-world presence has been largely dominated by the Hierarchy's strict theocracy for the nearly all of time humanity has had the capability to travel beyond their homeworld. When Luthias united the tribes of the Crescent Tablelands more than a millennia ago, he created the foundations of what would become the Hierarchy. The descendants of these six tribes became the bastions of humanity's resurrection. Central, the first human metropolis founded post-Collapse, has stood for nearly a thousand years as a monument to both Luthias' greatness and humankind's ability to overcome any obstacle placed in their path. Though not every human on Akasaat considers themselves a member of the Hierarchy, the Hierarchy considers themselves the overseers of humanity. This has understandably caused friction among the Hierarchy and those human settlements in the Wasteland and beyond that wish to self-govern. More often than not, these small settlements are allowed to exist independently until the Hierarchy finds a reason to more tightly control their actions. Historically, these transitions of power have been as swift as they are violent.

The Hierarchy exists as a clear structure and chain of command that has governed humanity with little change since its inception. The structure of the Hierarchy is a combination of military and religious ranks branching down from the highest seat of power, the Lord Marshal. The Lord Marshal of the Hierarchy is an appointed title, its bearer chosen by the prophets of the Symphonium based on their interpretation of the Score. The prophets of the Symphonium advise and assist the Lord Marshal in the role of commander-in-chief of the Hierarchy, guiding the Lord Marshal's actions in accordance with the Score. A Lord Marshal serves until death or, in theory, until ordered by the

Symphonium to retire, but to date, no Lord Marshal has ever left the position prior to their passing. Unlike the Lord Marshal, the prophets of the Symphonium are chosen from among every strata of human society based on the specific individual's presence in the Score. The prophets of the Symphonium continuously search the Score for reference to new prophets who will be born with a great destiny and ability to interpret the Score. Agents of the Symphonium known as Seekers travel Akasaat and beyond in search of these potentials, separating them from their families at a young age to be raised in seclusion in the Cathedral of the Symphonium on Akasaat. Both the positions of Lord Marshal and prophets of the Symphonium have only ever been held by humans, and while there is no codified restriction against non-humans holding such a position, the nature of the selection process fosters a racially exclusionary bias.

Ranking below the positions of Lord Marshal and prophet is the position of Grand Marshal, representing the ruling military-elite of each Akasaati arcology outside of Central (which does not possess a Grand Marshal of its own). These four Grand Marshals are appointed by the Lord Marshal exclusively from high-ranking and decorated military officers. A fifth Grand Marshal, representing the lost arcology of Vale, sits in Central in an honorary but largely powerless position, since the fall of Vale during the Century War. This position has no real governmental responsibility. Occasionally the descendants of Vale's inhabitants make passionate calls for the Grand Marshal of Vale to take a more active role in Akasaati politics and move for the reclamation of the lost arcology, but these political fires are swiftly stamped out by the Hierarchy.

Arranged below the Grand Marshals is the Council of Nobles, a group fluctuating in number and membership, appointed from among the most influential and longstanding families within each arcology. In theory, the Council of Nobles serves as representatives of their city's inhabitants and raise concerns from the lower tiers of the Hierarchy to the tiers above the Council, and most councilors still pay lip service to this notion. However, the reality of the situation is that the life terms enjoyed by members of the Council of Nobles and the quality of life afforded their station—without any real accountability for their represented constituents—fosters an environment of decadence and indifference, punctuated by acts of self-interest. The number of councilors fluctuates with the population of each arcology (with the current ratio standing at 1 councilor per 10,000 citizens.) However, when arcology populations dropped dramatically during the middle years of the Century War due to combat casualties, the number of councilors did not diminish. This meant that decades passed between appointments of new councilors from younger generations, leading to increased stagnation within their ranks. Further compounding this issue is that all members of the Council of Nobles are appointed directly by their arcology's Grand Marshal, resulting in prolific nepotism and lobbying for open seats.

All of the tiers of the Hierarchy below the Council of Nobles are now known as "Slotted" citizenry. Prior to the Century War, the lower echelons of the Hierarchy fluctuated with personal wealth and fortune, with citizens gaining prestigious jobs or power based on accomplishments and merit. Following the Century War, with humanity suffering catastrophic casualties among the middle and lower classes of society, many positions of civil and social importance were at risk of going unfilled. To accommodate this massive shift, the Hierarchy abandoned a free market and instituted a system of appointed employment, in which housing, food, utilities, clothing, and all other necessities are paid for by the Hierarchy under the agreement that the Slotted individual is not eligible to move from that station without appointment by a member of the Council of Nobles. This created, in effect, a permanent working class. While the Slot system is said to be unbiased and based solely on skill, the system is in fact rife with bias and corruption, and ensures that non-humans coming to live on Akasaat (or those infused and phalanx

Measuring Time on Akasaat

Akasaat features a 24-hour day, making it the only world in the system with a rotation matching the orbit of Aethera around Ashra. Across all civilizations on Akasaat, the 24-hour day is a constant, divided into 12 hours of day and 12 hours of night, even if the exact hours of illumination fluctuate due to the planet's wobble on its tilted axis. Hierarchy-controlled regions of Akasaat use a calendar dividing the year into 6 months of 60 days each (grouped into 6-day weeks), known as the Luthian calendar. The 6 months are named after the first six followers of Luthias to join his cause and promote the exodus: Ajaret, Anduorva, Faharali, Kheret, Vuse, and Najah. At the end of Najah, a 5-day period known as the Reflection exists as a separate month, wherein citizens are encouraged to reflect on their deeds over the past year and plan for the successes of the future.

Outside of Hierarchy-controlled regions, including most Wasteland communities, the Luthian calendar is not used with regularity. Most Wasteland tribes measure the year divided into four periods associated with pre-Collapse notions of seasons that, in the modern age, have little impact on weather and climate. Civilizations comprising primarily non-humans often use even more inscrutable and unusual measures of time.

returning from the war) would never be appointed to leadership positions that could effect actual change on Akasaati society.

Those who refuse to live within the confines of the Slot system are afforded no rights of citizenship within the Hierarchy, such as property and civil rights, nor do they have any protection under law.

The Century War's Impact

During the Century War, life on Akasaat both inside and outside of the arcologies was tense. Frequent erahthi raids breaking through the Gate Hub complex before the establishment of planetary defenses led to the deaths of thousands of humans living in unprotected settlements in the wasteland. Worse yet were the attacks on the arcologies, which claimed tens of thousands of lives from brutal suicide attacks or the deployment of biological agents. As the war dragged on, however, these direct attacks on Akasaat grew fewer and further between as the human war machine grew into a nigh-unstoppable juggernaut, and security around Akasaat's Gate Hub complex tightened.

Fear of an impending attack was soon replaced by fear of the war dragging on for another hundred years. Increased scarcity caused food riots, which led to crackdowns on public congregations and increased scrutiny from the Hierarchy's military officers. By the time the war ended, the collective sigh of relief from the people of Akasaat was so strong that they hardly noticed the yoke being slipped around their necks in the form of the Slot system.

At the conclusion of the Century War, all Akasaati citizens were required to undergo performance and skill evaluations, which were cross-referenced with any extant military records. Citizens who held useful trade skills or other recognizable talents were moved directly into positions vacated by war casualties. Those whose skills or talents were deemed less useful were placed into lower-ranking, less prestigious positions. Many war veterans who retired from the Akasaati military (or were discharged due to injury) were sent to work in low-quality and low-paying civil engineering and maintenance positions such as sanitation or waste management.

The shift to the controversial Slot system was not met with universal praise by the citizens of Akasaat. Many native Akasaati who were moved into the Slot system after the war saw their social stations drop dramatically, and many of their personal possessions were deemed "unnecessary" for their new lifestyle, and either liquidated or given to those holding higher Slotted positions. A growing current of discord, especially among the disenfranchised non-human races, began to coalesce within the first 3 years following the closure of the Century War. Slotted and Unslotted protesters rallied on the streets of every major Akasaati arcology, and the Hierarchy scrambled to form an appropriate response. Slotted protestors



were painted as provocateurs attempting to further destabilize the Hierarchy, and were attributed to whatever political affiliation was out of favor at the time. Many of these Slotted protestors were moved to lower-ranking positions, stripped of their citizenship, or imprisoned outright for their actions alongside their Unslotted comrades. These prisoners were swiftly shipped off-world to penal colonies across the Amrita asteroid belt.

In the wake of these arrests and the harsh crackdown by the Akasaati military against further protest, dissonant groups resorted to radio broadcasts to relay their message of dissent against the Slot system. Charismatic and intelligent philosophers of radical social change became household names, whispered by those who sympathized with their ideals. These rebels originally maintained their bases of operation in stationary facilities, but government raids and signal jamming soon forced many to mobilize. Now these stations operate from aetherships across Akasaat, and the voices of these inflammatory broadcasts became known as Riders (shorthand for Wave Riders, a term coined in 3942 to describe migratory anarchistic broadcasters). Many hide among the populace in the arcologies, using forged Slot documentation and moving from job to job, broadcasting at night and spreading word about the Hierarchy's actions and painting the human government in increasingly poor light. The Hierarchy, in return, has cracked down on these unlicensed broadcasts and offers bounties for the capture of such treasonous offenders.

Modern Akasaat is a world of extremes. Outside of the arcologies, wastelanders live much as they have for thousands of years in tightly-knit tribal communities. Most of these remote tribes seek to live their lives without interference from the Hierarchy, choosing to focus on the struggle of day-to-day life rather than the cosmic conflicts fought between the worlds. Within the arcologies, the once-isolated human culture is altered on a daily bases by alien cultural concepts. Phalanx take human society and

adopt it, converting elements to their own personal needs while creating a conglomerate culture that is all their own. The erahthi—while few in number on Akasaat—share the concepts of communal ownership, superior agriculture, and new concepts of art. The okanta bring a diverse understanding of engineering and an unparalleled capacity to learn, refining human societal constructs and developing fusions of okanta spiritualism with human ingenuity.

These diversifying ideals are reflected in the art, literature, and music of the modern age. The generations of humanity that grew old during the Century War cling to the bitterness of a war that took the lives of nearly every family member they ever knew. Humanity became united first in fear, then in hatred.

Now that unity is threatened by humanity's most recent generation. The adolescents that grew up in the final years of the Century War don't know the horrors of surviving an erahthi bombardment, being drafted into a war fought in the dead black of space, or watching friends and family return home as incinerated remains in compact tins. The current generation of humanity has a hope for the future, the potential to be the first generation to live in peace with the erahthi, and is the first generation not raised with the expectation of becoming a soldier. But at the same time, this generation is the first that has grown up with the expectation of the Slot system, with the firm hands of the Hierarchy clasped on their shoulders from a young age. These children are born hearing the whispers of the Riders on *farcasters*, sowing seeds of freedom and rebellion that take deep root. The future of humanity is balanced on a knife's edge, and the Score is silent as to which way it will fall.

Religion

Though the non-human races of Akasaat all adhere to their own religious and spiritual traditions (some of which are now also practiced by human adherents), the disparate nature of these fractious faiths leaves them pale in comparison to the juggernaut that is the Score. Even among non-humans, the concept of the Score is a prominent religious belief, even if not in the same liturgical fashion as Akasaati humans practice it. Knowledge of the Score, in different forms and under other names, existed prior to the arrival of the prophet Luthias. However, Luthian interpretations of the Score, along with the terminology and rituals associated therein, is the most common denomination of the faith.

The Score, as a religion, is interpreted as a divine work that blends mathematics and music into a tapestry which Scorists believe is the fabric of reality itself. Prophets of the Score believe that by finding ways to perceive, interpret, and transcribe the Score, they can forewarn of events and change them, as well as use music to manipulate the world around them. This belief is not without merit, as cantors draw directly from known melodies, harmonies, rhythms, and timbres of the Score to create supernatural effects. Bards, skalds, and other non-religious practitioners of musical magic are also capable of manipulating reality by tapping into the components of the Score. The differentiation between these two groups is that the cantors and other religious adherents believe that the Score is more than merely an elemental part of the universe and a tool to be harnessed. They see it as the embodiment of the divinity of all creation: a sentient, living representation of all entities living, dead, and yet to be born.

The prophet Luthias was the first human (and arguably the first sentient creature on Akasaat) to determine the prophetic qualities of the score. Most Scorist tablature states that Luthias was a human warrior who was stricken with blindness after being exposed to aetheric radiation, and his blindness allowed him to more clearly hear the Score. However, other tablature proclaims that Luthias was born blind and had never been a warrior of any kind, but was instead a philosopher and naturalist. Conflicting tales surrounding Luthias life before becoming the prophet are common, though the Symphonium attests

that Luthias-as-warrior is the canonical history. Few records from the time of Luthias survive intact to modern day, and the understanding of his role in the discovery and utilization of the Score is hotly debated by historians and philosophers alike.

According to canonical Scorist tablature, Luthias discovered that the Score existed beyond only the present moment. By more closely examining the mathematics behind the music, the Score also predicted the possible outcomes of future events. Luthias developed a cipher by which he could interpret the music of the Score to reveal branching possible outcomes. The Score does not definitively tell the future, but rather illustrates what the future could be, provided certain events take place. Interpreting the Score for long-term prognostication is a life-long endeavor, and some cantors—most notably the Symphonium prophets of the Hierarchy—dedicate their every waking moment to interpreting even the smallest and seemingly insignificant events laid out by the Score. Independent investigation of the Score as a prophetic tool is hampered by the difficulty in interpreting the musical and mathematical notations, as well as the room left for personal biases and projection.

Scorist tablature claims that Luthias proclaimed five prophecies outlined by the Score, each of which informed his leadership of humanity.

The first prophecy of Luthias claimed that when the oasis of Shangaraan dried up, it would lead to unprecedented war among the tribes of humanity. Three years after he stated this prophecy, the sole above-ground source of water in the Shangaraan desert, at the city of Hoshorek, dried up. As predicted, the tribes that shared the space began warring with one another over the remaining reserves of water, leading to the Tableland Wars.

The second prophecy of Luthias predicted that six tribes of humanity found on the Crescent Tablelands would, if united, become the most powerful tribe to ever exist. This was proven when Luthias united the six tribes of the Tablelands under his banner to fight against the raiding tribes from the Shangaraan desert.

The third prophecy of Luthias told that if the six tribes traveled to the Kashranaan Mountains in the remote Samarasati Tablelands and built a city in the ruins they found, it would last for all time and weather any attack. This first part was proven when Luthias led the six tribes to the site that would eventually become the city of Central. Luthias' death left the remaining two parts to be fulfilled by subsequent generations.

The fourth prophecy of Luthias claimed that when the elements of air, earth, fire, and water were combined, a power unparalleled in all the universe would be bestowed upon humanity, and that through this power they would bring about a golden age. The interpretation of this prophecy is believed to point to the discovery of aetherite, which exists in a crystalline form (earth), supercharged plasma (air), aetheric energy (fire), and an inert liquid state (water). The discovery of aetherite and the development of aethertech indeed led to the rapid advancement of human civilization and a golden age prior to the Century War.

The fifth prophecy of Luthias claimed that the greatest enemy of humanity would come from beyond Akasaat, and that this enemy would be "rebel children of the Progenitors of a world beyond" who would seek to destroy humanity; only in their defeat would a new age begin. Most prophets used this prophecy to justify the Century War , claiming that the erahthi were the "rebel children" of the Progenitors. The Symphonium classifies this prophecy as canonically fulfilled, but students of the Score from outside the Hierarchy caution that it may be too soon to claim this prophecy fulfilled, given that the erahthi were never truly defeated. Further lines of this prophecy discuss the enemy as "set in the homes of their foes' fallen" and "cast of the contrast between song and silence," and both stand as points unfulfilled.

Theological scholars on Akasaat and beyond often consider the importance of the number six in Luthias' prophecies. They point to six tribes and six arcologies, aligning with six known worlds in the Aethera System and six elements, and propose that there may be an undiscovered or forgotten sixth prophecy of Luthias. The Symphonium denies any claim that a sixth prophecy exists, and no historical record of a sixth prophecy, or mention thereof, has ever been discovered.

Economy

For most of Akasaat's history, monetary transactions were made in gold coins. Prices varied greatly across time and place, but without a central government, gold was the only viable transaction other than barter. When Central was established and the Hierarchy began to form in earnest, the newly-founded government began printing paper notes, directly convertible to gold. This gold standard system was mostly stable for several centuries. Then, in 3770, came the discovery of aetherite and, shortly thereafter, the aetherdrive.

A global aetherite rush made kings of miners who succeeded and paupers of those who failed. Due to dramatically more efficient mining using aethertech, the value of gold plummeted, triggering hyperinflation. The Hierarchy's gold stocks were rapidly depleted, and they were forced to stop conversions. With no experience managing fiat currency, they were unable to stop the hyperinflation, and soon the printed currency was effectively worthless.

Around the same time, the top five mining and energy families formed a cartel called the United Consortium, fixing the price of aetherite. While normally opposed to such collusion, the Hierarchy welcomed the United Consortium, desperate to control the collapsing monetary system.

Together, the United Consortium and the Hierarchy devised a new economic system based upon aetherite itself. They created *aetheric capacitors,* handheld devices containing a shard of refined aetherite with an interface to add or remove energy in precise amounts. This allowed them to set prices in aetheric units (au). The Hierarchy then began collecting taxes and paying salaries only in au, as well as requiring businesses to accept au as payment. Within a few years, prices began to stabilize. Within a generation, aetheric units became the primary currency on Akasaat.

After the end of the Century War, Akasaat faced another economic crisis as an abundance of laborers, both human and phalanx, returned from the war. The higher productivity of phalanx workers was particularly disruptive; if they held to their meritocratic ideals, the Hierarchy would be forced to grant high societal positions to the phalanx, which they were unprepared and unwilling to do. In order to preserve the appearance of meritocracy while still maintaining control, in 4004 the Hierarchy emancipated all phalanx, but simultaneously created the Slot system.

Under the Slot system, citizens apply to become Slotted into a specific profession, decided by a series of assessment tests in which a psychic, aura reader, or diviner assesses aptitude and personal history. Ostensibly these tests measure competency at various tasks to find the right fit, but they also serve to weed out potential rabble-rousers, track the magically adept, and keep phalanx from rising too high in the system.

All Slots include housing, transportation, meals, and a fixed stipend of aetheric units. This is a virtual stipend provided in the way of objects and services, as a Slotted individual does not own personal finances. Objects and services are requisitioned through Slot Offices or by way of courier, and arrive within 1d6 days, –1 day per Slot level. No illegal or restricted items may be requisitioned, and attempting to do so could result in the loss of Slotted status and criminal charges.

To maintain a Slotted lifestyle, the Slotted character must work at their appointed job for no less than 8 hours per day, 5 days out of every week. Repeated

deviation from this schedule will result in termination of Slot status and the loss of all possessions bestowed by the Hierarchy. Individuals who lose Slotted status can appeal through a Slot Office, but this process is lengthy and often fruitless.

Life in a Slot is rigidly defined and tightly monitored by the Hierarchy. A Slot therefore provides financial security, at the cost of personal liberty.

The Slot tier a citizen holds is entirely determined by their profession; it is impossible to move up to a higher tier without changing professions. Such decisions are made by Akasaati administrative personnel; a Slotted individual cannot choose to make such a change. This is by design: the process justifies not paying phalanx workers more, despite their higher productivity.

There are five Slot tiers, described below. This system functions in the way of purchasing a lifestyle (see *Pathfinder Roleplaying Game Core Rulebook*) but is assigned to a character at no cost, beyond the restrictions above. Non-Slotted characters may effectively purchase these lifestyles for the below-listed price in au, representing excessive taxation and regulatory abuse of non-Slotted permanent residents.

- **Slot I (200 au/month; *Farmers, Laborers*)**: This tier provides a substandard apartment typically located on the lowest level of an arcology, poor-quality but nutritious meals, and unlimited access to public transportation.
- **Slot II (500 au/month; *Soldiers, Metalworkers*)**: This tier provides a good quality apartment on the second tier of an arcology, unlimited access to public transportation, and fair-quality meals. A Slot II citizen can procure any nonmagical item worth 1 au or less from his home in 1d10 minutes.
- **Slot III (1,000 au/month; *Technicians, Mechanics, Teachers*)**: This tier provides a high-quality apartment on the edge of an arcology's second tier, a personal aethership shuttle, and good-quality meals. A Slot III citizen can procure any nonmagical item worth 10 au or less from her home in 1d10 minutes.
- **Slot IV (2,000 au/month; *Engineers, Healers*)**: This tier provides a full-sized home, a personal aethership shuttle, and high-quality meals. A Slot IV citizen can procure any nonmagical item worth 25 au or less from his home in 1d10 minutes.
- **Slot V (5,000 au/month; *Administrators, Researchers*)**: This tier provides a large home, a personal aethership shuttle, and exquisite meals. A Slot V citizen can secure any nonmagical item worth 50 au or less from her home in 1d10 minutes.

The lifestyles of people outside the Slot system can be sorted into a few loose categories. The standard of living for most of these individuals, generally called "Unslotted," is low, and comes with high taxes and little government support, but there are also some roles above the Slot system which represents the lifestyles of the highest echelons of government. The following lifestyles are examples of what an Unslotted individual may obtain. Players may purchase a non-Slotted lifestyle for the listed cost and in these cases represents the lifestyle of non-citizen visitors to Akasaat staying on a temporary basis.

- **Destitute (0 au/month)**: A destitute character is homeless and lives in the wilderness or on the streets. A destitute character must track every purchase, and may need to resort to Survival checks or theft to feed himself.
- **Subsistence (10 au/month)**: The lifestyle of those forced to live outside the arcologies and farm the wastelands on their own. This is barely enough to survive.
- **Poverty (100 au/month)**: The most common lifestyle among Unslotted people, this is enough to rent a slum-level apartment on the ground tier of an arcology, and provide a minimum of food and utilities. A character in this tier need not track purchases of meals or taxes that cost less than 1 au.
- **Freelancer (1,000 au/month)**: A small number of Unslotted individuals are talented, hard-

working, and/or lucky enough to obtain about the same standard of living as Slot II or Slot III. Since they are not provided with housing and transportation, they pay all their own expenses and pay high taxes. Usually they can rent a decent apartment, but in a poor location; if they have an aethership, it was likely bought used. A freelancer can secure any nonmagical item worth 5 au or less from personal belongs in 1d10 minutes, and need only track purchases of meals or taxes in excess of 10 au.

- **Hierarch (10,000 au/month)**: This standard of living is generally reserved for members of the Hierarchy's Council of Nobles or those who have elevated themselves to a similar rank. An individual at this tier almost certainly owns a home on the third tier of an arcology, and may even own rental properties. These individuals typically drive luxury aethership shuttles and may have a space-worthy aethership. No longer worried about basic needs, their expenditures are primarily focused upon either gaining wealth or showing off what they already have. A hierarch can secure any non-magical item worth 100 au or less from personal belongings in 1d10 minutes. A character of this level need only track purchases of meals or taxes in excess of 100 au.

While there are humans on other worlds, Akasaat is the home of the vast majority, and serves as the centerpiece of their culture. It is also a trade hub for much of the Aethera System, receiving aetherite imports from Orbis Aurea and erahthi biotechnology from Kir-Sharaat, while exporting a variety of goods from aetherships to vegetables.

Akasaat still has an uneasy relationship with other worlds, and cultural differences often create challenges and misunderstandings. Both the erahthi and the okanta are unaccustomed to a market economy, but trade with human society has largely forced it upon them. Some humans believe that a market economy is ultimately in the best interests of all sapient beings. Others contend that the imposition of market norms upon these other societies undermines their self-determination. Most humans are somewhere in between, ambivalent about their relationship with the other worlds while resigned to the reality that it is unlikely to change.

Much of human society is still reeling from the aftermath of the Century War and the imposition of the Slot system. Some welcome the return of order and security after the war, while others mourn the loss of personal freedom under the new system. After a sharp drawdown in government spending at the end of the war, Akasaat fell into depression, and even a decade later remains at a lower level of economic output than it had in 4000.

Organizations

Akasaat is a world of diverse people and organizations, though the most influential of which is the Hierarchy and its subordinate factions. While there are thousands of powerful groups on Akasaat, many of which are immensely wealthy family-owned private corporations, the five groups outlined below are the most noteworthy in their interplanetary influence.

The Hierarchy

The origins of the Hierarchy are rooted in mythological stories over a thousand years old. Few societies can remain as steady in the face of so many generations as the Hierarchy has, but the complete domination of the truly habitable locations of the planet has ensured the Hierarchy's long-term success.

Founded on the mythology of the Score and its interpretation by the prophet Luthias, the Hierarchy is a strictly regulated group keen on analytical approaches, resistant to change and independent thought. Much of the Hierarchy's modern day-to-day influence on the populace comes in the form of feel-good stories—plays and *farcaster* shows—featuring successful exploration, remarkably friendly and

bloodless conquest, and survival against the extremes of the environment and uncivilized creatures, all wrapped around a core of propaganda supporting the righteousness of the Hierarchy's cause and actions.

The Hierarchy has changed over time. Once a government composed of individuals promoted according to their merits, it is now a wide-spanning caste system. As the Hierarchy has grown, it has come to engulf all aspects of society, making for little distinction between a civilian living within the Hierarchy and a member of the Hierarchy government.

The bureaucracy of the Hierarchy has a mind of its own. Efforts to coordinate across many departments on a planet-wide scale have made the organization complex to the point that most only grasp it at the most basic level. With enough expertise working through the web of personal assistants, budgetary allocations, and mission statements, anyone could easily hide personal interests between larger projects. Many in the Hierarchy do exactly that to stack the deck in their favor when it comes to their next Slot assignment or those of their kin.

The official structures of the Hierarchy follow the same classifications as Slots assigned to the populace: Labor, Service, Research, and Professional. These four departments are assigned budgets based on the number of Slots that fall under each category and their importance to the Hierarchy's cause. Internal departmental policy is handled by the Minister of the department. Ministers are selected from the department by vote of the Council of Nobles based on their merits and those of their ancestors, and all are selected from well-known families with a record of experience.

Nominally, as they are all part of the Hierarchy's efforts, the departments cooperate—but the influence of the Labor and Research departments tends to carry any debate between the four. The first is due to the size of its budget, and the second secures its place by providing suspiciously well-timed technological breakthroughs and scientific evidence of the prophecies of the Score.

The Service Department

The Service department has a history of influencing the decisions of the other departments and being aware of decisions made well before other departments are. As it turns out, most personal assistant Slots are considered Service department positions.

Rumor has it that the Service department is also assigned a black budget—off the books—for handling human resource "concerns" and resolving interdepartmental difficulties. While it is not publicly confirmed, any secret police or internal affairs review officers are well connected with the Service department—if not directly involved in its leadership.

The Protectorate

The Hierarchy claims the authority of its role in Akasaat society by right of merit and structure, not by right of force or arms. The propaganda states: "The scaffold of humanity grows with our people, ever stepping to the rhythm of the Score."

But no scaffold can reach the stars without significant reinforcement, and the Protectorate is that reinforcement. Combining the roles of military and police, the Protectorate includes many members of the four departments and all active and reserve soldiers.

In the absence of an official war, the Protectorate now focuses on civilian protection on Akasaat and in the Hierarchy's colonies and outposts. Its members defend the population against the dangers of Unslotted freeloaders, reckless and responsibility-dodging magic users, and the dangerous influences of alien values and unapproved belief systems. The Protectorate commands respect from the Hierarchy, as they are the first line of defense and many of its members have a record of service in the Century War.

The Protectorate is divided into many branches, some assigned to local areas within the arcologies, and others tasked with observing the territory

around the cities to watch for dangerous individuals or deal with other threats to the arcologies' safety. Each branch operates as a unique group with Slots assigned by role. Many low-ranking officers are under the Labor department, while high-ranking fall into the Professional department. Members of the Protectorate responsible for coordinating the needs of the community with local guard resources are proud members of the Service department.

Many high-ranking members of the Protectorate, or their kin, belong to the Council of Nobles. The Protectorate's mission states that they are politically neutral—no active member of the Protectorate may take a policy-making position. This is considered a matter of ethics and a point of honor for many members of the Protectorate, but many ex-Protectorates enjoy the practically guaranteed support of their comrades when they ask to be offered such a position. Such nepotism is what leads to former Protectorate officers rising to the rank of Grand Marshal of an arcology.

Much of the budget for the Labor department goes to the Protectorate to operate the facilities for prisoner rehabilitation, though most leaders in Labor are not ex-Protectorate, and this can lead to conflicting goals between the two organizations. The Hierarchy values the contributions of every citizen and prefers to assign a position within the structure than practice execution.

Prisoners are required to compensate the citizens of the Hierarchy for their care in the prison system. While training is available to the average citizen for a wide variety of Slots, Labor is the only department interested in providing such training for prisoners. But even the weakest of the Hierarchy's citizens is believed to have something to contribute, so prisoners are assigned temporary positions while imprisoned to train them to take on the duties of a Slot after they have served their time. Most of the available positions involve work in dangerous and physically difficult positions such as mining for aetherite or digging firebreak defenses and storm-wall foundations for arcologies during emergencies.

Returning prisoners are put to the same jobs they held before their release, in hopes that given further training they will take a Slot after their release. If a prisoner is returned a third time, that individual is permanently assigned to that work position and tattooed on the right shoulder with the assigned position under Labor. Long-term prisoners have formed their own organizations within the prison system, despite repeated attempts by the Protectorate to disrupt their membership.

The Symphonium

The Hierarchy, even at its best, would have no place within the stories of history if it were not for the Score. The Symphonium are the keepers of the Score, its interpreters, and its most devout worshippers. The populace knows the Symphonium as an ancient religious order, responsible for building the Hierarchy's foundations more than a millennia ago. In truth, the Symphonium of old no longer exists, its current incarnation operating under the cover of various guilds and fraternal organizations of musicians and mathematicians that have shed all but the most superficial of traditions.

The most public-facing members of the Symphonium are the Prophets, a council of six divinely-inspired prognosticators who serve as advisors and spiritual guides to the Lord Marshal of the Hierarchy. The six current prophets are **Andrana** (N old female human cantor [earth] 12), **Emneric** (LN venerable male human oracle [song] 13), **Iessicaria** (LE middle-aged female human oracle [song] 12), **Kavahn** (NE old female human cantor [shadow] 10), **Linnath** (N venerable female human oracle [song] 14), and **Savranadra** (LN middle-aged female cantor [aether] 14). The Prophets are the undisputed masters of the Symphonium and the true power behind the Hierarchy, possessed of the power to appoint the Lord Marshal and dictate vast policy decisions, all from behind an austere curtain of "infallible" wisdom.

When a member of the Prophets die, a successor, chosen and groomed by a subordinate sect of the Symphonium, immediately fills the vacated role

The more secretive sects of the Symphonium, the Grand Resonance of the Open Chord and the Order of the Aureate Ratio, are commonly used to recruit new members. When a potential initiate is determined a good fit to join the ranks, members of the Symphonium will approach that individual to begin their initiation, starting with a guided instruction in the purpose of and nature of the musical concept of the tritone—the Machine in the Music.

Covert members of the Symphonium signal to others that they are initiates and of their rank within the sect with careful use of the tritone in musical compositions. Higher-ranking members have a deeper understanding of the music and mathematical theory behind the concept of the tritone, and apply it to their interpretations of the Score when it comes to divining the future needs of the Hierarchy.

While they are secretive, most covert members of the Symphonium may be found in the Research department of the Hierarchy. The highest-ranking among them use the truths gained from direct access to the Score and their enhanced understanding of the tritone to provide direction to the Hierarchy that guides the people of Akasaat. If the Research department's strength is threatened, the ongoing influence of the Symphonium is threatened alongside it, so many members make an effort to hoard useful information to secure their interests in the future.

The second most common department represented in the Symphonium is the Service department. Many of the highest-ranking Service department members within the Symphonium are found in human resource management. These agents keep an eye on those who threaten the Symphonium from within the ranks, and also on their fellow off-the-record spies and assassins within the Service department to ensure the department's efforts continue to support their goals.



Iessicaria

The Riders

Rising from the disgruntled and disillusioned in the final years of the Century War, the Riders include many veterans of the war that did not return to service. The Riders also include many of the more proactive members of the Unslotted, members of the Professional department who have examined their situation and found it wanting, and the presumed enemies of the Hierarchy that live in the dangerous Wasteland between the arcologies.

The Riders are an informal group, refusing to organize in any manner that resembles a structure based on the authority of an individual. Unfortunately, this limits their effectiveness within the arcologies, as many of the low-ranked members of the Hierarchy have difficulty understanding exactly how the structure of the Hierarchy exists around them, much less that it may not have the best interests of their society in mind.



Within the arcologies, the Riders rely on Laborers and Professionals—factory workers, prisoners, technicians, mechanics, *farcaster* operators, and system engineers to facilitate the work of spreading contraband information, news of other arcologies, recovered truths, and the occasional job offer for the brave, idealistic, or foolish.

The Riders operate many of their broadcast stations from throughout the wastes and within aetherships, giving updates and weather warnings to the areas they service once an hour. But the majority of each hour is spent acting as a repeater for news within the Rider network, transmitted as encrypted analog musical pitches. These signals contain the latest reports on the Hierarchy, identify adventurers that have proven useful to the Rider causes, and share vital information such as how to build a water still or the latest stolen technological designs from the Hierarchy.

Joining the Riders is as easy as claiming to be one, which is why many people don't believe anyone who says they're a Rider. Those who claim to be a Rider and then fail to live up to standards tend to disappear.

The Vanguard

The Vanguard are an elite branch of the Protectorate, responsible for dealing with magical dangers and disruptions. Prior to the end of the Century War, the Vanguard's primary responsibility was protecting the arcologies of Akasaat from supernatural threads; everything from ghosts to terrorist wizards and aetherwarped mutants fell into their purview. Only the most skilled Protectorate officers are promoted into the Vanguard and the general populace both fear and respect the Vanguard name.

Towards the end of the Century War, the Vanguard's role changed dramatically. After numerous terrorist attacks involving spellcasters and magic-capable citizens, the Hierarchy decreed in 4788 that any and all Hierarchy citizen capable of utilizing supernatural abilities would voluntarily register with the Department of Occult and Eldritch Affairs—a

branch of the Service department—or face forcible registration, imprisonment, or execution. Non-citizens of the Hierarchy do not face such restrictions (but see the Registration sidebar on page 183). Many members of the Vanguard themselves are capable of wielding supernatural powers, typically to aid in search and retrieval operations, or to counter spellcasters.

The Vanguard has absolute authority as judge, jury, and executioner for any and all registered or unregistered Hierarchy citizen capable of utilizing a supernatural power. Typically, Vanguard operatives are only called upon when a Registered magic-user falsified information in their registration exam and was discovered, comitted a crime, or most commonly when tracking and retrieving undocumented magic-users.

Vanguard soldiers are experts at locating unregistered magic-users, and the Service department quickly provides anything Vanguard teams may need to bring in a wanted individual. Many of the best and most popular Hierarchy radio dramas and plays feature the men and women of the Vanguard. But many citizens living in poorer neighborhoods (or even in Wasteland settlements) have a dim view of the Vanguard as little more than thugs. Corruption is rife within the Vanguard organization and many high-ranking officers have considerable contempt for the lives of magic-users who are, ostensibly, under their protection. This attitude has only grown more vitriolic since the appointment of Sentinel's current Grand Marshal, Eylien Hunter.

While the Vanguard's primary jurisdiction are Hierarchy arcologies, as Protectorate officers they are afforded considerable lattitude to carry their investigations—using only the flimsiest of justification—to nearly any settlement or world. Vanguard officers usually operate in pairs and are commonly outfitted in the latest model of powered armor. High-threat situations can see teams numbering upwards of five to ten.

The Hierarchy on adventuring

Publicly, the Hierarchy disapproves of adventuring. It cannot control those who take up with the Riders or other troublemakers, and adventurers are often better armed and informed than most of the civilian population. Adventuring is not explicitly illegal, but the Hierarchy has passed laws and regulations that make it difficult at best. License and training requirements to be able to requisition and carry firearms, lock-picks, adjustable radios, and other supplies can make it tricky to obtain such gear, and harder to avoid arrest if a member of the Protectorate or Vanguard comes calling. Yet, unofficially, the Hierarchy contracts adventurers to perform dangerous or illegal activity on its behalf, offering good pay in exchange for discretion.

Adventuring

Few adventures on Akasaat will call themselves that. "Adventuring" is a waste of resources, and after the Century War with a new threat on the horizon, many feel such a waste cannot be afforded. All have roles to play, Slots to fill, and no one sane has ever been assigned "adventurer" as a job title. That's not to say it doesn't happen—just that the adventurers call it something else and do their best to keep the activity quiet and outside the notice of the Hierarchy.

Adventurers come in all shapes and sizes, but there are some common themes and stereotypes. A charismatic civilian from a poor or disgraced family, a youth from an honored clan seeking something more than the life planned for them, the soldier returned from war but needing the risk and strife of adventure to remember how to feel alive, wizards and other magically inclined persons who want to put their magic to their own uses, and the bitter dregs of society: people denied their due or their opportunity in the Hierarchy's society, who have taken to adventuring to survive or resist.

While adventuring is not a lifestyle that lends itself to trust or security, adventurers are not without some

resources. Often adventurers will pass on warnings to others, or spare supplies in the case of a dire need. They are the first to detect signs of distress outside the Hierarchy-controlled areas, and are often the ones both able to assist and interested in doing so, as most locals in the wastes are too deeply entrenched in their own skirmishes and personal vendettas over the limited resources.

On a world as hard as Akasaat, it pays to have friends, so being ready to help a potential ally is a virtue for most adventurers. There are many groups, such as the Riders, who keep track of who has helped when they didn't need to, and will pass that information along to others in need.

Many adventurers have their own reasons for taking on this particularly lethal occupation, but profit is a sizable part of it for many. Adventurers are often freelance third parties working for a faceless intermediary representing the interests of powerful politicians, corporate interests, or otherworldly entities that seek to have tasks done outside of societal structure, and sometimes outside of the law. There are forgotten treasures in the deserts, secrets below the arcologies of the Hierarchy, and battlefields to be plundered—and anyone might recover missing property, learn valuable information, or even scavenge lost weapons of the Century War.

Getting Started

New adventurers wanting to get started must first get used to the idea of having very little to rely on save themselves and their fellows. The protection of the Hierarchy is practically nonexistent between cities, and limited at best in the areas below the cities. There's no medical facility 300 feet below the slums of Central or in the middle of the salt plains, and one would do well to plan thoroughly for any expedition.

Arcologies, and to a lesser extent the wasteland settlements, are the only reliable sources of potable water, food, and shelter for most residents of Akasaat. Life beyond the security of the Hierarchy's deep aquifer taps is considerably harsher, and the people are harsher for it. The land is dry and a person can easily die of thirst. There are some settlements far in the salt where a simple canteen of water can gain an adventurer a king's feast or a slit throat. Entire communities of pillaging raiders dwell in the lawless stretches between arcologies, commanding ramshackle aethertech and scrap firearms. These clans of criminals, murderers, and thieves are comprised of arcology expatriates, escaped criminals, and the desperate few born outside of the walls of the arcologies.

While the grand stories of adventuring may emphasize the harsh environments between the cities, brutal loners, and humanity lost to its own failings, for many the most interesting locations are a little closer to home. Caverns and layers of previous cities below their own feet make adventuring something the clever can manage while keeping a polite cover in Hierarchy society. But that means climbing down into the depths to explore, and without the proper tools for spelunking—climbing tools, light, rations—a cave can quickly become a tomb. Aetherite radiation, poisonous gas vents, cave-ins, and other threats are all common, as well as ancient traps or machines left behind by the Progenitors.

In either environment, there are many dangers—and most of them aren't human, or even sentient. Hundreds of species of dinosaur and megafauna prowl the wastes, along with drakes, elementals, and scores of undead born from famine, war, or worse. Settlements of other humanoid creatures dot the wasteland, many of which are not well-known to the Hierarchy. Communities of oread, ratfolk, and tengu are believed to exist far beyond humanity's reach.

Much of Akasaat remains unexplored. Some regions of the world can be mapped from a view from an aetherships; a city buried in the sand will often show the straight edges of walls as depressions in the ground. But while large settlements and geographical features are known, there remains more to be learned of Akasaat's surface than is known. Even less is known about any subterranean realms below the surface



(colloquially termed the "dark below"). Rumors of aetherwarped creatures roaming the depths in packs, ancient elemental forces, and rogue constructs from the Progenitor Era fuel pulp stories in newspapers that circulate through the arcologies.

Environment

Adventuring as an occupation has been described as long moments of boredom interspersed with brief moments of sheer terror. A lot of the excitement is just getting to one's destination: the distance between arcologies alone is often hundreds of miles, if not longer, and destinations beyond the arcologies can be even more remote. Adventuring often begins with a long trek across desert or a steep climb into a deep cavern. In any case, the specific environment matters. An adventure above ground is going to be in a dry desert environment, but there are many kinds of deserts.

Akasaat, in spite of being a primarily arid world, is not a particularly hot one. The temperature across most of the world does not get very high (80° F), even in the summer months. Closer to the equator the temperature dramatically spikes, staying near 90° F in winter months and climbing upwards of 140° F at midday in the summer. However, at night—in any region—the temperature rapidly drops by 40° or more.

Dry and sandy environments wear on the skin and equipment. Exposed skin will dry and crack, and sand gets everywhere. Goggles and breathing masks are recommended in these environments, or at the very least a good scarf to wrap around your face. Delicate equipment may be damaged by the grit, so a smart adventurer will make an effort to maintain it or keep fragile tools in a case, especially in the face of a wind storm.

Large storms build up on themselves to form walls of dust and sand. They are not usually high enough to pose much of a threat to the arcologies, save for the lowest, unprotected level, but they are dangerous

to those on the ground or in any non-Hierarchy settlement. This is why those few semi-permanent settlements are often built in low ground under reinforced fabric tenting or deep within caves. Not only is this a good way to avoid being detected by Hierarchy scouts, it provides a safe refuge from storms. These settlements typically turtle up against the weather and wait until it passes to dig themselves out.

The north and south poles of the planet offer a different sort of desert than the dry and dusty plains. These deserts are just as short on rain, but are cold as well. What snow may have once fallen in these areas sublimated into the air centuries ago, leaving dry peat and desiccated tundra or bare rock except in the most northern reaches where small, highly-toxic ice caps containing high levels or arsenic form briefly in winter months. Though the winds still reach dangerous speeds, there are fewer dust storms here, because what dirt remains is usually caught in a tangle of long-dead vegetation.

Instead, the peat deserts threaten an entirely different form of terrifying environmental challenge: fire. While most areas have dried out to the point where rotting vegetation no longer produces methane, the ground in many areas is dry and thick-packed vegetable matter soaked in the salt of past oceans. Savvy adventurers are careful of what is underfoot: pockets of pure carbon dioxide that have yet to escape to the surface easily choke the unwary when a misplaced step releases them.

Worse, fires smolder far below ground, in the depths of the organic material. Some of these have been tracked for centuries, smoldering their way through the underground layers, waiting for the chance to spark into an above-ground inferno.

Wide and flat is far from the only terrain on the surface of Akasaat. The badlands are areas of irregular rock, scattered withered vegetation, and unusual formations of long-dead coral from the now-lost oceans. They are riddled with slot canyons and other rock formations worn through by wind and erosion. Some these, while beautiful, are fragile death traps with precariously balanced boulders waiting to crush the unwary.

Some of the badland's dangers are more subtle; the bottommost soil of long-ago oceans is often packed with sulfurs and metals. Once dry, the chemicals are exposed to air and can react with oxygen in the form of sulfuric acid; arsenic, cobalt and other poisons released over time have seeped into whatever groundwater may be in the area. The badlands may have more sources of water and fertile ground than the rest of the planet, but they must be thoroughly tested before they can be trusted—and often fail to pass the test.

Deep canyons with nearly vertical sides crisscross Akasaat, the dried-out shells of oceanic trenches. The tallest mountain on Akasaat is not nearly as high as the deepest trench is deep. Some canyons feature staircases carved into the sides by unknown hands, but even the best-maintained paths still make for a dangerous climb.

Scattered across the deserts are battlefields and abandoned settlements that are often worth scavenging. These settlements may hide caches of unused weapons, or more rarely the leftover and potentially still-active ordinance of erahthi attackers. Adventurers in these areas should bring antitoxin and take care to avoid any low-lying fogs, as leftover patches of gas deployed during the war still linger. Unexploded pods may contain plants that explode into violent growth or mutagenic spores; however, the Hierarchy would be very interested in any intact samples retrieved for study, in the interests of researching countermeasures and defenses should war reignite.

The desert environment rules from the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game: GameMastery Guide* apply to nearly all of Akasaat. Unique environmental hazards unique to Akasaat are noted below.

Brownout: Dust is worse than sand. A dust storm may not reach the same heights, but it is darker and more prone to clogging up ventilation systems,

working through the gaps in a vehicle, and filling any empty space it can find—including the eyes, nose, mouth, and, if an adventurer is particularly unlucky, lungs. Once dust gets damp, it turns to paste, making it almost impossible to remove without scraping it off. A wise adventurer will go to ground in a dust storm and find the nearest breathing mask, even if they are otherwise well-equipped for a sand storm. Beyond the standard rules for dust storms, brownouts are particularly dense dust storms that blot out all light. They are treated as regular dust storms, except that the light level on the round the dust storm begins drops by one level, and on all subsequent rounds the area of the dust storm is treated as total darkness.

Desert Lightning (CR 1): The salt plains of the old Akasaati oceans are subject to the worst of the planet's storms, and are scoured flat on a regular basis. If the grind of the storm doesn't kill the unprepared, then the risk of electrical shock will: the action of sand scoured against other sand produces static electricity. But this buildup often has nowhere to dump its electrical charge until it finds something containing metal or taller than the ground. Desert lightning tends to follow particularly violent brownouts or sandstorms. In the final round of either such weather, all creatures must succeed at a Reflex save (DC 13) or take 2d6 points of electricity damage.

Salt Plains: The salt plains are dusty even without a storm, and the salt will dry a creature out quickly, doubling water requirements for any traveler. The wide, flat view lends itself to mirages and illusions. During daytime hours, the sun reflects brightly from salt flats, inflicting the dazzled condition on creatures without protective eyewear. What few patches of water remain are often so thick with salt and bitter with concentrated alkaline as to be sludge (treat as arsenic if ingested; *Pathfinder Roleplaying Game Core Rulebook*). This poisoned water has a history of killing those desperate with thirst, leaving a salt-brined mummy at the edge of the lake.

Sand Blights (CR 6): Storms on Akasaat hold no rain, and are some of the most lethal weather a traveler may encounter, especially on the salt plains. The heat of the sun warms the air, fueling wind. Those winds pick up speed on large, flat plains and whip into hurricane or tornado speeds, throwing sand and leaving bare flesh raw. A sand blight is the worst of these storms, with wind speeds of up to 175–300 mph. A creature can detect an oncoming sand blight as if predicting the weather, but only out to a maximum of 1 hour due to their relatively sudden onset. A sand blight moves across open terrain at a speed of 50 miles per hour, and typically lasts 20 to 30 minutes. A sand blight smothers all exposed flame (including magical fire) and deals 1d6 points of damage each round to creatures and objects in the area. Sand blights also pose a choking hazard (as drowning , except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score). Sand blights leave 4d6 feet of sand in their wake.

Unstable Ground (CR Varies): Some patches of the plains are unstable areas where the rock underfoot has been hollowed out by underground rivers or the fury of sand-laden wind. A misstep can send the unwary falling through a crust of salt and dirt into a cavern hundreds of feet below. Even if victims survive, climbing the crumbly walls of salt and chalk is a challenge unto itself. A successful Survival check (DC 15) is required to recognize these unstable patches. A creature entering an area of unstable ground must succeed at a Reflex save (DC 15) or break through and suffer falling damage. Treat these areas as a pit trap of an appropriate CR.

Locations of Interest

While the majority of Akasaat is covered with harsh wasteland and jagged mountain peaks, a wealth of diversity lies hidden between the vast expanses of sand and stone.

Ashrana Canyon: Resembling an inverse mountain range, the Ashrana Canyon is assumed to have been

the deepest point of the oceans when Akasaat was still a water world. A deep split between continental plates, the canyon stretches nearly a fifteen hundred miles in length, a scar on the face of the world, whose depths have never fully been explored.

Although many explorers and adventurers have ventured down the jagged cliffs of the trench, none have ever reached its bottom. This is due both to the natural hazards of descent—aside from the rocky and unstable cliffs, the canyon creates unpredictable wind patterns that make flight extremely dangerous—and the native fauna. Strangely adapted former sea life is known to inhabit the canyon, with tales speaking of swarms of carnivorous flying squid and ravenous bulettes as only a few examples. Still, explorers continue to make attempts, lured by the promise of undiscovered Progenitor secrets or untapped veins of aetherite.

Aegis: Located on the western edge of the Samarasati Tablelands, the arcology-city of Aegis is the gateway to the Bakkrahanna Desert. Aegis is perched atop the edge of the tablelands, with its two western-facing supports descending the full mile height of the Bakkrahanna Escarpment to the wasteland below. Aegis is an arcology of only two tiers, with its wide and sloping supports holding aloft a single, great disc that supports the majority of the city. Below this disk, the slums of Aegis are cast in near perpetual shadow, except during the hours of dawn and dusk when the suns cast long, stark shadows through the slums. On the wasteland level, Aegis' supports are surrounded by heavy fortifications and outward-facing artillery designed to drive off the creatures and clans of the desert beyond. Each support houses several lifts that access the city levels above.

Aegis is governed by Grand Marshal **Syvanus Chanter** (LN female human fighter 12), a pragmatic and active general who served as captain aboard the *H.A.V. Lightbringer*, a dreadnaught-class aethership, during the Century War. The *Lightbringer* remains docked to the central spire of Aegis, where Grand Marshal Chanter maintains her seat of power. Aegis is the most militarized city of the Hierarchy, possessing a vast standing army and a fleet of aetherships ready to defend the Hierarchy's holdings on the Tablelands at a moment's notice.

Rumors persist that Grand Marshal Chanter is displeased with the current upper administration of the Hierarchy, and is gathering power and loyalists under her guidance for a bid to challenge not only the current Lord Marshal, but also the entire Symphonium. Grand Marshal Chanter does little to hide her displeasure at the Symphonium, blaming much upon their poor leadership and flawed interpretation of the Score. Chanter believes the war with the erahthi was a mistake, and that it only served to distract from the real enemy, the taur.

Bastion: Situated at the top of the north-eastern edge of the Shangaraan Escarpment, Bastion was the last arcology-city settled by the Hierarchy. Like Central, Bastion is a three-tier city, but is considerably wider and shorter than Central. The bottom tier of Bastion was badly damaged by an erahthi surprise attack during the early years of the Century War, bombarding a sizable chunk that collapsed to the slums and factories below. Repair work on the tier began only 4 years ago, and is still a decade or more away from completion. The two upper tiers of Bastion are less than half the size of its lowest tier, but otherwise operate on the same societal strata as Central.

During the Century War, Bastion was a manufacturing hub of weapons and ammunition, creating thousands of firearms and millions of rounds of ammunition daily. With the Century War over, many of these manufacturing plants have turned to civil engineering, working with the Hierarchy to develop new architectural standards and assisting in the rebuilding of Bastion's lower tier.

Bastion is governed by Grand Marshal **Adaan Blacksmith** (LE middle-aged female human rogue 11). Grand Marshal Blacksmith is a gifted politician and beloved by the people of Bastion for her role in reinvigorating the city's economy following the

Century War, largely by focusing on bolstering civil engineering jobs and refraining from hiring phalanx for construction duties. Blacksmith is a vocal opponent of phalanx integration into society and has turned the population of Bastion against the emancipated war machines since her appointment in 3997.

Dylath: A lawless town of outcasts and dissidents in the midst of a plain of shallow, brackish pools, this settlement is known for its alchemists—and its drugs. Liquid aetherite is their primary import, processed in constantly hissing and gurgling distilleries transmuting the toxic substance into echo, kinetic, and other aetherite-based drugs eagerly sought by those who come to this town to trade.

To an outside eye, the town may seem completely disorganized, with no apparent law or authority in sight, but somehow it manages to keep from dissolving completely into chaos. The horrible truth is that the settlement is secretly in thrall to a powerful night hag named **Ivasavna** that rules the city from the Ethereal through mind-controlled proxies, though none of the people of Dylath are consciously aware of this.

Far Horizon Mining Facility: Settled over the last undepleted aetherite mine on Akasaat, the Far Horizon Mining Facility is simultaneously a heavily-guarded holding of the United Consortium and one of the most inhospitable locations on the world. Criminals sentenced to work camps and undesirable Slotted (including many phalanx and infused veterans) toil here as miners, chipping away at the crystallized arteries of aetherite that run through the world, and packing it up to be sent back to the arcologies for refining. Many of those workers find their lives unpleasantly short, as the smallest tear in protective gear can result in dangerous and often lethal exposure to aetherite radiation, and even those who are fastidious about such protections often develop what is known as "blue syndrome", the onset signs of aetherite poisoning. Those creatures immune to aetherite radiation still risk death from cave-ins, suffocation from exposure to pockets of gas released by mining, or worse, a catastrophic explosion caused by a spark sublimating crystallized aetherite into superheated plasma.

The mining camps around the Far Horizon facility are a hotbed of corruption and oppression; the miners in many cases are treated as little better than slaves, the guards and supervisors falling back on "security precautions" as an excuse to abuse their power. The director of the facility, **Hyran Deepstrike** (LE old male human expert 3/rogue 5) secretly deals with criminal organizations to supply aetherite waste for the purposes of drug manufacturing.

Haven: The arcology of Haven is a near-ruin, hanging off of the northeastern edge of the Shangaraan Escarpment only 700 miles from Bastion. Haven was once a prosperous aethercraft shipyard on the cutting edge of technological development, poised to become the most critical piece of Akasaati infrastructure. But in 3976, a long-hidden erahthi saboteur team enacted a catastrophic plan to overload one of the aetherite reactors supplying power to the entire arcology. These saboteurs, aided by human subversives, besieged the number 4 reactor and set off a chain reaction that not only destroyed reactor 4, but also reactors 3 and 2 in a cascade meltdown. The resulting explosion shook Haven to its core and caused the upper tier of the three-layer arcology to collapse, demolishing the settlement's Midlands level and killing hundreds of thousands. The lowest tier did not collapse, but the survivors of the attack were exposed to the fatal levels of aetherite radiation poisoning that swept through the arcology like a plague.

The Grand Marshal at the time sent out an immediate plea for assistance. But the response came days late, and took the form of a Vanguard strike force that swept through the arcology street by street, dragging off any citizens who showed advanced aetherite poisoning to fates unknown. The city was quarantined for nearly 5 years before the Vanguard finally departed, leaving Haven a hollow shell. The dilapidated city exists today in much the same state as it did in the middle of the Century War, a nearly

collapsed ruin inhabited by a skeleton of Hierarchy influence and military outposts guarding collapsed factories that were, allegedly, on the verge of a still-unknown weapons technology breakthrough codenamed Project Titan.

The current Grand Marshal, **Fariah Blacksmith** (CN male human cavalier 10), is an eccentric recluse who rarely leaves the still-standing Marshal Court atop the city's central column. Fariah runs Haven with a largely hands-off tactic, leaving his beleaguered Protectorate officers to pick up the slack, typically in brutally efficient form. Haven is, expectedly, a hive of activity for Riders and other subversives who slip between society's cracks to dig at the wounded insides of the Hierarchy.

Maarten's Folly: The place known as Maarten's Folly is one of the largest ship graveyards on Akasaat, named after aethership captain Maarten Longstrider, who made what is widely considered to be a horrific tactical mistake during the historic battle of the same name. The abandoned, decaying hulks of dozens of aetherships are scattered across the area like rusting mountains, hills of dead alien foliage where erahthi vessels crashed. This is a dangerous land, where malfunctioning constructs and horrific living weapons wander aimlessly to continue a war now ended, a land home to the restless spirits and bodies of some soldiers still clinging to the world in a state of terrible undeath. Blue, luminous fog collects over some parts of Maarten's Folly, tainted from the toxins of broken aetherdrives.

The scavenger-barons of the wastes have an obvious interest in the area as a source of scrap metal and abandoned aethertech, and they constantly send teams into the area to find useful materials. The hazards are great, however, and as many teams are never seen again as return with valuable finds. The promise of wealth just waiting to be picked up is a tempting one, however, and there's no end of treasure-seekers willing to risk the dangers of Maarten's Folly in the hopes of making their fortune.

Sentinel: Located 480 miles west of the Okorsuuna Escarpment, Sentinel was the second of the arcology-cities founded. This storied and ancient city is the home to the Vanguard organization and is responsible for training these elite soldiers. Sentinel is a single-layer arcology, with its lowest tier connected to the ground by eight stubby support pillars. The original structure sported two additional layers, but these were long collapsed by the time the site was discovered. The material from these upper levels was used to build the city atop Sentinel's only tier, with the central support spire rising up a quarter mile above the city, riddled with vertical dwellings and crowned by the court of Sentinel's Grand Marshal, **Eylien Hunter** (LE female human spiritualist [shadow caller[UI]] 15.)

Leadership of Sentinel (a position that jointly serves as leadership of the Vanguard) recently passed from the venerable Grand Marshal Casimir Watcher following his death 3 years after the conclusion of the Century War. Grand Marshal Watcher personally appointed Hunter to the position of Grand Marshal, after grooming her for the role much of her life. Her appointment was not guaranteed, but after consideration by the Lord Marshal, it was confirmed. Grand Marshal Hunter is the youngest person to ever hold her position, officially appointed at the age of 17 in 4004. Hunter has proven herself to be a canny and capable leader, assuming control of the Vanguard order and its arcology in a smooth transition of power.

Sentinel is an expertly run city with a thriving middle class and a considerably low crime rate, populated by hard-working and industrious citizens who fear the ever-watchful eye of their undisputed governance. While Grand Marshal Hunter is a respected figure within the city, she is seen as distant and icy by most of the population, who have seen only stricter security measures placed on the arcology since her appointment.

Sentinel is also home to the largest prison on Akasaat, the Deep Tower, a multi-level fortress-prison located in the subterranean levels of Sentinel's central spire. Colloquially known as "the Deep" by locals, the

Deep Tower contains apprehended magically-active criminals deemed too dangerous for rehabilitation. Hundreds of kineticists, sorcerers, wizards, and other magically-active prisoners are contained here, but the exact conditions and layout of the Deep Tower is unknown.

Solenne Oasis: The *H.A.V. Solenne* was a massive battlecruiser in the Hierarchy's fleet, lost in an early battle over Akasaat when a smaller Erahthi ship rammed into her side. The two crashed down into the midst of the rocky wastes half a world away from Central. All hands were lost in the crash, but not all life. As time passed, the remnants of the Erahthi vessel mutated and grew out of control, feeding on the ship's enormous water stores and infused with the aetherite leaking from its damaged aetherdrive to create a near-jungle of alien plant life within the rusting hulk of the *Solenne*.

Over time, a roving band of scavengers found the ruin and settled near it, harvesting the plants for food and utilizing the water storage of the ship to slake their thirst. Generations later, the descendants of that band have created a druidic circle that protects and maintains the oasis, trading provisions for goods and news of the greater world, while viciously warding away salvagers and others who would strip their home in search of the valuable technology and materials still to be found in the ship. Rumors persist that the oasis secretly serves as an erahthi outpost on Akasaat, but to date no proof of these rumors has ever surfaced.

Vale: Once a thriving arcology, the fate of Vale is one of the greatest mysteries of Akasaat. During the third decade of the Century War, the arcology came under attack from an erahthi ship that had broken through orbital defenses and descended into the atmosphere. Soon after the initial reports of the attack, all communications from Vale ceased.

After contact with the settlement was lost, the Hierarchy quickly declared the area around Vale a quarantine zone, claiming the presence of active erahthi biological weapons. No land or air traffic is allowed within 100 miles of Vale, and Vanguard ships patrol the expanse of badlands surrounding the arcology under orders to kill anyone who passes the border. From orbit, Vale appears completely intact, and the area surrounding the arcology lush with vegetation. However, the entire city is dark, disappearing into the world's shadow at night. The official Hierarchy story reports that the erahthi biological weapon deployed in the air over Vale killed the city's entire population and rendered the region uninhabitable, but the erahthi staunchly deny that they ever developed such a weapon.

Private organizations looking to plunder the ruins, as well as truth-seeking groups like the Riders, actively seek a means to enter the lost arcology to further their own ends, while the erahthi seek to clear their people's name or discover whether their leaders are keeping a dark secret from them.

The Wave: Too large to be dismissed as a simple nomad tribe, but too mobile to be called a city, the Wave is both place and a phenomenon. Consisting of over 200 rag-tag ground and hover vehicles, many of which have been jury-rigged from fallen aetherships and other war debris, this constantly-moving encampment is a thorn in the foot of the Hierarchy.

Originally founded in 3985 by an infused deserter by the name of **Sennet** (CN venerable female infused bard 10), the Wave began with deserters and disgruntled civilians who believed that the Hierarchy had become corrupt; with the end of the war and the advent of the Slot system, their numbers have only grown. Many of the largest vehicles have radio towers, antennae, and amplifiers on their roofs, and from this nomadic encampment the Riders of the Wave send a constant stream of counter-Hierarchy propaganda over the airwaves. They keep on the move to prevent the Hierarchy from pinpointing their location and launching an attack, but with the war's end, it may only be a matter of time before the long-expected attack comes. "Let it come," say those who live in the Wave, refusing to be silenced, claiming that their right to make the truth known is more important than even their own lives.

Central

The metropolis of Central is a monument to human industry built atop the skeletal carcass of the ancient past. Located high in the Kashranaan Mountains on the Samarasati Tablelands, Central was founded at the conclusion of human migration from the Crescent Tablelands more than a thousand years ago. Central's appearance of an industrial utopia is a slowly-crumbling facade, barely concealing a growing current of social unrest and a struggling post-war economy. In the slums and shadows of towering skyscrapers, criminal organizations operate under a veil of legal authority, magically gifted children are hunted down and arrested by paramilitary operatives, and the dissonant voice of the people clashes against the static hum of the Hierarchy's unrelenting propaganda machine.



Central

LN metropolis

Corruption +4; **Crime** +6; **Economy** +5; **Law** +3; **Lore** +5; **Society** +5

Qualities academic, holy site, overcrowded, restrictive government, rumormongering citizens, strategic location

Danger +10

Demographics

Government council

Population 1,867,441 (98% human, 1% phalanx, 1% other)

Notable NPCs

Lord Marshal Dumisani Lancer, Lord Marshal of Central (LN female human fighter [sensate[OA]] 12)

Anjas, Prophet of the Symphonium (N old female human cantor [earth] 12)

Emneric, Prophet of the Symphonium (LN venerable male human oracle [song] 13)

Iessicaria, Prophet of the Symphonium (LE middle-aged female oracle [song] 12)

Kavah, Prophet of the Symphonium (NE old female human cantor [shadow] 10)

Linnath, Prophet of the Symphonium (N venerable female human oracle [song] 14)

Savranad, Prophet of the Symphonium (LN middle-aged female human cantor [aether] 14)

Operations Chief Itri Irons, Protectorate Head (LE female human investigator[ACG] 13)

Captain Risard Flint, Vanguard Commander (LN male human brawler [titan] 10)

Councilor Carine Gilder, Council of Nobles Representative (LG old female human aristocrat 6/rogue 3)

Lieutenant Iric Fuller, Rider Operative (CG male human fighter 7)

Economy

Base Value 17,600 au; **Purchase Limit** 100,000 au; **Spellcasting** 9th

Minor Items nearly all; **Medium Items** 4d4; **Major Items** 3d4

Settlement Qualities

Overcrowded: Central is disastrously overcrowded, making law enforcement difficult and increasing the likelihood of criminal activity. Corruption +2, Crime +4, Law –2.

Restrictive Government: The Hierarchy strictly governs Central, and officers of the Protectorate closely observe all activity. Crime –2, Law +2, Society –2.

History of Central

Central's history begins in the height of the Luthian era, during the unification of the Crescent Tablelands tribes and the exodus to the Samarasati Tablelands. It was in 3045 that Luthias led the united tribes to the shadow of a derelict Progenitor research facility looming in a forested cleft in the Kashranaan Mountains, one of the few forests on Akasaat. While Luthias' prophecy foretelling the discovery of the new center of human civilization was a monumental milestone for the people of Akasaat, Central did not become a thriving metropolis until centuries later. In its earliest incarnation, it was a ramshackle settlement of wanderers seeking shelter in the rusting carcass of a creaking, structurally-unsound ruin. Many lives were lost reclaiming portions of the ruins from predatory creatures, and even more lost to structural collapses brought on by the ravages of time.

The first people of Central did not waver in their dedication to Luthias, however, and the settlers of the Kashranaan Mountains drew ever closer together, shedding the last trappings of their former clans and divisions and celebrating their unity under the guidance of their prophet. Luthias himself would not live to see the completion of Central, as he passed away in his sleep in the summer of 3051. Per his instructions, Luthias' body was cremated and his ashes combined with the mortar of some of the first paving stones that would make up the district of Foundation. Much of that history is lost today, and the stones allegedly containing Luthias' ashes have been replaced dozens of times since his passing, but that doesn't stop locals of the Walking Way in Foundation from selling tours of Luthias' "final steps."

By 3065, the Foundation district of Central was completed, and construction on the Battlements began 2 years later. By this time, explorers had mapped much of the region surrounding Central and traders made contact with outlying clans native to the Samarasati region. Some came willingly into the fold of the burgeoning new civilization, while others saw the massive settlement as a threat. The early history of Central is flecked in blood and smoke, known as a time when the worst of the Wasteland clans ravaged the city, and more than once burned large portions of it to the ground. The completion of the Battlements in 3073 proved to be a turning point for Central, beginning a period of expansion where the citizens finally possessed enough military might to push back at the raider clans, bringing to fight into the wastes.

These conflicts came to a head in 3075, when the largest Wasteland clans waged an all-out siege on Central. Armies of human soldiers, enslaved ash giants, ogres, and ratfolk assaulted the city en masse. Nearly nine thousand wastelanders attacked Central over the course of 9 grueling days. At the end of the ninth day, the Battlements still held, and bodies littered the countryside around the great wall.

Getting Around Central

The average citizens of Central rarely travel far in their day to day lives. Slotted employment is usually within walking distance of an employee's home, and for the sake of practicality, leisure activities tend to be restricted to within a few blocks.

However, Central is equipped to handle massive transportation burdens—both as security measures in the need of evacuation (a real threat during the Century War) and to endow visitors with the freedom of movement to see the city's many sights.

The most common means of travel across Central (and between districts) is by taxi. These aethership shuttles are privately owned by individuals or large transit companies and offer travel at a reasonable rate of 1 au per mile. A character can usually flag down a taxi within 1d10 minutes in Foundation, 1d6 minutes in Midlands, and 1d4 minutes in Highrise.

Most citizens needing to travel across the city utilize the Aethercar Transit System (ATS). The ATS was established in 3910 and consists of a network of linked cylindrical aethercraft on an elevated rail system that traverses each district of the city. The modular aethercraft can connect and disengage in 20-passenger segments to travel different routes, or even travel vertically for passage to upper or lower districts. Full-day passes allowing for unlimited ATS transit cost 2 au, and modular segments arrive at ATS stations every half-hour. An ATS segment travels at a relaxed speed of 30 miles per hour, making travel easy and efficient across the city.

The remainder of the raider clans retreated into the wasteland, and Central's reputation as an unassailable fortress was cemented. Soon, wasteland clans from all across the Samarasati Tablelands were flocking to this new bastion of civilization and order, bringing about the beginning of the Hierarchy.

In 3076, the Hierarchy was born from a coalition of favored representatives of Central's inhabitants and a covenant of prophets and musicians who carried the prophecies of Luthias beyond his death. These prophets became known as the Symphonium, an occult enclave of theocrats guiding the people of Central while relinquishing day-to-day governance to appointed councilors. All answered to the first Lord Marshal of Central, Avandar Highwall, chief architect of the Battlements and marshal of Central's defenses during the wasteland siege.

The founding of the Hierarchy forever changed both Central and the Samarasati Tablelands. With the dismantling of the Samarasati wasteland clans, Central was poised to become an unstoppable juggernaut. Tens of thousands flocked from the inhospitable outer reaches of the wastes into Central, an exodus on a scale unseen since Luthias' own march to the Samarasati region decades prior. With this influx of inhabitants, Central was soon bordering on maximum capacity. Rather than move the Battlements out beyond their existing location, the architects of Central began an upwards expansion, building into the ancient superstructure that stretched into the sky above them.

Construction on the original Highrise layer (now known as the Midlands) began in 3115 amid an era of rapid expansion and technological innovation. The Symphonium guided the Council of Elders in the construction of academies to teach engineering, mathematics, spellcraft, and, most significantly, linguistics. The language of Hymnas—a constructed language formed from a pastiche of hundreds of tribal dialects from the Crescent and Samarasati Tablelands—was the result. The spread of knowledge precipitated a boom in engineering and spellcraft, whereby each discipline lifted up the other. This marriage of science and magic led Central to become a beacon of civilization in the post-Collapse world, and a home of technological and supernatural innovation.

The push for progress in Central continued unabated for seven hundred years. During this time, the other outlying arcologies of Akasaat were discovered and settled, and the Hierarchy grew from a single seed planted in the Progenitors' shadow to an empire of monument-cities that spanned an entire continent. As Central and the Hierarchy grew together, its people pushed back the Wasteland

and those inhabitants who refused to bend a knee to the Hierarchy. This progress did not come without sacrifice and struggle, though. Non-human wastelanders found themselves unwelcome in the Hierarchy's cities; tolerated at best, but more often persecuted. Humanity's decision that they were the sole inheritors of the Progenitors' legacy was firmly upheld by the Symphonium, and those that challenged this line found their voices silenced—many permanently so.

Willias Thalvadrin's development of the first aethertech devices in 3770 created an industrial revolution unlike any seen on Akasaat since the Collapse. All feats of engineering prior paled in comparison to what aethertech was capable of: affordable, gravity-defying technology. The limitations on upward development in the arcologies were finally surpassed, and industry boomed as factories to refine aetherite were constructed at an unparalleled rate in Foundation. Massive infrastructure changes brought aetheric power to homes, aetherships to the streets and skies, and fortunes to those bold bloodlines uplifted by determination and invention. The greatest and most influential families of the modern age were born during the aetherite rush.

But the aetherite rush was a wildfire, one that burned out of control as humanity's thirst for aetheric power and its conveniences rapidly outstripped the ability to harvest raw aetherite crystals. Haste in mining led to catastrophic accidents, many of which occurred in Foundation, destroying whole neighborhoods and killing hundreds. This age would see the migration of the city's wealthy and powerful upward, further from the ground and the plight of the literal foundation of their civilization. So too did the Symphonium elevate themselves above all others, commissioning the engineering marvel of the Cathedral; an atmospheric aethership the size of a castle, from which the Symphonium could oversee all of the Hierarchy's dominion.

During the late 3700's the Council of Elders transitioned into the Council of Nobles. This change began as an effort to leverage in the brilliance of a young generation of inventors, engineers, and spellcasters coming of age in the throes of industrial revolution. But within a generation it engendered a meritocracy that took root at the heart of the Hierarchy, where wisdom and knowledge took a back seat to status symbols and societal accomplishments.

Ultimately, this progress led to the collapse of the lower class and the gradual degradation of Foundation from industrial hub to industrial slum. Central grew so quickly in the intervening centuries that its law

Registration

All Hierarchy citizens are screened by an assessor skilled in Phrenology or Prognostication (*Pathfinder RPG Occult Adventures* at the age of 15 for Slotting. Citizens displaying supernatural powers (1 or more levels in a spellcasting class or any class with primary supernatural abilities, such as alchemist) are registered with the Department of Occult and Eldritch Affairs, a branch of the Protectorate. Citizens registered with the DOEA are assessed for skill and capability, and are required to give annual updates on their development. Most of these citizens are Slotted into military or other governmental roles to ensure they are more closely monitored.

All non-humans born in Hierarchy settlements are registered with the DOEA at birth, justified by a suspicion that latent supernatural powers are more common in non-human races than in humans. In truth, this forced registration is used to keep a closer eye on the activities of non-humans in Hierarchy cities. All phalanx and infused citizens were registered at creation as non-humans.

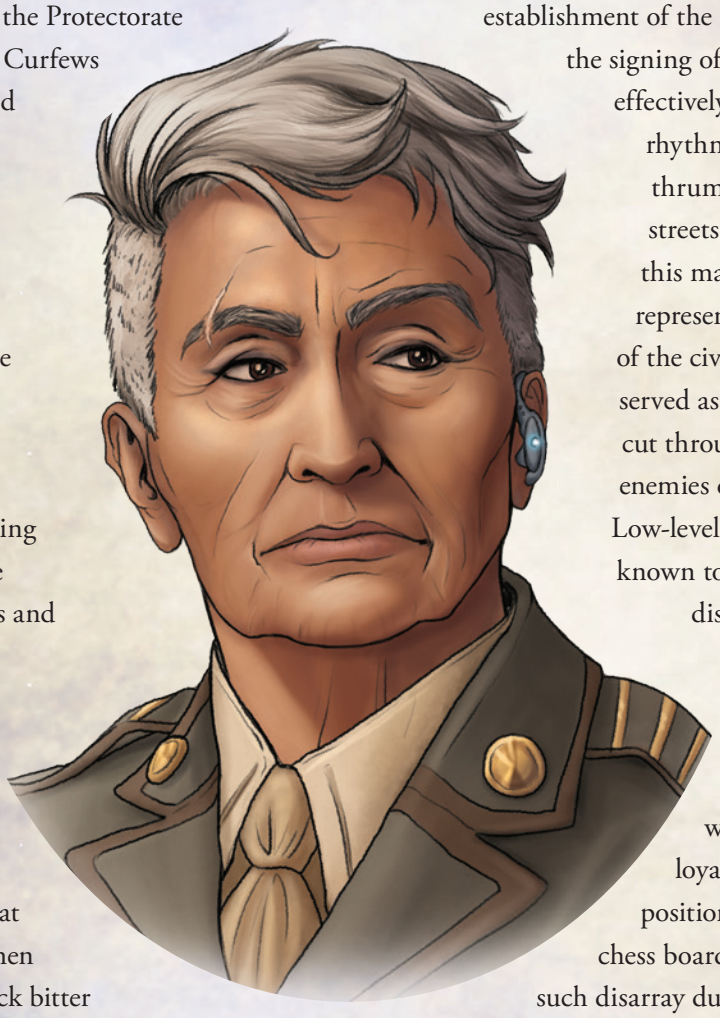
Failure to register or falsified registration usually leads to incarceration, forced labor, or, in the case of violent offenders, execution. The Vanguard has the sole responsibility for hunting down and meting out justice to these renegades.

Non-Hierarchy citizens visiting Central are required to register on arrival for a fee of 50 au. Those who wish to become productive members of society are offered the option of Slotted placement (though these placements are highly biased based on race and talent).

enforcement was unequipped to police its population of more than one million citizens. Foundation became a hive of criminal activity, and the black markets and illegal underworld of the Hierarchy grew in the shadows at its feet, even as humanity pushed to the stars and beyond. Fear and panic from aetherite shortages in the late 3800's brought riots and harsh crackdowns by the Protectorate against Central's citizens. Curfews and food rationing allowed rapidly growing criminal organizations—many of whom paid dues directly to the ruling council—to increase smuggling and place a stranglehold on the lower class.

Central saw little activity during the Century War itself, receiving word of attacks on remote colonies by way of farcasts and dramatizations of the war in local theater. Aerial skirmishes above Central spooked the populace, but time and again the city's defenses repelled any threat of erahthi attack. Even when other arcologies were struck bitter blows, Central never felt the true sting of war. The war was a far-removed threat, one that chewed up children and sent them home in wheelchairs and urns—if they ever came home at all. In Central, the Century War was the loss of entire generations, where the eldest surviving humans were either hardened war veterans or desk jockeys that never saw a single moment of combat. It was the children who "won" the Century War; it was the engineers, factory workers, laborers, soldiers, and weapon designers who sweated blood and iron in the name of the Hierarchy. Yet it was the Council of Nobles who maintained their status quo after the war's conclusion.

The creation of the phalanx, the cruel birth of the infused, and all the revelations before, between, and beyond paled in comparison to a singular moment that defines Central in its modern day: Slotting. The establishment of the Slot system following the signing of the Century Accords effectively stalled a growing rhythm of revolution that thrummed in Central's streets during the war. While this massive restructuring did represent a necessary change of the civil infrastructure, it also served as a paring knife that cut through the Hierarchy's enemies quietly and painlessly. Low-level government operatives known to be sympathetic to discordant groups were quietly demoted and moved to cities away from their contacts, security personnel were reshuffled, and loyalists swiftly moved into positions of power. The entire chess board that had fallen into such disarray during the Century War was reset.



Dumisani Lancer

In the war's aftermath, Central teeters on a knife's edge of law, balancing over a precipice of chaos and revolution. The Hierarchy and organizations like the Riders struggle to see whether that precarious balance remains, whether the Hierarchy can hold on to its power after a hundred years of losses, whether anyone has a taste for bloodshed after a century of unending war, and whether the injustices of generations can be overturned by words.

Government and Law

The government of Central begins, and some say ends, at the Symphonium. The Prophets of the Score divine future events within the security of the Cathedral and share their insights through proxies, who in turn use this knowledge to guide the Hierarchy. This is where the ordinary citizen's understanding of the Symphonium ends, but the truth is far more complex: the Symphonium controls virtually all policy-making in the Hierarchy, whether through mandate of "prophecy" or by way of political assassinations and other unscrupulous deeds. The prophets' true intentions are unclear, and discordant citizens question how the prophets failed to foresee the largest moments of the Century War—or, if they did see them coming, why they didn't act to prevent them. While the common wisdom that prophets are hands-off is largely true, the shadow of the prophets' reach is far longer than it appears.

Directly below the prophets is Lord Marshal **Dumisani Lancer**, a decorated Century War veteran and occultist with a keen understanding of supernatural forces. Dumisani is the first moderate leader the Hierarchy has had in over a hundred years, and since the war's conclusion she has struggled to maintain order in a vastly overcrowded city barely able to govern its own citizens. Dumisani spends most of her time in Highrise, coordinating efforts with the Grand Marshals of the other arcologies and largely avoiding the political backstabbing and court intrigue of the Council of Nobles. While Dumisani is often cited as the leader the Hierarchy needs, the concerns of a post-war government are too numerous for her to focus her efforts on any one problem for very long. Secretly, Dumisani longs to abdicate her position, but fears what kind of politician may be installed in her stead.

The Council of Nobles, meanwhile, does its best to ignore their constituents. Entangled in their own long-standing power struggles and personal intrigues, the



Carine Gilder

councilors—which currently number 373—manipulate and maneuver for their own gain while Central crumbles around them. Only a handful of councilors truly care about the people they are sworn to represent, among which senior councilor **Carine Gilder** is seen as both a voice of reason and hope for the future. Carine was appointed to the council at the age of eighteen and avoided any compulsory military service, though few know that before her appointment she served as a personal aide to one of Foundation's most notorious crime lords. Rumors within the council persist that she has a wealth of dangerous secrets pertaining to her peers.

On the street level, Central's government is represented by tens of thousands of government officials, from clerks to custodians to lawmakers in a tangled web of bureaucracy. The Protectorate, the Hierarchy's military police, protects the people of Central from internal threats and polices districts

Pneumatic Delivery Systems

The entirety of Central is outfitted with a labyrinthine network of pneumatic delivery tubes capable of delivering pneumatic capsules (six inches in diameter and one foot long) to any residence, business, or office in the city. Middle-class residences and higher have personal pneumatic delivery stations, while lower-class citizens send and receive post through public pneumatic delivery offices that charge 5 au per year for a 1-cubic-foot personal storage box.

Pneumatic capsules travel through tubes at a speed of 300 feet per round, making delivery of messages across the city fast, but not instantaneous. Messages routed to government offices tend to arrive at processing hubs, and most tubes can be tapped (legally and illegally) to screen messages.

with largely uneven adherence to the law. Within the Protectorate, a covert group known as the Orchestrators act as a secret police, operating both within Central and abroad to handle clandestine Hierarchy operations. Orchestrators primarily concern themselves with spying within the Council of Nobles and investigation of any wealthy or prominent citizen. On occasion, Orchestrators privately coordinate with the Vanguard on particularly dangerous operations.

The Vanguard are a highly-visible and feared branch of the Protectorate and within Central. As most Vanguard members are trained in combatting spellcasters and the use of occult techniques for discerning the true nature of their targets, they are typically only deployed against supernatural threats. On the streets, the Vanguard hold a fearsome reputation for efficiency and unparalleled ruthlessness. Most citizens know that when a Vanguard shuttle or gunship arrives, a situation has spiraled wildly out of control, and the best course of action is to get as far away as possible and the presence of a quad of power armor wearing Vanguard soldiers can quickly scatter the population of an entire neighborhood. The Vanguard are also notorious for causing collateral damage and civilian deaths in their wake.

Life in Central

Foundation, also called "Darkside" by local residents, is a crowded, dangerous, and inhospitable city cast eternally in the shadow of those living above. For the residents of Foundation, life in the city is a daily grind. Much of the area is a highly polluted industrial park bristling with foundries, factories, and production plants where most of Foundations citizens work long, grueling hours. The pollution from these factories is prolific, and air-quality ranges from mildly irritating to hazardous depending on the weather outside the city. On ordinary days, for each hour spent outdoors within Foundation a character must succeed at a DC 11 Fortitude save or gain the sickened condition for 1 hour. On hot days with little wind, the save DC increases to 13 and characters who fail a second save take 1 point of Constitution damage. Treat this pollution as a poison effect.

In addition to the environmental hazards, crime is rampant in this district. Large, organized gangs maintain "order" on the streets within their personal fiefdoms and pay lip service to the Protectorate in the form of bribes and fines. The Protectorate is perfectly happy to allow these organizations run of Foundation so long as their activities don't threaten the Midlands zones or layers above. These gangs and syndicates traffic drugs through Central and out into the wasteland, and some are involved with kidnapping and slave trade with wasteland raider clans. The Protectorate doesn't tolerate human trafficking and does their best to apprehend these offenders, but only when they know where and when to strike.

Finally, as if the pollution and crime didn't make life in Foundation difficult enough, residents face native threats from indigenous monsters like ankhegs, drakes, gremlins, and other Akasaati creatures that find their way past the Battlements. Both the Protectorate and private citizens offer regular bounties for exterminating these creatures and ensuring the safety of Central residents.

The average resident of Foundation is a low-tier Slotted citizen working a tiresome labor job, or an Unslotted refugee living day-to-day and trying to keep out of the Protectorate eye. Unregistered magically-active citizens are a valuable commodity, courted as members of the local gangs and syndicates, but also as bounty. The Vanguard pay well for information leading to the apprehension of such individuals, and those who rebuke an offer from local crime lords often find themselves promptly on the run from the Vanguard.

More than half of Central's entire population lives in the slums of overcrowded tenement buildings and tent cities sprawling across Foundation. Off-world travelers come to Foundation to take advantage of the thriving black market trade, to make back-room deals with criminal organizations, or to plot insurrection with free-thinking groups like the Riders. People who move into Foundation, specifically fugitives or other vagrants, are said to "go Darkside."

Above Foundation lies Midlands, a cosmopolitan city of towering granite and glass buildings, monolithic statues, and the majority of Central's government offices. Up until 3797, Midlands was known as Highrise, and was the highest district of Central. As the city's population continued to boom during the years leading up to the Century War, massive overcrowding forced city planners to construct the new uppermost district of Highrise, redubbing this layer Midlands. In spite of the exodus of the district's wealthy elite following Highrise's completion in 3817, Midlands has changed very little. Most Midlands architecture epitomizes the decadent glory of pre-war Akasaat. Bronze, copper, and gold reliefs adorn most buildings, skyscrapers feature elaborate water fountains and statuary in their foyers, and reliefs depict industrious, smiling citizens looking ahead to an unknown but optimistically bright future.

In the modern age, much of Midlands' bright optimism has faded both practically and superficially. Water stains streak down towering concrete statues, copper and bronze reliefs are corroded, and the once-hopeful iconography of the Hierarchy's murals and reliefs seems jaded and trite in the aftermath of a century of pointless war, where the dream of a golden tomorrow seems further away than ever before. Midlands' once passionate heart is now cluttered with assembly lines, weapon factories, and other industrial structures that cannot be squeezed into Foundation's crowded streets.

This area is home to the majority of Central's middle class and those off-worlders visiting Central. Many citizens of the Midlands occupy middle-tier Slot employment and work in clerical and office positions, as well as professional artists, engineers, government officials, and other occupations not directly focused on manual labor. While Foundation is known for its criminal element, the most powerful and influential Foundation syndicates serve wealthy masters living in the Midlands. These crime barons own and operate legitimate businesses, using their criminal arm to further extend their reach and influence. However, unlike in Foundation, these syndicates rarely act in the open. Instead, criminal syndicates of the Midlands practice assassinations, corporate espionage, and other acts of intrigue.

The Protectorate is highly active in the Midlands and far less permissive of criminal activity here than in Foundation. Officers stationed to Midlands precincts are less likely to take bribes and are largely more concerned with the well-being of the civilians within their respective precincts than their Foundation contemporaries. Inversely, the Vanguard are rarely seen in the Midlands, and few unregistered citizens are found in this layer of Central.

The Midlands are home to the Hierarchy Customs Center, a massive government complex adjacent to the Central Spaceport. All off-world visitors to Central pass through this center for documentation and registration, thus the neighborhoods around the spaceport are rich with marketplaces and businesses eager to service wealthy travelers. Central imposes no taxes or tariffs to goods bought or sold in Central or

Immigration and Travel

Non-citizens traveling to Central must pass through the Hierarchy Customs Center (HCC) in Midlands prior to lawful admittance to the city. Visitors are screened by a psychic prognosticator to determine class and level, and are given temporary traveling papers for the disclosed length of their stay. Characters whose classes fall under the purview of the DOEA (see above) are required to wear identification badges at all times and are closely monitored by the Protectorate. Off-world lawbreakers are subjected to fines, prison time, or worse.

Personal aethercraft of Huge size or larger are not permitted to be flown inside of Central and must remain moored at an outer rim dock.

imported from other worlds, and therefore merchants and traders are common sights throughout the district.

The average Midlands citizens spend their free time in middle-class to upscale residences and enjoy public arts and cultural experiences like concerts, gallery showings, and plays. Though the Midlands has a large middle and upper-middle class residency, there is a heart of lower-class laborers who service the needs of wealthier residents, located closest to the central support at the layer's inner-most neighborhoods. These perpetually-shadowed neighborhoods contain some of the oldest architecture in the area, much of which is in poor repair.

Above the Midlands stretches Highrise, the crowning layer of Central. Highrise is a relatively young layer, completed in 3817 following the onset of the aetherite rush. The buildings here feature the most pristine and elegant architecture in all of Central; polished white marble imported from remote wasteland quarries stands in sharp contrast against bronze and gold reliefs depicting events of supreme historic significance, such as the Luthian Exodus and pivotal battles of the Century War. Each building is a monumental piece of art and an obscene declaration of both the power and wealth of the layer's ruling elite, the Council of Nobles.

The citizens of Highrise are the most influential and powerful families in not just Central, but across the entire Hierarchy. Nowhere else on Akasaat do such luminaries exist, and these decadent citizens indulge themselves in the privilege of their lifetime stations. While a support network of upper-middle class and low-class citizens also reside in Highrise, serving the needs of the wealthy elite, they typically live and operate almost unseen.

Highrise is dutifully patrolled by the most dedicated and well-outfitted members of the Protectorate, and most families also possess their own personal militias to defend their holdings. Residences in Highrise have their own private aethership docks, and a small spaceport—the Elevated Grounds—exclusively serves the Council of Nobles and important foreign visitors. Violent crime is almost non-existent in Highrise, but the entire layer is rife with political intrigue and cutthroat politics—sometimes literally.

Numerous prestigious academies and institutes of learning are based in Highrise. These schools are available free of charge to Slotted citizens, provided the areas of study are relevant to the citizen's assigned field employment. Private students pay exorbitant fees to attend classes outside of their Slot assignment. These schools also contain Highrise's famous art galleries and museums, featuring prominent modern and historic art as well as archaeological finds from across Akasaat and the Aethera System. Organizations like the Illuminated Society pay prodigious sums for historic artifacts from private owners to display in both personal collections and public showcases. Members of these occult groups secretly seek Progenitor-era relics in a quest to gain exclusive understanding of exotic technological disciplines or sciences.

Due to its extreme elevation, the temperature in Highrise is usually 20 degrees lower than in Foundation or Midlands. Given Akasaat's hot climate, this leaves Highrise pleasantly cool compared to

the scorching Wasteland beyond, though it affords perhaps less protection from the suns. Wind in Highrise is also considerably stronger than on other levels, and while a wind-break perimeter at the layer's edge mitigates this, days and nights are often considerably breezy. At night, temperatures in Highrise drop by 50 degrees or more due to this wind chill.

The Cathedral of the Symphonium, a castle-sized aethercraft capable of slow atmospheric flight, floats above Highrise and houses the entirety of the Symphonium as well as the Symphonium's personal army and thousands of attendants, clerks, and support staff. The Cathedral is off-limits to all members of the Hierarchy except by invitation from the Lord Marshal or the Prophets themselves; thus, to the average citizen of Central, the Cathedral is a symbol more than a tangible place. While the Cathedral is capable of moving from one arcology to the other, the structure rarely leaves its position over Central. The Cathedral's last travel took place at the onset of the Century War in 3903 to visit each of the Hierarchy's holdings to personally discuss wartime strategy with the Grand Marshals.

Factions of Central

The following factions represent the largest and most influential organizations operating in Central.

Corporations: Aside from the Hierarchy, the most powerful organizations in Central are the unfathomably wealthy and powerful corporations. Massive industries arose during the aetherite rush and were the uncontested forerunners of both engineering and magical innovation for centuries. Hundreds of corporations reside in Central, primarily in the Midlands district, command the resources of small nations, and own independent security forces of ex-Protectorate, off-world freelancers, and Wasteland mercenaries. These security forces swear allegiance to the power and influence of the corporations they are contracted to, rather than any government or ideology.

Central's corporations began as family-run operations and largely maintained that same structure into the present day. The heads of each corporation, known as maestros, are direct descendants of the original corporate founders, and these "free kings" as they are often called, represent an independent power collectively as mighty as the Hierarchy.

While the Corporations in Central possess considerable influence, including branches in nearly every other arcology on Akasaat and off-world holdings across the system, they are prone to infighting and hold long grudges that limit their effectiveness in coordinating their resourves in a united front. If the corporations of Central ever were united by a powerful and charismatic leader, they would possess resources vast enough to challenge the Hierarchy itself. It is perhaps because of this fact that the Hierarchy carefully entreats with corporate maestros with the same delicate touch as they do off-world governments.

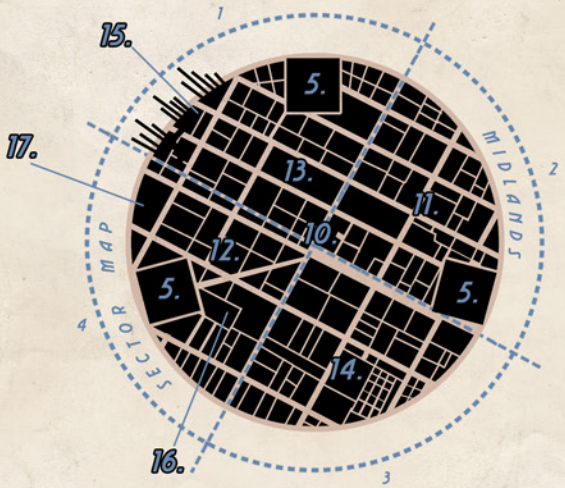
The largest corporation in Central is Central Industries, a military industrial complex manufacturer that profited immensely during the Century War.

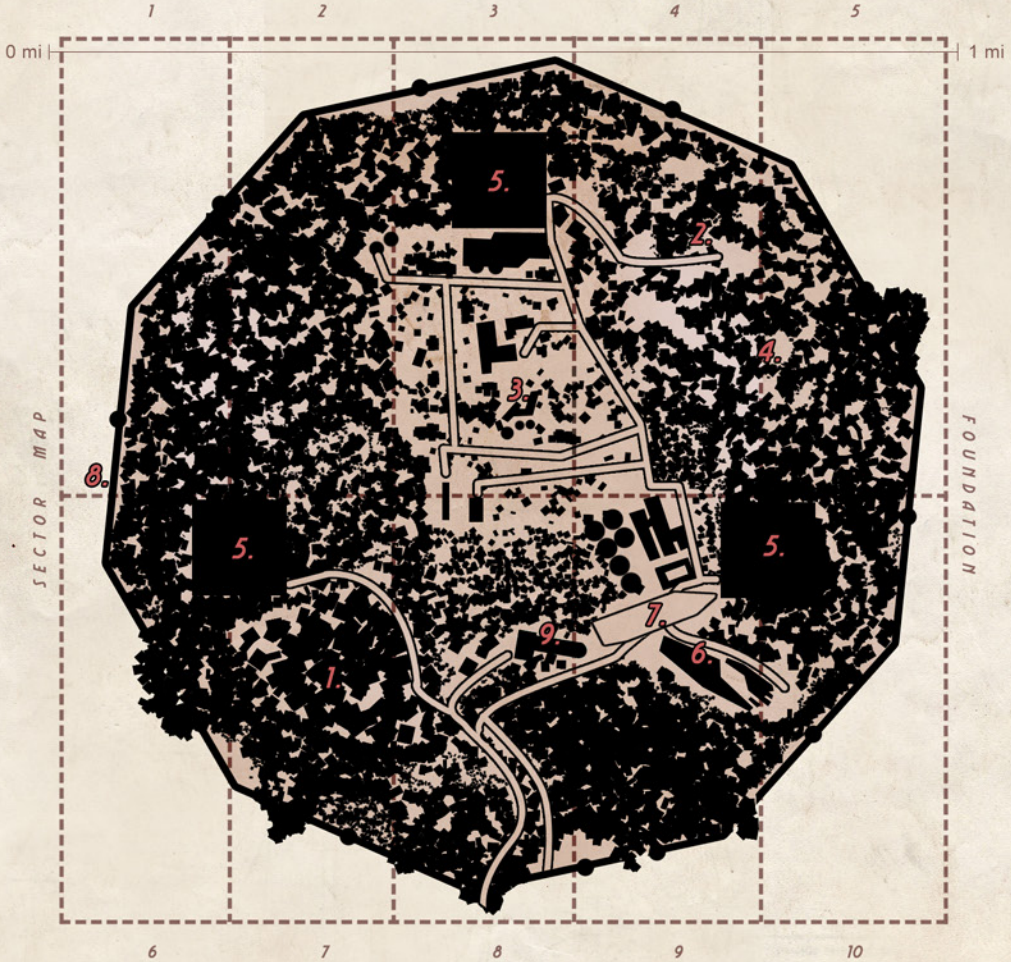
Hierarchy: The Hierarchy has the most direct influence in Central, through the actions of the Lord Marshal, the Council of Nobles, and the tens of thousands of government employees below them. The often byzantine political structure of the Hierarchy reaches like a many-limbed beast through all of Central, including via covert groups like the Orchestrators, who work to infiltrate the Riders and other discordant organizations to destroy them from within. Of course, any organization the size of the Hierarchy, once committed to a direction, takes time to change course. Now, with many of its high-ranking officials divided between civilians and veterans, the Hierarchy struggles to find a common ground with which to govern its people.

Protectorate: Offices of the Protectorate are found all across Central, with the largest concentration in the Midlands. Protectorate officers traverse the city in customized aethership shuttles on routine

CENTRAL


19.
20.
HIGHRISE
18.
22.
23.
21.


15.
1
5.
17.
13.
11.
2
MIDLANDS
10.
12.
5.
5.
SECTOR MAP
4
14.
16.
3


1
2
3
4
5
0 mi
1 mi
5.
2.
4.
3.
SECTOR MAP
8.
5.
5.
FOUNDATION
9.
7.
6.
1.
6
7
8
9
10

patrols, servicing assigned neighborhoods within larger precincts. Operations Chief **Itri Irons** commands the Central Protectorate and answers directly to the Lord Marshal. Chief Irons is a very hands-on officer and a decorated Century War veteran. She is one of the few high-ranking Protectorate officers who sees the phalanx as equal citizens, and has made great strides to include tireless phalanx officers within the Protectorate's ranks—to the distaste of many of her subordinates.

Riders: While not an organization with a true command structure, the Riders represent the largest discordant group operating in Hierarchy territory. The most prominent Rider in Central is retired Century War veteran **Iric Fuller**, a kind-hearted soldier-turned-rabble-rouser driven to spread the truth about the Hierarchy's wartime atrocities through pirate farcaster stations. Iric operates his band of Riders out of a stolen prototype gunship capable of moving invisibly through the city. Iric's band of Riders often works to subvert government overreach and combat criminal syndicates in Foundation.

Symphonium: Within Central, the Symphonium is both absolute authority and absentee guardian, actively orchestrating grand political movements that directly impact the city, but having little interaction with the day-to-day affairs of its citizens. Covert operatives of groups like the Grand Resonance of the Open Chord and of the Order of the Aureate Ratio secretly maneuver through Central's upper echelon, nudging lower-class citizens through chains of proxies and freelance mercenaries.

Syndicates: Hundreds of major crime syndicates and gangs operate in Central. The largest and most powerful of these is Ashra's Chosen, backed by a cabal of wealthy members of the Council of Nobles. Ashra's Chosen concern themselves with occult research and forbidden magical arts in an attempt to garner considerable supernatural power and influence. Their membership consists primarily of unregistered mediums, occultists, psychics, and sorcerers. The Akasaati Iron League, on the other hand, is a loosely-affiliated group of raiders



Iric Fuller

and slavers from the wasteland operating a steelworks under forged documentation. This seemingly legitimate business masks a massive drug, weapon, and smuggling operation with wasteland clans. The Protectorate is only partly aware of the League's true business, and the League understands that if the truth about their operations got out, they would have the full force of the Protectorate bearing down on them.

Vanguard: The Central branch of the Vanguard operates out of the Argent Fortress in Foundation under the command of Captain **Risard Flint**, who reports directly to Vanguard leadership in Sentinel. Its operatives work hand-in-hand with the Protectorate to perform their much-needed service of hunting down unregistered, magically-active residents and foreigners. The Vanguard are boogeymen of Central, appearing in heavily-armored aetherships and operating on a shoot-first mentality. People apprehended by the Vanguard

Booking Passage

Civilian passengers can book transit on public passenger aethership flights from the Central Spaceport to any spaceport on Prima for a 100 au fee, or passage to Kir-Sharaat, Broken Gate (at Seraos), or Orbis Aurea for 250 au. Transit on a public aethership requires up-to-date personal documentation.

regularly disappear, never to be seen again, lending their organization to all manner of rumors regarding the true nature of their work and the ultimate fates of their targets.

Central Gazetteer

Central is a mile-tall city built within a repurposed superstructure from the ancient past. In the Progenitor era, this structure served as an aquatic research facility, with only a portion of its mass rising above sea level. The "bones" of Central are three arcing pylons that rise from the bedrock of the Kashranaan Mountains. These pylons reach more than 5,000 feet into the sky and plunge equally deep into the planet below. Three massive layers of cityscape are stacked one atop the other between these support pylons, each progressively smaller than the one below. Above all of this hovers the imposing Cathedral of the Symphonium, the seat of the Hierarchy.

At ground level, Central covers just over 2 square miles, the perimeter of which is surrounded by a 240-foot-high defensive wall bristling with cannons and turrets, known as the Battlements. Prior to the advent of aetherships, the Battlements was Central's sole line of defense, though much of the artillery and infrastructure now sits rusting in disrepair. Some portions of the Battlements collapsed during the Century War—not from combat damage, but from neglect—leading to the overcrowded slums spilling out beyond the wall.

Outside of the Battlements lies the Kashranaan Forest, one of the few living forests on all of Akasaat. Much of this forest was clear-cut during the initial settling of Central, but new trees were planted and a prohibition on further forestry was set by the Hierarchy. Today these towering and ancient trees are protected by the authority of the Hierarchy and are home to wild game and peaceful Wasteland settlements.

Within the Battlements lies a sprawling and crowded city of concrete and steel endowed with the grandiose name of Foundation, where overcrowded tenement buildings are sandwiched between factories, foundries, and shipyards essential to maintaining the Hierarchy's titanic military. The high canyon walls enclosing Central, and the Midlands plate above, cast Foundation in total darkness or muted dusk illumination at all times, giving the entire district a suffocating, claustrophobic atmosphere.

Above Foundation, the Midlands cast a large shadow over Central's crowded underbelly. The majority of this layer is highly urbanized with towering skyscrapers of concrete and steel with angular and geometric architectural styles.

Above the Midlands lies the district of Highrise, a small city of clean streets and obscene wealth resting in the panopticon shadow of the Cathedral of the Symphonium. There are no public businesses or industry on Highrise, only private estates, lush gardens, exclusive clubs, art galleries, and schools reserved for the upper echelon of humanity's ruling elite, along with the palatial homes overlooking the wasteland horizon of Akasaat from Highrise's outer rim.

The Cathedral of the Symphonium hovers above Highrise, a monolithic aethercraft of unique design housing the entirety of the Symphonium's ruling body, including the enigmatic prophets of the Score. This untouchable realm is the nerve center of the Hierarchy.

Sites of Interest in Foundation

1. **Shackletown**: While not an official zone of Foundation, Shackletown is a geographic area

roughly 24 city blocks in size, and is largely considered the most dangerous and impoverished region in Central's lowest layer. Shackletown was the site of the original Stockade before it was destroyed by a fire in 3078. Little remains of the original Stockade except for portions of foundation wall and partly collapsed basement levels. Blocks of crowded and crumbling tenement buildings, derelict factories, and tent cities rife with homeless now fill this region of Foundation. The Akasaati Iron League syndicate operates out of a once-abandoned ironworks factory near the area's western edge. The Iron-League's operation is well-known among Foundations citizenry, including the Protectorate, but the syndicate is allowed to keep operations running out of the ironworks thanks to prolific bribes to corrupt Protectorate officers.

2. **The Aetheric Palace**: For all the importance implied by its name, the Aetheric Palace is little more than a gambling den and home to some of the most notorious criminals from across Central. Built from a complex of four abandoned aetherite refineries, the Aetheric Palace is a neon-lit canker sore on the Foundation's mouth. The palace features daily pit fighting events, dangerous animal and beast battles with Wasteland creatures smuggled into the city, and games of chance paid out directly in aetheric units. The Aetheric Palace is run by **Cadence** (LE female phalanx fighter 2/occultist 5), a mid-ranking operative of Ashra's Chosen.
3. **Production Zone**: The largest and most heavily-policed zone of Foundation serves as a hub of industry in Central. The Production Zone houses factories, refineries, and workshops belonging to the both the Hierarchy and private manufacturers. Major manufacturers like Cavalier Arms, Central Industries, Hammersmith, and Torrent Armaments have heavily guarded complexes in this zone, defended by private military forces loyal only to the powerful families that own these corporations. Security in the Production Zone is the highest of anywhere in Foundation but as security operations are run privately by the corporations, rampant abuse of power and unnecessary lethal uses of force are common as a means to intimidate and control the local populace of workers. Following several explosions believed to be caused by Riders or Rider-sympathetic terrorists, scrutiny of all employees coming and going from the Production Zone reached a fever-pitch of paranoia. It now takes anywhere from 30 to 60 minutes for a Slotted worker to pass through a Production Zone security checkpoint.
4. **Sinkhole**: Sinkhole is a large bowl-shaped depression in Foundation that is officially the easternmost region of Zone 4 and the westernmost region of Zone 5. Sinkhole was once home to prominent production facilities during the aetherite



Foundation worker

rush, but failed attempts at prospecting for aetherite veins below Central caused a massive cave-in, resulting in the collapse of most of the surrounding structures. Sinkhole is largely a ruin filled with partly-collapsed brick and alchemical concrete buildings and home to criminals, runaways, and vagrants alike. At the center of Sinkhole is a large lake of pollutants and chemicals called the Everglow, a toxic pond that gained its name from its faint blue phosphorescence. The Everglow is primarily polluted with runoff from aetherite refineries, and is the source of Sinkhole's scattered packs of aetherwarped creatures. The Vanguard regularly perform sweeps of the Sinkhole to rout out aetherwarped or other mutants including live-fire training exercises for new recruits.

5. **The Pylons**: The Pylons rise from the edges of Foundation, just within the Battlements, to the base of the Midlands above. These massive towers of duranite are thousands of years old, riddled with crawlspaces, walkways, maze-like corridors, and maintenance tunnels—many of which are not even fully explored—and new passages are discovered every year. Each Pylon contains a tremendous water purification system that pumps fresh water up from the aquifers deep below Central and through pipes across the city. The Hierarchy operates highly-defended water management offices out of the Pylons. Lower levels of the Pylons located deep underground are rumored to exist and are believed to contain clandestine Hierarchy research facilities.
6. **The Stockade**: The Stockade is Central's sole prison, a four-story complex sprawling across four city blocks. Much of the prison contains deserters and other government dissenters deemed to possess high value intelligence. Few prisoners spend long in the Stockade, as most who are sentenced to long-term imprisonment are moved to prison colonies on Prima or sent to labor camps beyond Akasaat to serve their time. Most inmates in the Stockade only spend 2 to 6 weeks in lockup before moving on. Warden **Savaraah Striker** (N female human fighter 5) commands the Stockade.
7. **Shipyards**: The Foundation Shipyards gained the status of largest aethership production site on Akasaat after the destruction of Haven's shipyards in 3976. Thousands of aetherships are constructed annually in these shipyards, most of which are owned exclusively by the Hierarchy. A handful of private fabrication industries such as Allegiant Manufacturing and System Wide Fabricators push out civilian-model aetherships and custom orders for discerning private citizens. The shipyards are heavily patrolled by the Protectorate, and civilians are not allowed on site without special identification or Protectorate escort. The Protectorate is authorized to kill any tresspassers into the shipyards on sight.
8. **The Battlements**: Standing 340 feet tall, the Battlements are an ancient defensive barrier separating Central from the wasteland beyond. Much of the Battlements are in significant disrepair, with several breaches exposing Foundation to the outside world. The intact portions of the Battlements are home to garrisons of the Protectorate that operate anti-aethercraft artillery retrofitted onto the older superstructure of the ancient wall. With the advent of aetherships, the Battlements are seen as a secondary line of defense and receive less attention than the skyward defenses of Central, though nearly a thousand soldiers are stationed in the Battlements' garrisons to defend Foundation should a land-based attack ever come again.
9. **Foundation Hall**: The oldest standing structure in Foundation is the first Cathedral of the Symphonium, constructed in 3061 and serving as the seat of power for the Symphonium for hundreds of years until the construction of the new cathedral above Highrise. Today the Foundation Hall is the religious center of Foundation and a secondary seat of the



Symphonium's power. Daily choruses are conducted by experienced cantors and residents from across Foundation come to hear the hymns of Luthias and the Prophets. Foundation Hall serves a second purpose, however, as the center of operations for the Order of the Aureate Ratio, led by Scryer **Gerana** (LN male human cantor [shadow] 9).

Sites of Interest in Midlands

10. **Protectorate Headquarters**: The headquarters of the Central Protectorate is a 50-story-tall, horseshoe-shaped building near the center of the Midlands level. This massive structure houses thousands of Protectorate officers and is the nerve center for all of Central's self-defense operations. The building is divided by layer, with the lower floors of the building pertaining to Foundation Protectorate concerns, escalating all the way to the upper-most offices of executive Protectorate officers that directly handle affairs pertaining to the Council of Nobles and the Lord Marshal. The upper four levels of this building are docks for the Protectorate's fleet of aethership shuttles used by officers on patrol.
11. **Morningside**: Morningside is a commonly-used nickname for Zone 2, Midlands' easternmost zone. Despite its name, Morningside does not receive much morning sunlight due to its orientation and proximity to the Kashranaan Mountains. In fact, it receives the least amount of natural light of any Midlands zone. It primarily consists of middle to upper-middle class residences and office buildings, and hosts four parks and two artificial ponds.
12. **Duskside**: As the westernmost zone in the Midlands, Zone 4—more commonly known as Duskside—receives the most abundant natural light in this level of Central during afternoon and early evening hours. Home to the wealthiest upper-middle and upper class neighborhoods, Duskside also features a thriving art and theater



Phalanx journalist

community and four dozen prominent nightclubs and cabarets. The merchant district caters to affluent clientele and is one of the most reliable (and legal) locations in Central to buy and sell aethertech and magic items.

13. **Northwalk**: Northwalk (officially designated Zone 1) is Midlands' commerce district and home to both the Central Spaceport and Hierarchy Customs Center, serving all inbound and outbound aethership traffic for Central. Beyond the spaceport, Northwalk is filled with businesses catering to off-world clientele, as well as lower-middle to middle-class neighborhoods.
14. **Southedge**: Much of Zone 3, often called Southedge, is reserved for government offices and other official Hierarchy structures. Several courthouses, registration centers, and other official buildings can be found here. In spite of its bland exterior, or perhaps because of it, Southedge is home to Central's largest emerging music scene. Pop-up clubs emerge in basement spaces and warehouses overnight, then fold up a week later, only for another to take its place across the neighborhood a few days later. The bohemian movement within Southedge also represents an encroachment of Rider ideals in an otherwise Hierarchy-dominated zone, and is raising suspicions among Protectorate officers assigned there.
15. **Central Spaceport**: Located on the outer rim of the Midlands, Central Spaceport is a sprawling complex of inbound and outbound aethership docking terminals. Long docking arms stretch out beyond Northwalk's outer rim wall, and thousands of aetherships come and go from the Central Spaceport daily. The spaceport affords both public civilian transit as well as private and chartered transit.
16. **Central Industries HQ**: The headquarters for Central Industries, the largest military-grade arms manufacturing company on Akasaat, is a squat, square, 35-story building located near the outer rim of Duskside. **Maeth Blacksmith** (N female human aristocrat 9/occultist 4) runs Central Industries with machine efficiency. She secretly maintains a black ledger of mercenaries on her payroll, who handle excavation and acquisition of Progenitor-era weapons technology and schematics from the wasteland. These highly illegal operations keep Central Industries flush with cutting-edge aethertech weapon designs and, in Maeth's eyes, are worth the risk of discovery by Hierarchy operatives. Maeth handles the assignment of these missions personally, preferring to keep herself well-abreast of the company's illegal activities and to ensure that the mercenaries know who they're dealing with—and the powerful corporation they risk alienating should they fail in a task. Maeth's board of directors is mostly unaware of these clandestine operations,

though some suspect—incorrectly—that Maeth is in league with Foundation crime syndicates.

17. **Arcanite University**: Located near Duskside's outer rim, Arcanite University is one of the oldest extant schools for spellcraft in Central. The 30-story-tall tiered building was constructed in 3115, and is a seven-year academy which primarily teaches spellcasting, linguistics, planar theory, and aethertech engineering. While it is not the most prestigious academy for magical learning in Central, it is the oldest and largest. Registered magically-active citizens are granted free education at Arcanite University, though students with exemplary talents or cunning intellect are often transferred to Paradigm Academy in Highrise.

Sites of Interest in Highrise

18. **Council Hall**: The Council of Nobles convenes here in the tallest structure in Highrise (also known as the Spire), located directly below the Cathedral of the Symphonium. Council Hall is a palatial structure that also serves as the highest office of the Hierarchy, and contains offices for dozens of branches of government and divisions therein.
19. **Cathedral of the Symphonium**: Located high above the Council Hall, the Cathedral is a flying fortress belonging solely to the Symphonium. Its private fleet of thirty aethership fighters can be scrambled at a moment's notice, as well as the Symphonium's standing army of nearly seven hundred soldiers, all answering directly to the Prophets. The Cathedral is also an ancient aethership, one of the first ever created, and is capable of slow atmospheric flight, though it rarely utilizes this mobility.
20. **Paradigm Academy**: Paradigm Academy is an exclusive school, regarded as the most prestigious hall of learning in all of the Hierarchy. Admittance to Paradigm Academy is by invitation only and is reserved for families of the Council of Nobles, as well as extremely gifted Slotted citizens with unique or fantastic gifts. Uncommon spellcasters such as arcanists, mesmerists, summoners, and spiritualists are trained here alongside highly-gifted kineticists, magi, sorcerers, and wizards.
21. **Lathanum Observatory**: Named for Lathanum Overseer, the famed astronomer who first observed the presence of aetherite on Prima, the Lathanum Observatory is the only institute of its kind in Central and the second-largest observatory in the Hierarchy's holdings (the largest resides in the lost city of Vale). The Observatory is open to the public 3 days out of the week, and offers courses in planar theory and astronomy. Scholars there are frequently consulted by agents of the Symphonium for accurate measurements of planetary alignment and other celestial information.
22. **Shorona Gallery**: Shorona Gallery, named for renowned archaeologist Shorona Farseer, houses Central's largest collection of Progenitor-era artifacts. Gallery curator **Erlorna Scrivner** (NG male human expert 4/occultist 4) is officially sanctioned by the Hierarchy to requisition recovery of Progenitor artifacts, and all objects brought through the gallery are first screened by Hierarchy officials before being allowed onto public record.
23. **Memorial Park**: Located near Council Hall, Memorial Park is a lush and forested park covering two city blocks. The perimeter of the park is bordered by a 4-foot-high duranite wall etched with the names of all Hierarchy soldiers confirmed killed in action during the Century War. Despite the discovery of their survival, the names of the Requiescat humans who disappeared into the shroud of Orbis Aurea are also recorded on this wall. At the center of Memorial Park is a 60-foot-tall, polished steel statue depicting the Prophet Luthias, pointing skyward with one hand while offering his other hand down to onlookers.

Teratha

Not everyone on Akasaat is beholden to the Hierarchy, living their lives sheltered in the protective embrace of freedom-stifling arcologies. Unslotted dissenters, revolutionaries, rogues, and scavengers live beyond those protective walls and scattered across the world's barren surface living in villages, tribes, and nomadic packs. Life outside the arcologies is a dangerous proposal to many, and the lack of potable water is as dangerous as running across a tribe of savage raiders or Akasaat's terrifying native fauna. But civilization has not left the wastelands entirely untouched, and there are true cities and towns out there in the wastes, even if the Hierarchy's citizenry would never recognize them as such.

In the shadow of an enormous shattered spire of rusting metal that rises a thousand feet into the air— the last remnant of some Progenitor structure lost to the ages—the city of Teratha was born of the wasteland. Over the decades since its founding, its towering scrap-metal walls salvaged from the wreckage of the war have become a beacon to those who wish to live and do business outside Hierarchy society without joining one of the barbaric raider tribes that roam the wastelands. Teratha became the destination of choice for black marketers, scavengers, and unlicensed magic-users looking to sell their wares and services, as well as for mercenaries and adventurers in search of work. "If the Hierarchy doesn't want you to have it, you can buy it in Teratha," is often spoken amongst wastelanders, and the proverb often proves true: aetherite-derived drugs can be bought alongside prototype (and often unstable) aethertech, bulk purchases of weapons can be arranged, and spellcasters lurk in darkened rooms selling the fruits of their illicit research to those who dare deal with them. But in a city such as this, one should watch their back, and always remember another proverb: "Buyer beware."

Teratha

N small city

Corruption +1; **Crime** +2; **Economy** +2; **Law** –2; **Lore** +2; **Society** +4

Qualities notorious, prosperous, racially intolerant (erahthi), rumormongering citizens

Danger +15

Demographics

Government council

Population 8,752 (75% human, 10% phalanx, 10% infused, 5% other)

Notable NPCs

Scavenger-Baron Nels Prinn, gluttonous master of trade (LE male human sorcerer [ectoplasm bloodline[OA]] 6)

Scavenger-Baroness Saar, merciless weaponsmonger (LN female infused fighter 5/gunslinger[UC] 3)

Scavenger-Baron Bouros Blackvane, piratical plunderer (N male human rogue [salvager] 8/swashbuckler[ACG] 2)

Old Miassa, drug-peddling hag-child (CN female changeling[B4] alchemist[APG] 3)

Aerin, reclusive scholar of ancient times (N male human diviner 6)

Economy

Base Value 6,400 au; **Purchase Limit** 50,000 au; **Spellcasting** 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Teratha History

As with many new settlements, the city that would be called Teratha was born due to its access to a water source—but unlike most such cases, this water didn't come in the form of a natural spring or aquifer. A group of scavengers discovered the Terathan Spire standing alone in the midst of a rocky plain, a rusted pillar of metal a hundred feet across and rising just over a thousand feet before a clear break can be

TERATHA





seen. The structure's original purpose is long lost, but scavengers found an entrance into the spire and dared to brave its interior. Despite the losses that they suffered from ancient traps and malfunctioning constructs left behind to guard its secrets, they persevered and discovered, whatever their purpose might have been, hydraulic systems in the spire tapped into an aquifer deep beneath the ground. By retrofitting the derelict hydraulics with aethertech power sources, they were able to get the water pump systems back up and running.

The presence of a pure water source made the spire a perfect place to set up a permanent encampment, and it wasn't a secret that would be kept for long in a wasteland full of bandits, raiders, and worse. Knowing this, the head of the scavengers—a man by the name of Nels Prinn—allied himself with a group of deserter infused led by a woman named Saar to defend the newly founded settlement. Leveraging both the water supply provided by the spire and the wealth of artifacts and materials scavenged from within the ancient structure, Teratha swiftly grew, and the pair became extremely wealthy. Other scavenger-barons of the wastes noticed these new players on the scene, and after Saar's forces drove back an attempt to take the settlement by force, some of them chose to approach more diplomatically. Trade agreements were soon forged and Teratha became a common stop for wasteland travelers and traders.

As the Century War dragged on, more and more people became disillusioned with the Hierarchy, raising the population of dissidents outside the arcologies. Teratha profited from this as much as anywhere, with more and more settlers moving into the city permanently rather than simply using it as a trading post or oasis. This dramatic population increase came with an influx of armed residents and ex-military deserters, pressed into close quarters with scavengers, raiders, and non-humans from the wasteland. This melting pot was quickly boiling over, just waiting for an incident to ignite an all-out war in the streets of Teratha. Able to see what was coming,

the land pirate Bouros Blackvane approached Saar, Prinn, and some of the most powerful scavenger-barons in the area. After extensive arguing and discussion, they created a ruling council—a true government in Teratha. The combined strength of the scavenger-barons helped consolidate power within Terathra while still offering the same liberties that a Wasteland settlement could.

The Century War's end has created something of a problem for the city; the upheaval in Hierarchy society caused by the Slot system and the influx of phalanx and infused has caused another surge in Teratha's population. This time, without a constant threat looming over the Hierarchy, the Scavenger Council has become worried that the Hierarchy may turn its gaze in their direction.

Government and Law

Teratha is governed by a small group officially known as the Terathan Community Council, but known more commonly as the Scavenger Council—as every one of the five members of the council are scavenger-barons. What few laws exist are passed or changed by majority council vote and enforced by the Terathan Security Force, colloquially called the Rust Knights. This security force is largely selected from ex-military deserters or retirees disgruntled with the Hierarchy, a high percentage of which are infused or phalanx rather than human. The force believes in shows of force in order to dissuade resistance, and its members are therefore feared and somewhat resented by those who have reason to be wary of their attention.

The legal code of Teratha was carefully kept simple. Murder is illegal except in self-defense, and assault depends on the situation: bar brawls without significant injury aren't something that the security forces will involve themselves in, but stabbing someone in the back during such an event likely is. Theft is seen in a matter of degrees, with both the value of the stolen objects and the prestige of the party stolen from playing a role—stealing from a scavenger-baron seated on the council is likely to end poorly for a thief if caught. While the Rust Knights do have holding cells, there are no long-term prison facilities in Teratha; common punishments are harsh fines, mutilation (hand removal is common for thieves who set their sights too high), exile into the wastes without water supplies, or public execution. The latter is rare, saved by the council for criminals that they want to make an example of, and such events are generally turned into festival-like events to ensure that the message is heard.

Teratha Gazetteer

Teratha is a city that was not planned, but rather grew over time into a chaotic maze of structures and streets. The outer walls are a patchwork of thick hull plating salvaged from the aetherships crashed throughout the waste. Guard towers topped by aethertech weapons, bombards, or simple catapults, provide an eclectic array of siege defenses in case of attack. While Teratha is theoretically divided into a number of districts, in practice they tend to bleed into one another at the edges due to a lack of urban planning during the city's evolution.

The Greater Market is the newest part of the city, a sprawling district of shouting merchants and the scents of cooked meals, crowded with permanent and temporary booths and tables alike from which merchants hawk their wares. Following the grand thoroughfare towards the spire, one next passes through Gilttown, a service-oriented district filled with inns, clubs, gambling halls, brothels, and other distractions. The Old Market surrounds that part of the spire contained within the walls, home to steel-roofed shops set up by the scavenger-barons and those who hold their favor. The western end of the city is the Occupied District, primarily housing for the permanent citizens of the city, although cheaper inns and flophouses are scattered throughout. On the opposite side of the city is the Salvageworks, warehouses and industrial factories where salvaged materials are converted into new, usable goods for

sale. Many of the largest salvage houses sit empty and silent until an impressive find has the lamps lit and the workers slaving long into the night.

1. **Scavenger Plaza**: This broad square just inside the gates of Teratha is constantly busy with loading and unloading caravans, with stables and parking areas offering space for rent to those just arriving. Beggars are common in the plaza, some of whom are paid to report the arrival of specific kinds of cargo to various merchants eager to get a leg up on the competition.
2. **Aquan Plaza**: At the far end of the grand thoroughfare is Aquan Plaza, its primary feature the great fountain constantly spewing water into the air, a blatant show of wealth in the midst of the wasteland. An aqueduct encircles the plaza, originating within the spire. Rust Knights stand guard at complicated pump mechanisms at the base of several of the aqueduct's supports, selling water to those who have the money or barter to afford it.
3. **Aerin's Tower**: A ramshackle tower within the Greater Market, but close to the city's outer wall, this somewhat isolated residence is home to the reclusive wizard known as Aerin. A known expert in Progenitor artifacts, his requests to investigate the spire have been constantly refused by the Council.
4. **The Sleeping Sea**: One of the finest inns to stand out in the glitter and flash of Gilttown, the presence of aethertech-heated hot springs in the basement of this inn is the greatest draw to travelers eager for a taste of civilized relaxation. This makes it an excellent place to rest up after a successful adventure or caravan run, with the added opportunity to network with others doing the same.
5. **The Armory**: Scavenger-Baron Saar herself is the patron of the Armory—which, despite the name, looks more like a museum given its displays of weaponry and armor of all sorts kept behind metal mesh. Those who run the Armory are more than willing to demonstrate their wares as necessary in the building's central yard. To those who can pay the price, they are also willing to hire out trained warriors for mercenary work.
6. **Old Miassa's**: This unassuming single-story scrap metal shelter is surrounded by the crumbling slums of Teratha's poor. The only marker here is a hammered metal sign in the shape of cauldron over its door. Inside, addicts lounge on pillows and savor their latest fix. Old Miassa's namesake runs this drug den and chem lab, a hag-blooded human who—despite her title—barely looks old enough to be considered an adult. Old Miassa's deals in all manner of alchemical wares and potions, and Miassa regularly hires local mercenaries to recover alchemical reagents from the wasteland.
7. **Radio Free Teratha**: A radio tower piercing the skyline of the Occupied District, Radio Free Teratha is a controversial subject in the city. The Riders who run the station, led by Rider Liberty (CG male phalanx bard 4), are fiercely anti-Hierarchy, and some worry the propaganda they broadcast may one day encourage a retaliatory move against the city.
8. **The Terathan Spire**: Little is known of what secrets may lie within this great and rusting structure thrust towards the unforgiving skies, although rumors and legends fly wild when the topic is brought up in taprooms. The spire is the source of the city's greatest asset—water—and the Council itself both meets and lives within the spire's winding corridors, with only their personal entourages allowed within. The spire's exterior is surrounded by a barricade wall bristling with gun slits and battlements patrolled by the majority of the city's Rust Knights. Flood lights shine up around the tower day and night.

Kir-Sharaat

The Century War began and ended on Kir-Sharaat. When humanity first explored this vast, forested world to plunder its aetherite resources, they never imagined that their thoughtless trespass into an alien world would result in a hundred years of warfare. Nor did the erahthi, who had not yet mastered space travel, imagine that their society would be so drastically impacted by the appearance of outsiders from another world. The Century War changed Kir-Sharaat in ways that can never be undone. The physical damage of the war will eventually heal, but the societal damage caused by the early awakening of the warlord Tritarch Athrakarus will have lasting repercussions for centuries to come.

To many humans, Kir-Sharaat is a frighteningly dangerous world of impossibly large trees, ferocious predators, and the alien-minded erahthi. To its native erahthi, Kir-Sharaat is a world of unparalleled beauty and mystery with a deep connection to the little-understood Plane of Wood. And, little known to either, this world blanketed in primordial forests also holds ties to the enigmatic fey realm of the Evermorn.

Kir-Sharaat

Astrological Information

Type planet

Other Names Mereta (original Hierarchy astronomical classification)

Orbital Period 1.88 years

Rotational Period 36 hours

Physical Information

Atmosphere breathable

Diameter 12,180 miles

Gravity x1.5

Primary Terrain forest

Satellites five moons (Kalshir, Kilees, Natorva, Ortharun, Paraclene), Thycalese Memorial (artificial satellite), Gate Hub

Societal Information

Demonym Kir-Sharaatan

Government Tritarch Dominion, the Council of Song, the Chambers

Known Population 16,210,000 (98% erahthi, 2% other, unknown numbers of zahajin)

Notable Settlements Kir-Sharaat (metropolis divided into numerous provinces), San-Kaishan (capital province), Kir-Hadutal (coastal province)

Primary Inhabitants erahthi, zahajin

Primary Languages Erahthi, Sylvan, Zahaj-el

Description

Kir-Sharaat is a gargantuan world almost entirely covered by a primeval forest. More than seventy percent of the planet is land, which is in turn shrouded by the world's impossibly large forest. What little surface water exists on Kir-Sharaat is primarily contained in two adjacent equatorial oceans, with the remainder locked in ice on the planet's two frozen poles. Nearly all of Kir-Sharaat's abundant water is instead contained below the planet's surface in subterranean aquifers. Water from these aquifers is pulled to the surface through complex root structures of the ancient trees, and then rained back down to the surface through pores in the highest boughs. This process creates two strata of climate on Kir-Sharaat: the cool and dry surface climate of the world located above and beyond the world's colossal forests, and the climate contained below the canopy, which becomes increasingly warmer and more humid closer to the surface.

The majority of life on Kir-Sharaat exists within its trees, which rise more than five-thousand feet above sea level. These trees, some of which possess trunks more than a thousand feet in diameter, are like a



world unto themselves. The society of the erahthi, Kir-Sharaat's most populace race, exists within these tremendous trees, centered around the largest and most ancient among them—the Heartwoods. Each Heartwood tree represents a hub of erahthi civilization, and the erahthi themselves are born from these very trees. Between each Heartwood are complex highways of interconnected branches (each hundreds of feet in diameter, if not larger) that create a labyrinth of passageways that wind through the mile-tall forest. Settlements exist at the crossroads of these branch pathways, and some contain the crumbling remains of ancient Progenitor structures ripped up from within the planet during the Collapse.

The two surface oceans of Kir-Sharaat, Talamader and Volukhet, are saltwater bodies that remain largely uninhabited by the planet's known intelligent inhabitants. A thousand years prior to the Century War, the erahthi began exploring the surface of these oceans, plying the waters on vast symbiont ships, but these means of conveyance were seen as inefficient, and in the modern day only the rare leisure vessel sets sail. No concerted efforts to explore the oceans' depths have ever been recorded, and what—if anything—dwells below the surface of Kir-Sharaat's oceans is a mystery waiting to be explored.

Little light reaches the surface of Kir-Sharaat below the forest canopy, and this cavern-like realm is known as the Darkwild. The Darkwild is home to Kir-Sharaat's second most populous race, the zahajin, who have coexisted with the erahthi since the days of the Collapse. The zahajin have little interaction with outside society, and much of what exists within the lightless realm of the Darkwild remains unknown beyond their records. Portions of the Darkwild are also populated by fey creatures that arrived on Kir-Sharaat through numerous thin spots between the Material and the time-wracked Evermorn, and the interaction between these beings and the zahajin is not well understood.

Above Kir-Sharaat, five moons drift through the heavens. Less than a decade ago, there were six moons across Kir-Sharaat's night sky, but the taur attack in 4003 resulted in the theft of the moon Thycalese and the beginning of a new, troubling era for the erahthi. The absence of Thycalese has had little noticeable impact on the geology of Kir-Sharaat, though the long-term repercussions of this moon's theft have yet to be felt. The remaining moons Kalshir, Kilees, Natorva, Orthaun, and Paraclene are Kir-Sharaat's most recognizable celestial bodies. The planet's Gate Hub Complex travels in a fixed orbit behind the moon



Orthaun. The erahthi maintain a noticeable presence in colonies on some of Kir-Sharaat's moons and orbital aetherships.

History

The genesis of Kir-Sharaat can be traced back to the long-forgotten age of the Progenitors. While accurate information about who or what the Progenitors were is largely unknown, the aftermath of their actions can be seen throughout the entire Aethera System and beyond. That Kir-Sharaat exists at all in its current form is by direct action of the Progenitors, though few alive today realize this truth.

Prior to the Collapse, Kir-Sharaat was a dusty, barren world of red sand and rock not entirely unlike modern-day Akasaat. Below the planet's surface, the Progenitors created immense subterranean laboratories: independent biomes dominated by colossal, living terraforming engines. These terraforming engines were designed to transform the inner planes according to the Progenitors' own whims. Massive trees, programmed to spread across the Plane of Earth, were unleashed by the Collapse and gave rise to the "infestation" that is today known as the Plane of Wood, erupting from within the crust of the world to blossom into Kir-Sharaat's primeval forest. Each of the most ancient trees of Kir-Sharaat, called Heartwoods by the erahthi, are an extension of this living terraforming engine, and it is from this ancient artifact that the erahthi themselves were born.

The exact date of the Collapse is contested. Human records state that the Collapse happened roughly 4,000 years prior to the current day, but erahthi culture dates back 3,762 years, and Kir-Sharaat was already an old world by this time. The only individuals who may know the true date of the Collapse are the Tritarchs of Kir-Sharaat, semi-divine entities that claim to be the forbearers of the modern-day erahthi. The history of the Tritarchs is shrouded in mystery, but it is widely accepted that five or more lived in the years immediately following the Collapse.

The Tritarchs themselves refuse to answer questions about their history or any others of their kind, even the three who survive. While it is clear that the Tritarchs are of a similar species to the erahthi, they call themselves the Era-Sharaat and claim to have designed the erahthi in their own image.

Kir-Sharaat has changed little since these mythological times. Though the erahthi people have spread across nearly a third of the entire planet, their architecture and engineering coexists with the natural habitat. Only decades of war and the advent of aethertech development have changed the world in any appreciable way, and much of Kir-Sharaat remains as mysterious as it was when its mighty trees first erupted from the planet's depths.

Society

Of all things in recent history, nothing has had more impact on the society of the erahthi of Kir-Sharaat than the Century War. A hundred years of conflict left a lingering scar on the current population and has permanently changed the way erahthi live in comparison to their elders or ancestors. Modern erahthi live in fortified regions of the forest-world, nestled in urban centers behind high walls and surrounded by armed protectors. They live ever-vigilant for the next emergent threat, and wary that a single diplomatic failure could reignite the most devastating war in their people's history.

Before the Century War, erahthi population centers were spread throughout the world. The name Kir-Sharaat itself is both the name of the world and the name of the singular erahthi city that dominates one third of the planet. The mega-city of Kir-Sharaat is composed of the same metropolitan hubs at each Heartwood as there are today, designated as provinces, but tens of thousands of smaller communities that once existed in the vast spaces between these provincial capitals are now either destroyed, or abandoned. The castes encouraged the formation of specialized towns and villages to best fulfill their duties, with those communities devising their own ways to collectively make local decisions. Carefully planned bridging branches within the great trees provided an efficient transport system for goods and people. Most towns were small and dependent on the other small communities nearby.

Small, specialized communities, however, were ill-suited to defending themselves against the Hierarchy's attacks, and the bridges that connected them to the rest of the erahthi were easy targets to prevent supplies from reaching their destination. As the war continued and devastated these small communities, they were abandoned, and refugees gathered in the more secure provincial capitals. While the hearts of these provinces were just as carefully planned as the remote regions, they were unprepared for the sudden population surge. Over the years, areas of the provinces that once held temporary housing have become permanent, and the lack of long-view planning in those areas shows in rampant overcrowding.

After this migration, elder erahthi complained that the younger generations are fast-paced and make ill-considered decisions. For many, the growth in numbers means consulting the community as a whole on large decisions is no longer easily feasible. It is impossible to know everyone living under the branches, leaving many of the eldest members concerned about who their children may be associating with.

Prior to the war, erahthi practiced a communal ownership of property as opposed to that of an economy-driven ownership. Following the Century War, collective ownership of property is weakening as most migrants were unable to bring resources with them when they abandoned their home towns. The district castes were reluctant to share their resources, so many of the newcomers had to prove themselves and contribute before they can were allowed use of more than the bare minimum. Individual ownership of property—long held as an undesirable concept—is on the rise, mostly in the form of small, transportable goods.

The most recent generations of erahthi have a reputation for unprecedented independence. The caste divisions of labor have begun to break down as once-isolated communities now live and work in close association. While this occasionally leads to conflict between community elders, the younger citizens find that the sharing of ideas and experiences far more often leads to invention and new creations. In the few years since the Century Accords, the provinces' residents have shown no movement to return to the quiet, small-town ways of the past.

Heavily-populated provinces are often dirty and disorganized. In some provinces, insufficient drainage has led to considerable pollution, and the more common living arrangements have thin walls and lack privacy. Close quarters drive most residents out of their homes to avoid conflicts with roommates, and as a result keeping track of exactly where someone is at any given time can be extremely difficult.

Life in the Province capitals runs at a faster pace, as the concentrated resources and labor make caste projects and Council requests quicker and easier to fill. With more people to interact with, conversations tend to be shorter, skipping the traditional structures of greeting and socialization before getting to business. The brisk pace may feel impersonal to older generations, but for those who have grown up with the convention, it is second nature.

New cultures are emerging from the provincial lifestyle as well, where communities of the same caste, once separated by a great distance, meet and blend. The long-term impact of these meeting points is yet to be seen. Many districts still retain divisions between the castes, as most of their tasks require specialized equipment or working conditions. It is widely considered easier for caste members to live close to where they work, and older members of the castes are more comfortable living in patterns that mimic the specialized towns they grew up in.

The cultural conflicts common when living in close proximity with unfamiliar castes or with those of the same caste from thousands of miles away are often smoothed over with generous, well-timed gifts between neighbors. More than one community has accidentally found itself in an escalating "gift war" that usually is resolved by bringing both communities together to share in a mutual gift. Neighborhood celebrations and feasts are a common solution, growing in regularity in the years since the Century War's end.

Despite the promised safety of the provincial capitals, the populace still works as if a war is ongoing and they may be attacked at any moment. The enemy may no longer be the Hierarchy, but recent attacks by the taur have made for long work shifts under the direction of Athrakarus and the Chamber of War. With the taur threat hanging overhead, the Chamber of War is making an effort to be as prepared as possible, and every individual capable of work is expected to contribute. Representatives of an erahthi's caste are available in most communities to connect an individual to work that would benefit the provinces as a whole. Those who have no work and fail to take advantage of that opportunity may find their neighbors are glad to help them find a job—even if they don't want one.

The Castes

Castes are an ancient ordering of the erahthi people dating back to their first generations, serving as both family and employer. Before an erahthi is born from a Heartwood, their gestating forms are subject to rigorous divinations in the form of aura reading, prognostication, and other magical assessments. Small adjustments to physical attributes are made by highly-specialized biomancers of the Problem Solver caste. By the time an erahthi is mature, their caste role is already chosen for them. This is known as an erahthi's birth-caste, and forms the basis of their initial education and training.

Castes are responsible for providing food and shelter to their members, and all castes contribute to the support of those too young or too infirm to work themselves. The resources of the many members of

a caste go to supplying their members with training and support throughout a lifetime of service. Property and other community resources are owned by the caste, not the individual, and access to those resources is controlled by the caste. Individuals usually own personal tools and property as well, but traditionally windfalls and spoils of enterprise are meant to be turned over to the caste to be distributed among the "family," as determined by the highest-ranking members of the caste. In practice, this is a tradition rapidly falling by the wayside, in favor of simply requiring minor labor or materials to be given to the caste to support the caste efforts. For most caste members, the donation of labor is simply part of their regular employment.

Caste changing was a social taboo prior to the Century War. During that conflict, the enormous losses of life facilitated the need for societal change, and it is now common practice for erahthi to change castes according to their own personal tastes. Though the application process to change castes can be prolonged, the stigma of such transitions is much less than it once was.

On joining the caste, the new member will be considered a full and productive member of society. They will find eager teachers and opportunities to work for the interests of their caste. All members start at the lowest ranks, and each caste has its own way of acknowledging the advancing ranks of a member. Some castes practice a formal education system, some acknowledge rank based purely on demonstrated skill, and others may award rank based on deeds and contributions to the greater society. In all cases, rank must be earned.

All castes serve a valuable role to the people of Kir-Sharaat and are considered—at least officially—to be of equal rank. Individuals may rate their personal caste higher than others, or a specific community may do so, but these opinions vary from person to person and caste to caste. With each changing of the Cycle of Rule (when one Tritarch abdicates their position to the nexr), some castes may find their numbers swelling, creating a temporary imbalance within the caste system. During and after the Century War, the Builder, Leader, and Reaper castes hold more sway over the opinions of the populace than others.

Erahthi characters who belong to one of the castes below may take a racial trait from that caste. The below list does not represent every caste on Kir-Sharaat, only the most common.

- **Builder**: The Builder caste are artisans, craftsmen, and engineers. This caste is responsible for the maintenance and construction of civilian and military infrastructure, espousing the belief that with detailed enough plans, one can build anything. An erahthi of the Builder caste gains a +2 trait bonus on all Craft skill checks.
- **Executor**: Executors are the most common caste, found in a variety of roles from civilian pilots to construction workers to orchestral musicians. Erahthi of this caste are highly skilled at following pre-planned instructions, but not at improvising or taking initiative. They are extremely good at construction and assembly, but not at design; they can skillfully perform plays and songs, but not write them. An erahthi of the executor caste chooses one skill and treats that skill as a class skill.
- **Follower**: The Follower caste is an unconventional caste of erahthi subordinates, specially trained to act as adaptable resources to help supply any societal need at short notice. Erahthi of the Follower caste follow orders to the letter. Whenever you gain a competence bonus or a bonus from an aid another action related to being given orders or instructions, that bonus increases by 1.
- **Idea Maker**: Erahthi of the Idea Maker caste are dreamers, innovators, creative thinkers whose goal in life is to think of what others haven't. They are often artists, musical composers, or scientific theorists. By their nature, Idea Makers are rebellious and idealistic; they are often the first erahthi to step outside the normal caste system



Tritarch Athrakarus

and become adventurers or investors. An Idea Maker gains a +1 trait bonus on all Craft and Perform checks.

- **Leader**: Erahthi of the Leader caste are commanders, government officials, and administrators. While largely incapable of accomplishing tasks on their own, they excel in organizing others in groups toward a common goal, and by doing so can achieve almost anything. Erahthi of the leader caste grant a +3 bonus to allies when using the aid another action, rather than a +2 bonus.
- **Peacemaker**: Erahthi of this caste are experts at resolving conflict and calming not only sapient races, but all living things. Due to their placid, disarming demeanor, simply being in the presence of a Peacemaker makes most beings feel at ease. Peacemaker caste erahthi gain a +2 trait bonus on Diplomacy and Handle Animal checks involved in resolving conflict or reducing hostility.
- **Problem Solver**: Whether a machine or a living thing, when something doesn't work as it is supposed to, a Problem Solver can find out why and fix it. Erahthi of this caste are very good at solving puzzles and diagnosing diseases. Problem Solvers often become adventurers because they see that something isn't right in the world and are driven to fix it. A Problem Solver gains a +2 trait bonus on Disable Device and Heal checks.
- **Protector**: Erahthi of the Protector caste are the guards who hold the line, trained to be tough and give no ground. In the military, they are used for defensive formations and air defenses; in civilian life, they serve as security guards and keepers of sensitive information. Their ranks swelled greatly during the Century War as many young erahthi petitioned to be trained as Protectors. Erahthi of the Protector caste gain a +1 trait bonus to Combat Maneuver Defense against any combat maneuver that would move the erahthi against their will (such as bull rush, drag, or reposition attempts).
- **Reaper**: The Reaper caste reaps in two ways: first, they are responsible for harvesting food, recycling waste, and—more recently—mining aetherite. Second, they are fierce hunter-killers who excel at war and assassination, as the erahthi quite literally harvest and recycle their enemies. Reapers constitute most of the front-line soldiers of the erahthi military and are a force to be reckoned with, whether as ground troops, armored battalions, or aethership squadrons. Reaper caste erahthi gain a +1 trait bonus on attack rolls against foes with less than half of their total hit points remaining.

- **Seeker**: Erahthi of the Seeker caste are experts at finding that which is hidden. They are skilled at tracking, wayfinding, and surveillance. In particular, they are known for serving as intelligence operatives and spies. Seeker caste erahthi gain a +1 trait bonus on Perception checks and on Survival checks used for tracking.

The Century War's Impact

Under the previous Tritarch Indaarin, much of the work for the war was defensive: building fortifications, sheltering refugees, and healing the wounded. The offensive capabilities of the erahthi were put to defending the forests around aetherite deposits and researching ways to turn those resources into something useful for the defense of the planet. Working with aetherite was a new field of study ripe for grand inventions that could be put to use in the war effort.

After Athrakarus was awakened, the focus of the war shifted to offense. Where resources had been held in reserve for defense, the change in leadership brought about an aggressive, fully offensive effort, calling for the total dedication of citizens to the war effort. The populace was encouraged to take up hobbies such as gardening to provide extra food, scrounging for materials to be recycled for the war, and foregoing any work or craft that would not directly support the war efforts.

New approaches to combat were adopted, and aetherite research was quickly applied to offensive weaponry that could be used on a massive scale to devastate the enemy. Propaganda became an extremely effective tool for the Chamber of War, and continues to be so after the cease-fire. Popular media, music, and plays retain a wartime mentality to keep the populace focused. The antagonists of the works may no longer take human form but the story remains the same: the collective efforts of united castes and a united people can conquer all attackers.

Military service over the last hundred years has acquired such a solid reputation that having a military record leaves a universally positive first impression regardless of the actual content of that service. The lowest soldier who spent their time during the war organizing clerical records might be celebrated as a war hero upon returning to their community. This support extends to many of the castes, and military service can be a shortcut to advancement, justified because of the assumed risk and service to the interests of the provinces.

The castes most closely associated with the military, the Protectors and Leaders, are strongly supported by the Chamber of War, and their needs are often considered first when new laws or government plans are considered. If it will help the war effort or preparation for defense, then often a request from these castes is automatically approved.

Kir-Sharaat is still effectively at war, and that means the rationing and restrictions of the Century War, though lessened, are still in place. Expensive fabrics, whimsical or artistic crafts, and rich foods are still somewhat rare. In some communities, indulging in these luxuries may be taken as a sign of post-war comfort and confidence. But more often, especially among older erahthi and lower-ranked caste members, such indulgence considered crass or even unpatriotic waste, a societal pressure among many against which younger members of society rebel.

Generational Divides

There is one aspect of the Century War that is rarely covered by the propaganda writers. When it is touched on, it is with sorrowful reverence as a high sacrifice for the greater good of all free erahthi. This issue, so carefully handled within the propaganda boundaries set by the Chamber of War, was the decision to send erahthi children into battle.

After Athrakarus awakened, a full generation of young erahthi, bred without any caste designation, were provided with limited training and set to the task of winning the war. Commonly referred to as the lost

generation, few of these erahthi survived to return home. This generation of lost children is noticeable in their absence, as most would now be adults in the prime of their lives. The few surviving members of the lost generation have found themselves isolated and unable to integrate into their communities, pitied for their experiences and reminding others of a past they would rather forget. Many of the lost generation were sent to war before their time of choosing, leaving them without proper education, training, and the lifetime of social bonds acquired within a caste. Most erahthi who choose to leave Kir-Sharaat come from the lost generation, and it is no surprise that these former child soldiers make up the bulk of off-world encounters with erahthi.

Young erahthi adults, newly joined to their castes, are unique among their people. The generation prior was lost to the Century War, and generations before that grew up in smaller towns, more isolated from other castes and new influences. Contemporary erahthi youth grew up in refugee housing, often under the guidance of multiple castes.

Without the generation between to bridge the gap, the younger generation has experienced a growing distance from and rejection of their elders. This division between young and old is rapidly becoming the most significant shift in the culture of Kir-Sharaat since the war. These youthful erahthi have few mentors, and their elders are often too set in older ways to guide them in these new environments. They've been exposed to new ideas they might not otherwise have learned of, and their experiences with multiple castes has made many of the latest generation capricious in their life choices. While they may have a reputation as fickle, it is more accurate to say that they see the gaps between the castes where needs of the community may be served.

There are some erahthi who reject the idea of the caste system entirely, viewing it as another instance of simple tradition limiting choice and hobbling a more progressive society. This individualistic approach is met with universal rejection by their elders—which only makes the rebellion stronger and louder. The provincial capitals are large places and easy to disappear into, making any efforts to control headstrong youths difficult at best, short of calling for the Thorn Guard to intervene.

The most recent generation of erahthi are worldlier than their elders, but also more jaded. They have never known a time without war, and have little understanding of what peace looks like. Many of the new generation don't believe peace is possible: war is eternal, and therefore they have little reason to care about winning or losing. They stand in the shadow of enemies that stole a moon, and question how an enemy like that can ever be defeated. In their eyes, there will always be another war, so they should enjoy the life they have now while they have it.

Rebellion for these young adults takes many forms. They may indulge in disapproved luxuries—fine clothing, rich food, and dancing till late in the evenings—or immerse themselves in alien cultures. Some choose to abandon their birth caste, spending their time working cross-caste on personal projects or outside of the boundaries of caste society entirely. Young members of the Idea Makers have begun forging new styles of art as commentary on war and society. Underground presses spread counter-culture propaganda or unfiltered (and often unverified) news reports of the latest actions of the Chambers and the Hierarchy alike.

Many younger adults hold a fascination with anything new and modern: new art and music, new philosophies and beliefs, and in particular new human things. After a hundred years of interaction, the initial fear of aliens has worn off, and now the new ideas and cultures of the Hierarchy are fascinating and different. New samples of music and art arrive on Kir-Sharaat through local *farcaster* relays (typically operated by Riders), and physical recordings moved through the orbital colony of Vigilance, despite the best efforts of local law enforcement to keep "immoral and corrupting content" out of the hands of the populace. *Farcasters* for direct communication between operators

in different provinces are a new addition to the semi-legal activities of the emergent Kir-Sharaat club scene, modeled after the thriving clubs of Complex Four and Akasaati arcologies. The equipment is not common enough on the planet yet for dedicated *farcaster* stations, but performances at one club may be heard in another over live broadcast.

One of the more interesting cultural imports is money. The erahthi culture is one of gift-giving, requiring a careful reading of neighbors to know who to gift and when to secure social position. Failure to gracefully provide opportunities to be gifted or failure to take up those opportunities when offered can lead to silent and entirely unspoken tension within a community. For many erahthi youth, money is a blessed relief from all the emotional entanglement of gifting. In exchange for a few charges of aetheric energy and no fuss, you get what you want or need, and thus stand free from the cycle of gift exchange. As acceptance of the concept is most common among the young, underground clubs are starting to become their own shadow economy. The aetheric economy has also been a boon for the casteless, allowing them to secure food and shelter without relying on others.

By and large, human influence on erahthi youth is rapidly becoming a serious concern for the Thorn Guard and the Chamber of War. Without ready and willing soldiers for any future battles with the taur or the Hierarchy, and at risk of creating a generation of traitors to the cause, the Chamber of War has a vested interest in putting a stop to this counter-culture movement.

Economy

Kir-Sharaat's economy is primarily based around the caste system, which assigns erahthi to castes based upon divinations conducted when they are seedlings. Young erahthi train in their assigned caste, and when they reach adulthood may petition to be transferred to a new caste. Such transitions are uncommon, but no longer considered aberrant.

Once settled into a caste, erahthi generally spend their lives working in that caste. Rather than being organized in economic sectors as humans would think of them, such as "doctors," "engineers," or "farmers," erahthi castes are structured around functions, such as "builders," "idea makers," and "problem solvers." Any given erahthi may work in a variety of industries—for example, being a problem solver in agriculture, technology, and medicine—but always focuses their skills around a narrow range of tasks across those industries. Collaborations between multiple castes often form for a single project and then disband afterward.

Distribution of Wealth

In many respects, Kir-Sharaat behaves as a post-scarcity economy; the wealth aetherite within the planet, along with ready access to symbionts and magic, allow the erahthi to produce almost anything they need in great abundance. Wealth is never inherited from one generation to the next, and the acquisition of personal wealth is somewhat foreign and strongly discouraged. Erahthi learn to integrate themselves into society and the surrounding ecosystem, seeking to take as little and give as much as possible.

Individual erahthi rise to higher status not by acquiring wealth (which would more likely be detrimental, drawing accusations of wastefulness and hoarding), but by achievement: through heroic military service, philanthropy, or great scientific discoveries, erahthi can raise themselves high enough to join the Council of Song and become leaders of erahthi society.

Interaction with Other Economies

Though interaction with humanity has forced them to adapt in some ways to a market economy, erahthi are not accustomed to the concept; they distribute resources quite freely, according to centuries-old

social norms that discourage hoarding and encourage sharing. The long lifespans of erahthi ensure that many still remember and seek to practice ancient ways.

Many goods on Kir-Sharaat can be simply had for the asking, particularly if they are common items and the person (preferably themselves erahthi) making the request is in good standing with the surrounding culture. But while one can easily obtain food, clothing, even certain types of equipment this way, there is no "free lunch;" once someone begins requesting shared items, they will be expected to share items of their own—and any foreigners will be expected to return anything they have borrowed before they leave the planet. Most erahthi follow a strict rule that nothing of value may leave Kir-Sharaat unless it is purchased at a fair price (and, some extreme traditionalists insist, not even then).

Interaction with human markets after the Century War created tension in the economic system of Kir-Sharaat, as some erahthi become fascinated by human society or tempted by the promise of individual wealth. The Century War threw much of erahthi society into disarray, disrupting the schedule of the Dreaming and casting doubt on whether the ancient traditions are still sustainable. A society that was accustomed to sharing and post-scarcity has suddenly been faced with shortages and volatile prices.

The result has been the rise of a fundamentally new faction of erahthi: investors outside the system. These erahthi seek to emulate the human practice of amassing wealth through investment and trade, and often succeed because they face little competition from other erahthi. Some erahthi see them as heroic innovators; most view them as eccentric deviants; a few regard them as dangerous insurrectionists.

Organizations

Kir-Sharaat is ruled by the Chambers, an erahthi government constructed under the leadership and direction of their Tritarchs, also sometimes referred to as the Tritarch Dominion. The Chamber in turn communicates to the Council of Song, who receive news of Kir-Sharaat's societal health from members of the Provincial caste and each province's constituent erahthi. Each chamber has a specific purpose within the ruling structures of Kir-Sharaat, and they are collectively responsible for putting the commands of the Tritarch into action and reporting to them the result if requested.

The Council of Song

The Council of Song has been the core of government since the first forming of the erahthi millennia ago. The Council acts as a proxy for a Chamber when dealing with the citizens of Kir-Sharaat. They are empowered to act on the Chambers' word while advising them on the current needs and state of the planet. The Council is formed of two branches: the Representative Council, which oversees civil concerns, and the Ascendant Council, attending to the needs of the Chambers.

The Representative Council is formed of the best and brightest of the erahthi, regardless of caste, age, or previous experience. If they are the best, they are called to serve. Currently there are thirteen seats on the Council of Song. One representative from each of the three Chambers and nine Province caste members to speak for the needs of the social order. The final seat is the Commons Seat and is filled by an exemplary citizen. The thirteenth member may be young, idealistic, elderly, or wise; their purpose is to represent the ideals and needs of the erahthi species themselves so that the other representatives do not forget their overarching goals.

The Ascendant Council interprets the commands of the reigning Tritarch through Chamber representatives, and is responsible for translating these directives into concrete actions. These actions are then passed along to the Representative Council and Provincial caste which are empowered to ask for required resources from any of the castes or individual citizens of Kir-Sharaat. Under the guidance of both

Council branches, the castes of the erahthi people have given generously of their collective resources.

The Ascendant Council is also responsible for coordinating the transition from one Tritarch's leadership to the next, invoking powerful rituals that will hold the previous Tritarch in dream for the 500 years that will pass before they are called to service again. After the transition is complete, in order to best serve the needs of the new Tritarch, both branches of the old Council willingly disband. Disbanded members often go on to mentor the next generation, preparing leaders for the next transition. This is what makes the most recent transition of power complicated for the current Council.

When Indaarin, the Tritarch of Enlightenment—in a desperate bid to save the species during the worst of the Century War—skipped the proper turn of the cycle and had the Council waken Athrakarus the Warlord, the majority of the Council favored the decision, outvoting the minority to force a turn of the cycle. The newly woken Athrakarus and Indaarin argued in the first few weeks of their awakening, until Indaarin's Council was disbanded and a new one formed under Athrakarus.

But not all of the old councilors approve of the direction the current Council takes. While none of the previous Council retain their seats, their voices are not unheard in political discussions within the castes. Their concerns that the Council's decisions may risk rekindling the war have been growing louder in recent years, and may soon become a concern for the current Council. Recent discovery of the true depth of war crimes committed under the leadership of Athrakarus have only given further credibility to such concerns. Rumors have begun to spread that the premature change in cycle was a cover for a coup amongst the Tritarchs.

The Chamber of Enlightenment

The Chamber of Enlightenment is tasked with upholding the interests of the Tritarch Indaarin. It is dedicated to a deeper understanding of the cycles of the erahthi people and the moons of their world, and many of the more obscure sciences and magic fall under the guidance and support of this chamber alongside questions of philosophy and religion. The Chamber of Enlightenment supports the various religious orders of the Tritarchs, sheltering them in retreats in the most isolated corners of the planetary forest. Unfortunately, these remote monasteries have become fewer in number after the far reaches of the forest were abandoned for the more populated central cities; many were destroyed when their protection was withdrawn to the closer districts.

The Chamber's primary refuge at Detathis was overrun late in the war. Despite its cultural significance, the area was blanketed with caustic gasses by erahthi forces to remove the tree cover the Hierarchy was using to hide their approach on the city. There were no erahthi survivors: a willing sacrifice by the Chamber of Enlightenment, as their own ethical experts uniformly agreed that protecting the lives of thousands was more valuable than protecting a handful, and protecting life was far more valuable than protecting things or even the monastery itself.

The Chamber was promised that the monastery would be rebuilt afterward, but the Council has not yet allocated the resources to this cause, citing the taur invasion and security concerns. This situation has forced the members of the Chamber who prefer isolation for their studies to take shelter within the Chamber's grounds in the capital district, where they are under close scrutiny by the Chamber of War and its allies within the castes.

The Chamber of Knowledge

Two fields of science advance the most in any long-lasting war: medicine and weaponry, and the Chamber of Knowledge is responsible for both. The Chamber of Knowledge is responsible for the interests of the Tritarch Erathlias—a scientist, explorer, and peacemaker, though the scientists of this chamber have spent the last century dedicated almost entirely to developing new ways of killing people.

While there were dissenters during the war, this Chamber lacked any voice to speak for itself during the debates between Indaarin and Athrakarus. Whatever decisions was made, the Chamber of Knowledge would still be responsible for carrying out its orders. Faced with the demands of the military and the sometimes cold logic of philosophers valuing the many over the few, most members of this chamber turned away from pure scientific research to follow the lead of the other Chambers in the name of survival of the species.

Those that refused to turn their work to applied applications for military uses found Chamber support for their research gone. More worrisome, at least to the few pure mathematicians in the Chamber, there seems to be a statistically relevant correlation between a scientist's open refusal to compromise in their work and their later loss during the war or to tragic accidents.

This shift has taken a toll on those willing to work with this Chamber, and many of the eldest members of the Chamber have retired now that hostilities have ceased. Many refuse to mentor the newest generation or pass on the skills they learned during the war. A few inventors of new artillery, biological agents, and living weapons have cracked under the guilt of their actions, and withdrew into themselves to blend with the forest and sit in meditative silence.

The Chamber of War

By any measurement, the Chamber of War came out of the Century War in the best political position. This Chamber answers to the current reigning Tritarch, Athrakarus. The current Council fully supports the efforts of this Chamber, which in turn supports the military forces. With the threat of a new invasion on the horizon, they are ramping up for the dawn of a new war.

Many projects that had been under the guidance of the Chamber of Knowledge are now shared projects with the Chamber of War, or have been ceded to this Chamber entirely. As a result, military recruitment has increased in areas that were traditionally the territory of academics, universities, and research facilities.

After the hostilities between Kir-Sharaat and the Hierarchy drew to a halt, there was an expectation that the Chamber of War would be cut back and resources reassigned to the other Chambers in pursuit of less militant goals. But with the threat of the taur on the horizon and concerns over the missing moon, the Council has instead increased the resources made available to the Chamber. The Tritarch often reviews the results of this Chamber's activities in private, keeping secrets even from the other Chambers.

Many of the soldiers returning from the war have found themselves continuing in roles similar to those they held during the conflict, though they see significantly less combat. Others have been reassigned to a new military branch the Tritarch recently formed for civil defense, the Thorn Guard. The traditional military continues to focus on external attacks, while the Thorn Guard focuses on internal threats to address the Council's concerns of sabotage, espionage, and moral corruption of the newest generation of erahthi.

Of particular interest to the Thorn Guard are those accused of revealing the secrets of the military or the Council of Song. Even historians and recorders of current events, who traditionally had been supported undertaking such actions, have now been called before the Council for reprimand and retirement, or have abruptly fallen out of the public eye after revealing sensitive information.

The Akkari-Kathar

Concealed within the newly formed Thorn Guard are the Akkari-Kathar. These secret warriors act on the Tritarch's behalf to advance his causes, empowered to operate outside of the law. They receive training in secret facilities operated by the Chamber of War—the largest of which is burrowed in the defoliated trunks of the remains of Detathis. The Akkari-Kathar are led by Ascalar **Venadatus** (LN erahthi slayer[ACG] 16), a pragmatic and patriotic statesman who has entrusted

himself fully to the ideals of Tritarch Athrakarus. Ascalar Venadatus, in turn, answers only to the head of the Chamber of War.

Members of the Akkari-Kathar have been assigned positions in Vigilance and even some far as Akasaat, where they integrate with the local population, observe, and report back to the Chamber. Wherever possible, they are asked to cultivate assets for the Tritarch—informants and talented individuals of any species who could be useful to Athrakarus. At times, they may be called to act on the Tritarch's orders, after which the warriors will kill off their cover identity and return home for a brief resting period before being reassigned elsewhere.

The Song in Memory

Though they are no longer councilors to the Tritarch, a handful of the old Council have refused to entirely step away from the responsibilities of their position. This includes all of the old councilors who voted against forcing the cycle early: all three previous Enlightenment councilors, one from the Chamber of Knowledge, and the former Commons Seat representative, **Yshtayan** (LG erahthi fighter 5). After the official disbandment of the previous Council, these representatives went their own ways but agreed to stay in touch, taking the name of The Song in Memory.

When orders came from Athrakarus to prepare child soldiers in what is widely considered the darkest hour of the erahthi people, Yshtayan could not stand idle. Once sworn to speak for the people under Indaarin, as the interests of the people were threatened, Yshtayan chose to take action. The Song in Memory has begun quietly recruiting sympathizers in the caste to investigate the actions of the Thorn Guard and Athrakarus.

The Song occasionally hires adventuring groups to gather information or deal with specific problems. This work may involve rescuing academics, stealing a book or three from a secured library, or simply investigating an archaeological site. At all times, the Song in Memory takes care to avoid revealing who is doing the hiring or why. New members of the organization are individually recruited after they have proven themselves both loyal and trustworthy, and rarely does any member know more than two others. Recent investigations, culminating in the retrieval of a mural from an archeological site deep in zahajin territory, have raised questions for the leadership of the Song in Memory; this mural, so troubling to the organization that only its most senior members are permitted to see it, may have damning repercussions for all erahthi society.

Locations of Interest

Kir-Sharaat is a world covered primarily in land, blanketed in enormous trees which hold the city of Kir-Sharaat; the name is synonymous for both planet and city. The surface of the planet at the forest floor is difficult terrain, made up of the broad, intertwining root systems of the trees. Below the tree canopy is the Darkwild, inhabited and protected by the zahajin. Above soar the moons of Kir-Sharaat: Kalshir, Kilees, Natorva, Ortharun, and Paraclene. Erahthi lunar settlements are named using prefixes related to the moon they reside on: Ort for Ortharun, Kal for Kalshir, and so on.

Erahthi settlements on Kir-Sharaat use a unified set of prefixes. *Kir* means "home" and is used as the beginning of all province names, save for the capitol. San– is used only in reference to San-Kaishan, the capitol province of Kir-Sharaat. Each province takes its name from the Heartwood tree that rests at its center. Therefore Kir-Hadutal, for example, literally translates to "Home of Hadutal," the province's Heartwood.

Below are some areas of interest within the Kir-Sharaatan terrestrial and extra-terrestrial realms.

Baladees Tuya: Located in the mountains near the northern polar ice cap, the Baladees Tuya is surrounded by an active volcanic plain and maars. The entire region is a patchwork of ice giving way to hot springs and steaming lakes surrounded by

lush vegetation. The Baladees Tuya is one of the few regions of Kir-Sharaat not filled with forestation, and is largely uninhabited by the erahthi. Beyond common flora and fauna, it is home to a wide range of megafauna, plant creatures, and tribes of zahajin that migrate to the region through subterranean waterways.

Coethrana Ravine: Located 185 miles northwest San-Kaishan, Coethrana Ravine is the site of the first attack of the Hierarchy's mining excursion, which started the Century War. The erahthi and zahajin both regard this area as a reminder to keep a watchful eye out for any who would take that which they hold most dear. A 68-foot-tall stone monument, erected 1 year after the conclusion of the Century War, stands at the edge of the ravine, raised overnight by unknown parties. While composed of volcanic rock found only in the Darkwild, the monument is not recognizably zahajin in design, and bears the word "Memory" in erahthi on one side and in Hymnas on the other. In the years that have passed since the monument was raised, the local flora has flourished, growing at twice the normal rate, but the monument itself is not magical in nature and does not appear to be responsible for this effect.

Fire Market: In the shadow of San-Kaishan's caldera wall is the Fire Market, a hanging city of stone and wood growing into the caldera wall. The Fire Market began as a gathering site for erahthi to celebrate the changing of the Tritarch every 250 years, named for the now dormant fires that once churned below San-Kaishan's caldera. Erahthi from all across Kir-Sharaat brought their best goods and finest creations in offering to the Tritarch during these celebrations. In turn, the newly awoken Tritarch would personally examine the wares brought to the Fire Market over the first 5 years of waking, appointing the most talented crafters as the new heads of their respective castes.

Since awakening, Athrakarus has yet to see the offerings brought by the erahthi people, and they have been left to molder in the caldera's shadow, awaiting a time when Athrakarus sees fit to judge them. This slight began a gradual transition of the Fire Market from a holy site to a place of commerce and trade, cultural concepts once alien to the erahthi. Off-world merchants were invited to the Fire Market by the explorer caste in the hopes of bolstering inter-species relations. Permits for foreign merchants to do business in the Fire Market, tracked by the explorer caste, are currently valid for 6 months and must be followed by a 1-year-long absence. This, in theory, promotes the circulation of new wares and new crafters, but many mercantile organizations have begun exploiting loopholes in this law to sell their wares under different shell organizations and identities.

Kalshir: Kalshir, at a mere 8 miles in diameter, is the smallest of Kir-Sharaat's moons. It appears as an overly bright, pink star from the planet's surface, visible even during the daytime. Kalshir is a dusty, crimson moon with a high concentration of iron in its surface minerals. It is home to two small biological weapon development facilities, only one of which remains in use, with diminished staffing. The other facility, Kal-Dessanor, was destroyed during the Century War when a classified project attempting to grant sentience to a weaponized plant symbiont went horribly wrong. The Ascalar in charge of the facility sacrificed their life to scuttle the entire installation, including the 407 researchers within.

Kilees: With the theft of Thycalese, the ashen gray moon Kilees is now Kir-Sharaat's largest moon. At nearly 400 miles in diameter, Kilees houses a significant collection of lunar colonies. Kil-Kadel, Kil-Maenor, and Kil-Runan are the largest of these, as the three largest aethership production facilities found off of Kir-Sharaat. These three settlements contain diverse populations of all spacefaring species, and the majority of trade with Kir-Sharaat comes through these lunar colonies.

Kir-Hadutal: Along the banks of the Talamader Sea, Kir-Hadutal overlooks the vast body of water. The largest coastal erahthi city, Kir-Hadutal is also home to farms that raise giant spiders specially bred to produce incredibly strong silk. The erahthi harvest

this durable spider silk for use in textile manufacturing and flexible armor materials. Since the end of the Century War, enterprising traders have made significant fortunes exporting silk from Kir-Hadutal.

Natorva: Scarred Natorva orbits Kir-Sharaat on an irregular elliptical orbit. Much of the fine silica surface of Natorva was turned to glass by some ancient catastrophe related to the Collapse. The moon bears an enormous, 2-mile-deep, glassy-walled ravine across the surface facing Kir-Sharaat, giving it the appearance of a slitted eye when gibbous. At the bottom of this ravine, the boundary between the Material and the Evermorn is thin, allowing for passage between these realms. Little comes to the Material from the Evermorn at this entrance, as the Material side has no breathable atmosphere. A single erahthi research facility hangs off of the edge of Natorva's ravine to promote study of this ancient phenomenon.

Ortharun: After the theft of the moon Thycalese by the taur, the erahthi moved all aethertech development to the moon Ortharun. Mining aetherite is a dangerous occupation, as the zahajin greedily protect terrestrial deposits. Deposits of aetherite found on Ortharun helped kick-start the development of shipwright facilities and other industries on the lunar surface, allowing the erahthi to recuperate from the losses of Thycalese.

Closest in orbit to Kir-Sharaat, Ortharun is the ideal place for the erahthi to process and refine their aetherite ore. Ortharun is relatively uninhabited, lacking suitable soil and atmosphere to support thriving life, and only the hardiest creatures survive on its surface. Ortharun's proximity makes it ideal for shuttle travel between the planet surface and the moon. Refinery outposts dot Ortharun's planet-side surface, while the far side of the moon is left largely unoccupied. Small packs of akata[B2] are the only known indigenous inhabitants of the far side of the moon, though stories of creatures such as colours out of space[B4] shifting among the radiation-blasted craters are common among pilots and explorers alike.

Paraclene: A high concentration of cobalt in the surface of Paraclene gives the moon a distinctly blue-gray coloration. Paraclene is home to Par-Esvan, the first offworld erahthi settlement. As the oldest erahthi settlement beyond their terrestrial home, Par-Esvan has endured considerable hardships throughout its history, and yet this well-defended colony did not once fall during the Century War. Par-Esvan is typically off-limits to non-erahthi visitors and houses one of the erahthi's greatest experiments—the attempted transplant of a Heartwood tree from the surface of Kir-Sharaat. Little is known about this project outside of Par-Esvan, initiated by Tritarch Indaarin before his slumber. Athrakarus has taken little interest in his predecessor's research, and few resources are allocated to this project.

Ranacelen Lagoon: The lowlands of Ranacelen are boggy and sparsely populated by the erahthi due to the depth of the water. Enormous mangrove trees nearly half a mile tall rise up from the bog and are riddled with twisting veins of aetherite. One of the largest near-surface zahajin settlements, Adenhirik, winds through these irradiated roots and into the dark water below. The zahajin of Ranacelen are not antagonistic to travelers nearing their territory and occasionally trade with non-erahthi outsiders, though none are allowed within Adenhirik itself.

Ruins of Kir-Arkhal: Two hundred miles of blackened forest borders the western edge of Kir-Eranus, the furthest fringe of terrestrial erahthi civilization. Once, this area was a great province named Kir-Arkhal , a metropolis where the Tritarch first gifted the erahthi people with the knowledge of symbiont construction. The largest institutions of learning once stood here alongside the largest symbiont production facilities ever constructed.

In 3939, the Hierarchy dreadnaught *Iconoclast*, captained by a Paragon soldier named Aksandar, performed a suicide attack on Kir-Arkhal after being disabled in a catastrophic battle above Kir-Sharaat. The resulting explosion set fire to hundreds of miles of forest and claimed over 10,000



Kaerantha-Hal

erahthi lives. The fires of Kir-Arkhal burned for months, and some portions of the blackened woodland still smolder. The region remains highly unstable, preventing detailed assessment of the damages. The initial scouting team was driven back by incorporeal undead of smoke and fire; no further expedition have been launched, and the entirety of Kir-Arkhal is considered a total loss.

While the erahthi are content to allow the forest to reclaim Kir-Arkhal, an entity within the blackened forest is using this passive reaction to further its own agenda. Ascalar **Kaerantha-Hal** (CE erahthi lich arcanist 16) arose from the destruction of Kir-Arkhal, bound to the remnants of the province's oldest Heartwood tree. Kaerantha-Hal quietly gathers the restless and tortured souls of those who died in the attack on Kir-Arkhal, intending to turn them against the Tritarch that failed to protect their people and the humans responsible for the atrocity.

Tementi Sanctuary: Tementi Sanctuary is located in the Tementi Mountains in the southern hemisphere of Kir-Sharaat, a swath of forest nearly a thousand miles across that serves as a training ground for young erahthi of the warrior castes. The erahthi managed to keep the Tementi Sanctuary hidden from humanity during the Century War, and its exact location is still a closely-guarded secret. The sanctuary boasts untouched wilderness rife with diverse flora and fauna not found elsewhere on Kir-Sharaat. The forest has only one known connection to the Darkwild on its western edge, and training exercises always steer clear of this rift into the world. Erahthi trained in the Tementi Sanctuary claim that hundreds of preserved Progenitor-era ruins litter the forest, consumed by land and tree alike. These ruins are similarly off-limits for trainees, and are the source of great speculation and curiosity. Some young erahthi have successfully slipped away from their units during training exercises to explore the ruins, but those that weren't caught before they entered have never returned.

Thycalese Memorial: Of all Kir-Sharaat's moons, Thycalese was the most inhabited by the end of the Century War. The capital of Thycalese, Thy-Shavara, was one of the first successful terraforming transplantations of a Heartwood sprig in lunar soil. The nascent Heartwood in Thy-Shavara was never allowed to grow to full size, as the taur robbed Kir-Sharaat of this moon and have wrought unknown horrors on its inhabitants. Erahthi and humans were both present on Thycalese when it was stolen, embroiled in the final battle of the Century War.

A small satellite orbits Kir-Sharaat in the space once occupied by Thycalese. The satellite is large enough to be seen by the unaided eye from the planet's surface as a small continuous bright light, similar to the other planets in the night sky. On the satellite is inscribed the names of the erahthi known to have fallen in the Century War, along with images of Thycalese and art commemorating the missing moon.

The Darkwild

Beneath the towering trees of Kir-Sharaat lies a realm perpetually shrouded in alternating darkness and twilight, where the roots of Kir-Sharaat's great trees dominate the forest floor and delve deep into the earth. Below the surface, great veins of aetherite illuminate scenes of profound beauty, from twisting tunnels and sunless seas to zahajin villages and fey palaces. This wild realm, barely touched by civilization, is called the Darkwild.

In ancient times, the erahthi made first contact with the native zahajin and the result, not unlike their first meeting with humanity, was war. Under the rulership of Athrakarus, the erahthi slew zahajin by the thousands, painting the Darkwild with their blood. The awakening of future Tritarchs brought first a period of false peace and guerilla warfare, then a negotiated treaty granting the Darkwild and all within it to the zahajin and their fey lords. During the Century War, though, the need for aetherite drove the erahthi to desperation. Now the ancient peace is imperiled, and zahajin warriors stalk the Darkwild on the hunt for invaders.

The Darkwild comprises several layers, each with its own ecology. The topmost layer, the Foundation of Sky, is dominated by the weaving and intertwining roots of the great trees. Despite light filtering through the thick layers of branches and luminous pollen hanging in the air, the Foundation of Sky retains a permanent dusky shroud. Giant beasts—megafauna, dinosaurs, and the like—roam this layer, feeding on the elementally fertile forest. The twilight hides prowling bands of zahajin hunting for meat and intruders alike.

In many places, aetherite deposits protrude from the earth among the titanic roots, or encrust the walls of great valleys. One of the latter, the waterfall-lined river valley called the Tears of the Gloaming Prince, was both the site of first contact between the erahthi and zahajin and the meeting place for peace negotiations between Tritarch Erathlias and the fey lords. The misty valley is the site of one of the Foundation of Sky's few permanent zahajin villages, Ashirmanaj, built into the cliffs among the waterfalls and jutting outcroppings of aetherite.

Below the Foundation of Sky lie the Paths of Frozen Dreaming. Here, tunnels twist and branch, sink and rise, all in a spiraling pattern as chaotic as the minds of the zahajin.The great trees of Kir-Sharaat reach deep, thirsty for water in titanic volumes. Their roots are the highways of the zahajin—in some cases, the Rootways follow a great tree's roots all the way from the twilight surface to the depths of the underground seas. Some of these caverns are bare stone, but where the many streams of the Darkwild flow, the tunnels are lush with vibranr foliage that does not require sunlight to grow.

Aetherite is common in this level; most tunnels bear the glow of exposed veins or entire crystalline growths in their walls. Where the shimmering mineral is especially prevalent, zahajin build their tribal villages. These settlements take many forms: collections of conical spiral-shell houses affixed to walls or ceilings, tiny chambers carved from the walls around a large common area, or sets of unwalled platforms suspended from the ceilings of great grottoes. In other places, the aetherite itself is part of impressive architectural works—delicately woven spiral structures, pillar-lined tombs to lost fey, or stone carved away to leave only branching veins of aetherite as forests of crystalline trees.

The roots of the great trees carve their paths all the way down to the final layer, the Deeping Sea. Rather than a single vast expanse of unbroken ocean, the Deeping Sea is a collection of interconnected seas separated by aetherite-laden stone. The waters are full of portals to the realm of the fey; many-colored bioluminescent life feed on aetherite radiation; jellyfish and anemones, fish of all varieties, and corals

and plants all thrive in abundance. In places, great taproots sink deep into the waters; zahajin tribes cluster around the tremendous roots, listening to them slake their thirst.

Little is known about the Deeping Sea, as the invading erahthi were checked by the waters. In the wake of their slaughter, the zahajin were disinclined to share their knowledge of the watery depths. If there are layers beneath the Deeping Sea, only the zahajin know their secrets. Some erahthi have speculated that the Sea is truly bottomless, extending all the way to the core of the world.

Like many of its denizens, the Darkwild's beauty hides great danger, though the most pervasive threats are the natives. The beasts of the Darkwild are strong and unpredictable, but they are nothing compared to the zahajin. Depending on the tribe, interlopers may have to contend with anything from wary curiosity to sly enchantments to outright violence. In many cases, rather than simply killing intruders, the zahajin will attempt to bring them before one of the fey lords for judgment; escaping their clutches during transit is wise, as the fey lords—while not always evil—are capricious and proud. They can be negotiated with, but would-be diplomats must keep abreast of the fey lord's whims while remaining unerringly polite and humble.

The second threat is the environment itself. Raw aetherite is everywhere, filling the air with its deadly radioactive emanations. The zahajin (and many of the native flora and fauna) thrive on this radiation, but unprotected explorers are likely to suffer from aetherite radiation exposure. In some regions, the zahajin have harnessed aetherite deposits, creating traps that unleash pulses of concentrated radiation or telekinetically launch trespassers off high ledges. In addition, water hazards are common in the Paths of Frozen Dreaming, with water flowing up tunnels or corkscrewing in midair under the unpredictable force of aetherite. The same force can create mazes of invisible walls in otherwise open caves—some explorers have died of thirst mere inches from burbling streams.

The terrain of the Darkwild is not easy to traverse—while zahajin are inveterate climbers capable of moving on walls and even ceilings, most explorers require magical aid to traverse the three-dimensional tunnels and caverns. The zahajin are keenly aware of intruders' poor mobility, and delight in knocking climbers off their perches. The waters are no less dangerous; the zahajin are at their most agile in water, and eagerly dispel breathing magic and tear away breathing devices.

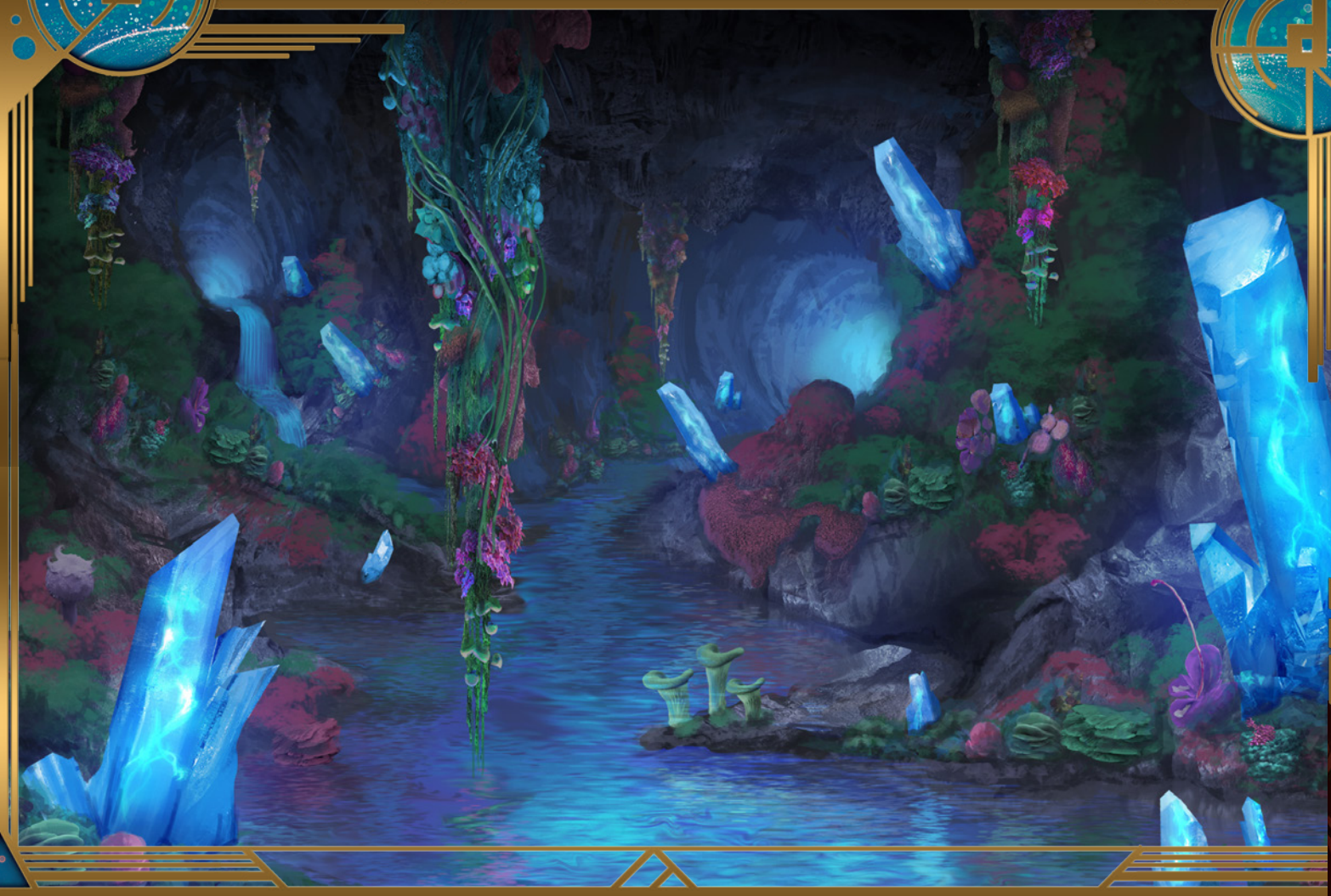
Despite all of this, the Darkwild is the goal of many explorers. The erahthi philosopher-poets of old wrote of its glamour. Many bards are drawn by the hope of inspiration (and the possibility of picking up some tricks from the zahajin). As the lifeblood of modern civilization, aetherite is a rich source of wealth; greed draws many to try their luck at prospecting, lured in by tales of rich deposits.

In truth, the erahthi do little to police these attempts. The tattered treaty only governs *their* actions, and they are happy enough to see their long-hated enemies disappear into the twilight. For their part, while the zahajin are incensed by the mining of their life-giving aetherite, they have been pleasantly surprised to discover humans' susceptibility to enchantment. In addition, many zahajin find humans exotically attractive. With the increase of probing surface-dwellers, some zahajin now begin to grow curious—just what lies beyond the Foundation of Sky? And many of the fey lords, seething with prideful wrath, turn their gazes upward as well.

The Fey Lords

The fey lords are the Darkwild's uncontested masters. Each of these potent fey beings has dominion over anywhere from several tribes to entire cities of zahajin, and rule as near-deific sovereigns among their piscine children.

Each of the fey lords wields strange powers, due as much to their agelessly lives as to the aetherite they



are a part of. From the Gloaming Prince 's thorny crown and armor, to the Horned Maiden's gilded horns and shimmering tattoos, to the fluid aetherite flowing through the Thalassic Regent, every fey lord is indelibly marked by aetherite. This infusion grants the fey lords powerful abilities, immunity to aetherite's toxic effects, and unsurpassed insight into their home; each fey lord can sense much of what occurs throughout the Darkwild.

The aetherite floods the fey lords' hearts with psychic impressions of the past, twisting their memories and their already-capricious emotions. In addition, many among the fey lords are thoroughly traumatized by loss and survivor's guilt, the aetherite keeping their grief at age-old losses forever fresh. Some fey lords, such as the Weeping Prophet, are the only survivors of their kind. Hedonism, selfishness, and xenophobia are common; the fey lords zealously protect their realm and children. While they aren't necessarily cruel or evil, those sentenced at their whim or targeted by zahajin might disagree.

The zahajin revere the fey lords with a blend of adulation, childlike affection, and lust. Among the otherwise genetically-fluid zahajin, certain consistent traits (such as crimson hair or ebon skin) mark many zahajin as children of fey lords. The zahajin serve the fey lords eagerly, whether as lovers, architects, or warriors; for their part, the fey lords treasure every one of their zahajin both lovingly and possessively. The erahthi slaughter of zahajin and fey centuries ago still haunts the fey lords, and erahthi must be particularly careful in their presence.

Unlike those of the Evermorn, the fey lords are Material natives, and their appearances are decidedly humanlike (rather than the erahthi-like shapes of local Evermorn natives). The fey lords consider each other allies in a detached way, but rarely gather or meet; the last Great Council convened to treat with Erathlias and sign the now-ancient treaty of peace. In the wake of erahthi betrayals and human incursions, however, several have taken steps towards reforging the old alliance.

San-Kaishan

Kir-Sharaat is both the erahthi name for their world and the continent-sized city that houses their entire race. Divided up into multiple provinces, each centered around one of the ancient heartwood trees that birth the erahthi people, the megalopolis of Kir-Sharaat spans thousands of miles, connected by a network of vast branch roads. At the center of this network, atop an ancient and dormant caldera, lies the province of San-Kaishan, seat of the Tritarchs and capital of erahthi civilization. San-Kaishan's name is derived from the name of the first heartwood tree, Kaishan. Curiously, the prefix San translates into "First Root" in both Erahthi and Hymnas.

San-Kaishan

LN metropolis

Corruption +2; **Crime** +1; **Economy** +5; **Law** +8; **Lore** +9; **Society** +2

Qualities academic, divine authority, insular, magically attuned, racially intolerant (humans), superior infrastructure

Danger +10

Demographics

Government magical

Population 1,820,760 (98% erahthi,2% other)

Notable NPCs

Athrakarus, reigning Tritarch (unique erahthi fighter 20/ champion[MA] 6)

Nilias, high chanter of the Council of Song (N erahthi cantor [dream] 17)

Lusaluril, head of the Chamber of Enlightenment (LN erahthi oracle[APG] [ancestor] 14)

Erasanis, head of the Chamber of Knowledge (LN erahthi arcanist[ACG] 14)

Tethranir, head of the Chamber of War (LN erahthi fighter 15)

Economy

Base Value 19,200 au; **Purchase Limit** 120,000 au; **Spellcasting** 9th

Minor Items nearly all; **Medium Items** 4d4; **Major Items** 3d4

Settlement Qualities

Divine Authority: San-Kaishan is the physical seat of the Tritarch's power and overwhelming authority. Crime –2, Law +2, Lore +1, Society –1

Superior Infrastructure: San-Kaishan is connected to all other provinces by well-maintained and patrolled roads. Economy +1, Society +1

History of San-Kaishan

San-Kaishan is as old as the erahthi species itself. The first erahthi found shelter in the boughs of this ancient tree, and their homes were the first shaped into its bark. As the erahthi people grew, so too did San-Kaishan.

The province was initially planned by the first members of the Council of Song to support the growing erahthi population, and they carefully divided each section of the province by caste and function. As the population expanded into the other provinces and more heartwood trees were discovered, San-Kaishan's population growth slowed. As a result, San-Kaishan is a robustly populated city, but never experienced overcrowding the way that human settlements do.

During the war with the zahajin, San-Kaishan itself came under attack only once. A group of zahajin mesmerists tunneled into the heartwood of Kaishan and spent months digging a passage up into the city. Attendants to Kaishan sensed the distress this caused in the heartwood, but were unable to determine the source before the zahajin erupted into the streets. The brutal ambush left hundreds of erahthi dead before the zahajin were stopped. Agents of the Builder caste attempted to explore the interior of the chamber opened by the zahajin, and discovered extensive cavities within Kaishan; these predated the zahajin's tunneling and may have always existed. Further

exploration was blocked by the direct order of Tritarch Athrakarus, and the entrance to the chambers was permanently sealed.

In 3903, the skies over San-Kaishan lit up with the arrival of an alien vessel descending from orbit to land in the plaza between the Province Hall and Commons Hall. The first encounter with humanity via the passengers of the *H.A.V. Seeker* began peacefully. Representatives of the Council of Song, along with illustrious members of each of the city's castes, came to greet the ill-prepared human crew that emerged from their aethership. Unfortunately, the thoughtless actions of the remote mining vessels sealed the fates of these nine souls, and none escaped San-Kaishan alive. The end of this monumental encounter sparked the Century War, leaving San-Kaishan forever changed by the arrival of humanity.

The following decades of war gradually transformed San-Kaishan from a peaceful hub of learning and faith into a militarized fortification, shielded from human attack by the tremendous symbiont artillery now bristling from the province's perimeter. As outlying provinces were attacked and residents fled into the arms of the Tritarch for protection, housing that once comfortably sheltered a population of roughly 500,000 was suddenly supporting more than three times that number. The trees of San-Kaishan could not keep up with the demand for space, even with the aid of magic to bolster their growth. The Century War turned San-Kaishan into a crowded, chaotic tangle of branches built vertically and horizontally around the central heart. With this congestion came crime, and then harsh crackdowns by the Peacemakers.

Ultimately the erahthi adapted to this change, coming to accept the transition of San-Kaishan. A vibrant personality has emerged within the new growth, bringing with it an eclectic collection of ideas drawn from off-world interactions and post-war concerns for a unified star system. Young erahthi who knew only the final decade of the Century War bring fresh perspective that clashes with the contemporary wisdom of war-embittered elders and caste heads, sowing the seeds for a generation of transformation unlike any the erahthi have ever experienced.

Government and Law

While the Council of Song and the three Chambers are based in this San-Kaishan, they are not directly responsible for the day-to-day operations of the province. These bodies are concerned with the overarching concerns of the entirety of Kir-Sharaat, leaving the castes represented in San-Kaishan to govern the province.

The castes hold power throughout most of the province, with the exception of areas deep in the Old Growth claimed by the Chambers themselves. Legal matters within these districts may be handled by the associated Chamber, but often even these have historically been deferred to the province castes to handle. San-Kaishan was the first to province to participate in the new civil defense initiative created by Tritarch Athrakarus upon his awakening, enlisting thousands of erahthi into "voluntary" civil and military service. The Thorn Guard, an elite civil defense force formed from this initiative, is relied upon in Chamber-held areas as well as caste-held and do regular patrols throughout both.

The castes coordinate the needs of the province at meetings of the Province Board. The leadership of each caste determines a representative to attend the meetings and vote on behalf of the caste, though caste leaders occasionally going to the meetings in person if needed. Each caste may cast a single vote on any given proposal for action within the district, and the holder of the Council's Commons Seat may be consulted to break ties.

Enough people live in San-Kaishan that its population outnumbers that of other provinces by three to one. Managing a province of this size is proving to be an increasingly difficult, if not impossible, task. The population is simply too large to truly address critical problems from the top, the province is still feeling the effects of rapid unplanned



Telasanill

growth, and provincial and caste services are limited in some areas.

Arguments have been made in recent decades to further divide the province into prefectures to be run by resident castes, but they have made little ground, as each proposed redistricting map has proven to favor one or more castes over the others. Redistricting is likely inevitable as the population grows by the year, but it remains an open question as to who will benefit most when that decision is made.

Factions

A sharp division between the new and the old is reflected in the residents of this province as much as it is in the architecture. Youth and age are often the sharpest divide in San-Kaishan. Older rivalries between castes still exist in the province as well, though they are often eclipsed by the larger social tension.

Major Castes

Each province of Kir-Sharaat is influenced by different castes of erahthi society, and San-Kaishan is no different. Some of the most populace and influential castes call San-Kaishan home, and attract thousands of erahthi annually into their ranks.

The Builder caste maintains a strong presence in San-Kaishan thanks to the Fortification Works Association and the constant maintenance work that must be performed on the New Growth. The Builder caste is led by **Sesther** (N erahthi expert 16), a pragmatic and gifted engineer.

The Idea Maker caste maintains its base of operations in the Court of Law in the Old Growth, and as of late are kept busy with sociological study of alien artwork and literature. **Haesher** (NG erahthi bard 7), a rare erahthi bard, leads this caste, but was only assigned to the position 2 years ago.

The Leader caste, also based out of the Court of Law in the Old Growth, is led by **Cerisal** (LE erahthi aristocrat 16), a violent-tempered and bitter erahthi who vocally opposed the peace accords that ended the Century War. While Cerisal is seen as a warhawk and extremist, no member of the Leader caste vocally opposes their directives. Cerisal endeavors to recruit a new generation of erahthi that will help shape the future of their people, and steers them towards anti-human sentiments.

The overworked Peacemaker caste patrols San-Kaishan (as they do in all provinces of Kir-Sharaat), ensuring the safety and security of the erahthi people. Led by **Katakar** (LN erahthi fighter 9), the Peacemaker caste has cycled through nine caste heads in the last decade due to attrition from war casualties. Katakar has only held his position for 6 years, and is seen as an untested and poorly-trained temporary replacement by their peers.

The Problem Solver caste, recently relocated to the New Growth, is overwhelmed with information pouring in from the final days of the Century War. The Problem Solvers struggle with two current

projects: assessment of the taur threat, and developing new construction methods to repair the damage done to Kir-Sharaat by the Century War. Caste leader **Ouvalis** (N erahthi wizard [universalist] 10) rarely leaves their office; many in the caste believe Ouvalis is rapidly approaching a psychotic break from stress, but the caste head refuses to take a leave of absence.

The San-Kaishan Provincial caste operates out of the Province Hall in the Old Growth. Caste head **Waelisinil** (NE erahthi investigator[ACG] 10) manages several hundred caste members representing thousands of erahthi constituents. The caste is overburdened with post-war reconstruction efforts, and actively seeks admissions of new-growth erahthi from the Leadership caste, but the Provincial caste's already swollen numbers likely mean they will not receive additional membership allocation for years to come, and must instead focus on courting erahthi from other castes.

The Reaper caste, situated in the Hives above the Old Growth, has a visible presence across the city, maintaining their dual responsibility of civil maintenance and societal balance. The Reaper caste is led by **Eshranur** (LN erahthi slayer[ACG] 13), a soft-spoken and gentle erahthi with a kind disposition.

The Seeker caste recently relocated from the province of Kir-Nerala to allow their members closer access to the Chamber of Enlightenment, at the behest of the caste's leader **Telasanil** (N erahthi psychic[OA] [faith] 11). With the Century War over, Telasanil is personally seeking admittance into the Chamber of Enlightenment as an ascetic of Indaarin. The caste head claims the move is intended to create better cooperation between Seeker and Problem Solver castes, though most in the caste see through this excuse.

The Council of Song

The Council of Song remains largely concerned with the overarching concerns of Kir-Sharaat as a whole, rather than the day-to-day concerns of San-Kaishan. The Representative Council holds court in the Old Growth, while members of the Ascendant Council remain within the Dreaming Throne. Occasionally a veiled member of the Ascendant Council travels to the Old Growth to speak to members of the castes or seek guidance from the Gray Elders. The Council's high chanter hasn't been personally seen in San-Kaishan since the war ended, and is believed to be consulting with Tritarch Athrakarus regarding the impending threat of the taur.

Strings Attached

The Givers claim that keeping the identities of their leaders a secret is the best way to ensure that gifts are given freely and without bias. In practice, this allows the leadership to double their influence on others, able to take advantage of personal connections as well as those built on the generosity of the group. Occasionally this influence is spent to secure the services of gift recipients with unique skill sets to perform discrete acts of political sabotage, theft, or worse.

The Chambers

Representing each of the three portfolios of the Tritarchs, the Chambers hold a powerful influence over San-Kaishan and all of Kir-Sharaat. The heads of each chamber have, much like the members of the Council of Song, become reclusive since the war's conclusion. Fleeting glimpses of Chamber heads coming and going from the Court of Law and the Province Hall are all the people see of these prestigious leaders of erahthi culture. More regularly it is their decrees, passed down by caste heads, that the erahthi people are afforded.

The Gift Givers

Gift Givers are a cross-caste organization dating back hundreds of years. Initially founded by the heads of the Seeker, Leader, and Peacemaker castes, this group is a welcome source of philanthropy throughout the province. The Givers originated as an organization that provided cross-caste sponsorship to young

erahthi who desired to transition out of their assigned birth-caste. During the Century War, the group's philanthropic nature shifted to include the more material need of refugees who fell through the cracks of society fleeing war-torn provinces. This routine generosity has built an extremely positive relationship for the Givers and many recipients feel indebted to the organization for the service. This provides the Givers with a steady supply of volunteers ready to serve in any way, and gives them a public edge when it comes for support for a position on any proposal before the province board.

While the Gift Givers initially began as an effort by the highest ranking of the three castes to improve the lives of all, they have over time become the public facing part of an extremely traditionalist movement within the Seekers, Leaders, and Peacemakers. The traditionalists want to return their society to the organized structures and insular nature predating the Century War, feeling the original plans of the Tritarchs are healthier for the species as a whole. The eldest among the givers secretly opposed the decision to awaken Athrakarus from his slumber early, and see the warlord as an unnecessary agitator in the modern era.

Joining the Givers is easy, as is donating to their efforts or partaking of their generosity during their yearly rounds. But the opportunity to influence the Givers is difficult, as the identities of their leadership are secret to all but the highest ranking members of the group. Donation centers for the Givers can be found throughout the district and are open at all hours of the day or night.

Fortifications Work Association

After the district's population tripled during the Century War, the trees of San-Kaishan became a prime target for the Hierarchy's attacks. Defenses were quickly built around the district, but three castes were directly involved in building the defenses that would later be a defining feature: the Builders, the Problem Solvers, and the Reapers. These three castes provided labor, solutions, supplies, and covering fire for the work.

During the construction of the artillery installations and defensive walls, the workers involved quickly discovered that waiting for requests to go through the usual caste channels took too long and cost too many lives of both workers and residents. Instead, for quick communication during the construction, the caste members began to informally operate as if they were their own caste. The results were immediate and positive, leading the three castes to informally approve the new management style.

The Fortification Works Association is led by three high-ranking members of the Builders, Problem Solvers, and Reapers: **Elushorn** (LG erahthi expert 7), **Esrasharu** (LN erahthi expert 4/monk 4), and **Kaukarana** (N erahthi slayer[ACG] 6). The association continues to lead province-wide efforts to provide suitable housing and services throughout the overpopulated region, focusing their work on New Growth areas that lack critical water or waste management. Communities facing structural issues are encouraged to contact the association, though response time may vary as life-threatening problems take priority. The Fortification Works Association recently approved a policy change to empower work site leaders to employ casteless erahthi at their discretion alongside the workers from the founding castes.

The Remembered

In a district as large as San-Kaishan, there are thousands of people with nowhere else to go: the casteless, the lost, those fleeing trouble or seeking obscurity for their own reasons, the accidentally and deliberately forgotten. In a society that largely relies on gifts instead of money in trade, it is impossible to survive for long without any support.

With San-Kaishan barely able to handle the needs of its more privileged citizens, the arrival of a nefarious individual willing to prey on the desperate and needing was only a matter of time. The entity named

Kershathal (NG erahthi psychic[OA] [pain] 10) is the de-facto leader of the loose organization calling itself the Remembered. Kershathal acts as a shepherd to the Remembered, offering its members shelter and succor while extoling that through enduring suffering and hardship lies strength. The vast psychic power at Kershathal's disposal allows the Remembered to acquire necessary resources for the needy that flock there, and in turn uses those members to scout San-Kaishan for more. The longest-serving members of the Remembered are offered a chance at a new life off-world and are privately whisked away by Kershathal's psychic magic to parts unknown.

The Thorn Guard

Prior to the Century War, Kir-Sharaat's military needs were primarily organized and maintained by the Reaper caste. In the centuries of peace following the end of the war with the zahajin, the need for an organized national defense force was low. But Tritarch Athrakarus, upon an early awakening, reorganized the erahthi defense force and began a new civil defense initiative, including the elite civil defense order known as the Thorn Guard. Membership in the Thorn Guard is available to erahthi from any caste, which meant the organization is a multi-disciplinary juggernaut able to quickly and effectively leverage the combined skills of all erahthi castes without the need for cross-caste authorization. Soldiers in the Thorn Guard defend all of Kir-Sharaat from a Thorn Guard garrison in each province.

The Thorn Guard in San-Kaishan is more than three times the scale as any other province, due to the capitol's much higher population. Thorn Guard operations in San-Kaishan fall under the leadership of Ascalar **Vakaris** (LE erahthi gunslinger[UC] [thornslinger] 13), a bitter and taciturn soldier with a deep hatred of humanity. Vakaris commands all branches of the Thorn Guard across San-Kaishan and reports directly to the Chamber of War.

The Thorn Guard patrol in groups of five, utilizing plant aethership speeders for travel. Elite response units typically contain at least one gunslinger with the thornslinger archetype (see page 92). A typical Thorn Guard is a 6th level erahthi fighter.



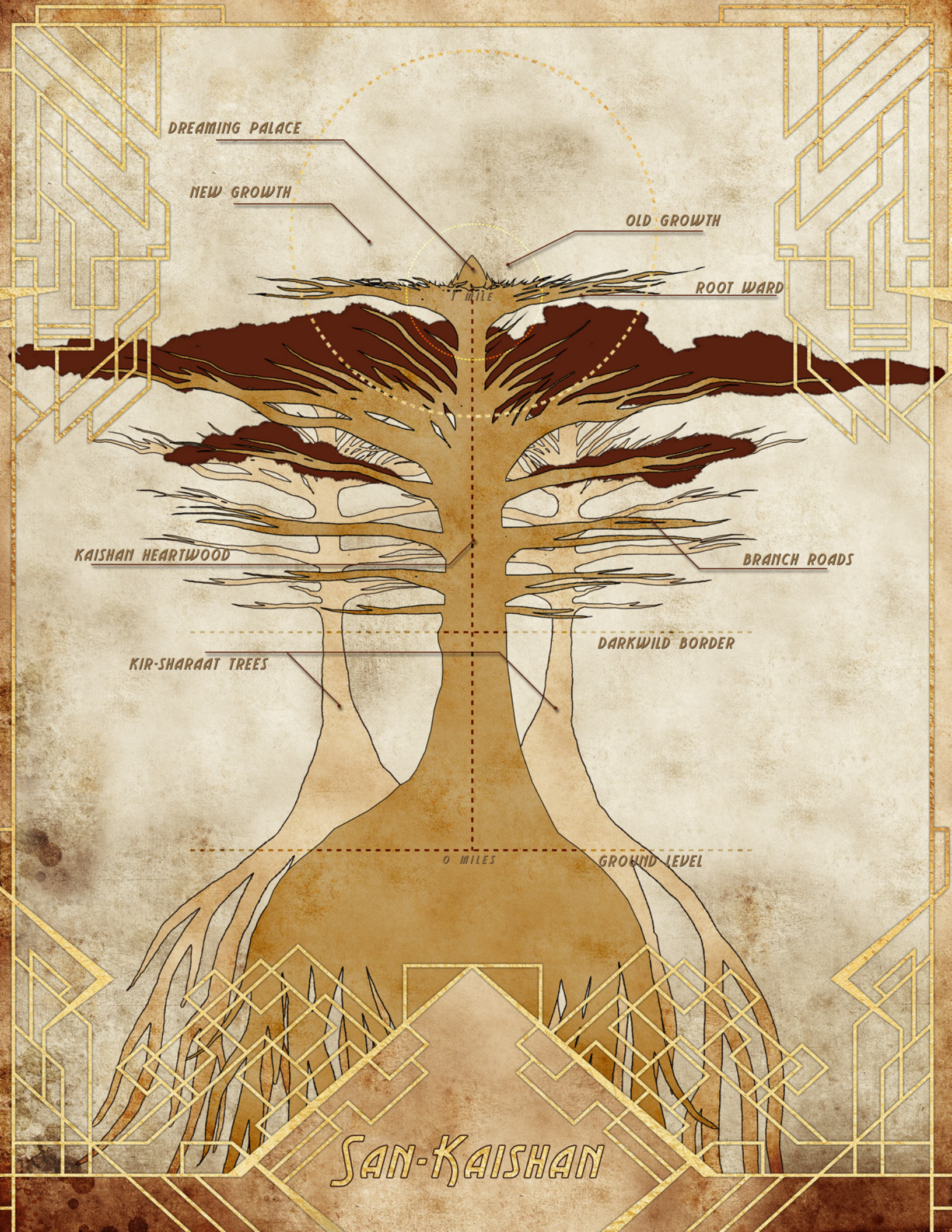
Erasanis

San-Kaishan Gazetteer

San-Kaishan is located inside the caldera of the Kaishan Mountains. The caldera protects this area of the forest, providing a spot safe from the cold winds that have stunted growth in surrounding provinces. The residents claim that the trees of the caldera are the tallest of the planet with the deepest roots to the world below.

The province is loosely divided into areas known as Old Growth and New Growth. The Old Growth is found at the center of the province and includes the oldest trees and most traditional residents. The New Growth is a result of the unplanned immigration during the Century War and is full of new ideas and new people, but is hastily constructed. The following locations are only a few of the many sites of interest and districts in San-Kaishan.


12.
2.
15.
10.
16.
11.
9.
14.
11.
11.
8.
7.
3.
1.
6.
5.
11.
4.
13.
1,000 FT
11.
San-Kaishan


DREAMING PALACE
NEW GROWTH
OLD GROWTH
1 MILE
ROOT WARD
KAISHAN HEARTWOOD
BRANCH ROADS
DARKWILD BORDER
KIR-SHARAAT TREES
0 MILES
GROUND LEVEL
SAN-KAISHAN



Lusaluril

1. **The Dreaming Throne**: The seat of the Tritarch's power is visible from across all of San-Kaishan, rising higher than the caldera wall, overlooking the horizon of Kir-Sharaat in all directions. The Dreaming Throne is a palace grown from layered branches of the Kaishan itself and has no known physical points of entry. Those called to the Dreaming Throne are transported by means of *tree stride* or similar magic. Few have ever seen the interior of the Dreaming Throne, though it is known to contain the operations center of the Council of Song and the Chambers, as well as the slumbering corporeal forms of Tritarchs Erathlias and Indaarin. Current reigning Tritarch Athrakarus spends nearly all of his time within the Dreaming Throne, and his day-to-day activities remain a mystery to all except his inner circle of Chamber attendants. Admittance to the Dreaming Throne is by invitation only, and rarely are erahthi from outside the Chamber or Council of Song granted such an invitation.
   Security within the Dreaming Throne is greater than anywhere else on Kir-Sharaat. Beyond corporeal security such as the Thorn Guard, there are also groups of powerful elementals, kami, and numerous insidious traps designed to target the weaknesses of human and erahthi alike. Add the many oracles of the Council of Song, cabals of psychics, and other spellcasters and the Dreaming Throne is a nigh-impregnable fortress.
2. **Old Growth**: The Old Growth areas are the original planned areas containing Council residences as well as universities, caste halls, and the traditional holdings of the castes. This area is well defended by layers of walls and the New Growth surrounding it. The edges of Old Growth are full of residential areas, well-built town houses and larger suites built into the trees. This housing is occupied by ranking members of the castes and their assistants, as well as those who work in the halls of the district government.
   The architecture of the Old Growth is fluid and organic, incorporating both extant structures such as natural hollows and fabricated organic material from calcium and wood in natural shapes, such as gigantic shells and tree-like formations. Most Old Growth structures were build over decades, rather than shorter periods of time, and feature staggeringly intricate hand-carved reliefs, friezes, and other painstakingly crafted art depicting historic and mythological erahthi history. Additionally, these ostentatious buildings are often adorned with living decorations in the form of vibrantly colored native flora, some of which are also creatures that serve as local security.
3. **Province Hall**: The center of political life in San-Kaishan is the Province Hall. This massive domed building stands in the center of the Old Growth. Eight wings surround the octagon-shaped center, each bearing the symbols of their associated caste. Official caste business takes place in these halls,

and caste members may conduct any personal caste-related business here as well, including petitions for project sponsorship, applications for rank, and requesting an appointment with caste leadership.

This hall is built within the trunk of one of the oldest trees in the district. The exterior of the tree is carved in intricate patterns detailing the history of San-Kaishan and the erahthi. Unlike nearly every other building in the district, there are no windows to the interior of the Province Hall, and the exact layout of the entire structure is known to only few high-ranking members of the erahthi government.

4. **Common Hall**: Located directly across from Province Hall in the Court of Law, Common Hall is the center of civilian representation on Kir-Sharaat. Appointed representatives from every province on Kir-Sharaat operate out of this multi-level domed building, discussing policy and the needs of their represented constituents. The Common Hall is typically abuzz with activity, with attendants of the provincial representatives flitting from chamber to chamber, carrying documentation and rumors. Security here is tightly kept by the Thorn Guard, ensuring that the legislative arm of erahthi society is under no risk of injury or attack. In turn, emissaries of the Provincial caste frequently travel to Province Hall across the court to discuss policy matters with San-Kaishan caste heads.
5. **Court of Law**: The Court of Law is an open-air plaza a thousand feet across at its widest point, separating Province Hall from Common Hall. The court is filled with smaller trees that grow luminous flowers from their branches, illuminating the otherwise shadowed Old Growth with their flickering light. Erahthi freely come and go through the Court of Law daily, enjoying the protected and relaxing atmosphere. At the center of the Court is a tiered dais upon which erahthi councilors and caste heads make monthly proclamations of legislative change to gathered citizens. While this is no longer the official means of disseminating legal decrees, the ancient tradition reflects a more innocent time when the erahthi were so few in number that they could—as a species—all gather in one courtyard. These announcements serve as both a reminder of how far the erahthi people have come and of the bonds they share as a society.

   Additional governmental buildings line the Court separating the two halls, including the province courthouse and the primary provincial records hall. The province's legal libraries and other specialized libraries are built into another of the tall trees in this area.
6. **The Root Respite**: A stylish club located on the edge of the Court of Law, the Root Respite is one of the most popular social venues for the highest-ranking caste members of the district. An evening spent at the Respite provides opportunities to meet the leaders of all of the castes in a less formal environment.

   The Respite is run by **Saarshide** (NG female erahthi expert 3/occultist[OA] 6), a collector of exotic and unusual artifacts and a lover of historic performance art and theater, especially human theater. Saarshide is a cosmopolitan erahthi and spent 2 years in Central after the war, studying human art and culture before returning to Kir-Sharaat.

   The Respite takes the safety of its guests very seriously and has a well-trained staff of Reapers (LN erahthi fighter 6) on hand at all times. The first floor of the building is open to the public as a museum for the fine arts, while the second and third floors are dedicated for use by the club members and invited guests. On the first night of each new year the Respite is open to all—though reservations are difficult to obtain.

   The museum currently features a selection of art recovered from the southern reaches of the Kaishan mountain range, presumed lost to the

Secret Laboratories

Labs that developed the chemical and biological weapons used toward the end of the Century War are located in the work ward. The buildings were sealed by order of the Council after work on these weapons officially ended as part of the ceasefire agreement with the Hierarchy.

However, weapons development at these labs continues under the direction of the Chamber of War. The provincial board and caste leaders are not aware of this, having been told that the workers seen at the labs are there to gather and destroy documents. Experimentation at the labs uniformly does not conform to the same standards of ethics as work performed at a university or under the guidance of the Idea Maker caste.

bombing raids of the Century War during the evacuation of that area. There are far more works recovered than the Respite can show at one time, so many of the pieces are in safe storage awaiting their turn in the exhibit.

7. **The House of Flowering**: The House of Flowering is the largest university in the province and home to many elders of the Idea Maker caste. During the Century War, the Chamber of Knowledge's output shifted from pure research to the applied sciences. This favored the Problem Solvers over the Idea Makers, and departments dedicated to the softer sciences and historical research lost critical resources during the war. Research efforts and archeological digs have been canceled due to lack of funding, and the departments are desperate for any sponsorship they can get.

   The House of Flowering is jointly headed by **Haulorein** (N erahthi psychic[OA] [lore] 5) of the Problem Solver caste and **Sabolusaris** (N erahthi psychic[OA] [dream] 4) of the Idea Makers. The university heads hold dramatically different political views, with Haulorein a traditionalist and Sabolusaris a more liberal-minded philosopher, but both share a deep respect for one another that goes back more than 90 years.

   The great telescope of the university, a 3,000-year-old piece of magical artifice once used to observe the farthest reaches of the system, remains a blasted pile of rubble, metal, and glass after it was destroyed in the taur bombing runs on the district in the final days of the Century War. The glassmaker for the telescope died with their instrument without passing on the knowledge to an apprentice, and the chamber has not been able to reconstruct the work.

8. **The Gray Elders**: Trees are living things, and though they are very long lived, some simply do not survive the passage of time. The Gray Elders are a small stand of barkless trees deep in the Old Growth. Age and wear have turned the exposed wood a dark gray and cracked the surface enough that a casual observer may mistake the color for regular bark.

   These trees grew in the first moments of the terraforming event that created the forests of Kir-Sharaat. But they did not survive the centuries that followed, falling to a poisoned taproot during the conflicts with the zahajin. The Gray Elders have since become a favored location for the meditations of the Chamber of Enlightenment and its sponsored ascetics.

   A sharp eye may detect the forms of elder erahthi tucked into the curves and hollows of the Gray Elders. These elders are in deep meditation, and some have been so for centuries. They are often silent and unresponsive, and the chamber regularly checks on these hermits for signs of life. If they have perished, chamber representatives inter them in the location of their passing through means of *wood shape*.

   These anchorites occasionally produce prophecies or insight into the divinity of the Tritarchs, and have been known to request specific visitors by name—usually individuals they have never before met or who were born long after they went to the

Elders. What they discuss with these visitors is not recorded by the Chamber, and none thus called have made public record of it.

In recent years, one of these anchorites, **Asmaeril** (LN erahthi oracle[APG] [ancestor] 14), has called more young erahthi—those born in the last two decades of the Century War—to these clandestine meetings than any other. Asmaeril has sat in contemplation for nearly 200 years, and is among the oldest of the contemplatives residing at the Gray Elders. Agents of the Chamber now keep a close eye on these young erahthi, though they have not yet made direct attempt to detain or question them out of respect for the elder anchorites.

9. **The Hives**: At the very top of the Old Growth is a specialized platform that circles the edge of the original planned district. These platforms are dedicated to the work of the Reapers. Here, where the sunlight is unblocked, food is grown, and thousands of bee hives are stationed along the platforms. The honey created by the bees the Reapers keep is a deep red in coloration. Though none of the flowers in the area of the caldera would explain the color, the taste and quality are considered the best in the district.

   On the underside of the platforms are compost bins to process the dry waste of the city, and incinerators for anything that needs to be cleaned before being added to the compost. While the platforms are usually restricted to Reaper caste members, there are ways to reach them from below, and there are other purposes the incinerators may be put to for the right price.

   The interior of the Hives are twisting, claustrophobic corridors constructed in the years following the Century War, after a massive reconstructive of the Hives. The Reapers commissioned this unconventional redesign of their headquarters to better represent the first-hand accounts of taur maze-ship interiors. The Reapers see this as preparation to better acclimate themselves to these mind-warping vessels for the time when they are called to reap the entirety of the taur menace.

10. **New Growth**: The New Growth is a much less-planned area of the city, and easily three times the size of the Old Growth. The bark of the trees in the New Growth is thin and shows signs of rapid, stressful growth facilitated by magic. The wood is not as strong as the trees of Old Growth, and structural defects are discovered on a regular basis. Strength will come with age, but it will be hundreds of years before the trees here are as stable as they are elsewhere in the capitol.

    Architecture in the New Growth lacks the flair of natural wonder that flourishes in most erahthi settlements. Instead, New Growth structures were grown with repeated modular elements forming mosaic masses representing specific functional areas. These forms are distinctly articulated and grouped together into a unified whole, making each building appear starkly utilitarian and unfortunately unwelcoming. New Growth structures sharply contrast with the ornate decoration of the Old Growth.

11. **Apartment Residences**: The Century War drove many refugees to the safety of San-Kaishan. Over the last hundred years, these newcomers have made their homes behind the tall walls of the district defenses. The buildings in these areas are built with an eye towards safely housing as many people as possible. Apartment complexes here are tall and built around the shaft of a central courtyard that provides ventilation, access to water, and social interaction for the apartment residents. Most buildings in the residential areas have residents from at least two castes, and in some areas are occupied by many more.

    The apartment buildings are kept in good shape by the Builder caste, but they are starting to show their age. They were built in an extremely tight timeframe during the war, and though they have been repaired many times, they will eventually

need to be replaced with more permanent solutions. The Builders and Idea Makers have both sent proposals to begin development, but defense and preparations for offensives against the taur have taken priority, and the project has so far been deferred three times since the ceasefire.

12. **The Fortifications**: The Century War is responsible for this masterpiece of Problem Solver design and Builder construction. Constructed at the order of Tritarch Athrakarus within the first week of his awakening, the Fortifications are a set of thick walls built between the older trees out of brambles, younger trees, and vine growth.
    These Fortifications provide housing for troops and launch points for aetherships, as well as mounting points for the large artillery battery installations defending the city. The walls are still in the process of being grown and reinforced as the population of the city increases. Unfortunately, due to the nature of such fortifications, the walls make New Growth areas darker and more enclosed than other areas of the district, leaving newcomers feeling shadowed and claustrophobic.
    The headquarters of the Fortifications Work Association is found here, and all workers on the walls are welcome to use the shelter they provide as long as they are working on an Association project. Since these walls double as residences, many an improvised dance hall can be found here during the evenings, with music drifting through the battlements.
13. **Work Wards**: Tucked between the residences and the Fortifications are the castes' work areas. Each caste has dedicated areas for its members in their work. These buildings are devoted to offices, labs, factory industrial work, and any other facility or equipment required for the castes' work.
    The training grounds and headquarters of the province's Thorn Guard are here, providing safety for the work areas and living areas of the city. Secondary headquarters are placed throughout the work ward to allow guards to respond quickly to calls for help. Many of the current Thorn Guard previously served in military positions during the war, and during breaks or when off-duty some members spend time socializing with the current military stationed on the Fortifications.
14. **Welcoming Grounds**: The welcoming grounds are a traditional place of greeting for the communities of Kir-Sharaat. In the past, they have been used to greet visitors from other provinces, leaders of castes, or as a central area for ceremonial purposes or for the community to socialize. The grounds of San-Kaishan have been rebuilt many times over the course of the Century War. Their current form is a multi-level complex set to the side of the province, overlooking the caldera. Today, this multi-level complex serves the warehousing needs of the castes and acts as a landing strip for non-military aetherships. Most supplies destined for the district come through the welcoming grounds. Younger residents of the city with a strong back and tolerance for the tedium of loading and unloading crates can easily find employment working in any caste receiving supplies here.
    The welcoming grounds of San-Kaishan are the only permitted airstrip for flights to and from Vigilance, the moon colony shared by the erahthi and the Hierarchy. The Council of Song limits off-worlders' access to the planet, so any visitors enter through these welcoming grounds only by leave of the Council of Song. These visitors are escorted through the city and encouraged to complete any necessary business as quickly as possible so they may return to Vigilance.
    The welcoming grounds still serve a ceremonial purpose for the residents of the city, as fireworks and magical displays are arranged at the grounds for holidays and other celebrations. This area provide a safe location for the entire city to watch the show, though the best view is from the grounds themselves.

15. **Aetherite Reserves**: Aethertech is a new technology to the erahthi, developed during the Century War. Many of the more potent weapons of the air force and siege defense are, ironically, powered by the very material that started the war. Colossal aetheric capacitors are contained deep within the tree walls of the Fortifications, each housing tens of thousands of units of aetheric energy brought from lunar refineries. Raw or refined aetherite in any large capacity is not permitted in San-Kaishan due to the risk of accidental sublimation or aetherite radiation exposure.

    The Aetherite Reserves are defended by powerful wood elementals bound to Kir-Sharaat by masterful erahthi summoners. Additionally, cutting-edge symbionts gird the Thornguard stationed in the reserves, not only protecting them from the blistering aetherite radiation allowed to freely pulse through the hold, but also grants additional power to their organic counterpart to powered armor. The reserves are shielded against even the most brazen assault and the Chamber of War believes that it could even hold off a direct attack by the taur, for a time.

16. **Rootward**: The Builders' constructions in New Growth were initially designed to hold more people than are currently resident, in anticipation of a continued war. Newcomers to the district preferred well-lit and well-ventilated areas toward the top of the city, and the lower areas were at greater risk of an accident in the aetherite storage facilities. As a result, these underside quarters have been slow to fill following the Century War, and the bottom-most areas of New Growth were never completed. The province's services for residents, water, waste removal and building repair, are not available in these areas, and as far as the provincial leadership is concerned, no one lives in Rootward. This assumption, however, is far from accurate. The casteless and many of the members of the Remembered have made Rootward their home. It is a dangerous part of the district, as many of the residents are naturally suspicious of anyone they don't recognize. The Thorn Guard rarely patrols in the abandoned areas, making it a convenient location for anyone evading the Thorn Guard to hide or ditch pursuit, and offering obscurity for criminal activity.

    With the city's defenses focused on Old Growth and the more occupied areas of New Growth, this area of San-Kaishan took some of the heaviest fire during the Century War. As a result, many of the buildings in this area bear structural damage. In addition, unexploded munitions from the Century War can be found here: leftovers that have not yet been removed by the Reapers for recycling. Rumors persist that during the Century War at least one of the Hierarchy's aetherships crash-landed somewhere in Rootward, but neither ship nor pilot have been recovered to confirm this story.



Tethranir

Vigilance

Vigilance is a recently built city located on Orthaun, one of Kir-Sharaat's moons, and features the latest in erahthi and human technology in its design. The city is intended as a place for diplomacy between the two species and the needs of both are accounted for throughout the design. An olive-branch of a settlement, Vigilance stands as representation of peace, though the undercurrent of post-war tensions has done nothing to ease life in Vigilance. The city maintains a frontier atmosphere and the local authority represented by both Hierarchy and erahthi government constantly disagree on policy, creating a bureaucratic nightmare surrounded by the vacuum of space rife with political intrigue and espionage.

Vigilance

N small city

Corruption +2; **Crime** +1; **Economy** +3, **Law** –3; **Lore** +2; **Society** +3

Qualities complex bureaucracy, prosperous, rumormongering citizens, strategic location

Danger +5

Demographics

Government council

Population 7,675 (38% human, 43% erahthi, 8% phalanx, 6% infused, 4% okanta, 1% other)

Notable NPCs

Captain Amarth Carver, chief Hierarchy security officer (LG female human cavalier[APG] [order of the shield] 7)

Kamnisorr, chief erahthi security officer (LN erahthi fighter 9)

Lavent Courier, chief human ambassador to Vigilance (LN male human aristocrat 5)

Quaorloris, chief erahthi ambassador to Vigilance (LN erahthi psychic[OA] [lore] 6)

Bekkar of a Thousand Blades, security advisor (CN male okanta bloodrager[ACG] [arcane] 7)

Economy

Base Value 5,600 au; **Purchase Limit** 37,500 au; **Spellcasting** 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Settlement Qualities

Complex Bureaucracy: The entanglement of Hierarchy and erahthi government makes city operations long and complex affairs. Corruption +1, Law –1.

History of Vigilance

Vigilance was founded in 4002 following the signing of the Century Accords and the cessation of hostilities that concluded the Century War and stands as a living facet of the Century Accords themselves. Part of the cessation of hostilities required the creation and maintenance of a place of diplomacy between the Hierarchy and Tritarch Dominion. The planned construction for Vigilance was initially little more than a radiation-vulnerable bunker in a crater on Orthaun, but as construction progress stagnated, elements within both the Hierarchy and Dominion that were invested in the idea of peace between human and erahthi took the opportunity to leap on otherwise sedate or hostile politicians who were dragging their feet. As such, Vigilance's foundation was built by a younger generation, one tired of war and eager to build bridges when oldere generations were still interested in building warships. As a young city, Vigilance has attracted the best and brightest of many species, operating under the ideal that it can become the foundation for peaceful relations between what were once—and in some case still are—bitter enemies.

While the city was founded as an embassy and point of contact between humanity and erahthi, it has since expanded into a much more active point of inter-species trade and portage for traveling ships. The erahthi are more than happy to have the Hierarchy agents seeking contact all in one place where they can

be observed, so the city has expanded three times since its initial construction, each time digging deeper into the moon's surface.

Government and Law

While Vigilance is considered a civilian city and not a military outpost, it relies on members of both Hierarchy Protectorate and the erahthi Protector caste for security. Tensions between the two species are high, but patrols within the city are deliberately collaborative efforts. While individuals on both sides may be reluctant to join the multi-species patrols, higher-ups within both institutions have recognized the benefits and are learning from each other's techniques.

Legal matters in Vigilance are an extremely complex issue, since the city is technically considered to be under erahthi sovereignty but a large number of the residents are Hierarchy citizens. Justice in the city is handled by the erahthi government, with a representative of the Hierarchy incorporated into the tribunal if a Hierarchy citizen is involved in the situation.

Major crimes committed by a Hierarchy member result in an extradition of the accused to the Hierarchy's courts on Akasaat, though a sizable slice of the erahthi population consider this to be little more than a slap on the wrist or a convenient escape clause. Luckily, no cases have so far come up that risked setting off a riot in the residential population.

Vigilance houses several embassies, each representing one of the five Hierarchy arcologies on Akasaat, their ambassadors drawn from the Council of Nobles. The erahthi appointed twelve prefectural representatives, six of which are stationed in Vigilance and six on Kir-Sharaat on a rotating basis. Since the ceasefire, these diplomats have been critical to the coordination of military efforts in preparation for any future attacks by the taur. These embassies and their support staff are often given immunity to legal prosecution on Vigilance, but both governments will recall a diplomat who missteps due to the impact on their ability to further negotiate. Both races' embassies also have small, off-the-record contractor positions that involve transportation, security, and the occasional outright espionage.



Amarth Carver

Factions

The most obvious division within the city is species-based. The two primary populations are erahthi and human, and with less than a decade since the end of the Century War, these populations informally self-segregate to human and erahthi areas, though the local authorities have made every effort over the years to blend services on a municipal level. Tensions among residents often escalate rapidly but also quickly cool.

The Hierarchy

The Hierarchy's presence in Vigilance is a mandate of the Century Accords, though most diplomats

Terrorism In Vigilance

The Hierarchy is right to be worried. More extreme members of the Bud and the Leaf have placed members in the critical areas of city operations: security, life support, panel maintenance, and water recycling. Within the last year, the Leaf performed a test run of its influence, temporarily cutting off air recycling to a small residential section populated mostly by humans. Service was restored within the hour, and the incident was reported as an accident due to metal fatigue. The Leaf has not yet made a more ambitious move to take advantage of their position.

sent out to this lunar colony see the appointment as an insult, and among the Council of Nobles that notion is often correct. The Hierarchy has made a habit of sending erahthi-sympathzing members of the Council of Nobles to Vigilance as a way of keeping them out of policy-making on Akasaat, but in turn has inadvertantly enabled them to make the powerful political connections necessary to strengthen relationships between the worlds in coming generations.

Tritarch Dominion

Recognized as a sovereignty of Kir-Sharaat, Vigilance is directly controlled by the Tritarch Dominion and a rotating council of diplomats and ambassadors. Dominion political entities see Vigilance as a necessary evil to buy time to mend Kir-Sharaat's wounds before the, presumed, next war begins. But some among the diplomatic figures of Vigilance see this as an opportunity to change the destiny of the erahthi people.

Department R

While the Hierarchy maintains its tiered political structure in its Vigilance presents Vigilance presence, exposure to new ideas from the erahthi has generated some resistance to the authoritarian structure within traditional Akasaati politics. Some of the human residents of Vigilance feel they are far enough away from the core power of the Hierarchy that the structure can change to suit their needs.

Department R is an unauthorized and unofficial political organization, born from subversive elements of the Riders, that seeks to upset the Hierarchy's status quo. Department R's operations come into contact with the various departmental assignments of the human, infused, phalanx, okanta, and even erahthi populations of Vigilance. Department R is also a reliable source of illegal or restricted goods smuggled into the colony.

Department R is currently spearheaded by **Sign** (CG male phalanx bard [vox rider] 6), a Rider agent hailing from Amrita. Sign does not publically acknowledge his involvement with Department R and performs his duties under a number of aliases in order to divert law enforcement attention. On the record, Sign is a custodial officer who services the aeronite fans that scrub the colony's internal atmosphere.

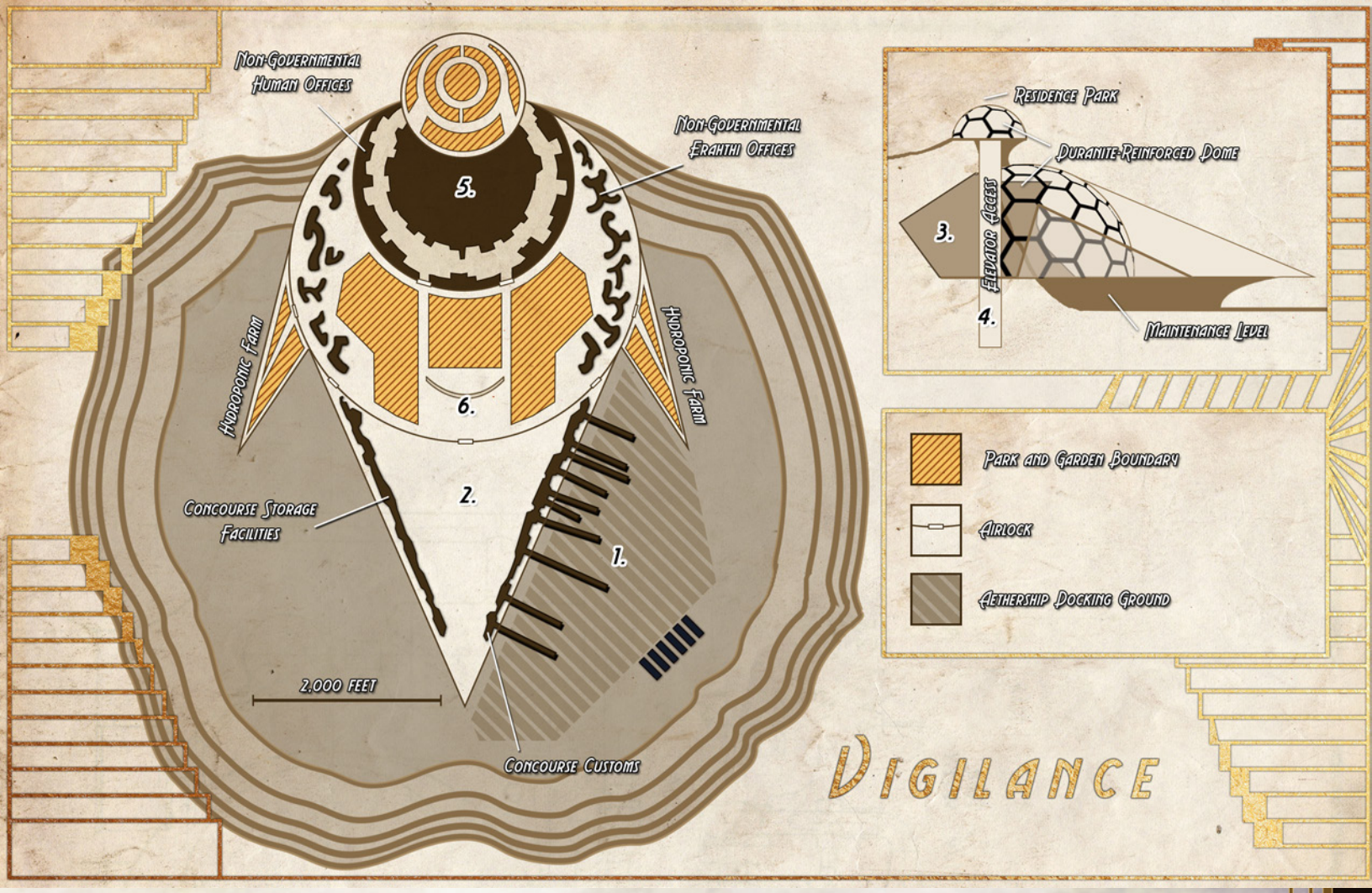
Joining Department R is handled much the same as joining the Riders: by showing an interest and declaring your membership. Unlike the Riders, Department R does not police the actions or histories of those who declare membership to eliminate false members, leaving them vulnerable to infiltration by security forces and other interests.

As a result, the assistance Department R can offer its allies is sometimes limited, and members often ensure that whoever they are dealing with is at just as much risk if a situation goes sour. New members and allies asking for help should expect to be asked (repeatedly) if they are in the Hierarchy military, or be asked to do a favor to prove themselves before receiving assistance.

The Bud and the Leaf

One group growing in strength in the city is a religious organization called the Bud and the Leaf, a two-part organization dedicated to providing support for the erahthi residents of the city.

The Bud helps newly-arrived erahthi under the guise of traditional erahthi generosity, assisting them



with paperwork and banking arrangements as well as providing a social network for the newcomer as they adjust. They also provide legal assistance for any erahthi working with the Hierarchy's complex bureaucracy, and provide apprenticeship opportunities to young erahthi who have not chosen a career within their caste. Erahthi aided by the Bud are also assessed for political allegiance and considered for invitation into the organization.

The Leaf advocates for erahthi interests in the city. Membership in the Leaf is by invitation only, with members recruited exclusively from the Bud. The Leaf looks for intelligent and willful candidates interested in protecting the erahthi species and ensuring that the city of Vigilance does not become a foothold for a Hierarchy invasion. The Hierarchy's administration on Vigilance have a wary view of the Leaf, as rumors persist that undercover Leaf members have been attempting to gain work assignments in sensitive areas of Vigilance.

Both halves of the organization are maintained by **Elisuur** (NG female erahthi expert 5), who has spent the majority of her life studying human culture and society for the Idea Maker caste. In spite of her good intentions, Elisuur is often out-maneuvered politically by war hawks with extremist ideals operating within the organization.

Vigilance Gazetteer

Vigilance is built into the side of an existing crater on Orthaun to provide some shelter against passing meteorites and other dangers. The upper dome cresting the top of the crater is a communal park accessible by the central elevator shaft that runs through the heart of Vigilance.

Like many moons, Orthaun contains no native atmosphere and light gravity, makimg movement on Orthaun unusual for those unaccustomed to light gravity envoronments.

Low Gravity

Gravity being five times less on Orthaun has the following effects: creatures can jump five times as high and as far, and lift five times as much. Movement speed, however, stays the same, as moving in great bounds can be awkward and difficult to control. Projectile weapons have their range categories increased five times.

Orthaun's exterior walls are fashioned of magically reinforced panels of glass interconnected by living wood frames, a recent hybridization of Hierarchy and erahthi engineering. Much of Vigilance therefore views open space and the enormous sphere of Kir-Sharaat. These reinforced, transparent panels are as strong as duranite and scoated in colonies of photoreactive transparent algae that absorb harmful radiation and filter sunlight to comfortable levels while providing supplemental oxygen to those made by the aeronite fans whirling in the lower reaches of the city.

The majority of the working and living spaces of the city are carved into the wall of the crater to provide the most radiation shielding to the residents, so most areas of the city have no view of the outside. In order to alleviate claustrophobia, many of the rooms in the subterranean residential areas have artificial "windows'" that the residents can set to a simulated view of their choice utilizing simple, static aethertech illusions.

The open center of the city provides space for parks, hydroponics, and recreational activities. These are considered common areas, and most levels of the city have some open space available to the residents of that level for their personal use. Parks are carefully arranged at the center of the city, with branching wings containing hydropinic farms cultivating food for both erahthi and human diets.

1. **Aethership Docks**: Vigilance's aetherships docks are located outside of the city in a flattened area of the crater large enough for many ships to land. This area is dotted with sheds providing emergency responders quick access to medical gear and air tanks for ships in distress. This area is exposed to vacuum and unprotected from radiation. A particularly hardy individual may be able to make the dash from a ship to an environmentally sealed emergency shed quickly enough to get to safety.

   A series of twelve mechanical docking arms made from airtight and flexible accordions of rubber and steel extend from the welcome center concourse. These arms lock around exit hatches of landed aetherships, creating an airtight seal and serving as a boardwalk to the airlocks of the concourse area, but are not designed to take direct attack, however, and have an AC of 12, hardness 10, and 20 hp. A docking arm that takes more than half its hit points in damage depressurizes instantly.
2. **Concourse**: The concourse is a massive windowed balcony that is suspended 20 feet above the crater surface, overlooking the aethership docks, the concourse is the central hub of travel on Vigilance. Most of the concourse is unheated save for the areas where center workers process paperwork, causing the floor-to-ceiling windows overlooking the aetherships to carry a nearly permanent ring of frost that does not harm the living algae coatings of the windows. Cargo unloaded here needs to be protected against extreme cold, and passengers are encouraged to dress for temperatures well below the freezing mark. Security in the concourse is tight, with independent immigration ports for travelers affiliated with the Hierarchy and Tritarch Dominion. Travelers affiliated with the Paragon Ascendancy are handled in the Hierarchy port and unaffiliated travelers are given additional scrutiny in a third immigration office and are often subject to invasive searches for contraband.
3. **The Embassies**: Erahthi and Hierarchy embassies are located in the lower sections of the city, set deep into the lunar surface to protect residents

from environmental and security risks. The embassies are located side by side, but do not share adjoining passageways so as to offer privacy to both governments. As Vigilance is considered under erahthi sovereignty, the Hierarchy embassy is the sole location on the colony considered Hierarchy territory. As such, erahthi observers are not allowed within Hierarchy embassy areas unless expressly permitted.

4. **Residential Wards**: The residential area of Vigilance is a cylindrical common space descending 900 feet into Orthaun's surface. Individual apartments radiate outward from the cylinder wall, and hanging terraces filled with lush vegetation maintained by alchemical fertilizer and magic give the architecture a natural feel. The walls of the residential wards are primarily living wood grown through erahthi architectural processes, reinforced with elegantly etched steel rings and metal railings of Akasaati design. The cylindrical shape of the residential ward causes the sounds of residents on the circular walkways to carry upwards like a resonance chamber, filling the entire ward with the sound of joined human and erahthi voices. Thanks to the natural barrier of the living wood walls, this noise doesn't carry into the apartments when the doors are shut.
5. **The Center of Progress and Development**: Any good diplomatic embassy will invest in ways to impress upon others the power and dignity of those they represent. The Center of Progress and Development is the result of charitable competition between the Tritarch Dominion and the Hierarchy. The Center features multiple art galleries, theatrical stages of various size, and open-air music auditoriums. The Center also provides free education and apprenticeship opportunities. Cross-Slot training is available to any citizen of Vigilance, generously provided by the Hierarchy. All citizens of Vigilance are encouraged partake of the Center's services, and it is a selling point when recruiting young erahthi and humans to the city.



Quaorloris

6. **Century Memorial**: Often visited by diplomatic staff for private conversations, the Century War memorial is a path that curves down far below the ground floor of the central common park, before rising back out on the other side. The walkway is followed on one side by a six-foot-high wall made of rock harvested from the lunar surface. This wall is engraved with the names of roughly 179,000 humans and 165,000 erahthi, all of whom were listed as civilians killed by military action during the Century War. The most humbling part of this wall is its sheer scope, and the knowledge that many more were not recorded, slain without record in the countless altercations. The memorial serves as a reminder to the many diplomats of Vigilance as to what their job is: preventing this from ever happening again.

Amrita Asteroid Belt

Far beyond the safety of terrestrial worlds, the Amrita Asteroid Belt is a disparate realm of colonists, criminals, laborers, and the refuse of society. Clusters of asteroids trapped in aetheric currents drift within an elliptical ring between the orbits of the planets Kir-Sharaat and Seraos. The Belt is society's fringe, where settlements can be separated by a seemingly endless expanse of emptiness, far beyond the reach of Gate Hubs. The Amrita Asteroid Belt is hardly a desolate region of space, though the distance from one asteroid to the next means that much within the Belt goes unnoticed and many secrets are yet undiscovered in its ruinous expanse.

Amrita Asteroid Belt

Astrological Information

Type asteroid belt

Other Names none

Orbital Period varies

Rotational Period varies

Physical Information

Atmosphere varies

Diameter non-planetary region

Gravity varies

Primary Terrain desert

Satellites none

Societal Information

Demonym Amritan

Government Blue Star Consortium, primarily lawless

Known Population 615,000 (81% human, 15% phalanx, 3% infused, 1% other)

Notable Settlements Ballast Center (small town), Complex Four (metropolis), Ethereal Temple (hamlet)

Primary Inhabitants humans, infused, phalanx

Primary Languages Hymnas

Description

All told, the amount of material in the Amrita Asteroid Belt adds up to only a small planet's worth of mass, but it is spread out over a large area of space. Individual asteroids range in size from Prime, the largest, with a diameter of nearly 400 miles, to tiny worldlets less than a mile across. Too small to retain any atmosphere, are not big enough for gravity to have forced them into a sphere; thus, many are irregularly shaped, or conglomerates of two or more asteroids stuck together. Others may be piles of loose rubble barely held together by gravity, and shatter with even the tiniest impact.

Most of the settled asteroids have orbits which bring them to within a 2-to-3 week journey of the nearby Seraos Gate Hub at any given time. This cluster of asteroids is known as the Range, and contains more than 90 percent of the Belt's entire population, originally settled as mining colonies during the Century War. Beyond the Range, tiny outposts are scattered throughout the Belt. These small and isolated colonies, known collectively as the Fringe, represent the edge of explored space within the Belt. Many of these Fringe worlds are out of contact except by *farcaster* for years at a time, as their orbits carry them too far from the Gate Hub to be easily reached by aethership.

History

The Amrita Asteroid Belt is the most visible evidence of the tumultuous history and evolution of the Aethera System. Thousands of years ago, the planet Amrita was aligned to the element of earth, and was the seat of power for the mysterious Progenitors who ruled the Aethera System in the distant past. During the system-wide cataclysm known as the Collapse, the elemental alignments shifted suddenly—with devastating



results. Amrita quite literally shook itself to pieces in a series of massive earthquakes, and much of the debris was swallowed up by a vortex to the elemental plane of air that formed along Amrita's original orbital path. The debris consumed by that vortex eventually became Seraos, an air-aligned gas giant with a thin ring system, largely made up of Amrita's remains. The debris and detritus not consumed by Seraos eventually spread itself out into an uneven ring of material around the now-double star system, forming the Amrita Asteroid Belt (commonly referred to as "the Belt").

The Belt's history may explain some of its particular dangers. An entire planet and its population were destroyed at once, and the unquiet souls of those billions linger still, making incorporeal undead especially common throughout the Belt. This may be a symptom of the elemental alignment shift that occurred during the Collapse—when Amrita shifted away from its attunement to the plane of earth, no new elemental alignment took its place. Some scholars theorize that Amrita may have attuned to another plane, such as the Ethereal or the Shadow. This latter possibility, if true, may help to explain the Belt's most recent threat: the taur.

In 4001, at the height of the century war, a fleet of 5,000 ships appeared and attacked both humans and erahthi with abandon. The ships were of a previously unseen design: hollowed asteroids fitted with propulsion and weapons systems, powered not by aetherite but by connection to the Shadow. After winning the battle (and physically stealing one of Kir-Sharaat's moons), these assailants—now referred to as the taur—disappeared into the void. Today, the few taur seen are almost exclusively encountered in the Belt, where they occasionally raid Fringe settlements and destroy outposts. This, plus their reliance on asteroids as the base material for their space fleet, suggests that the taur still lurk in the Aethera System, hidden somewhere within the Belt. With more than three-quarters of the known asteroids remaining unexplored, it is a disquieting possibility that the taur

remain nearby, bidding their time until they strike again.

Society

It is said that no one comes *to* the Belt, they always flee *from* someplace else. This explains the high population of escaped criminals, pirates, smugglers, and other persecuted beings in Belt settlements. A few scientific research stations also exist in the Fringe, conducting work that is better left unseen by the bulk of the population.

Although the Belt seems inhospitable at best, the thousands of uninhabited planetoids present an untapped wealth of natural resources ripe for exploitation. Aside from common metals such as iron, and more valuable ores like gold or platinum, many asteroids contain aetherite, either exposed on the surface or concealed within their core. This makes mining colonies a profitable, if dangerous, industry in the Belt. When a valuable deposit is located, it is usually mined to depletion by a company from Akasaat or Orbis Aurea. The remaining network of unused tunnels and support facilities is then auctioned off to the highest bidder, no questions asked, providing a cheap source of remote outposts for individuals or organizations seeking a home base.

The supply and maintenance of these far-flung colonies is a major problem. Most trade between colonies or ships is done on a barter system, with currency being an unnecessary intermediary. In the small communities of the Belt, life-sustaining commodities such as aetheric power, potable water, or breathable air are considered community property; personal debts are best settled through mutually-agreeable terms. Aetheric power is still utilized, but more for its practical use than for any value as currency, and with many asteroid settlements having their own source of aetherite, barter is a much more efficient means of commerce. This is only one of many social conventions which break down in the Belt.

The network of supply vessels supporting the Belt's far-flung colonies provides rich targets for the region's major predator: pirates. With no law enforcement to speak of, piracy is a viable business for many who have fled the more civilized planets. Bold individuals can carve names for themselves in the hulks of captured ships and looted cargo. These pirates often take over the supply routes of the ships they plunder, demanding protection money from remote settlements to ensure that life-giving supplies arrive on time. This encourages settlements to turn on the pirates, taking over their own supply lines and often charging other settlements in the same way, in an ever-growing cycle of predation. While piracy will live forever in the Belt, the life of an individual pirate is often exciting and short.

Inhabitants and Settlements

The Amrita Asteroid Belt is dotted with small settlements and uninhabited complexes. Most of these are former mining colonies, eking out a precarious existence with privacy as their only plentiful natural resource. These colonies are totally dependent upon commercial shipping and smuggling for their supplies, and many only last a few years before dying off. Poor leadership or logistical support has spelled the doom of many a Belt colonist fleeing the busy life of the primary worlds.

This short life cycle means that most settlements in the Belt contain no living beings at all. Abandoned outposts are common, but so are those inhabited only by the unquiet souls of their previous residents, or Progenitor architecture left behind when the planet Amrita was destroyed during the Collapse. The number of allips, shadows, and wraiths found within the Belt may actually outnumber the living population, if such a census were possible.

The largest inhabited settlement in the Belt is Complex Four, a former mining colony-turned-haven for scoundrels, smugglers, and waywards. Most travelers coming to Amrita settle in Complex Four, or

use it as a stopping point before venturing deeper into the Range and beyond.

The most common race found in the Belt are the phalanx. After the Century War, many phalanx used their newfound independence to leave their homeworld and try to make a place for themselves. Some were drawn to the mining boom of the Amrita Asteroid Belt, as Akasaati companies could hire the more productive phalanx workers for a fraction of the pay of a human worker. The fact that the phalanx didn't need air, food, or other expensive consumables made them popular with the bosses, but far less popular among the workers they displaced. Often, when mines ran dry and finances came up short, entire complexes were abandoned, leaving phalanx workers marooned and unable to afford passage to another world. These insular communities have remained isolated for years or decades at a time, and have developed their own societal norms based on the whims of the strongest or most charismatic leaders. Many phalanx consider themselves the indigenous population of a given colony, and react accordingly to those who would try to intrude on their territory. Human workers resent this treatment, as well as the displacement of human workers by machines, and so human-on-phalanx violence is an all-too-common reality in many human-dominated settlements.

Adventuring

The Amrita Asteroid Belt represents the frontier of the Aethera system, a lawless hinterland of shifting and unexplored worlds, where the concepts "stranger" and "enemy" are nearly interchangeable. While piracy is an ever-present danger, the physical remains of the devastated planet of Amrita actually represent the major danger to travelers in the Belt. Contrary to common perception, most of the Belt is not swarming with large asteroids; looking at the sky from the surface of most asteroids, a viewer is unlikely to see another asteroid large enough to be visible to the unaided eye. However, the space between the worldlets is full of dust and small chunks of debris which are dangerous to an aethership at cruising speed. Even the charted space lanes constantly shift as asteroids collide and alter each other's orbits. Beyond these lanes, the danger of unintended impact increases dramatically, and countless hulks of dead aetherships float silently in space, mute testimony to the folly of straying into uncharted space.

Not all of the Amrita Belt is as sparsely populated by asteroids. Dense regions of chaotic asteroid concentration are as dangerous as they are mystifying to behold. Thousands of asteroids varying from a few feet across to more than a mile churn, collide, and crash effectively at random. Pockets of these regions form in eddies of the aetheric current generated by Aethera, these mild telekinetic whirlpools drawing the asteroid material together. Asteroid swarms of considerably higher CR, as well as other unknown hazards, spell certain doom for most vessels that dare traverse these regions of space, but every Amritan has a story of a fantastic treasure lying at the heart of one of these regions.

The most common sentient threat in the Belt is piracy. Individual pirate vessels ply the areas around the major settlements, looking for lightly-defended

Asteroid Swarm (CR 8)

Asteroid swarms vary in size from the size of an aethership to massive fields hundreds of miles across. Anything caught in an asteroid swarm takes damage for each minute it travels through the swarm. A typical swarm inflicts 8d6 points of bludgeoning damage plus 1d6 points of bludgeoning damage for every 50 feet of the target's current speed (Reflex DC 20 half). For example, an aethership flying at a speed of 200 feet through an asteroid swarm would take 12d6 points of damage, or 6d6 points on a successful Reflex save, for every minute of travel through an asteroid swarm. As a special full-round action, an aethership pilot can render the craft stationary and focus on dodging the incoming detritus, which is counted as an automatic success on the Reflex save.

targets or employing subterfuge to gain an advantage. False distress calls are so commonly employed by pirates that most ships don't even respond to them. Pirates tend to prey on individual ships far from help, and so convoying is a viable strategy—unless the pirates are in the convoy you joined.

Despite their common appearance (or perhaps because of it), pirates are perhaps the least terrifying threat in the Belt. Incorporeal undead are common, either in free space (where they may board passing aetherships by slipping right through the hull) or in small colonies on individual worldlets. Pockets of spacefaring creatures such as mi-go[B4] and shantak[B2] are an ever-present danger to explorers investigating an uncharted asteroid. Other relatively common creatures include elementals of ice and air from nearby Seraos; the former feared and the later coveted as a source of breathable atmosphere.

Despite the recent settlement of the Belt by humans, phalanx, and other races, there is a dark secret infesting some of the Belt worldlets: kytons. Deep within the vast emptiness between asteroids, where the light of Aethera and Ashra is dim, emissaries of the kytons slip unseen between the Material and the Shadow, quietly toiling in the dark. Ghost ships devoid of crew found listing through the void are their handiwork, and whatever the kytons of Amrita are doing, it requires a significant amount of raw materials. While these attacks are often blamed on taur raiders, the taur themselves have not made a concerted effort to strike out at the Amrita belt, though they are lurking somewhere in the region.

On the Surface

In general, conditions on the surface of most asteroids are very similar to those in free space. Asteroids have no atmosphere worth noting, and such a weak gravitational force that jumping is essentially flying. When on the sunlit side of the asteroid, extreme heat prevails, while on the dark side, extreme cold is the norm. The rules for zero-gravity environments (see page 318) apply on all asteroids in the Belt.

Uninhabited asteroids are barren wastelands of rock and loose rubble, often not worth the effort to explore. Some few asteroids contain pockets of aetherite, however, which is enough to attract prospectors and explorers despite the mineral's toxic properties. The surface of these aetherite-bearing asteroids is highly radioactive, posing an additional danger to explorers (see page 442) for details on aetherite exposure).

Every asteroid in the Belt is constantly peppered with grains of dust, which wears away objects over time: treat this as a sandstorm (*Pathfinder Roleplaying Game Core Rulebook*) for exposed creatures. Objects on the surface of an asteroid take damage based on that item's hardness, according to the chart below. This damage, when applied, ignores hardness.

Hardness	Damage
0	1d4 per day
1-10	2d6 per week
11-20	1d6 per week
21+	1d4 per week

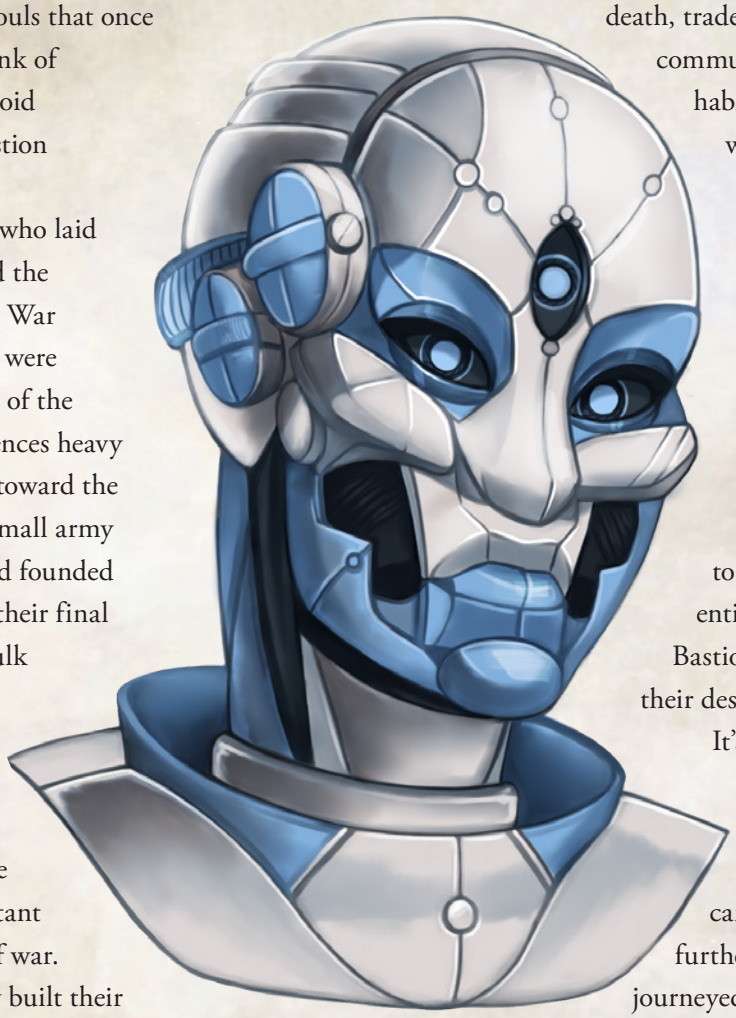
Locations of Interest

Scattered throughout the Amrita Asteroid Belt are sites of interest and importance. Due to the vast distances of empty space that make up the Belt region, countless unexplored or unknown locations await discovery.

Ballast Center: A flotilla of derelict aetherships lashed together by salvaged parts drifts through the Belt, operating as a home for adventurers, explorers, salvagers, and traders. This small community survives on the thriving salvage trade of Amrita, and charges a modest fee of 25 au to dock at its numerous ports. In spite of its ramshackle nature, the Ballast Center has a sustained atmosphere from the nominally functioning aetherdrives jury-rigged through the derelict ships that make up its foundation. The leader of Ballast Center, **Akhan Jahrur** (CN middle-aged female human ranger [zero ranger] 7) is a fair but strict woman who has no tolerance for wanton violence and piracy.

Bastion of Unity: A large, dark asteroid lurks on the fringes of the Amrita Asteroid Belt, a site of

folklore and legend associated with the mysterious disappearance of all souls that once called the desolate hunk of rock home. This asteroid was the site of the Bastion of Unity, a colony of infused war deserters who laid down their arms amid the height of the Century War after discovering they were fighting child soldiers of the erahthi. Their consciences heavy and their resentment toward the Hierarchy great, the small army of roughly 160 infused founded a refuge at the site of their final battle. The derelict hulk of their downed aethership and the erahthi battlecruiser they destroyed still scars the rocky surface of the comet—a constant reminder of the toll of war. Around this ship they built their settlement, salvaging parts and building structures and atmospheric generators capable of sustaining life in the harsh void of darkness and silence.



Allegro

For a time, the Bastion of Unity eked out a meager existence on the fringes on the Belt. Local traders recalled the infrequent trips these isolationists would make in their sole operating shuttlecraft to outlying settlements. Word spread of the infused monk who once led their community, known only as the Icon of Unity, who immolated himself after 3 days of meditation. Traders who heard the account of the Icon's death claim that he psychically transmitted the experiences of his death to his brothers and sisters as he sat motionless in the flames.

Three weeks after the Icon of Unity's death, traders returning to the insular community found no signs of habitation. The settlement was still present, food and supplies left out for the taking, but all of its infused inhabitants had vanished without a trace. Explorers who attempted to resettle the asteroid likewise disappeared, and over time travelers began to avoid the area as even entire ships passing near the Bastion of Unity never reached their destination.

It's unknown what happened to the colony, and few residents of the Belt care enough to investigate further. Adventurers who have journeyed to the Bastion of Unity in search of salvage and kept their visits brief have returned, but recent stories out of the ghost town report erahthi symbionts roiling in corpse-filled pits amid the ruined hulks of downed aetherships.

The Ethereal Temple: While most Amritan settlers are running from their past, some seek the isolation of this remote frontier in order to distance themselves from the world's conflicts or in pursuit of something greater. In 3977, a handful of human and infused monks departed Akasaat following the guidance of a phalanx prophet named **Allegro** (LN male phalanx oracle [time] 10) who discovered a reference to a lost Progenitor ruin hidden in the Score. Allegro led his followers on a 6-year journey, scouring the Amrita

Belt before discovering a cobalt asteroid containing the site foretold in the Score.

This 40,000-square-foot structure does in fac date back to the age prior to the Collapse. With time, significant technological resources, and determination, Allegro's followers were able to bring power to the ruin and restore it nearly to its original function. A colossal holographic orrery at the heart of the temple depicts the Aethera System as it once was, tens of thousands of years ago.

Allegro and his followers believe the structure is a temple, and established it as an independent site of veneration—not of the Score, but of the Progenitors themselves. Allegro believes that the Progenitors are capable of hearing the prayers of the faithful, that his power is derived from them, and that the Score is merely the will of the Progenitors written across time and space. Over time, Allegro's fringe religious beliefs attracted more wayward souls, building a growing community of ascetics and philosophers from those cast off by society.

Allegro believes that the temple is the key to determining the fate of the Progenitors, but his research into their disappearance is hindered. First, he has become increasingly paranoid—though not mistakenly—that the Hierarchy will attempt to seize the temple for themselves now that the Century War has ended. This has prevented him from contacting some of the brightest minds in the field of Progenitor archaeology, due to their ties to the Hierarchy. Second, Allegro's vision of the temple's purpose is entirely skewed by his own preconceptions of the Progenitors, and any evidence at odds with this perspective is summarily dismissed.

In truth, the Ethereal Temple holds no secrets to determining the fate of the Progenitors, but may soon determine the fate of its residents. Immediately upon its reactivation, the temple began re-arming security protocols, and a weapon of catastrophic power—one neither Allegro nor his people are aware of—is coming online piece by piece. The strange mechanical noises heard in the walls of the temple are the cries of this ancient device arming itself, and it will only be a matter of time before it performs the devastating function it was designed for.

The Heart of Many: Gigantic amoeba, each a macrocosm of single-celled organisms, slither across dozens of small asteroids deep within the Amrita Belt. These strange creatures are extruded by a heart-like object residing at the center of an asteroid cluster that has come to be called the Heart of Many. The Heart of Many is a vast multi-chambered asteroid composed of volcanic rock, swarming with protoplasmic life forms. Inside the lava tubes that riddle the asteroid are tunnels of living flesh and grasping cilia, enormous conscious seas of blood drifting in zero gravity, and untold aberrations coexisting in harmony with one another.

For all its majesty, the Heart of Many is a terrifyingly alien and incredibly dangerous location. Any living creature that comes into contact with the entities living near the Heart of Many is slowly transformed into a horrifying mound of twisted flesh that only vaguely resembles its former shape, and creatures typically do not survive long after their transformation. More harrowing is the ability of the Heart of Many to transform inanimate objects into short-lived flesh-and-blood creatures. Compounding this is the effect suffered by living creatures in proximity to the Heart of Many, a form of psychosis that compels them to reach the Heart of Many under any means possible, usually resulting in an excruciatingly painful death. Yet even this is not the full extent of the Heart of Many's unusual properties: those slain by the flesh-warping properties of the Heart often re-emerge in other reaches of the Belt as tulpa[B5] that secretly observe the inhabitants of the Amrita Belt with no knowledge of their creation or purpose, save for a compulsion to understand.

After Hierarchy explorers discovered the Heart of Many in 3960—an expedition in which 89 lives were lost—the Hierarchy commissioned six battlecruisers to the area under orders to bombard the Heart until it was destroyed. While the initial attack appeared

successful, the Heart reconstituted itself within a single month's time. Since then, the Hierarchy and other organizations have kept a safe distance.

The Heart of Many moves with the flow of all objects in the Amrita Belt, following the aetheric currents. The amoeba that serve it never venture more than 1,000 miles from the central mass, minimizing the hazard for those who know to keep their distance. The Hierarchy has set up warning buoys broadcasting the nature of this danger on open *farcaster* channels, but local pirates and scavengers have stolen or scrapped more than half of these buoys since their installation, leaving dangerous avenues of approach to the Heart for unwary travelers.

In 4003, researchers from the Harper Institute in Complex Four established a mobile research station on the outskirts of the Heart of Many's territory, based fr0m a decommissioned frigate. These researchers perform dangerous captures of the Heart's amoeba using specially designed shuttlecraft, and return all captured amoeba back to the Heart after study. The Harper Institute's research has proven what many speculated over the year: that all of the inhabitants of the Heart of Many are a part of a living whole, an ecosystem of colossal size that appears to be slowly growing as it collects more material from the diaspora of the Belt.

Sol's Landfill: This ramshackle world is formed from space detritus, tiny asteroids, and aethership scrap is coalesced into a large, haphazard mass. Like Complex Four, Sol's Landfill was originally the site of a mining expedition. Unlike Complex Four, not enough of the site was deemed valuable enough to continue colonization, and the mining community lay abandoned for decades. Due to the swirling aetheric currents in the region that promote the formation of conglomerate asteroid masses, the site was designated as a dumping ground for waste material by local settlers and mining operations.

However, many of the neglected objects that litter Sol's Landfill have since become tsukumogami[B5]—living objects. Demolished aetherships, heavy equipment, miners' suits, and various other pieces of equipment from the initial mining expedition have formed factions and begun warring with one another. The tattered, rusted garbage dropped onto Sol's Landfill is adopted by the tsukumogami factions, even as the components begin to wake from their slumber. These bizarre entities are possessed of a singular privacy, often lying dormant when foreigners arrive to deposit new materials onto the landfill, leaving little evidence of their activity when being observed.

While most of the tsukumogami are neutral or even friendly toward adventurers, some ambush and murder explorers for the purpose of harvesting their material possessions—waiting for these new objects to awaken so that they might be recruited into their bizarre wars.

The Cosmic Inferno: One of the larger asteroids in the Amrita system, the Cosmic Inferno is one of those few naturally able to sustain life, due to the presence of a Progenitor-era structure that generates its atmosphere. The Cosmic Inferno appears to be a slow-moving comet from a distance, constantly trailing a haze of expelled atmosphere in its wake. On closer examination, this asteroid swirls with clouds, vibrant aurora, and a massive desert of opalescent sand. But where life thrives on the Cosmic Inferno, so does strife. This asteroid is the home of war-hungry nomads too bloodthirsty to integrate into society; refugees, escaped prisoners, and deserters have lashed themselves together into a barbaric community of cannibals and murderers living amid what appears to be a bastion of paradise adrift in the Amrita Belt.

Most of the Cosmic Inferno is a dream-like desert landscape, though small valleys blanketed with purple flowers called glories provide a stark contrast of natural splendor and otherworldly mystique. The buds of glories can be harvested to create a drug which bestows great physical strength at the cost of its user's sanity, and is believed to be the cause of the ravaging clans of marauders living on the asteroid. The Blue Star Consortium frequently clashes with these disparate clans, making raids on the Cosmic Inferno to harvest glories for its own drug trade.

This conflict has left behind a small army of souls for the native inhabitants of the Cosmic Inferno, a small cabal of catrina psychopomps[B4] that gather at the Vibrant Dominion, a colorful region of the asteroid touched by the Ethereal. The true aims of these psychopomps are unknown, nor is it clear what they do with the souls of those who die in the region around the asteroid—but in spite of their psychotic bloodlust, the clans of the Cosmic Inferno seem unwilling to confront these enigmatic entities.

Galaxy IX: In 3987, the Hierarchy battlecruiser *Galaxy IX* was crippled by a surprise erahthi attack on the journey to Seraos from the Fractured Gate. After the ship was stripped for parts, it was left adrift on the aetheric currents and was drawn into the Amrita Asteroid Belt. The vessel was eventually discovered by **Captain Syjan Bellaria** (CG female human bard [warsinger] 11), a Century War deserter. Syjan now operates the largest Rider network in Amrita, disguised as a salvage crew picking clean the remains of Century War battlegrounds. Syjan's crew provided early warning for settlements dangerously close to conflict zones, and spread word of the war's progress (or lack thereof) from both the Akasaati and Kir-Sharaat theaters. So when Syjan's crew discovered the *Galaxy IX*, they found a singularly unique opportunity.

Rather than salvaging the ship's remaining metal as scrap, Syjan sacrificed seven vessels from her fleet to rebuild the *Galaxy IX,* turning the massive vessel into a mobile broadcast station the likes of which the Riders had never before possessed. Housing multiple aetherdrives, the *Galaxy IX* was outfitted with long-range *farcaster* equipment that greatly enhanced Syjan's ability to spread the Riders' word across the free reaches of Amrita.



Syjan Bellaria

Today, *Galaxy IX* is a pirate broadcast station spreading messages and music throughout the colonies, much to the chagrin of both the Hierarchy and the leaders of Complex Four. Captain Bellaria is aided by her longtime friend **Gull** (CG male phalanx bard [vox rider] 7). When Syjan isn't broadcasting a political diatribe or disseminating news from across the system, Gull plays music from new and obscure artists, as well as musicians experimenting with new genres.

Galaxy IX is maintained by a ragtag crew of bohemians and technicians primarily comprised of war veterans who served with Syjan, though Gull also hires freelance journalists for their independent news broadcasts. *Galaxy IX* is quickly its influence on public opinions and tastes throughout the Amrita region, and the crew has gained twice as many enemies as they have allies since more brazenly operating in the region. In 4002, *Galaxy IX* fought off a clandestine attack force sent by the Hierarchy in a short but fierce battle, which unfortunately destroyed *Galaxy IX*'s fore and broadside artillery, leaving the pirate station more vulnerable than ever.

Complex Four

The debris of broken aetherships races across the would-be sky like jagged metal clouds; tiny meteorites flare and flutter above the surface, dancing to unheard music. A dead, lopsided asteroid drifting in space, untethered by trajectory, should not be teeming with life—yet, built between its crevices lies Complex Four, a thriving metropolis where academics, degenerates, and wanderers eke out a living. Detached from the direct influence of other worlds, Complex Four has become a nexus for fringe elements of society.

Complex Four

CN metropolis

Corruption +6; **Crime** +7; **Economy** +6; **Law** +2; **Lore** +3; **Society** +6

Qualities cultural revolution, free city, isolated, prosperous, notorious, strategic location

Danger +25

Demographics

Government overlord

Population 620,961 (79% human, 16% phalanx, 4% infused, 1% other)

Notable NPCs

Rushel Undertaker, leader of the Blue Star Consortium, (CN/CG old male human rogue 4/vigilante[UI] 6)

Nataalys Harper, head of Harper Foundation, (NG female infused investigator[ACG] 6/ spiritualist[OA] 1)

Ralendu Creed, Cleaver Seven crime boss, (NE male human rogue 8)

Vertex, Phantasm crime boss, (LE male phalanx slayer[ACG] 7)

Erith Cole, Hierophants crime boss, (LE female human cantor [void] 7)

Voice, Dead Collective crime boss, (LN female phalanx medium[OA] 9)

Economy

Base Value 27,200 au; **Purchase Limit** 200,000 au; **Spellcasting** 8th

Minor Items nearly all; **Medium Items** 4d4; **Major Items** 3d4

Settlement Modifiers

Cultural Revolution: A boom of new art and creative thinking has come over the settlement, promoting free thinking and overturning conventional wisdom. Lore –2, Society +3

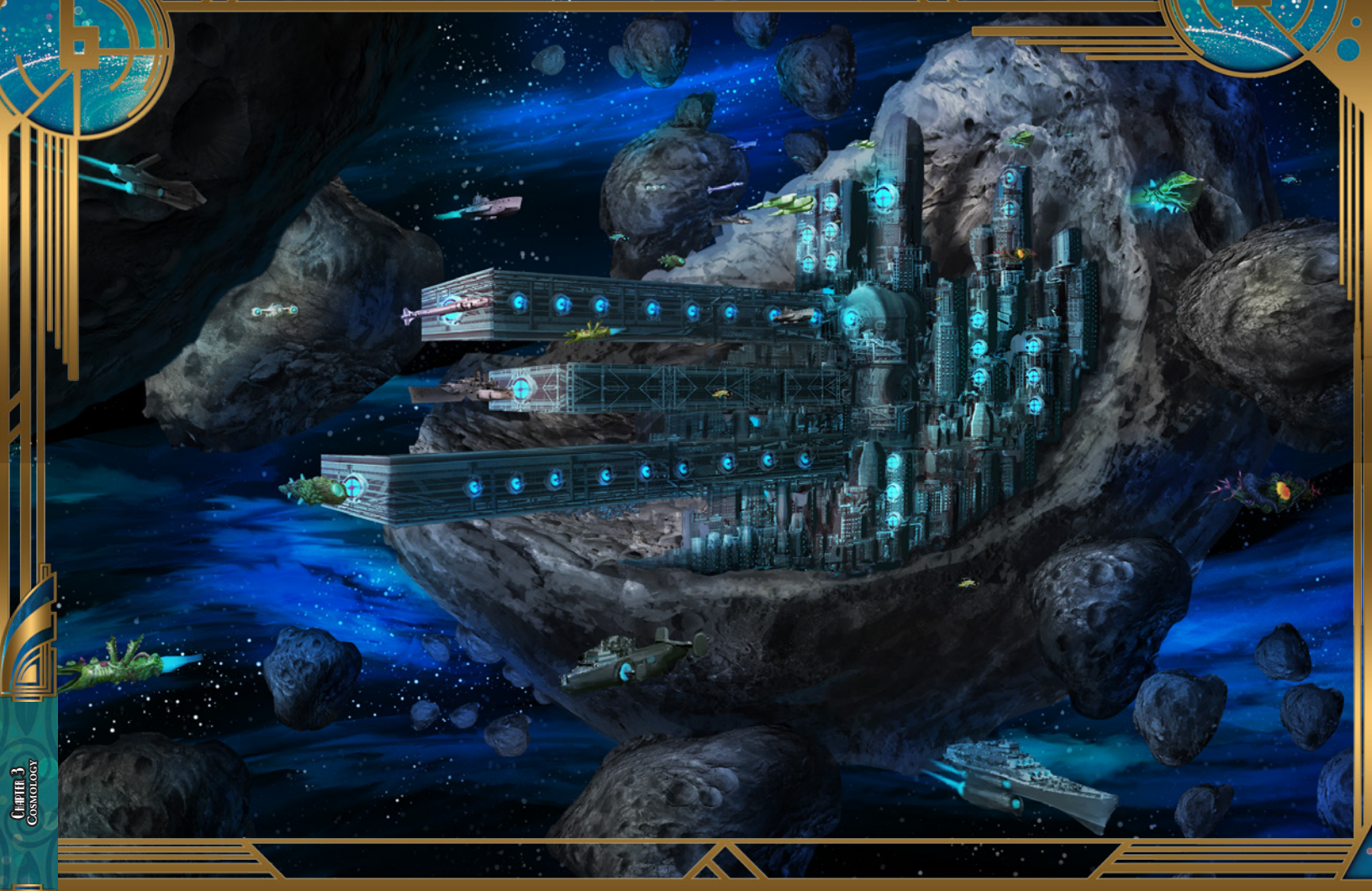
Free City: Lax laws and relaxed enforcement have made this settlement a haven for outlaws and refugees. Crime +2, Law –2.

Isolated: The settlement has no allies to call on in times of need, and its law enforcement doubles as a standing military. Danger +5, Crime +1, Law –1

Complex Four History

Complex Four was born from the desperation of the Blue Star Mining Corporation, a conglomerate of energy companies operating under the auspices of the United Consortium. During the aetherite shortage that ultimately led to the Century War, the Blue Star Mining Corporation staked a claim on dozens of large asteroids across the Amrita Asteroid Belt, sending teams of prospectors to scout the asteroids for aetherite deposits and, when successful, signal teams of colonists to travel from Akasaat and mine the asteroids until depletion. The asteroid Dalia, named after the prospector Dalia Gardener who first explored its surface, was one of 17 asteroids prospected in 3920. Of these asteroids, 12 contained aetherite deposits that—while significant—couldn't justify the establishment of expensive off-world mining colonies. Dalia was different, and the first 260 colonial miners arrived on Dalia in 3923.

No one knows what happened to the original colonist-miners who constructed Complex Four. In 3925, communication with Complex Four was lost. A recon team, led by aetherite researcher Bassal Harper and a crew of mercenaries and miners, was dispatched



by the Blue Star Mining Corporation to determine the cause of the radio silence. On arriving at Complex Four, the team discovered a grisly scene: all of the settlement's aetherships had been destroyed from within, and an apparent riot had claimed more than half the settlers' lives. The survivors were nowhere to be found. A suicide note written by foreman Daleno Archer was discovered in his personal quarters, indicating that the mine was a loss and that none of the prospected aetherite veins actually existed. Daleno claimed that Dalia Gardener had misled the corporation and disappeared into the ravine below Complex Four after setting fire to the food stores and sabotaging the aetherships. Foreman Archer's body was found 2 days later near the lower docking arm, floating in the vacuum of space without a containment suit. Dalia Gardener was never found.

In their search of the compound, Bassal Harper's team discovered that the miners, while attempting to find Dalia' claimed aetherite veins, had unearthed an ocean of strange, protoplasmic fluid locked within the asteroid. The strange radioactive slurry was the byproduct of gargantuan amoeba living inside cysts within the asteroid. The results of Harper's experiments on this fluid were eventually sent to the Hierarchy, and this research ultimately led to Harper himself becoming a key contributor to the Paragon project.

The Blue Star Mining Corporation made several attempts to secure the asteroid and make some financial gain from Complex Four's loss, but the wages of war cut deep into the company's bottom line. Complex Four was officially abandoned after another year, and remained so for nearly two decades.

In 3950, the struggling Blue Star Mining Corporation was contracted by the Hierarchy to reclaim the asteroid Dalia and Complex Four. A team of mercenaries and scientists were sent to the asteroid's surface on Blue Star-owned aetherships as part of a highly classified Hierarchy research project. The team's goal was to secure the Complex Four facility and reopen experimentation on the protoplasmic fluid

contained within the asteroid. Much of the mission's details were kept from the crew, and tensions ran high among everyone involved.

Two days after the team touched down on Dalia, the mercenary crews came under assault from a cadre of petrified undead accidentally released from one of the asteroid's protoplasm-filled cysts. The operation's Corporation bosses fled once the defensive perimeter around the administration camp collapsed, abandoning the remaining mercenaries and researchers to a horrifying death.

The captain of the mercenary company died in the initial assault, but a low-ranking officer named Rushel Undertaker took command of his comrades in an attempt to survive until they could be rescued. Rushel's plan was a desperate one: turn the derelict mining equipment on the undead and hold the line at the settlement's largest refinery. Not everyone trusted Rushel's lead, with some instead attempting to salvage one of the original mining crew's sabotaged aetherships to escape, but these unfortunates were overwhelmed by the undead. Those who reluctantly followed Rushel's plan waged an hours-long battle which they emerged from, surprisingly, victorious. This was the genesis of Rushel's legacy.

It would be 9 months before the Blue Star Mining Corporation returned to assess the damage at Dalia, and by this time Rushel had developed delusions of grandeur, desiring to take control of the entire asteroid complex for himself. He managed to marshal the survivors into a rag-tag militia, and convinced them to turn on the company that had abandoned them. Rushel and his allies employed harpoon cannons intended to snare passing asteroids to tether the Blue Star aetherships, while other members of his team climbed out along the cables over the yawning abyss of open space, forcibly boarding and capturing the tethered ships and executing the crew.

Six more unsuccessful attempts to reclaim Dalia followed over the next 6 months, and with each victory Rushel only became more emboldened. This unmitigated financial disaster was the death blow for the Blue Star Mining Corporation, which ultimately dissolved. Rushel claimed the company's former moniker as his own and brandished it like a war trophy, naming himself the unopposed head of the newly formed Blue Star Consortium.

The limited resources within Complex Four strained the settlement's ability to remain self-sufficient. A perfect storm of isolation, lawlessness, and proximity to the Seraos Gate Hub led to the adoption of arms dealing, piracy, and drug smuggling across the region by members of the Consortium. After several months of illicit activity, Rushel and his crew were soon swimming in misbegotten wealth.

In 3957, deposits of aeronite were found in nearby asteroids. Rushel capitalized on this discovery by welcoming refugees and exiles, offering "legitimate" business opportunities to new blood settling the region. Mining operations led by this influx of settlers began in earnest shortly thereafter, harvesting thousands of tons of aeronite and offering a legitimate alternative to the now-rampant piracy. Rushel used this to present Complex Four as a thriving settlement on the fringes of traveled space. As word spread of Rushel's accomplishments, powerful Akasaati families attempted a hostile takeover of the asteroid. But Rushel's knowledge of the Amrita region and Dalia itself led to a series of short confrontations and resounding victories that sent a powerful message back to Akasaat: "Complex Four is ours."

Outside correspondence was sparse for many of the years that followed as Rushel and his crew established themselves in the Amrita region. War refugees fled to Complex Four as a promise of steady employment and a new life carried by word of mouth throughout the system. An influx of intellectuals and bohemians converged upon the asteroid colony by the thousands. In the midst of all this growth, the loosely-knit and bloated criminal network of the Blue Star Consortium struggled to adapt to the responsibilities of statehood. Composed of deserters, mercenaries, and outlaws, the Consortium formed a governing body by imitating the

policies of governments and law enforcement they had left behind on their Akasaat—but did so poorly.

By 3960, Consortium members only loosely following Rushel's leadership began flexing their own strength, attempting to edge Rushel out of the organization he had founded. After the first few outbreaks of violence nearly destroyed the colony, Rushel decided to take matters into his own hands. He and a handful of his most loyal followers led a shotgun militia through Complex Four, kicking in doors and gunning down the criminal elements that had grown out of control under his lackadaisical governance. By the time the bloodbath was over, Rushel had delivered another clear message, this time to his competitors and would-be usurpers: "Complex Four is *mine*."

Smaller gangs sensibly kept their heads down and bowed to Rushel during the cleansing, and emerged from the Consortium's infighting for the better. These smaller groups—the Cleaver Seven, Phantasm, Hierophants, and the Dead Collective—began enlisting new members from mercenaries and disgruntled Century War veterans, quietly securing their own power bases. For a time, the gangs maintained a stable equilibrium of power. But by 3974, Rushel was showing visible signs of age, and younger, eager crime lords were moving resources into position for a bloody coup. Worse yet, these efforts were largely orchestrated by Hierarchy instigators that had infiltrated Complex Four in an attempt to take the entire Consortium down from within. Rushel felt the noose tightening around his neck, and the severity of the situation drove him to a desperate—if not mad—response.

Aware that the cleansing of years past would only embolden future generations to aspire to topple his rule, Rushel carried out this next cleansing of his rivals under an alias. Rushel covertly adopted the persona of Crimson Fortune and, concealing his identity behind a steel mask, posed as a well-meaning, retired war veteran looking to clean up Complex Four. Within a matter of months, a group of armed vigilantes adorned with masks, capes, and colorful costumes erupted onto the scene of Complex Four to fight gangsters, outlaws, and terrorists. In response, the crimelords once angling to oust Rushel were forced to turn their attention on these vigilantes. Rushel carefully managed the fighting between the two groups by playing both sides against one another. When a rival grew too bold, the Crimson Fortune waged a personal war against them, and if one of the city's vigilantes got too close to the truth, Rushel slipped information down to the gangs that would lead to their death.

Eventually this mad dance of manipulation, eccentrics, and costumed violence played itself out, and a new norm fell into place. Rushel continues to maintain his position as overlord of Complex Four while also keeping up appearances as the Crimson Fortune. However, as Rushel grows older, the Fortune's appearances become shorter and further apart, leaving room for a legitimate inheritor to take up his role as Complex Four's costumed defender.

Life in Complex Four

While there are very real threats to fear in Complex Four, its citizens are survivors, and live life as such. The city has managed to draw in an eclectic blend of creatives, criminals, expatriates, veterans, and vigilantes who help drive the urban pulse beating through the settlement's streets.

The great unifiers of Complex Four are the musicians and artists proliferating the city. Okantan and erahthi dancers and singers perform with human-crafted instruments to create a style of music that is unique to the settlement. Nightclubs, cantinas, and exclusive clubs spring up virtually overnight as a resident's fortunes improve, only to shutter months later under the fickle winds of Complex Four. The Complex Culture, as the music scene of the colony has come to be known, is one of Complex Four's exports to Akasaat via voxophone recordings. Songs of loss, industrial struggle, and life on the edge of the Gulf give arcology-dwellers a taste of life in the stars.

Foreign Relations

Complex Four's defiant independence has caused friction with every established government across the Aethera System. The Hierarchy sees the Complex's vast resources and military influence as a significant threat to the stability of interplanetary law, and the frequent pirate raids on Hierarchy transports is a persistent irritant. While the Century War raged, Complex Four was a small concern compared to the threat of total annihilation; in the wake of the war's conclusion, though, eyes are turning towards the Amrita Belt with ever-increasing scrutiny.

No government openly maintains relations with Complex Four, but both the Hierarchy and the Requiescat secretly employ the pirates and mercenaries for their own private affairs, often against each other. Kir-Sharaat has the least interaction with the settlement, though the infrequent raiding of erahthi cargo vessels may be enough to unite the erahthi and humans against this outlaw settlement.

Government and Law

The seething mass of gangs, militias, musicians, and vigilantes that make up Complex Four all operate on their own codes of discipline and conduct. Rushel Undertaker's governance is minimalistic, allowing crime bosses and other powerful individuals to govern their own portions of the city so long as they don't interfere with infrastructure essential to life on an asteroid. The Blue Star Consortium, effectively a close-knit group of pirates, smugglers, and traders, maintains a stranglehold on most criminal enterprises, and Rushel's underbosses act as umbrellas for the smaller criminal organizations below them. Rushel keeps all of this precariously balanced through diplomacy, intimidation, reputation, and violence.

Outside of operations directly controlled by the Consortium and their enforcers, law and order fluctuates on a regular basis through the colony, and corruption is rampant. Anyone with enough power, influence, and charm could carve out a section of Complex Four for themselves and build an empire of their own, provided it doesn't challenge Rushel's too openly.

Factions

Complex Four is home to numerous criminal organizations, though the exact population of crime lords, gangs, and murderers fluctuates greatly over time. Since the cleansing of 3960, the largest criminal syndicates of Complex Four have remained largely consistent and maintain an equilibrium of "order" in the settlement.

Blue Star Consortium

The largest criminal syndicate in Complex Four, and the organization that all other crime lords in the region nominally bend a knee to, is the Blue Star Consortium. Rushel Undertaker's leadership of the Consortium is largely undisputed, and disputes that become more than idle threats are dealt with swiftly and violently by Rushel's personal army of vigilantes, led by his assumed identity of Crimson Fortune. Serving directly under Rushel is a small council of con artists, mercenaries, pirates, and smugglers who carry out the day-to-day responsibilities of the Consortium. **Wesser Saansko** (N female human fighter 6), a Century War veteran highly augmented by automata, is Rushel's lieutenant and most trusted confidante—but not even Wesser knows Rushel's secret identity. The aging Rushel is considering grooming Wesser to take up the Fortune's mantle, but fears her reaction to the truth behind the city's order.

The Champions of Amrita

While the dozens of vigilantes in Complex Four often work in cooperation with one another, they are largely disorganized and do not follow a single leader. They became collectively known as the "Champions of Amrita" by the local populace and are seen as a mixture of nuisance and necessity, fighting dangerous

battles in the streets against criminal organizations that have no idea that this is all a part of Rushel Undertaker's mad governance of the city. Aside from the Crimson Fortune, the most recognizable vigilantes are **Meteor** (CG middle-aged female infused vigilante[UI] 5), **Velocity Justice** (CN female phalanx vigilante[UI] 4), and **Star Ghost** (CG male human vigilante[UI] 5). The city's vigilantes tend to fight criminals responsible for the worst of crimes (murder, kidnapping, and slavery) and let less serious offenses slide.

Crime Syndicates

The four largest crime syndicates operating below the Blue Star Consortium control the streets of Complex Four. While the Consortium busies itself with higher administrative functions, it falls to these less-than-reputable groups to enforce the settlement's laws, conduct trade, and manage the city's thriving black market.

Cleaver Seven is a militant organization of pirates and mercenaries primarily operating on aetherships that patrol the space around Complex Four. **Jagged Thal** (CE male human swashbuckler[ACG] 5) captains the *Severance*, a corvette and one of the fastest aetherships in Cleaver Seven's fleet. Thal handles disputes along the docking arms and immigration concerns with a short patience and cutthroat methods.



Nataalys Harper

Phantasm is a gang primarily concerned with smuggling and black market trade throughout Complex Four. **Jask Handler** (LE female human rogue 5) oversees the day-to-day operations of the Phantasm out of the Golden Idol, a high-class nightclub located in the heart of the Commerce District. Jask frequently hires out muscle to solve disputes between smaller smuggling cartels operating in Complex Four.

The Hierophants are a cabal of religious extremists that broke away from the Hierarchy decades ago. The Hierophants believe they can use the Score for personal gain and acquisition of power across the system, and maintain the sole amphitheater of the Score in Complex Four. **Contemplative Genn** (NE female oracle[APG] [song] 4) interacts with the Hierophants' street-level concerns and is usually found recruiting for the gang at the docking arms, looking for the most desperate and hopeless of Complex Four's immigrants to seduce into the organization.

The small but powerful Dead Collective has been based out of a derelict refinery in the Industrial District for decades. Their leader, Voice, has maintained the organization since its founding as a spy organization feeding information back up the chain to the Blue Star Consortium. Voice's second in command, **Mute** (N phalanx mesmerist[OA] 4) handles most of the organization's day-to-day management, listening

to reports from operatives and purchasing choice information from travelers. Meanwhile, Voice concerns herself with a secret agenda she has carried out since the group's founding: communing with a consciousness within Dalia. When Voice first arrived on Complex Four in 3959, she felt the presence of a psychic force somewhere inside the asteroid, but could not reliably communicate with the entity. Voice has since significantly modified herself with increasingly esoteric automata components and aethertech in an attempt to boost her psychic capabilities. The nature of the psychic entity voice she believes exists—and what sort of influence it has on her actions—is unknown.

Harper Foundation

In 3997 Nataalys Harper, the granddaughter of researcher Bassal Harper, arrived in Complex Four to follow the steps of her grandfather's research in the Paragon project. Nataalys originally served as chief engineer aboard the *H.A.V. Starlight* during the Century War, but was exposed to a lethal dose of aetherite radiation when the ship's aetherdrive ruptured. She subsequently volunteered to undergo transformation into an infused to save her life.

One of the few infused fortunate enough to retain the majority of her memories, Nataalys maintained a close relationship with her grandfather after her transformation, though Bassal was overcome with grief that she chose to undergo the procedure. When Bassal passed away in 3999, Nataalys traveled to Complex Four to claim his personal possessions and discovered that her grandfather had been continuing research in secret under the auspices of the Harper Foundation, a civic institution dedicated to developing cutting-edge medical treatments. The handful of researchers Bassal trusted enough to work with welcomed Nataalys with open arms, and informed her that she had not only inherited her father's material wealth, but also the Harper Foundation itself.

Nataalys retired from the military at the end of the Century War and began to work full time at the Harper Foundation. The foundation, located in the Industrial District, employs alchemists and scholars in the field of medical research, while secretly maintaining subterranean laboratories studying the implications of the Paragon project and the mysterious protoplasm located in cysts deep below Complex Four.

Foreign Governments

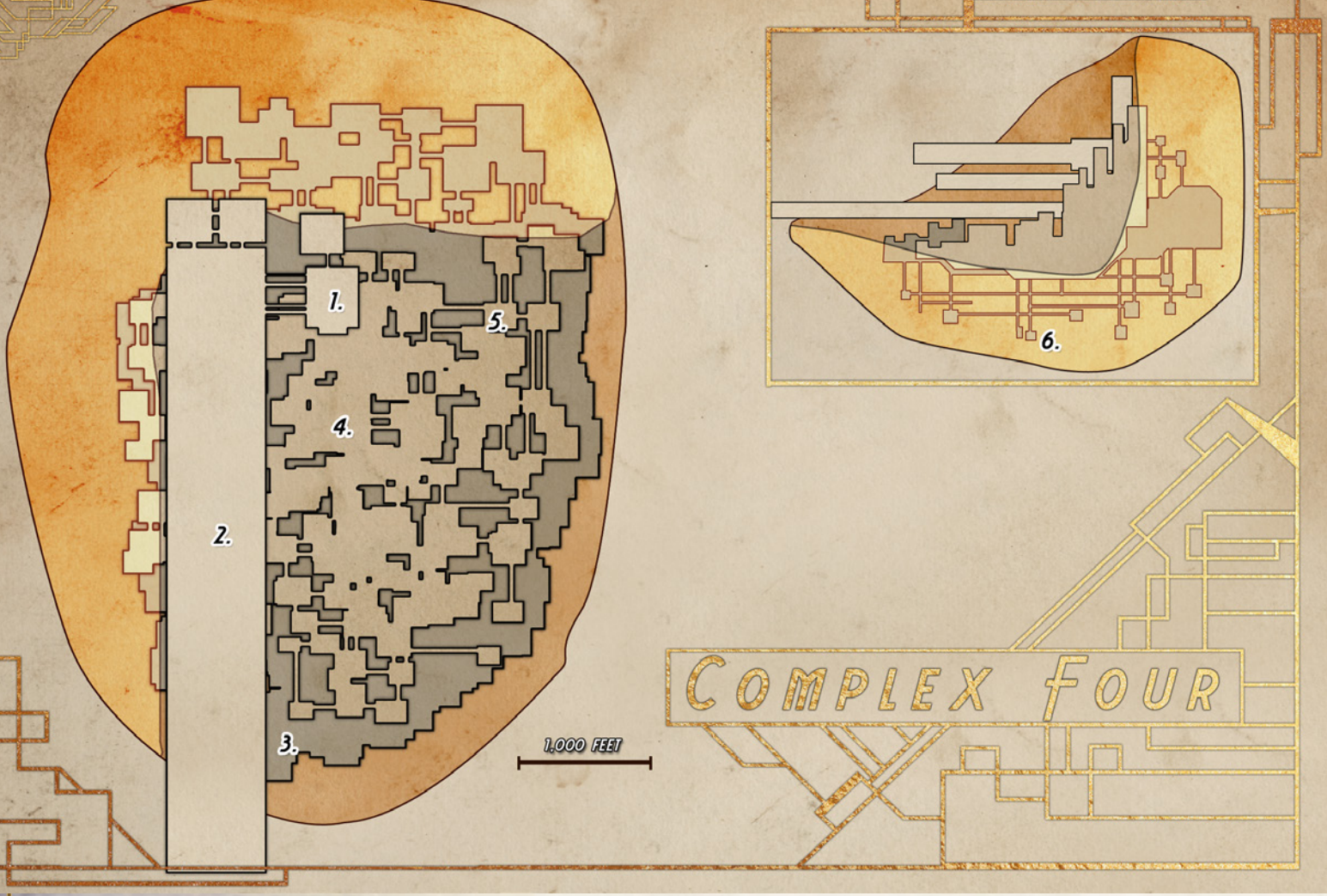
The Hierarchy has no influence in Complex Four, much to Rushel Undertaker's design. Spies loyal to Rushel work swiftly to rout out any potential Hierarchy agents gaining a foothold of power in his independent city-state. Instead, the Hierarchy is forced to make increasingly unfavorable deals with Rushel in order to accomplish their goals in the colony, and only then if those goals align with Rushel's.

The Tritarch Dominion has an even smaller presence in Complex Four, with no official diplomatic presence and few travelers arriving from Kir-Sharaat. As such, casteless erahthi tend to settle in Complex Four with no fear of reprisal from hardline supporters of the Dominion and a thriving erahthi counter-culture steadily grows within the colony's walls.

Of all the major governments, the Paragon Ascendancy (and by proxy Requiescat humanity) holds some influence in Complex Four. Agents of the Paragons covertly supply the Harper Foundation with aethertech and scientific research assistance. The Ascendancy believes that the Harper Foundation's research may hold the key to not only arresting the rapid degeneration of infused, but also to lost secrets of the Paragon project itself. However, should the Harper Foundation discover too much, or learn secrets that the Ascendancy does not wish revealed, they may suddenly find themselves in graeat peril.

Complex Four Gazetteer

Much of the Complex's original construction is maintained by whatever criminal organization claims it as their own, so the state of upkeep in different parts of the asteroid colony is largely inconsistent. Nearly



all of Complex Four is rusting, leaking, or broken in some capacity. Even the nicest areas of the city feel old, worn down, and in need of repair. Most of the metropolis is located inside the confines of enormous towers and three primary docking arms, each of which contain airlocks capable of connecting to aetherships. Many of the largest towers also contain at least two aetherships docks. The following are just a few of the sprawling city's sites of interest.

1. **Commerce District**: Located at the heart of the metropolis, the Commerce District is an enormous vertical mall of neon-lit businesses and courtyards surrounding an open central air shaft. The Commerce District once served as administration and common area for mining operations and is onnected to all three docking arms and the residential towers, this district is the physical and social heart of the city. Clouds of steam billow up from the lower levels of the Commerce District at all hours, and condensation from the highest level of the district falls back down to the lower levels as a light rain every ten to twelve hours. Tens of thousands of people come through this district on a daily basis, moving supplies and ideas with equal fervor. Street performers play on concourses and public transport aetherships shuttles buzz from level to level, operated by private drivers who hold varying degrees of familiarity with the city's layout . The lower levels of the Commerce District smell distinctly of mold, stagnant water, and rust. Clouds of steam regularly roll through the cylindrical corridors, shrouding the entire level in near-perpetual fog. Most of the businesses and trade done on the lowest levels belong to the more notorious criminal enterprises. Assassinations, drugs, and slavery are common imports and exports. From these squalid levels, the quality of life and merchandise increases all the way to the highest level of the Commerce District below an enormous, grimy dome of alchemically-reinforced glass that once afforded a clear view of the stars.

Now this greasy piece of glass is ringed with thick layers of grime at its outer edge and fogged by accumulated water and steam at the center. Nightclubs and bars encircle the highest level, many of which serve as public meeting places for criminal enterprise.

2. **Docking Arms**: Complex Four has three docking arms that are public airlocks for incoming and outgoing aetherships. Each docking arm contains multiple bars, inns, restaurants, permanent residences, small markets, and warehouses. Upper Dock measures 3,750 feet in length and is ten stories thick. Middle Dock is the shortest of the three docks, measuring 2,870 feet long, and contains a sizable menagerie of imported animals maintained by **Tennson Handler** (CN middle-aged female human ranger 7). Low Dock is the longest of the three, extending 4,988 feet, and is the only dock where raw and refined aetherite is permitted for transport. Furthermore, these dangerous materials must be kept to the furthest 800 feet of the docks, so as to prevent an explosion from damaging the other docking arms.
3. **Industrial District**: Located directly below the Low Dock, the Industrial District is a labyrinth of factories, refineries, ironworks, and all manner of heavy industry. The Bullet Emporium is the largest manufacturer of firearms and ammunition in Complex Four, and its foundries burn day and night. The Bullet Emporium is managed by **Kindler** (N male phalanx gunslinger[UC] 7) and is exclusively staffed by phalanx manufacturers.
4. **Middle Wards**: While officially a part of the monolithic Residential District, the Middle Wards are a sloping collection of towers containing low- and middle-class residences housing the hundreds of thousands of residents living in Complex Four. Most housing here is owned privately by gangs that long ago staked a claim to various levels of the residential towers. Overcrowding is an obvious problem in the Middle Wards, exacerbated by the end of the Century War, as a wave refugees and expatriates came to Complex Four. Multiple families typically live together in a single apartment, and every few months an outbreak of common, airborne diseases will spread through the Middle Wards, resulting in a quarantine lockdown until the matter is resolved.
5. **Upper Wards**: The second subdivision of the Residential District, the Upper Wards are home to not only upper-class private residences, but also upscale businesses catering to exclusive clientele—though even these structures are visibly deteriorating. Many of these residences and businesses possess their own private aethership docks and maintain private security independent of Complex Four's criminal organizations. The Starlight, Lost Divide, Wounded Wall, and Zero Den are some of the more well-known establishments serving the Upper Wards' wealthy and elite clientele. The most influential crime lords in Complex Four reside in the Upper Wards, as does Rushel Undertaker himself, in a private tower bristling with security that overlooks the entirety of the city.
6. **Deep Sector**: Below the Industrial District is a network of tunnels dating back to the initial aetherite mining attempts made below Dalia's surface. These tunnels extend for miles through the asteroid, many connecting to ancient seas of protoplasmic gel inhabited by aggressive, gargantuan amoeba that feed on black organic material coating the walls of these cysts. Other threats include strange, petrified undead fused into the rock surfaces awaiting release. These bizarre creatures appear human, though much of their bodies are fused with deformed bone growths. There is no security to prevent access to the Deep Sector, and not even agents of the Harper Foundation regularly enter these passages—though the foundation on occasion hires outsiders to explore newly opened cysts or retrieve samples of the protoplasmic fluid and other unusual materials.

Seraos

The gas giant Seraos is the newest world to the Aethera System, created as a byproduct of the destruction of the ancient world Amrita. In the space near Amrita, a sliver-sized vortex to the plane of air cyclonically collected the debris of the ruined world, pulverizing the wreckage and stellar gases caught in its growing form. The connection to the plane of air acted as the focal point of a stellar blender, reducing matter caught in its grasp to constituent components. Over the course of unknown centuries, the bulk of Amrita's remains stabilized into the modern Amrita Asteroid Belt. But the nearby planar phenomenon also caught up enough residual matter from the dead planet to create the world of Seraos.

As a gas giant, the atmosphere of Seraos is composed of numerous layers of conglomerated vapors and semi-tangible clouds. Yehdre, the outermost layer of Seraos, is the layer most commonly traversed by the aetherships of the Aethera System's numerous races and institutes. Translucent gray and white clouds move in dancing atmospheric patterns atop the world's outermost layer—a division made apparent by the second layer's stark transition to a deeper blue palette. In Yehdre, the atmosphere is gentle enough not to crush visiting vessels, thus facilitating the comings and goings of aetherships, but the high toxicity of this environment means that most living creatures exploring Yehdre are forced to do so in environmental protection suits or from the confines of a sealed aethership. Random gravitic tides are the most dangerous aspect of this otherwise tame layer of Seraos, such effects dragging aetherships unwillingly down to the more dangerous regions of the world.

Landrist is the second layer of Seraos, made up of dense gaseous matter that confounds most visual and olfactory senses. The clouds of this layer are home to storms of torrential water, sporadic elementally-infused lightning, and numerous corrosive energies. The ruined hulks of enterprising aetherships caught in Seraos's gravity well usually end up as debris in the roiling clouds of Landrist. Intense pressure warps and wrecks the hulls of unprotected vessels entering this layer, and even those ships with the forethought of readying their vessel for such atmospheric hazards are often ill-prepared for the lacerating lightning, or—perhaps worst of all—the aberrant and damned beings that call this layer home. Landrist's resident entities consist primarily of enraged and stranded elementals, as well as the spirits of dead aethership crew who've

Seraos

Astrological Information

Type gas giant

Other Names none

Orbital Period 12 years

Rotational Period 12 hours

Physical Information

Atmosphere toxic (see Seraos miasma below)

Diameter x9

Gravity varies

Primary Terrain air

Satellites twelve moons (Axiom, Behemoth, Glint, Hope, Ion, Kassik, Latheer, Monument, Optima, Shard, Sharek, and Vandal), the Sphere (artificial satellite), Gate Hub, asteroid ring

Societal Information

Demonym Seraosian

Government none

Known Population 3,000 (40% human, 42% erahthi, 14% phalanx, 2% infused, 2% other)

Notable Settlements Fractured Gate (small city)

Primary Inhabitants air elementals, erahthi, humans, lightning elementals[B2], oma[B4], phalanx

Primary Languages Auran, Erahthi, Hymnas



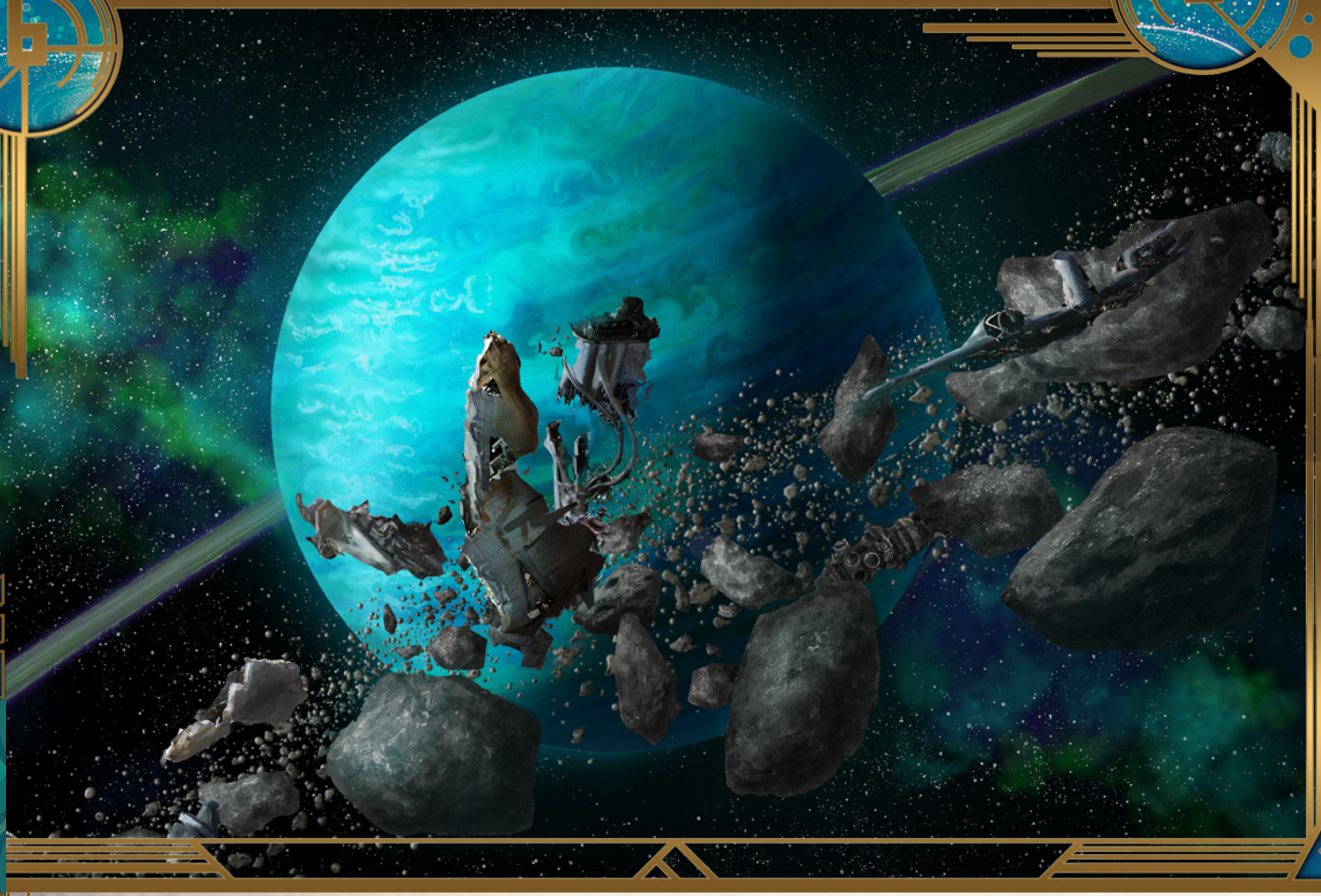
found themselves dragged into the treacherous region. Some ships still trawl Landrist, piloted by malign and spiteful crew, but devoid of a single living creature onboard.

The sight of Seraos' third layer, Vorsaag, is occasionally visible through auspicious breaks in the churning clouds of the world's second layer. Light carries only short distances in the otherwise dark miasma of Vorsaag; the third layer of Seraos is so condensed that it resembles a pitch black poison gas with the consistency of water. Only the most magically protected of aetherships can survive the shearing stresses of what outsiders consider to be the innermost layer of Seraos. A mere handful of vessels have made the attempt to brave the depths of Vorsaag since the planet's. The phalanx explorer Sojourn attempted such a voyage, and his internment at the Hospice of the Broken Mind in the settlement of Fractured Gate is a testament to the damage resulting from his failed expedition. Other explorers claim cyclopean creatures plow through Vorsaag's murk, vast leviathans whose purpose is as mysterious as their presence near the inhospitable core of the world.

Planar scholars across the Aethera System theorize that the core of Seraos is a distinct layer from Vorsaag, and believe that the tempestuous nature of the planet ends there. This theorized core would be a peaceful realm of placid winds, suspended clouds, and breathable air connected to the elemental vortex that first created Seraos. But even if this theory is correct, who—or what—exists within the eye of Seraos' proverbial storm is unknown.

Three concentric rings of ice chunks and debris surround the world of Seraos. These rings are locked in the gravity of the gas giant, along with innumerable hunks of stellar debris and derelict aetherships from the Century War. The ice rings make an ideal spot for marauders seeking to hide or ambush Seraos-bound ships. The pirates dwelling amidst the rings of Seraos have their own problems, however, for several planar fissures have seeded the rings with violent elemental creatures crafted from polished ice. The largest of these ice elementals now incorporate systems of wrecked aetherships into their form, powering these modules with their own inherent elemental energy. Despite this, as long as a visiting vessel is aware of the dangers posed by the rampant amount of rubbish and wreckage, the space surrounding Seraos is tame compared to the hazards of the actual gas giant.

Seraos' Gate Hub, formerly the Gate Hub of the destroyed planet Amrita, is located within a mass of ice and rock, caught within the Seraos' outermost



ring. The ice-layered asteroid chunk covers several sections of the Gate Hub, but those linking to other known ports in the Aethera System remain open for travel. The hub points outwards from Seraos, giving incoming aetherships ample time to prepare before turning to venture in the debris-rich space surrounding the air-aligned world. Those experienced with the system know the hub by its more common name, the Fractured Gate, which is also the title of the colony built around the Gate Hub itself.

Adventuring

Humanity discovered the world of Seraos during the aetherite rush prior to the Century War. The hopes of finding vast stores of aetherite locked in the planets' debris rings proved fruitless, and more energy was expended in mining operations among the rings than was returned. When richer aetherite veins were discovered in the nearby Amrita Asteroid Belt, Seraos was largely abandoned by humanity until the start of the Century War.

During the war, both erahthi and human forces built outposts across Seraos' rings, and confrontations over these holdings claimed tens of thousands of lives. Attempts by both sides of the war to build secret bases and shipyards in the upper atmosphere of Seraos were met with calamity, and ultimately the world became known as a graveyard. In the post-war era, most races of the Aethera System consider Seraos a distant and inhospitable world with little inherent value. Much of the interest in those visiting Seraos is centered on the nearby Amrita Asteroid Belt, with the majority of visitors traveling on to locations like Complex Four. However, now that the hostilities of the Century War have concluded, interest is rising in Seraos itself. Self-proclaimed explorers entering the system and taking their ships into the upper layers of the world scour the graveyards of past battles for salvage. Much of this exploration is facilitated by the growing colony of Fractured Gate, a settlement built and maintained

by phalanx on the asteroid-covered Gate Hub of the system. Fractured Gate is the largest settlement near Seraos, able to accommodate dozens of aetherships of varying sizes, as well as thousands of immigrants, refugees, and visitors. Explorers intent on establishing long-term endeavors in Seraos do well to ensure a pleasant relationship with the leaders and merchants of Fractured Gate, lest they find themselves unsupported in this otherwise wild region of space.

Piracy is a common concern for ships seeking to explore the upper layers of Seraos. Numerous piratical bands originating in the Amrita Belt stalk the outer layer of the world and the nearby rings. The Carrion Clouds, the Frozen Panoply, and the Windriders are just a few of the colorfully-named bands of pirates hiding amidst the ice belts of Seraos.

Competition is rampant within the layer of Yehdre, with dozens of ships vying for choice locations where atmospheric turbulence is less severe. Because of the gravitic and planar phenomena that wrack the world, it's common for exploring ships to be clustered in a relatively small section of the world's upper layer. The most successful explorers of Yehdre are also the most generous, always offering their assistance to other aetherships who've stumbled upon problems—after all, they could be the ones calling for help in the future.

The layers of Landrist and Vorsaag are where the wild nature of Seraos becomes apparent. Only a handful of ships dare venture into these treacherous sections of the planet, and those that do are well shielded and expertly crewed. Beyond the already deadly atmospheric effects of the region, it's within these two layers that the actual inhabitants of Seraos reside. From terrifying kraken-like entities capable of surviving the crushing near-fluidic atmospheres to the more benevolent oma[B4], powerful creatures dwell alongside turbulent seas of elementals and undead. Other sightless horrors lurk in these depths, unknown to those above.

None have pierced the miasmic storms of Vorsaag to reach the territories of the theoretical realm of Luuvt. The creatures and threats of that deepest layer are left undiscovered.

Seraos Miasma

The toxic air of Seraos is treated as an inhaled poison with a save DC of 15 in Yehdre, and DC 20 in Landrist. Creatures who fail this save take 1d2 points of Constitution damage. Seraos miasma is cured with one save and has no recurring frequency, but ongoing exposure requires creatures to attempt a new save each round. Two sequential failed saves versus Seraos miasma cause a creature to begin to suffocate until they are no longer exposed to the miasma. Below Landrist the environment is fluidic and breathing is impossible; however, mere contact with this fluid does not afflict a visitor with poison. Creatures that can breathe water can breathe in Seraos' fluidic atmospheres, but are poisoned by this environment as above. The save DC to resist Vorsaag's toxic environment is 30. Creatures native to Seraos are immune to its toxic environment, but may not be able to survive in other atmospheres.

Seraos Gravity

Seraos maintains several distinct levels of gravity depending on how deep into the planet one ventures. On the outermost layer of Seraos, Yehdre, the planet maintains an unusually low subjective directional gravity. This is treated as low gravity (see page 318), except a character can move normally along a solid surface by imagining "down" near or below their feet. If suspended in midair, a creature can "fly" by merely choosing a "down" direction and succeeding at a DC 16 Wisdom check. If successful, the creature "falls" in the chosen direction at a speed of 75 feet in the first round and 150 feet in each successive round, moving only in a straight line. In order to stop, a creature has to slow its movement by changing the designated "down" direction through another successful Wisdom check (again, moving 75 feet in the new direction in the first round and 150 feet per round thereafter). This Wisdom check to set a new direction of gravity can be

made once per round as a free action. Any character who fails this Wisdom check may attempt it again on the following round with a +6 bonus on the check; this bonus is cumulative as long as the character makes one attempt each successive round until success. This is identical to the "subjective gravity" trait of the Elemental Plane of Air[GMG].

In Landrist, gravity approaches normal and loses its subjective quality. Down becomes directly towards the center of the gas giant. In spite of this, there are pockets of zero gravity within the planet, typically around areas of clean, breathable air suspended in bubbles within the toxic miasma. The origin of these pockets is unknown, but they are permanent fixtures within the planet and can sometimes contain areas of objective directional gravity that pull towards free-floating planetoids or structures cocooned within Landrist.

In Vorsaag, gravity becomes hundreds of times more intense. The seas of fluidic miasma are lightless and dense, and corporeal creatures entering Landrist take 20d6 points of bludgeoning damage each round they remain within this layer of Seraos (a successful DC 30 Fortitude save halves this damage.) As a result of Vorsaag's high gravity, Acrobatics, Climb, Ride, and Swim checks incur a –10 circumstance penalty, as do all attack rolls. All item weights are multiplied by 10, and all weapon range increments are reduced by a factor of 10. Incorporeal creatures and creatures native to Seraos or other high-gravity environments are immune to the negative effects of this environment (though their equipment still is).

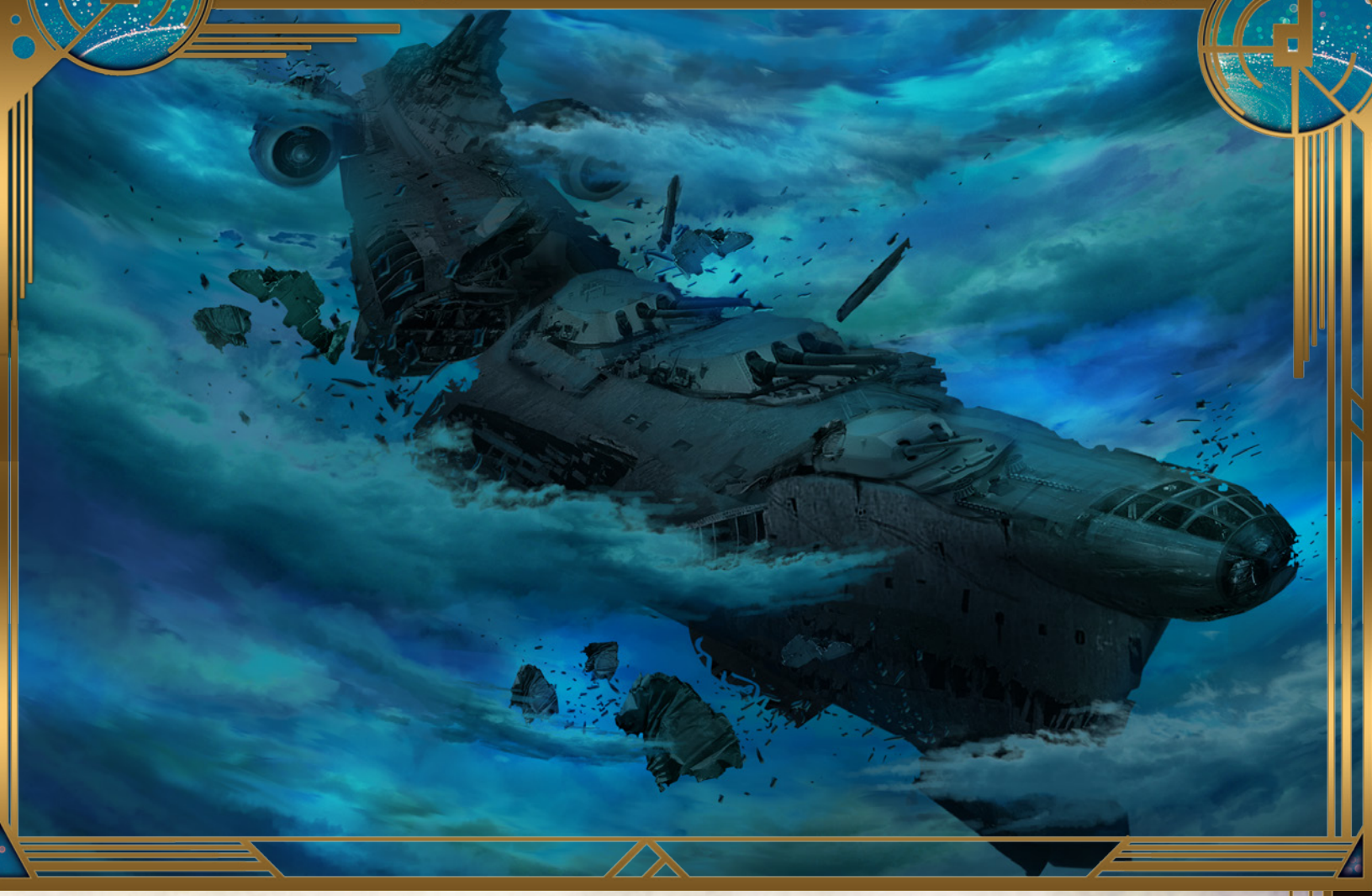
Sites of Interest

Seraos is a tempestuous world that conceals its rich history beneath increasingly-hazardous layers of supernatural weather and crushing gravity. Beyond these storm realms pirates, explorers, and wayward souls call the gas giant's frozen rings home.

Fractured Gate: The Gate Hub of Seraos is unique in that it is half-covered by an ice-encrusted asteroid. The mass of rock and ice fused with many of the hub's gate hexes, rendering them inoperative. However, this mass provides a unique opportunity to settle in close proximity to the Gate Hub.

Fractured Gate is a mixed-culture settlement formed from the ruins of a dozen older outposts that attempted to colonize the Seraos Gate Hub throughout the Century War. In the wake of the war's conclusion, independent parties worked together to build Fractured Gate into a mercantile powerhouse with representation from all foreign worlds in a council that oversees law and order. Fractured Gate boasts a primarily phalanx population comprising abandoned miners and ex-soldiers. Military-affiliated vessels are only permitted temporary docking at Fractured Gate, and security is handled entirely by local law-enforcement. The people of Fractured Gate do not attempt to enforce any immigration control on travelers coming and going through the Seraos Gate Hub, and in return are provided protection against pirates and other regional threats.

Fractured Gate is also a safe harbor for pirates traveling to and from the Amrita Belt. Treaties made with the Blue Star Consortium ensure that Fractured Gate is protected from piracy and local pirate fleets and criminal organizations are sworn to uphold this declaration and protect the independence of Fractured Gate when called upon. So far the multicultural governance of Fractured Gate has maintained an equilibrium in the Seraos and Amrita regions and all representatives governing the settlement recognize that any friction or dissent could throw Fractured Gate into chaos and spark significant conflict in the region. With Fractured Gate's existence tied to that of a Gate Hub, it makes that precarious state all the more dangerous, for no governmental body is allowed to enforce total control over a Gate Hub as a part of the Century Accord concessions. Should a conflict break out over Fractured Gate, the settlement would likely fall directly into control of the Blue Star Consortium, the only regional government not signed on to the Century Accords.



Lorynth Spire: Only visible once every 9 months, the Lorynth Spire (named for the human astronomer Lorynth Chambers, who first recorded its presence in 3739) is a colossal structure six miles wide and thousands of miles tall, if not larger, located within Yehdre. Two successful expeditions to the Lorynth Spire have so far been made, once in 3770 and again in 3808, both by Hierarchy expeditionary forces. The first expedition was only able to observe the exterior of the spire for 4 hours before the Stormflow shifted and swallowed the structure, but this initial foray described the spire as a colossal tower of Progenitor design with functional power and technological defenses akin to those of a Gate Hub.

The second group to reach the Lorynth Spire successfully docked at the top of the tower and explored a network of claustrophobic tunnels inside. This team claims that the spire maintained its own artificial gravity and breathable atmosphere, but did not appear to be intended for inhabitation. Rather, the passageways and tunnels resembled maintenance corridors. The team spent four days charting 18 miles of tunnels and conduits before they encountered swarms of mechanical constructs moving to engage them. Nine members of the expedition were "reduced to a bloody slurry" by the machine swarms and the remainder escaped with only serious injury.

The Hierarchy has a vested interest in exploring the Lorynth Spire and determining the nature of the Progenitor ruin, but the presence of the Stormflow prevents long-term exploration and docking. Teams who wish to devote more than a handful of days to the massive spire will need to be dropped off and retrieved whenever the Stormflow shifts back to the structure. To date, no known long-term expedition has successfully explored the spire.

The Lost Fleet: During the middle of the Century War, the first dreadnoughts arose from the shipyards on the Akasaati moon, Prima. These massive aetherships—small cities in their own right—were designed for long-range and long-term military engagements, armed with an absurd arsenal of

advanced weaponry, a squadron of fighter aetherships, and a crew compliment of over three thousand. Of the first three dreadnaughts to leave port—the *Concordant Measure*, the *Defiant Hand*, and the *Radiant Beacon*—only one vessel is still in service. The *Radiant Beacon* disappeared without trace a mere 7 months after being deployed to guard Hierarchy holdings around the world of Seraos, along with a contingent of eight frigates and four battlecruisers. Only a brief, garbled transmission hinted at the fleet's final fate, indicating an emergency descent into the outer cloud layer of the gas giant. The Hierarchy searched for signs of the ships for 2 years before calling off rescue efforts.

Today, the so-called Lost Fleet is spoken of in whispers and as warning to any who would explore the upper reaches of Seraos. The fate of the fleet is mostly conjecture, but dozens of explorers amidst the clouds of Yehdre report mysterious *farseeker* echoes bearing silhouettes similar to older Akasaati ship designs. Only a handful of ships have successfully investigated these mysterious echoes, discovering seemingly abandoned hulks rich with technology from the height of the Century War. Others have met with far less glorious fates, their aetherships added to the growing force of the Lost Fleet.

Moons: Seraos has 12 moons, the majority of which are large, irregularly shaped rocks devoid of life. These smaller moons measure between 50 and 100 miles in diameter and possess no notable gravity of their own. In order of closest to furthest from Seraos they are Behemoth, Ion, Glint, Sharek, Optima, Shard, Kassik, and Latheer. The remaining four moons are of considerably larger size, and each possesses its own gravity.

Hope is an irregularly-shaped moon 255 miles in diameter with a large concave portion removed from its dark side. The Hierarchy maintains a listening post inside of Hope's crater, with a skeleton crew of 250 intelligence officers rotating their posts on an annual basis. Operatives in this listening post primarily concern themselves with the actions of the erahthi outpost Atheer-Ohn, covertly operating on a shepherd moon in Seraos' ring. The Hierarchy isn't fully aware of what is transpiring in Atheer-Ohn, nor are they aware that the erahthi there no longer answer to the Tritarch Dominion. For more information on Atheer-Ohn, (see page 268).

Vandal is a pock-marked entity littered with impact craters, measuring 310 miles in diameter. The remains of an erahthi dreadnought destroyed in 3998 are scattered across Vandal's planet-side surface, visible as a dark gray mass from as far away as the planet's upper atmosphere. Much of this dreadnought's ruin remains unexplored due to the high population of akata living on the surface of Vandal.

Axiom is Seraos' second-largest moon, at 450 miles in diameter and is home to the Axiom Institute, a remote Hierarchy Protectorate training facility established after the Century War. Cadets sent to the Axiom Institute train under zero gravity conditions to better acclimate themselves to the rigors of space-based combat. Many cadets from Axion are quietly recruited into the clandestiny Orchestrators faction of the Protectorate.

The largest and most distant of Seraos' moons, Monument, is 1,700 miles in diameter and has a significantly different orbital path than all of Seraos' other satellites. Monument is a rough, dusty moon composed primarily of powdered silica. A 10-mile-wide sinkhole in Monument's surface leads into a network of cooled lava tubes that cut through the lunar surface. The Skycutter Exploration Company maintains a small outpost of 150 researchers and explorers at the mouth of this sinkhole, regularly hiring out cartographers and explorers to map the tunnels. The company's founder, **Rajek Ashraken** (N male human rogue 7) believes that Monument may hold undiscovered Progenitor ruins. Rajek's greatest discovery, a collection of ancient, fossilized human skeletons unearthed from deep within Monument, is a tightly kept secret.

Sanctuary of the Everlasting Tempest: Hidden deep within a chunk of ice and rock within the middle ring of Seraos, the Sanctuary of the Everlasting

Tempest is a repurposed Progenitor ruin maintained by the disciples of the mesmerist **Sarreash** (CN venerable male sylph mesmerist[OA] [cult leader] 11). This secretive enclave operates much like a more terrestrial monastery, with Sarreash a philosopher-icon. Sarreash's followers—primarily expatriates, wanderers, and survivors of pirate raids—live within the sanctuary's sturdy walls and train their bodies and minds in the zero gravity environment. Sarreash offers protection and community to those who follow the guidelines of the settlement, though entrance is restricted to humans and sylphs. While the community may seem like a collection of refugees and ascetics seeking a new life, there is a more sinister truth at its heart.

In the deepest interior of the sanctuary, sylph children train under a harsh routine imposed by Sarreash. This training blends the power of psychic magic alongside martial techniques similar to those employed by kineticists and monks. These children are the progeny of sanctuary residents, a feat Sarreash has achieved at a higher birth rate than anywhere else near Seraos. The exact purpose Sarreash has in store for his growing army remains hidden from all but his most trusted sylph disciples. Sarreash hopes to penetrate the deepest storms of Seraos, believing that if he manages to enter the core of the gas giant, he will be able to assume the power of one of the lost Progenitors for himself. How Sarreash came to believe this, and if it is in fact possible, is unknown.

The Sphere: An artificial satellite orbits Seraos in a fixed position opposite of the Seraos Gate Hub. This structure, a perfectly smooth sphere of unknown metallic composition, has baffled astronomers and researchers alike since its discovery in 3898. Initially believed to be a moon, this 10-mile-wide sphere was discovered to be an artificial structure when aetherships first began exploring Seraos in 3901. Attempts to breach the sphere's surface with conventional and magical weapons failed, and the handful of spellcasters attempting to use warping magic to teleport inside have never returned. No divination magic or long-range communications of any kind are able to penetrate the sphere's surface. Practitioners of psychic magic attempting to "read" the sphere with psychometry all died or fell into a catatonic state from which they have not yet been roused. Curiously, the Sphere has no counterpart on the Shadow.

Astronomical estimates indicate that the Sphere passes directly over the Lorynth spire on a 330-year cycle, due to complete in 4009. Archaeologists who have researched the Lorynth Spire believe that this trajectory is not a coincidence and may have something to do with the spire's external defenses, but no evidence to prove this conjecture exists.

The Stormflow: While the majority of Seraos' upper-most layer of Yehdre is a toxic miasma, the region known as the Stormflow provides a bastion of breathable air and calm air currents. The Stormflow is Seraos' largest jet stream, roughly traversing the planet's equator. This current of breathable air is forced up from the core of the planet and is driven by tiny elemental vortexes that fluctuate across the world's surface. The Stormflow itself is comprised of hundreds of corridors of breathable, calm wind each roughly ten miles across at their widest point. These calm regions of air are bordered by impossibly powerful walls of wind capable of ripping aetherships apart.

In the "canyons" of calm air created by these currents, the Stormflow churns up detritus from Seraos' lower levels, revealing ancient ruins, derelict aetherships, or creatures from the deeper layers. Air currents within the Stormflow's canyons range from light to strong winds, becoming increasingly turbulent the closer one ventures to the canyon's walls. Any creature or object passing through one of these canyon walls must succeed at a DC 30 Fortitude save or take 20d6 points of damage each round they remain within the walls of the Stormflow. Each wall is anywhere from 1 to 400 miles thick. Stormflow canyons usually measure up to 10 miles in height, with lower levels composed of toxic gasses from Landrist.

Atheer-Ohn

As the Century War ground on, both the erahthi and their human opponents searched for any conceivable advantage to turn the conflict in their favor. The erahthi reverse-engineered human aetherships and began using aetherite for the first time in their history. When the humans countered with the infused, warriors mutated and enhanced by aetherite poisoning, some erahthi thought they must match this new weapon with infused warriors of their own. This idea was so contrary to the erahthi principle to uphold and nurture life that the Council of Song knew it would not be tenable to carry out these experiments on their forested homeworld of Kir-Sharaat. And so, the distant research colony of Atheer-Ohn was born.

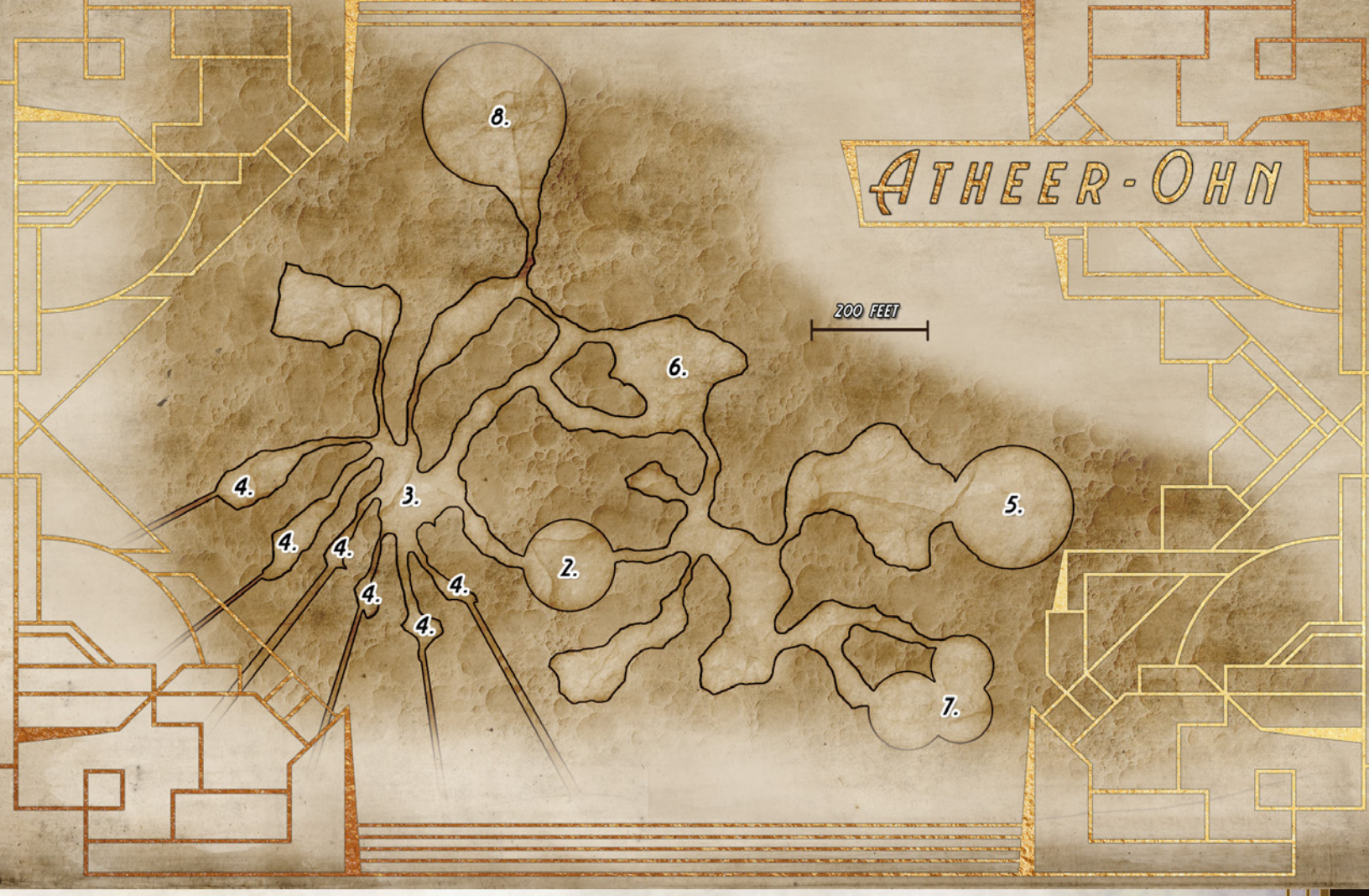
Atheer-Ohn's History

The Century War broke the erahthi out the bubble they had existed in for more than three thousand years. Although their Heartsingers had foretold of a destiny for their people "among the stars," most erahthi considered this a metaphor, or at best, a distant dream for their civilization. The Century War, brought by human aetherite miners in 3903, turned that distant dream into a present-day nightmare.

Faced with their resourceful and tenacious human opponents, the erahthi had to fight back with every resource at their disposal just to survive. When the ruling Tritarch, Indaarin the Philosopher, took the unusual step of awakening Athrakarus the Champion, who immediately took charge of the war efforts. All erahthi citizens became members of the military; suicide attacks and child soldiers were used to defeat the more technologically advanced human military through sheer numbers. Meanwhile, the erahthi, who had once been scientists and explorers, now became the devoted to developing a new generation of weapons that could wipe humanity out once and for all, and restore peace.

In this new research division, Ascalar **Thyr-Al** (LE erahthi fighter 13) found his life's mission. As a junior officer Thyr-Al lived through brutal human attacks and fought in some of the first raids against the human homeworld of Akasaat. Thyr-Al's hatred for humanity was surpassed only by their surety that they would be the one to deliver their people into a new age of peace—by completely obliterating the enemy. Embracing the new policy of total war, Thyr-Al worked their way up the ranks and into the Council of Song's confidence. Soon they were one of the senior advisors to the Council and a favorite of the Tritarch Athrakarus. In 3955, at the height of Thyr-Al's popularity, they began to whisper ideas into the Tritarch's ear, suggesting a new course of action that went against everything the erahthi believed in. Ascalar Thyr-Al believed that only by fighting fire with fire could the erahthi persevere, and so they proposed experiments that gave even the Champion pause—infusing erahthi with aetheric enhancements and melding them with aethertech. While the Champion eventually allowed this research to proceed, the Tritarch decreed that its details must be kept secret from the erahthi people at large—an arrangement that suited Thyr-Al perfectly.

The ascalar needed a remote outpost to conduct their experiments, far from the prying eyes of both the erahthi people and their enemies. Thyr-Al found it at Atheer-Ohn, a small shepherd moon within the innermost ring system of the gas giant Seraos. Assembling a small fleet, they traveled through the Gate Hub to Seraos and headed for Atheer-Ohn, intent upon setting up a scientific research station and forward operating base, but the entire fleet, including all hands, were lost in a massive radiation storm from Seraos. At least, that is what the erahthi people were told. Thyr-Al and their crew were celebrated as lost warriors, and the Atheer-Ohn expedition was all but forgotten by the erahthi.



Once established on Atheer-Ohn, Thyr-Al set about establishing laboratories and ensuring privacy. The moon was extensively tunneled, creating subterranean spaces for research, living quarters, and training spaces. Rift breaker arcanists worked tirelessly to devise a ritual to create a permanent font of elemental power tied to the Plane of Air, which provided necessary atmosphere. In 3960, Thyr-Al's personal lab came online, and they began the blasphemous experiments and research that would have been called treasonous by their former colleagues. Decades of work followed: experiments infusing erahthi warriors with aetherite, much as the humans had done; combining plant symbionts with aethertech; genetic modification and cloning; even soul transference into captured phalanx chassis. Thyr-Al's brutal never-ending stream of erahthi test subjects were secretly delivered by means of scouting patrols that would "go missing" near Seraos.

When the Century War officially came to a close, Thyr-Al's research was threatened by the prospect of a lasting peace. With a truce in place, Atheer-Ohn was an unneeded embarrassment. Those few erahthi at the highest levels who were aware of its existence ordered its termination, but Thyr-Al did not see their work as complete and did not accept the ceasefire or truce with humanity, declaring independence from Kir-Sharaat and maintaining tight communications control over the enclave. Only the ascalar's inner circle of advisors even know that the Century War is in fact over; most believe they must still work to save their people by destroying humanity utterly, and they pursue this goal with a fervor born of a lifetime of hatred.

Government and Law

On Atheer-Ohn, the ascalar's word is law, and they expects complete loyalty and obedience from those in their service. Even minor infractions are punished severely, and any talk of disloyalty results in the offender being re-assigned from their post to the role of test subject. As a military base during wartime,

Sporites

Sporites are the first weaponized results of Atheer-Ohn's work on advanced aetherite-grown biological weapons. Sporites require special handling and can only be delivered by specially-designed drone aetherships against other aethership targets. Victims of a sporite infestation grow long tendrils of vine-like material covered with small spore cases. A victim can spread the disease by contact while alive; once a victim dies, the material explodes in a 10-foot-radius burst of spores which spread the infection.

Type infestation, contact or inhaled; *Save* Fortitude DC 19; *Onset* see below; *Frequency* 1/round for 6 rounds; *Effect* 1d3 Con damage; *Cure* 3 consecutive saves

Sporites are an active parasite which burrow into the skin and lungs of their victims. However, the rate of infestation depends on the natural armor of its target. Inhaled sporites have an immediate onset, but exposure by contact takes 1 round per point of natural armor the target possesses

unauthorized personnel are not allowed into the base at all, and intruders face immediate detention followed by questioning and imprisonment. Despite this, some few captured phalanx harbor resentment that could be persuaded to boil over into rebellion provided they were given some measure of hope that escape was possible. Informally led by the phalanx scout **Quint-Zero** (N phalanx rogue [spy^{APG}] 7), this small group of two dozen like-minded phalanx and an equal number of erahthi Dominion loyalists bide their time and wait for a change in the balance of power or a charismatic leader to spur them into action. Until they, they are one-by-one selected for experimentation, with fewer of their number surviving the ascalar's ghoulish experiments at every step of the way.

The experiments in Atheer-Ohn are led by **Nalaiud** (LE erahthi alchemist [bioengineer] 10) who is Thyr-Al's closest confidant. Nalaiud designed the sporites and other defenses of Atheer-Ohn and is on the verge of a terrible breakthrough regarding the creation of an infused-like variation on the erahthi.

Atheer-Ohn Gazetteer

Atheer-Ohn appears completely uninhabited from the exterior, as befits a secret military installation. The dominant feature is a large impact crater near the south pole, with several more grouped near the equator. The moon is tidally locked to the gas giant, so that one side always faces Seraos.

1. **Surface**: The surface of Atheer-Ohn is dotted with small craters formed from millennia of impacts with other particles in the ring system of Seraos. Many of these have been tunneled into from below and connected by an ingenious valve system to the elemental engines at the moon's core. This allows blasts of high-pressure air to be fired from the craters, either against ships near the surface or at individual intruders at ground level (treat as an air elemental's whirlwind effect, with size determined by the size of the crater.). Because of the low surface gravity of the moon, an intruder hit by one of these geysers runs the risk of being launched into space. In addition, concealed psychic sensors and antenna dot the surface, providing line-of-effect for the long-range detection capabilities of the psychic sentinels (see the Sentinel Pools, below).
2. **Crater Entrance**: Appearing as a typical impact crater at the moon's south pole, this natural feature is in fact the main entrance to Atheer-Ohn's underground complex. The crater's floor is perpetually shrouded in darkness, which helps conceal two camouflaged tunnels large enough to admit aetherships of Large size or smaller. No magical concealment is used on the exterior of the moon, to prevent any tell-tale auras from encouraging further exploration by the curious.
3. **Sentinel Pools**: Atheer-Ohn's first line of defense rests on the dual pillars of secrecy and remoteness—there are few who would have any

reason to visit this unassuming shepherd moon within a dangerous ring system of an uninhabited planet. For any who do let their curiosity get the better of them, there are additional defenses to protect Atheer-Ohn's secrets: the five **Nerahti** (N variant erahthi psychic[OA] 8). This specially-trained group of erahthi were bred to concentrate fully on their mental capacities at the expense of their physical fitness. Unable to move on their own, the Nerahti spend their lives immersed in specialized buoyancy tanks in isolation chambers, cut off from all sensations of the physical world. They use their prodigious mental powers to scan the surface and space around Atheer-Ohn, detecting any intrusions and alerting the defenses. The Nerahti can use *detect thoughts* at will, with a range of 1 mile above the surface of Atheer-Ohn in any direction; each can also use *scrying* at will to target any minds located using *detect thoughts*. They can communicate telepathically with each other and with any erahthi within 120 feet, allowing them to alert their specially-trained handlers to the presence of intruders.

4. **Sporite Drone Launchers**: When secrecy and camouflage fails, Atheer-Ohn has more potent weapons at its disposal. These sites launch psychically-guided drone aetherships (treat as plant fighter aetherships), remotely controlled by the Nerahti by means of a possession effect. These drones track intruding ships and ram them. In addition to the damage of impact, the drone then discharges a cloud of sporites into the target ship, which infest the enemy ship's crew (see sidebar). Due to the limited availability of sporite payloads, these are essentially one-shot items, but Ascalar Thyr-Al believes that they will be enough to dissuade casual investigation.
5. **Infusion Labs**: This is where erahthi are exposed to aetheric radiation in select doses, giving victims the aetherwarped template (see page 474) after several weeks of excruciating treatment. Fully 30% of the erahthi on Atheer-Ohn have undergone this transformation, willingly or otherwise.
6. **Mechanical Augmentation Labs**: Here, erahthi engineers try to understand Progenitor technology in the form of the phalanx and apply it to erahthi warriors. So far, no successful erahthi-phalanx hybrid has been created, but a series of successes has resulted in the creation of nano-spore technology called sporites, stored here in large vats.
7. **Hydroponics Lab**: In this series of connected pools, erahthi bodies are grown to replace those who have died on the outpost. With no further reinforcements arriving from the homeworld since the war's end, Thyr-Al has been forced to get creative with "recycling" his soldiers. Thyr-Al's team of engineers developed a symbiont capable of duplicating a bonded host with an effect identical to *clone*. Each member of Thyr-Al's team has a clone prepared in the event of their untimely demise. While this provides a sort of immortality to base personnel, this practice has led to the development of significant psychological instability in soldiers regularly cloned. This mindset ironically suits Thyr-Al's goals, and so theu see it as a calculated risk. Eventually, of course, too many of the ascalar's troops will be unstable maniacs who will revolt, but Thyr-Al believes this will be too far in the future to become a hindrance.
8. **Elemental Engine**: At the core of Atheer-Ohn, a huge cavern surrounds a small nexus of elemental energy tied to the plane of air. This nexus is connected to the elemental attunement of Seraos itself, sustained by a complex aethertech ring that constantly draws in air from the elemental plane through a puncture in the Ethereal. An elder air elemental is imprisoned in the center of this aethertech ring and desperately wishes to be free of Atheer-Ohn. Were the elemental to be freed, it would undoubtedly wreak havoc on the outpost and seek revenge on its erahthi captors.

Orbis Aurea

Beyond the gas giant Seraos and furthest from the system's suns lies Orbis Aurea, an expanse of ice and aetherite accented with bright spots of vibrant life. Known for both its storied riches and its merciless environment, Orbis Aurea is the planet most recently colonized by off-world opportunists. This glittering world of vast ice sheets and gnarled glacial fjords holds at its equator a temperate band of plains and mountains capable of supporting hardier species.

Orbis Aurea

Astrological Information

Type planet

Other Names Amurtah (giant, okantan), Horvea (original)

Orbital Period 8 years

Rotational Period 48 hours

Physical Information

Atmosphere breathable

Diameter 16,142 miles

Gravity x1

Primary Terrain Cold

Satellites moon (Orbis Argenta [human]/Orakoe [giant, okantan]), Gate Hub, Catena Space Station

Societal Information

Demonym Orbis Aurean

Government Paragon Ascendency, disparate okanta clans

Known Population 12,670,000 (87% okanta, 12% human, 1% other)

Notable Settlements Wighthaven (metropolis), Pahnahadra (large city), Jornamur (large city), Harok-Shakora (small town)

Primary Inhabitants Azaka, giants, humans, infused, okanta

Primary Languages Giant, Hymnas, Okanta

Tectonic activity keeps the surface warm, with hot springs and cavernous heat vents dotting the landscape.

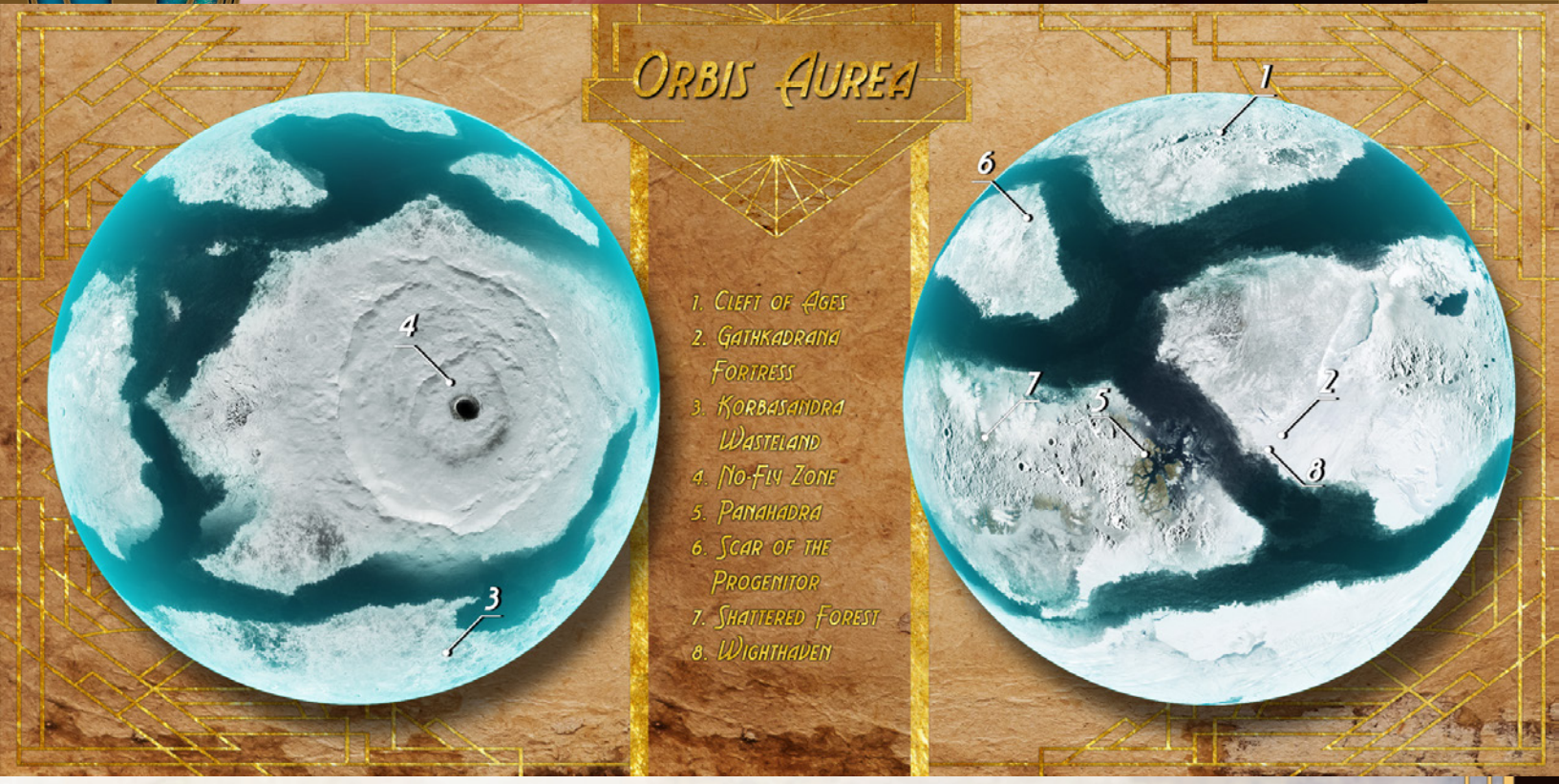
Planar theorists believe that Orbis Aurea is tied to the elemental Plane of Water. Though much of that water is locked in ice, the planet has vast and populous oceans. Continental ice shelves separate the great oceans for most of the planet's 8-year orbit, allowing safe passage for ships only in one of the planet's summer periods. Most travel by sea in the winter seasons is accomplished with icebreaker ships, a technology developed only as aetherite gave vessels enough power to push through the thick ice.

Description

Much of Orbis Aurea is an untamed wilderness of snow and ice dominated by local clans of frost giants or the insectile azaka. Territory and resources can be scarce, and the indigenous monsters spend much of their time taking what they need from those who already have it. Countless okanta and human settlements have been left desolate after an unexpected frost giant raid.

The temperate equatorial regions of Orbis Aurea are rarely safer. Aetherite deposits are closer to the surface in these areas, poisoning or killing unsuspecting travelers. The azaka threat is not exclusive to the ice wastes, and the Sentinel—an elite military force of Orbis Aurea's human capital Wighthaven—wages an ever-shifting war against azaka incursions into Hierarchy territory. Many heroes are rapidly gaining fame in the ranks of the Sentinel, whether their battles be against the alien azaka or the planet's more terrestrial threats.

Orbis Aurea itself is shrouded in an ever-present atmospheric layer of clouds called the Nethersphere, which is devastating to aetheric technology, including entering aetherships. This shimmering web of auroras



is responsible for bringing down the first human fleet to attempt a colonization of the planet early during the Century War. Fleets of warships patrol around the space elevator station Catena, the one point of access between space and the planet's surface. The penalty for piracy is death, and the Paragons of Orbis Aurea are quick to reward anyone who keeps the local Gate Hub or the Catena elevator safe from marauders.

Seasons on Orbis Aurea are a result of the planet's bizarre polar orbit with its immense moon. While one trip around the system's suns is equal to about 8 years on Akasaat, the tidal forces of the moon Orakoe make the planet experience more frequent seasonal change. Orbis Aurea can go through roughly eight winter and eight summer periods in only one trip around the suns. Lunar winter can be bitter even in the planet's temperate regions, and concurrent lunar and solar winters can be devastating to those unprepared for the long cold.

Life on Orbis Aurea is not all hardship, however. The equatorial continents support myriad lifeforms and thriving cultures, boasting a burgeoning human civilization in urban centers and traditionalist nomadic okanta adapting quickly to new prospects. Opportunity abounds as the planet's aetherite resources are ripe for prospecting; farmland is plentiful and the virtually free of industrial pollution. Though unforgiving, Orbis Aurea presents endless opportunities for discovery, wealth and adventure. It is here that opportunists and indentured prisoners fight side by side to protect the future of life in the Aethera system.

Many have been drawn to Orbis Aurea to find reprieve from the rigid mandates of the Hierarchy. The Paragon-led government of this new frontier interprets the Hierarchy's will, manipulating the whims of the court in Wighthaven to serve themselves. This lax approach leads to uneven enforcement of regulations, to the horror of the planet's assigned Hierarchy representatives. The Paragons themselves have little interest in the advancement of the Hierarchy's goals and prefer to further their own ideals, mysterious though they may be.

Human activity on Orbis Aurea is located mainly on the equatorial continents Karkhota and Pah. Karkhota is the ancestral home of the okanta and current seat of human power on the planet. A land of sweeping green mountains and deep, fertile valleys, Karkhota enjoys partial isolation during the summer when the sea ice recedes to its lowest levels. The okanta have long benefitted from this seclusion, spending the summers hunting the vast forests, growing crops in the

wide valleys, and preparing for the winter's inevitable assault.

The Paragon marshals rule the planet from the coastal city of Wighthaven, a convenient port between the two major continents. The land around Wighthaven and other large cities is host to myriad mining outposts, many of which have turned into towns of varying repute. Aetherite is not the only substance being mined across the planet. The Paragon armada requires increasing quantities of basic mineral resources to enforce and expand the influence of the marshals and the Hierarchy.

Pah was colonized by the okanta in ages forgotten, a prize wrested from the clutches of the cave giant tribes. The rocky terrain of Pah makes for poor farming, but sea birds and mammals nest here by the millions, providing a nearly endless source of food for nomadic tribes. The mountains of Pah protect the planet's only known desert, a cold expanse of fine black sand, ghosts, and towering wind-carved pillars of aetherite and shale. At the southern edge of the desert sits Mikawdra, the planet's oldest active mining city, as well as the city of Pahnahadra, which contains the second (nearly-complete) space elevator.

A third continent which rests partially along the equator is only referred to as the No-Fly Zone, though southern giant clans refer to it as Nakorah (the "Lost Kingdom" in Hymnas). This mysterious landmass has remained impervious to exploration for decades. The land of the No-Fly Zone is an enormous raised impact crater, a ring of perilously high mountains sinking into the sea and ice. Honeycombed with caves, the mountain walls of this continent are unforgiving to even the most experienced mountaineers. All aethercraft that attempted to survey the land were destroyed with all hands aboard by the territorial azaka. Attempts to enter this area are currently prohibited as the Paragon marshals formulate plans to rout out the azaka menace.

For parts of the year, sea ice connects Karkhota and Pah to northern and southern continents. Ice bridges form massive highways for the taiga giants and convoys of nomadic okanta on the continent Orush. Though the forests of these ice-locked landmasses may seem sparse to explorers, they in fact host a wide variety of animal life. It is here that the great old beasts roam, towering among the trees or led in packs by the taiga giants. Much of the aetherite in these regions is deep underground, providing respite for the taiga giants, who found it far too common near the equator.

Tep Halaisu, covering much of the northern pole, is home to an empire of frost giants. Other than their carved fortresses of stone and ice, little else exists in these reaches but stray wendigos. The frost giants pillage most of their necessities from taiga giant clans and human transport ships, carrying the spoils of their plunder back to decorate their incongruously beautiful cities.

Bedor Wayes, near the southern pole, hasn't seen civilization since the time of the Progenitors. This continent is usually left alone, having a well-founded reputation for being plagued by ghosts. More than one aethercraft has attempted a landing here, only to be quickly overrun by the incorporeal. Icebreaker aethercraft returned to civilization with tales of great cities bursting with light and activity, though the evidence seems to contradict these stories.

Other unnamed continents exist in the clutches of the ice sheets, but differentiating one from another is a difficult task with the resources currently available to Ekander, the Paragon Marshal of Resources.

Life does not stop at the surface of the planet. All of the continents explored so far have revealed extensive networks of labyrinthine glacial caves. Troglodytes, morlocks, and other, older horrors make these tunnels their homes. While the troglodytes have made some technological progress through tinkering with Progenitor garbage found in the deep, the morlocks seem to be content and proficient with their stone and bone weapons.

Abyssal caves drop away into lava flows and underground oceans. Tectonic activity can collapse caverns and reveal new areas with little notice.

Despite these perils, there is much wealth to be made exploiting the underworld's aetherite deposits. Little effort needs to be made here to prevent pollution from mining operations, and the Paragons are in no hurry to expand okanta treaties to cover these areas.

The Progenitors left Orbis Aurea littered with their detritus. Ancient technological ruins still clutter the continents above and below, often luring the ambitious into dangers usually better left undisturbed. As the ruins have been left relatively untouched by the superstitious okanta, the Hierarchy is desperate to claim as much of these forgotten resources as possible before Paragon-approved prospectors take it for themselves. Though the passing of the ages has not been kind to the technology left behind, the ice has concealed and preserved many of the Progenitors' ancient marvels.

As the planet associated with the elemental Plane of Water, a large percentage of the native species live in the planet's expansive oceans. Native undine have carved out homes in coastal regions in the warmer equatorial oceans. Further in the depths, ocean giants wage endless clan wars, stopping occasionally to observe or harass seagoing vessels.

On most days, the oceans are relatively safe for travel. While air travel might protect cargo from predator attacks, both superstition and historic precedent have limited the number of air-going aetherships, and sea transport has taken its place. Trade routes are constantly shifting in the oceans as ice expands and recedes with the seasons. The recent arrival of aethertech has made icebreaker ships possible, expanding both trade and piracy across the controlled territories.

History

Little is known about the years which passed immediately following the Collapse, as written language is relatively new to the native populations of Orbis Aurea. Oral histories tell tales of the early years of chaos as the planet settled into its current form, but separating mythology from complex natural and arcane phenomenon makes it difficult to pin down the truth. Recent scholastic endeavors indicate that both okanta and morlock populations may stem from Progenitor interference with transplanted humans and other wildlife.

Current research suggests that during the events of the Collapse, the planet was bombarded with meteorites. One of these rocks was massive enough to eject the netherite cloud cover which plagues interplanetary traffic to this day. This impact site, known as the No-Fly Zone, was partially documented at great cost by an aethership topological survey performed under the guidance of the Paragon Seshimin on the *P.A.V. Scryer*. He was able to communicate some of the features of the crater before transmissions indicated that the aethercraft was lost with all hands aboard. Subsequent attempts to scout the area have been met with anti-aircraft weaponry fired from within stone hives scattered across the continent. It is unconfirmed whether the azaka were brought to this planet by the meteors, or if the impact woke them from deep within the planet.

The Requiescat

Orbis Aurea is in a unique position in the system. Ripe with aetherite resources, the planet is desired by the ruling factions of every planet's government. The Hierarchy maintains that they have the greatest claim to the planet due to their colonization efforts during the early years of the Century War, though those efforts met with failure. The Hierarchy had sent a fleet of ships to Orbis Aurea, then known as Maerta, as soon as it was discovered through use of the Akasaat Gate Hub. Behind the flagship *H.A.V. Prospect*, dozens of settler craft loaded with livestock and building supplies passed through the now-fabled Nethersphere, and all contact was lost.

All of the craft were disabled as soon as they came into contact with the suspended layer of radioactive particles known as netherite high in the planet's atmosphere. All ships went down, tumbling toward

the planet uncontrolled. Many detonated in the atmosphere, immediately claiming all lives aboard. Those craft that made it to planet's surface fared little better. Thousands of lives were lost—not but not all.

After the loss of communication, it was determined that no more ships would be sent to the surface. After the tragedy, now called the Requiescat, all colonists presumed lost were posthumously promoted in the ranks of the wartime Hierarchy for their service to the government, and Orbis Aurea was all but abandoned. Only a few untenable attempts were made to colonize the planet's moon Orakoe, in hopes that one day a message might be received from the surface of the planet.

Life on the planet was unkind to the survivors. Having landed in the middle of a lunar winter, local resources were scarce. Having lost most of their farming vehicles, the human settlers struggled to survive as long as they could. As their numbers continued to plummet, salvation came in the form of an introduction to the native okanta.

The okanta were unable to ignore the noise and fire which rained from their sky in midwinter. The nearest tribes converged on the area to find a human settlement unable to protect itself from even the winter winds. Too weak to fight and willing to admit they needed help, the humans laid down their arms before the okanta. The okanta immediately started setting up tent cities to house the survivors and led them to a nearby glacial cavern, where the human survivors were slowly able to recover from their losses.

Decades passed under mostly peaceful terms with the okanta, who were fascinated by the humans and their technology, and sought to learn from them all they could. It was with these clans' help that the planet's first permanent human settlement was constructed: Wighthaven.

Arrival of the Paragons

Decades after the Requiescat and the construction of Wighthaven, the denizens of the planet once again watched fire fall from the sky. The *H.A.V. Ray of Dawn* came through the Nethersphere as the *Prospect* and its fleet once had: aflame and spiraling out of control. Though all of the human skeleton crew were killed in the resulting crash, there were seven survivors. More information about these Paragons can be found on page 280 in the Wighthaven Gazetteer.

Inhabitants

Despite being mostly frozen, Orbis Aurea is heavily populated with large mammals. Wolves, bears, mammoths, and great cat species fight for territory alongside monkeys, giant sloths, and aurochs. The long, jagged coastline boasts a large population of airborne and flightless birds, walruses, and seals. The sea is vast and home to great pods of whales and sharks of all sizes.

Other forms of native life include the okanta, tribes of giants, and the subterranean troglodytes and morlocks. In addition to these are the azaka, a general name for an untold number of insectoid species living at the edges of settled lands. These races have been at war long before the arrival of humanity and the Paragons. Clashes for resources are constant, with the most fertile lands seeing the bloodiest conflicts.

The species claiming the title of original inhabitant of the world is hotly contested. Okanta oral tradition carries their story only 800 years into the past before becoming so mired in mythology as to become indecipherable. Other indigenous races such as the frost and taiga giants claim to have culture which predates the Collapse, though have not yet produced evidence to support their beliefs. The subterranean races have little to say on the matter, but countless colonies of morlocks—also found on Akasaat's moon Prima—suggest Progenitor cross-pollination and possible species interference.

Since the end of the Century War, new species have come to Orbis Aurea in search of better fortunes. Humans use the Hierarchy to stake a claim on all unclaimed territories, as well as some contested ones. Despite the dangers of the planet, most humans see



a world of resources and hope far more bountiful than their near-barren homeworld of Akasaat. As the Hierarchy spreads its message and influence across the globe, humanity is the first to benefit from its reach.

Erahthi flock to Orbis Aurea for many reasons. The promise of untouched biomes and scientific discovery has lured many. Others, loyal to the Tritarchs and operating carefully within the boundaries of the Century Accords, come to ensure that their people's investments in the aetherite trade are not neglected. Many erahthi find the world to be an inherently distasteful place with precious little sunlight, and so spend little time below the Nethersphere.

Many infused have made their way here hoping for answers from their Paragon relatives, or else merely searching for a place to call their own. Here many find privilege that is not afforded to them elsewhere. With their biological connection to the Paragons, many city dwellers fear that hostility toward an infused will provoke the ire of the ruling marshals. This maxim seems to hold true. Infused-led organized crime operations seem to face little in the way of legal consequence, to the continuing dissatisfaction of Hierarchy overseers. The Paragons themselves are varied in temperament and focus, allowing for disparate infused personalities to find kinship with one member of the ruling elite or another.

Phalanx, like all of the system's other disenfranchised peoples, are welcome here. Like the phalanx, Orbis Aurea is a world undergoing a massive shift in destiny and identity. Here, there are infinite paths a life can take. Phalanx embrace the crucible of nature and political discord to shape themselves and to strike their name firmly into history.

Okanta remain implacable even as they adapt with alacrity to every new experience. A people formed by the fickle nature of their environment, okanta adapt to changes in the political and topological landscape without pause. The okanta can find purpose wherever their legs carry them, even if it is into the gulf of space and beyond.

The native undine are few in number but not rare. Okanta-presenting undine are the most common, born to tribes that they can handily outlive. This isolation from their birth species often drives an undine to search for a settlement of their own kind. Others make use of their longevity to direct the fate of their people for generations, building renown and legacies which will outlast even them. Other planar races have made their way to Orbis Aurea as well, but with the situational rarity of ifrits and sylphs, the most common planar off-worlders are the oreads.

Government

Control of the planet's vast aetherite reserves is held by a group of six mysterious Paragons, themselves the results of human wartime experimentation. The power of their Paragon Ascendency is tenuous at best, as more and more agents of the Akasaat Hierarchy arrive to wrest away control of this strategic gold mine. The Paragons, with Imperator Marshal Lietka at their head, have long instilled a deep distrust of human government in their okanta allies and have maintained a treaty with the native people for over eight decades. This popular support has proved an invaluable door-stop against rapid Hierarchy expansion on the planet.

Scorists and Hierarchy officials are constantly vying for power against their Requiescat counterparts. With the okanta treaties keeping the bulk of popular support in the hands of the Paragons, the Hierarchy has little room to move. Orders come in from Akasaat on a regular basis, but humans are still a minority and Lietka is quick to both promise to see it done and to forget or ignore their orders.

Chief among the Paragon's detractors is the irascible Steward Pater Graccus, a man of fierce, militant loyalty to the Score and its servants. His tireless efforts to thwart the half-hearted rulership of the Paragons has earned more authority for humanity in the past 10 years than the work of any other person. With the help of an ever-growing number of Hierarchy cantors, Graccus ensures that the will of the Hierarchy will not be disrespected.

Industry

Much of the industry of Orbis Aurea has changed little in thousands of years. The native races rely heavily on hunting and agriculture. The winters can be very long, and adequate preparations must be undertaken to ensure survival through the cold. Agriculture is accomplished in large part, as it always has been, by nomad clans of okanta and their hill giant charges, some still slaves to the clan.

Not every lamp in Wighthaven is powered by aetherite. The industry which has seen the greatest growth since the arrival of the Paragons is whaling. Ocean-faring okanta have captured whales and other sea creatures for food and fuel for hundreds of generations, but the boom in human population has increased demand for the valuable oils the whales can provide. Okanta long ships and icebreakers kill and capture whales for sale in any port city, but none are as greedy for the spoils as the inhabitants of Wighthaven.

The most recent industrial boom is due to the planet's nearly-untouched reserves of aetherite. Plentiful to the point of worthlessness, the Marshals keep prices high and power in check by limiting the amount of aetherite which can be mined and refined. Mining is overseen by Marshal of Energy Ngiri, but all refinement of aetherite takes place offworld on the moon Orakoe due to treaties with the okanta. As the substance is poisonous to them, the okanta see no harm in removing it so that new life may grow where it was, but won't allow the poisonous outfall created by local refinement facilities.

Economy

The formal economy on Orbis Aurea is tightly controlled by the Paragons, particularly in interplanetary trade, which due to the Nethersphere is entirely dependent upon the space elevator. Tariffs on all goods in and out (disguised as "spire fees,"

but far in excess of the actual operational costs of the elevator) provide a steady source of revenue for the Paragons, allowing them to fund their activities without collecting ordinary taxes. The Paragons often champion the fact that Orbis Aurea is "tax free," but in real terms these tariffs fill the role of taxes.

It is possible to smuggle goods secretly to evade the tariff—but if caught, smugglers face severe punishment, typically in the form of forced labor. Depending on the situation, Bluff, Diplomacy, or Sleight of Hand checks might be necessary to get goods past inspection. Characters entering Orbis Aurea from the Catena Aurea must pay a total of 20% of the value of all goods brought to the planet that are not carried on their person. Contents of extradimensional storage spaces such as a *bag of holding* are considered surplus goods for purposes of this fee. As a result of these tariffs, goods that cannot be natively produced are about 20% higher in price on Orbis Aurea than elsewhere, for purposes of both buying and selling.

Imports are primarily composed of human technology such as aetherships and mining equipment, but also certain luxury foods such as coffee and citrus fruit that okanta have come to enjoy but are difficult or even impossible to produce in Orbis Aurea's climate. Exports are composed primarily of refined aetherite, as well as some magical artifacts.

Orbis Aurea also contains a substantial informal economy involving barter, favors, and a complex system of debt and reputation based upon generations of tribal tradition. An okanta's honor is thoroughly bound up with her debts, which also can be transferred through family ties, particularly among siblings. There is a saying, "an okanta who does not repay a sibling's debt is not an okanta." These honor debts are strongest among older okanta, but they also hold sway upon the younger generation, who sometimes feel torn between two ways of life.

Okanta characters can experience both benefits and harms of this tribal economy. They may owe debts incurred by their own family, or be owed debts by other okanta families. The high tariffs normally make certain items expensive and difficult to obtain, but by means of family connections okanta can barter at lower prices with their own or other tribes.

Due to aetherite's religious significance, traditionalists among the okanta strongly resist the high-tech methods of mining that the Paragons and most other humans prefer; they believe that over-mining of aetherite despoils the land and angers their ancestral spirits.

By using technology to harvest aetherite at maximum efficiency, okanta can secure wealth, but at the risk of alienating those who cling to the old ways. Sometimes young okanta who have become wealthy as mercenaries or prospectors in human society will send aetherite home in the hopes of repaying family debts and reclaiming honor—only to find that their family refuses it because they consider industrial aetherite mining to be its own dishonor. However, given their short lifespans, most okanta cannot remember a time before the Paragons, and as a result many reject the old traditions in favor of integration into human society. Age is correlated with traditionalism, but some elderly okanta are forward-thinking, and there are young revivalists who value old ways.

It has been suspected—though never confirmed—by the court's movers and shakers that the Observatory is home to an organization of information brokers and spies directly under the supervision of Steward Graccus. The handiwork of Graccus' Orchestrators is read in any significant wave which reshapes the beaches of the court, be it through a well-crafted sentence or a blade in the dark.

It is true that more than one enterprising rogue or investigator has found themselves transported from the stockades through these gates to jobs which fall outside the Slotted occupation normally offered to citizens of the Hierarchy. If even the least fanciful theories about these Orchestrators is true, Steward Graccus may have the most deeply-seeded spy network on the planet acting as his blade in the night.



The Paragons protect their assets with their ever-growing navy, a fleet of ships built in space from materials brought up the elevator. These cutting-edge warships boast some of the most powerful arms in the system, and, given the planet's abundant aetherite, are in no worry of running low on fuel. The Paragon armada patrols the space around Catena vigilantly, both above the Nethersphere and below. The *P.A.V. Lever* is the flagship of this armada, and is currently the largest non-taur ship in the Gulf.

Organizations

Orbis Aurea is flooded with old and new blood, ancient power players and opportunists fresh off of the elevator seeking a piece of the planet's vast aetherite reserves. Here are some of the notable organizations.

The Paragons

The very last of their kind, these magically engineered super-humans hold the majority of political power on Orbis Aurea. They were both the crowning achievement and most lamented mistake of the torturous experimentation which created the infused. The Hierarchy was frightened by the ruthless potential of the Paragons and sent them on a suicide mission to rescue the crews of the original Orbis Aurea expedition lost during the Requiescat. While three of the ten did perish in the crash of the *H.A.V. Ray of Dawn*, six survive to this day. "Posthumously" promoted to the rank of marshal, the Paragons have been left to enforce the dictates of the Hierarchy, though they do this only as far as it benefits their own goals.

Little is known about the Paragons besides what they allow to be known. All of them are secretive, only ever appearing to the public fully encased in decorative aethertech armor. Some have speculated that this armor supports their rapidly decaying bodies against the harsh gravity and environmental conditions of Orbis Aurea, while others fear that the

Paragons died long ago, and these hidden forms are imposters abusing their legacy.

Imperator Marshal Lietka (NE male paragon psychic[OA] [lore] 19/archmage[MA] 4) is the heavily disputed ruler of Wighthaven and, by proxy, the space elevator Catena and all aetherite trade on Orbis Aurea.

Marshal of the Protectorate Karboros (LN female paragon brawler[ACG] 18/guardian[MA] 4) serves as Imperator Marshal Lietka's bodyguard and confidante, often carrying his orders between Wighthaven and Catena.

Marshal of Energy Ngiri (LN female paragon slayer[ACG] 16/champion[MA] 4) oversees Orbis Aurea's second largest city, Mikawdra, and much of the day-to-day requirements of aetherite strip-mining.

Marshal of War Henerik (NG male paragon cavalier[APG] 17/marshal[MA] 4) is commander of the Sentinel, Orbis Aurea's conscript and penal battalions forming the local border control and anti-azaka incursion forces.

Marshal of Mysteries Suembaro (N female paragon alchemist[APG] 16/trickster[MA] 4) has been in seclusion for the past 7 years. Even with the steady stream of materials delivered into her chambers and instructions carried out, rumor is that she died long ago.

Marshal of Resources Ekander (CN male paragon druid [aether-touched] 15/hierophant[MA] 4) is unable to maintain a stable base of operations due to his responsibilities as an ecologist. It is no secret that he has designs for replacing Lietka as Emperor Marshal, and he leads a nomadic culture of dissidents wherever his duties take him.

Of the ten Paragons who were sent to Orbis Aurea on the *Ray of Dawn*, only these and Seshimin survived the crash. Seshimin was lost not long thereafter during one of the first skirmishes against the azaka.

Requiescat Hierarchy

Initially led by surviving cantors of the Score, control of the human colony on Orbis Aurea was easily wrested away by the Paragons when the *Ray of Dawn* arrived. The Paragons took advantage of the humans' alliance with the okanta and quickly went to work constructing a space elevator and vessels of war. Though the Paragons saved the human population from total collapse, many among the Hierarchy hold grudges about the rulership of Wighthaven and governance of the planet's resources. The few original families surviving to this day hold much of the bureaucratic power of Orbis Aurea, relishing in their advancement in the strata of the Hierarchy even as its significance wanes in the new age.

Demeron is the largest of the remaining houses. Of middling rank when they boarded *Prospect*, Demeron was a large family, and the presumed loss of so many moved their family far up the Hierarchy's ranks. Many members of the family on Orbis Aurea have placed themselves close to the Paragons, leveraging those relationships to hold power against the influx of newly arrived Hierarchy emissaries. The family's current matriarch, **Kata Sif Demeron** (LG venerable female human aristocrat 11) is said to be of failing health. She is likely to be replace by one of her two remaining children, Anda and Elis Sif Demeron, if they can stop trying to kill one another in public.

Kentrith was ranked too high to advance much with only a few members presumed dead during the Requiescat, and there are fewer of them still today. A family of loyalists, Kentrith cleaves close to the law of the Hierarchy, openly voicing their discontent at the Paragons' uneven enforcement of the new laws. Patriarch **Elra An Kentrith** (NE male human aristocrat 2/cantor 8) is young and ambitious, having pulled his family's legacy from the fire through political savvy on more than one occasion.

Finow was not even a ranked house before the Requiescat. Plucked from a tribe of unskilled laborers, the house gained only the lowest of status, but uses it to their advantage to support a vast network of land merchants across Orbis Aurea's controlled territories. Their new wealth gives Matriarch **Mereni Finow** (N female human aristocrat 4/expert 6) much room to

bargain with newer Hierarchy families for arranged marriages.

Okanta

The okanta are a proud race, full of immense passion quelled by short lifespans. Remarkably adaptable, they propagate their culture through the spoken word and the erection of great stone monoliths. Traditionally associated with the spiritual aspect of life, many of their leaders are shamans and other spellcasters who can communicate with otherworldly forces.



Tembarok Two-Skins

Clans come and go, but some have had the privilege of geography or some other force which kept their lineages strong for centuries. One of the oldest and most revered tribes is the DkaHaruso. Oral history tells that this clan was once little better than a band of petty highwaymen, but years of pillage on the inner regions of Karkhota and their general isolation from the brunt of giant assaults left them wealthy. Success led the clan to settle in one area, and they have served as a stabilizing force in the Kehella Valley for centuries. To this day the clan fights to keep its culture distinct from human influence, and their leader **Tembarok Two-Skins** (CN male okanta barbarian 14) is not above enforcing the clan's old laws when it suits that cause.

Not all okanta cleave to the old ways. Some tribes are blending quickly into human civilization, abandoning the plains and tundra for a new urban setting, the skies, and beyond. Many of these okanta do not fully participate in the Hierarchy's Slotted employment system, instead relying on the Paragons' loose interpretation of Hierarchy law for their opportunities. These clanless okanta generally consider themselves subordinate to **Dahon** (CG venerable female okanta shaman[ACG] 8/ investigator[ACG] 4), the current diplomat for their people in the Paragons' court. Dahon became fascinated with politics in her early life and has both shaped and been shaped by them. She has wielded immense influence in the power circles of the Paragons and Hierarchy to cut out a place for her people that cannot be easily taken away.

Other okanta have not moved far from their ancestral migrations, merely augmenting their practices with newly arrived human technology. The equatorial clans have taken great advantage of human technology to improve their ability to grow and harvest food in preparation for the planet's bitter winters. This increase in agricultural output has led to ever-increasing innovation, with new fruits and vegetables being bred to fascinate and delight buyers in every major city.

Okanta marauders still ply the seas in search of plunder, and now can do so on aethercraft. With icebreakers powered by aetherite, these clans can now reach areas previously closed to them due to seasonal ice. Some marauding bands spend most of their time at sea, landing only to pillage and resupply. Some base themselves in hidden fjords, voyaging out to sea only

when news of a suitable prize is tempting enough to draw them away from their hearths. Rumors of a lost island where pirate okanta rule openly is always on the tongue of shore-dwellers, but none know where it might actually lie.

Nomadic okanta have changed the least. Following in the migration paths of the planet's taiga giants, these tribes form a symbiotic relationship with their huge kin. The okanta serve as scouts to the taigas' hunting parties and warn against frost giant incursions. Many plant seeds in the wake of the taigas' immense consumption of plants in order to stock the migratory path for later harvest. These clans generally trade in furs and bone with the equatorial tribes in exchange for food when supplies are scarce. Nomads are also the most likely to encounter frost giant assaults, and as such have some of the most storied and feared militias among their people. The Vikoth Caravaneers are one such tribe, famous among traders for the tapestries they weave from frost giant hair depicting the battles they fought to obtain it.

Giants

Frost giants are ruthless and intelligent. They will not barter for what they could more easily take from the dead. Never satisfied with their homes in the vast icy shelves of the polar and subpolar regions, frost giants keep themselves sharp by leading frequent raids against taiga giant and okanta populations. Conflicts have slowed since the arrival of the Paragons and their superior firepower, but have not stopped altogether. Reconnaissance by the Sentinel produces more worrisome evidence that the frost giants have not taken their recent defeats lightly and are preparing for war.

Taiga giants are nomadic hunter/gatherers, roaming the tundra and temperate areas of Orbis Aurea's equator. The least likely of the giant species to be openly hostile to strangers, the taiga have formed a strong relationship with the okanta. The taiga are incredibly long-lived and see the okanta live and die in the blink of an eye. The taiga have become accustomed to the okanta's contributions to their migrations, however, and will quickly engage any giant who strays too close to their small, strange friends.

While the equatorial clans are the furthest from frost giant conflicts, they are by no means safe from harm. These warmer regions are peopled with hill giants. Once as savage a threat as the frost giants of the ice shelves, the majority of these were captured and enslaved centuries ago by the taiga giants and okanta to assist in farming and other manual labors. The recent availability of advanced farming equipment is leading to questions of what is to be done with the hill giants, a long-lived yet simple folk now accustomed to their craft. Some have been retained by the okanta tribes which raised them, though many of those in settlements run by humanity are being pressed into to the ranks of the Sentinel.

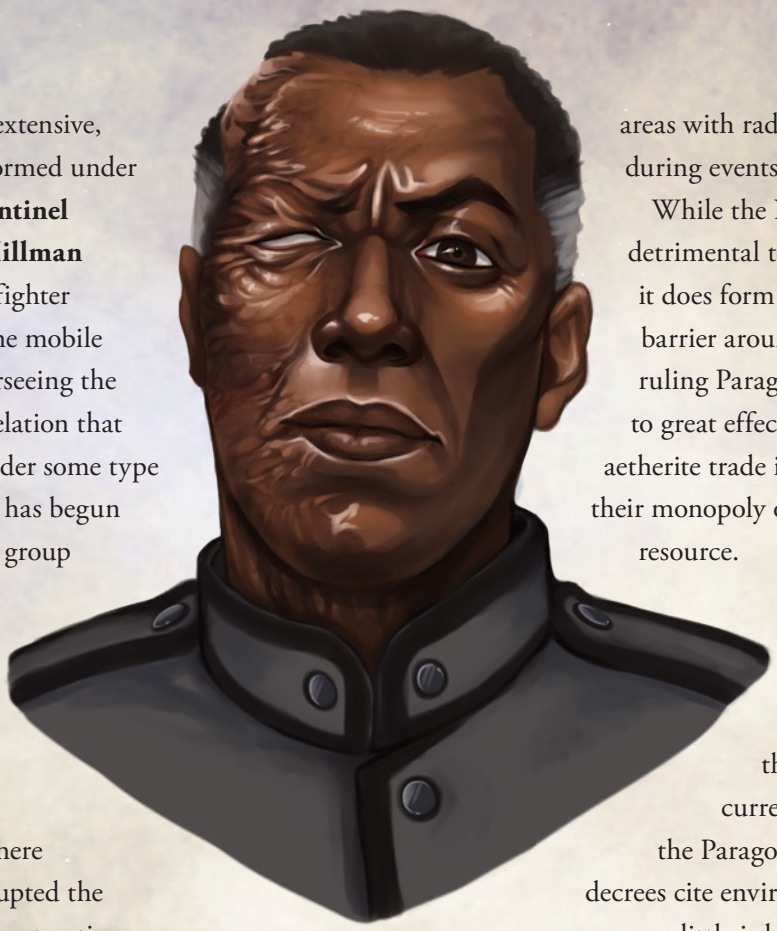
Cave giants, like their hillside cousins, have not been successful maintaining their agency. Often captured by morlocks, cave giants have been bred to lead assaults against surface settlements whenever the morlock tribes grow hungry.

The Sentinel

Orbis Aurea's answer to the Vanguard, the Sentinel stand vigil against the ever-present threat of the azaka. The azaka are a regular danger at aetherite mining operations in surface locations and belowground. Alarmingly, it has become apparent that the azaka are capable of consuming aetherite, the system's most precious resource.

While schooled officers are traditionally pulled from the ranks of the Hierarchy, large portions of this armed force is made of penal brigades. These fighting forces of prisoners are condemned directly into a length of service with the Sentinel, earning sentence reductions based on performance against the enemy. Many okanta have joined the fight willingly, seeing the azaka as a blight on their people's ancient homeland.

Sentinel training is extensive, unforgiving, and performed under the watchful eye of **Sentinel General Tomaeran Hillman** (LG old male human fighter 13) at Sentinel One, the mobile base of operations overseeing the conflict. With the revelation that the enemy operates under some type of hive mind, training has begun to focus on disrupting group tactics and singling out and destroying individual targets. In recent years, the Sentinel has begun leading more forays underground where azaka activity has disrupted the balance of power amongst native subterranean cultures.



Tomaeran Hillman

The Nethersphere

Access to the surface of Orbis Aurea is severely restricted. The Nethersphere, a colloquial name for the planet-wide atmospheric suspension of netherite, disables all aethertech craft which attempt to pass. These fine particles appear to have been initially ejected from the planet during a meteor impact around the time of the Collapse. Current observations of active volcanoes suggest the Nethersphere is being actively replenished from some reserve deep within the planet.

Sitting high in the mesosphere, this constant netherite cloud cover also reduces daylight to predawn levels. If not for its constant swirling auroras which bask the planet in a warm glow, the planet would exist in near-perpetual darkness. This pollution is sometimes carried down into the lower atmosphere where it can create storms of its own, washing local areas with radiation and undeath during events called nether storms.

While the Nethersphere is detrimental to both life and trade, it does form a good defensive barrier around the planet. The ruling Paragon marshals use this to great effect in bottlenecking all aetherite trade in order to maintain their monopoly on this valuable resource.

While there has been much talk of purging the netherite from the atmosphere, it is currently prohibited by the Paragons. Government decrees cite environmental concerns, as little is known about how the netherite would impact native life if it were to fall to the planet's surface, nor how the planet's surface would respond to direct sunlight. Many embrace the open secret that the Paragons wish the Nethersphere to be left alone for solely political reasons.

Local Space

Above Orbis Aurea's atmosphere is anchored the only means of planetary access. Catena is the planet's most highly-guarded space station, and for good reason: the station is attached to the mountains above Wighthaven on the planet's surface, and serves as an elevator through the Nethersphere as well as a border checkpoint for all goods and creatures passing to or from the planet. This chokepoint is controlled by Marshal of the Protectorate Karboros, a seemingly unfeeling arbiter of who or what may pass onto the planet. The *P.A.V. Lever* is always close at hand, ready to turn any threats to the station into quickly-cooling

slag.

Catena grows by the day, its superstructure reaching out along the equator to support future space elevators. The second elevator, anchoring in Pahnahadra not far from Wighthaven, will provide much-needed redundancy in the event of a loss of functionality at Catena. Plans for this superstructure stretch far into the future, and while plans for the finished product may be derided by Hierarchy media, the Paragons have shown considerable resourcefulness in getting this planet-spanning ring station operational.

Balanced in the gulf between the planet and its moon lie many human and Progenitor artifacts. The planet's Gate Hub has become a nexus for Hierarchy influence in the system. Staffed space stations are blossoming in the Hub's orbit and act as a staging ground for all Hierarchy interests, which lose much of their power upon setting foot on Catena or below. The Gate Hub is patrolled by both Hierarchy and the growing Paragon armada, each comfortable for the time being to merely fall around each other peaceably and protect their shared interests in the Hub.

Orbis Aurea is also unique in that its moon Orakoe appears to be a captured rogue planet, the strange orbit of which leaves few doubts of Progenitor interference. It takes its name from a mythological okantan character now seen as a patron of the race. Illustrated as a raging, monstrous, antlered humanoid, Orakoe is the patron of musicians, orators, and those travelling to the afterlife.

Orakoe is a dead world with no appreciable atmosphere, a frozen dustball peppered with meteorite impact craters. Other than what is shipped here for refinement, there is little detectable aetherite anywhere on the moon. The most impressive feature of the moon is an abyss at the planet's northern pole, averaging a thousand feet across as it descends into the empty core of the planet. Aethership exploration has revealed that this chasm at the bottom of the abyss could hold within itself the Akasaati moon, Prima. Disturbingly, it is full of unfathomably large gouges and scratches, as if made by a thrashing creature of unparalleled size and unknowable origin.

After the failed colonization of Orbis Aurea during the Century War, human settlers also attempted to build colonies on the moon. Hastily constructed habitats eventually made way for vast networks of interconnected domes. Only a handful of these cities remain to this day, now operating the aetherite refinement factories for Orbis Aurea. The remainder are now uninhabitable, having given way to disease, system failures, and attacks by the moon's wildlife.

Whatever animal denizens of Orakoe once roamed the planet do so to this day as fossilized undead. Roaming through dusty plains and fossilized forests in a mockery of their former lives, these unintelligent beasts largely operate free of control. Some of these colossal skeletons bear striking similarities to animals from all of the inhabited worlds in the system, and are assumed to be ancestors to the known living animal species. Vast rivers and seas of dust sit, undisturbed but for faint ruffling by solar wind and the passage of immense, fossilized ocean creatures. Some of the largest fossils found here appear to be ancestors of the fabled space whales of Seraos.

Adventuring

Adventurers and colonists face many of the same challenges in their day-to-day lives on Orbis Aurea. While it's true that colonists are less likely to venture into unmapped areas, tectonic activity and burrowing monsters can quickly expose them to threats for which they are in no way prepared.

Progenitor ruins were predominantly untouched by the okanta prior to the Requiescat. The threats encountered there were too unpredictable for a pre-industrial people to handle, and centuries of superstition led many known sites to be entombed beneath earthen cairns. The ruins can be a source of immense wealth—or misfortune—for any prospectors lucky enough to establish a claim. While none of the ancient relics found so far can be compared to the

towering arcologies of Akasaat, smaller locations are being unearthed on a weekly basis.

Other than bidding on an exploration site through a reputable organization such as Wighthaven's famous Prospectors, there are several ways to strike it rich in the salvage business. Troglodytes seem to have no trouble raiding and repurposing Progenitor gear, though they rarely share their wealth of knowledge on the ruins of the deep. The Paragon Ascendency and Hierarchy both have organizations which they can send into any area they believe to be hidden from public knowledge, and are not above hiring trusted associates in these areas.

Forgotten technologies are not the only sources of early retirement options. While the natives of Orbis Aurea may not have been technologically advanced, they were well schooled in magic and magical craftsmanship. Relics of societies past lie dormant in crumbling equatorial bunkers which bear odd similarities to those of polar frost giants. Okanta holy sites protect enchanted objects of cultural import, and keep unholy objects of unknowable origin in cairn labyrinths forgotten to even the greatest oral historians of their kind.

Not all adventures take place in the great plains and mountain ranges of the countryside. Those with a heart for the city can find action and subterfuge in equal amounts in the tangled political alliances of the court of the Paragon Ascendency. Criminal organizations preying on the weak and displaced are always in need of a culling of the ranks, and as such are always hiring. Incursions from below require those skilled at arms ready for the earth to open and expel a horde of morlocks or worse.

Orbis Aurea is a vast, untapped frontier ripe with excitement and saturated with ancient horrors. Across the continents and below the seas, natives and transplants both have equal stake as pioneers and explorers. In a world where human supremacy is far from a guarantee, people of all races and backgrounds have a blank canvas upon which to write their names. Whether they be written in oil or blood is up to the roaring maw of chaos and the imperatives of the Score.

Natural Hazards

Earthquakes are the most common natural disaster on Orbis Aurea, and are responsible for highly destructive avalanches and tsunamis. Buildings in major city centers such as Wighthaven and Mikawdra have been constructed to withstand all but the worst of these shocks, but in most outlying colonies, less advanced techniques often result in buildings which are entirely unprepared to withstand such events.

As the only world with vast oceans, tsunamis are unique to Orbis Aurea. Towering walls of water and broken ice can ravage coastlines after an underwater earthquake, crushing everything in their path before dragging it back out to sea. Tsunamis which occur during winter or in polar regions can easily crush or capsize oceanic aethercraft. Worse, more than one abomination of the deep has been deposited on a shore to terrorize the wave's survivors.

Another common exploration hazard on Orbis Aurea is the threat of avalanches. Regular tectonic activity can trigger avalanches without warning, and snow can collect on mountains for decades before finally shaking loose to bury the surrounding countryside. Canny adventurers in cold climates keep a pair of skis handy and their skills sharp.

Volcanos are common in all areas of Orbis Aurea. New islands are born at sea in the blink of an eye, and winding ranges of broken mountains emit smoke ceaselessly. Explosive eruptions can darken the sky across an entire continent for weeks, and the worst of their kind can eject fresh netherite into the Nethersphere from some reserve deep in the earth.

Weather

Orbis Aurea is in the depths of an ice age which may never end. The majority of the planet remains cold throughout the year. The polar regions benefit little from the planet's summer periods, losing and gaining ice at an imperceptible rate. Bitter winds carry polar

snowstorms far to blanket the tundra and temperate equatorial regions during lunar spring and autumn without warning. Denizens of the planet always have cold-resistant clothing available to them for when such storms blow through.

Local blizzards can be devastating. In concurrent solar and lunar winters, these storms can last twice as long as normal, quickly overcoming the preparations of smaller cities lacking infrastructure, though larger cities generally have aethertech equipment and spellcasters on hand to mitigate the local impacts of such catastrophes. The Stormwatch Society is spread across all human settlements and outposts, sending *farcaster* broadcasts about storm signs to quickly prepare local members to assist in modifying inclement weather or helping citizens survive it. Their base of operations in Wighthaven sits high on the mountain, where they can quickly report incoming storms and prevent loss of life and cargo on the space elevator.

Blizzards are even more dangerous when they happen concurrently with a netherstorm. Particles of netherite trapped in the snow can make populations susceptible to illness and lead to poor crop growth in the following spring. Countless frontier settlements have been abandoned after a netherstorm blizzard, as the soil can remain unusable for years.

Not all precipitation on Orbis Aurea is frozen. The planet has up to eight summers per orbital period, and weather in the equatorial zone can be far more forgiving than that at the poles. Heavy rains occasionally lead to flooding in low-lying valley regions, and tethered, floating villages are not an uncommon sight in the plains.

Aetherite

Aetherite is abundant on Orbis Aurea to a degree not fully known by those outside of the Paragon Ascendency. The native okanta clans know of many surface deposits of aetherite, typically in hard-to-reach mountainous areas or shorelines obscured by ice during the planet's long winter. The Hierarchy of Akasaat, by means of their operatives on Orbis Aurea, know that the Paragons' boast of having a dominant control of the system's aetherite is a genuine one. The Paragons' own detailed analysis of the planet's wealth of aetherite is kept strictly confidential among only key members of the Ascendency's upper echelon. Visitors to Orbis Aurea can often find fields of the substance are scattered across the planet's surface, and privately owned mines litter the subterranean reaches. The Paragon marshals consider themselves the stewards of Orbis Aurea's aetherite reserves and maintain political power through their total monopoly on the resource. While prospecting for the mineral is not illegal, all sale is controlled by the Paragon Ascendency via the planet's only means of export.

Refinement of aetherite anywhere on the planet is illegal, due entirely to the Pact of Wighthaven, extensive treaties with the okanta requiring any refinement to take place off-world. Many aspiring black-market refinement entrepreneurs have made a fortune before being forcibly conscripted into the Sentinel war against the azaka. Since the closure of Wighthaven's aetherite factory in what is now known as the Remediation Zone, the vast majority of refinement takes place on Orbis Aurea's twin: the planet-sized dead moon Orakoe.

Any areas known to contain toxic levels of aetherite are marked with pictograms detailing the distance and severity of radiation exposure. Many locations were quickly marked and exploited decades ago when the okanta revealed known forbidden zones to their Paragon allies. Mikawdra, a mining city on the neighboring continent of Pah, is home to the largest ongoing aetherite mining operation on the planet. Newer mining operations waste no resources building settlements for workers, instead employing state-of-the-art aethercraft designed to collect and safely store raw aetherite crystal in lead-lined cargo bays.

Netherite

Native to Orbis Aurea, netherite is a highly toxic mineral which pulses with negative energy. While

Table 3–01: Netherite Radiation

Radiation Level	Will DC	Initial Effect	Secondary Effect	Undeath
Low	13	1 negative level	1 Con damage	—
Medium	17	2 negative levels	1d4 Con damage	*Animate dead*
High	22	3 negative levels	1d6 Con damage	*Create undead*
Severe	30	4 negative levels	2d6 Con damage	*Create greater undead*

at first glance it appears to be a polluted version of aetherite, netherite is in fact a distinct substance. The material is similar in structure and color to obsidian, and in regions with volcanic rock, this similarity has lead to the deaths of many unwary travelers. Netherite, like aetherite, is highly toxic. This material is infused with negative energy and has been found to be responsible for the spontaneous creation of unintelligent undead around the planet.

Thankfully, netherite is rare compared to the planet's seemingly endless reserves of aetherite. Scholars theorize that the material was created by the Progenitors and is exclusive to Orbis Aurea. Some students of the planes posit that the mineral was created by extreme planar forces acting together during the chaos of the Collapse. Controversially, some suggest that netherite is in fact aetherite which has been subjected to contamination, or was created in a manner similar to aetherite but under vastly different circumstances.

There is no known process which can refine netherite into a fuel source in the manner of aetherite. It does not respond to electrical stimuli to form a plasma. New to the cauldrons of alchemists, the hazards, uses, and limits of the substance as either poisons or drugs are mostly unknown.

Netherite is most famous for its presence in the planet's Nethersphere, where passing aetherships are drained of power or destroyed upon contact. This effect seems to be created by the combination of the substance with a static charge in the atmosphere, but attempts to replicate the effect have mostly been failures.

Netherite Radiation: Exposure to raw netherite is just as hazardous as exposure to aetherite. Creatures killed by the radiation can automatically rise as the undead (at the GM's discretion), with more severe radiation potentially creating more fearsome foes. Except as noted here, netherite radiation functions like radiation as described on page 320.

Netherstorms

Occasionally, a funnel of netherite dust will be carried down from the Nethersphere without warning or obvious cause. Low-level storms will saturate an area with radiation similar to standard aetherite poisoning. Higher category storms produce random blasts of telekinesis which can flatten small structures or creatures. The worst produce bolts of negative energy which raise their victims as undead.

Netherstorms come without warning and leave just as quickly. Typically, a funnel of aurora light will touch down in an area and quickly spread across the ground, killing indiscriminately before dissipating as quickly as it arrived. A typical netherstorm will last 2d6 rounds per hazard category, more than enough time to kill the unwary and raise them to terrorize their neighbors in undeath. Category 4 netherstorms rarely occur more than once per century.

Netherite Fog: Fog pollutes the air with a shimmering aurora of deadly netherite radiation. It seeks low ground, typically reaching a height of 10 feet per category of the storm. Netherite fog has a radius equal to the size of its telekinetic crush area, with weaker areas of radiation extending from that point as standard radiation.

Telekinetic Crush: Most of the widespread damage of a netherstorm comes in the form of blasts of force energy in the center of where the storm touches down. Capable of flattening structures and creatures without

warning, the more dangerous blasts can leave behind an area of negative energy equivalent to a *desecrate* spell in the radius of the effect.

Black Bolts: A netherstorm can dispense a black bolt of energy every 1d4 rounds. Half of the damage is electricity damage, and half is negative energy damage. The bolts seem disquietingly malevolent, seeking out living targets to harm.

Azaka

The most common but least understood hazard of exploration is the azaka. These massive psychic insects appear to have been brought to this planet during or immediately after the Collapse. Evidence of their arrival comes in the form of an impact crater taller than many mountains in the surrounding area, with colossal walls of stone and dust hiding the contents from prying eyes.

Centuries of unchecked growth have led the creatures to spread out across their continent and below the planet's surface. The azaka have little trouble accessing regions of the planet via complex cave networks, driving indigenous subterranean species before them as they claim more and more territory. This expansion grows more troubling with the emergence of reports of bipedal insectile creatures spotted in areas where fringe humanoid settlements were wiped out.

Outside of their hives, azaka are most commonly found around clusters of aetherite crystal. Their use of the element as a source of food is troubling to the Paragon marshals and Hierarchy alike, and war has been declared on any and all azaka. Dedicated members and slave battalions of the Sentinel fight tirelessly against this menace, and many of the best and bravest of these fights rise quickly in the ranks.



Orukughan the Hungerer

The azaka's goals are inscrutable. Appearing overland and from below, a colony of humans can be lost to conflict before Sentinel troops can be summoned to deal with the situation. More than one outlying colony has been found devoid of life by the time the Sentinel arrives. Investigations reveal only the scars of a quick battle and neither survivors nor dead left behind.

Azaka attacks have become more frequent on Karkhota and Pah in the past century. Okanta oral history and Requiescat archives show clear evidence

Table 3–02: Netherstorms

Category	Netherite Fog	Telekinetic Crush	Black Bolts
1	Low	10 ft./2d8	1d6
2	Moderate	15 ft./4d8	5d6
3	High	20 ft./8d8 and *desecrate*	10d6
4	Severe	40 ft./12d8 and *desecrate*	15d6

of an increase in azaka activity. Orbis Aurea's xenobiologists are quick to decry the idea that the Hierarchy's controlled territories constitute a "safe zone" against the azaka threat. While azaka seem to appear anywhere without reason, saying as much in polite society is frowned upon.

Undead

Undead are a serious side effect of netherstorms and general netherite exposure. From single lurching skeletons to the feared wendigo, Orbis Aurea's undead choose no side and attack all comers with equal force. While the majority of the wandering dead are unintelligent, enough intelligent undead have been encountered in the wild to worry settlers far from military support.

The undead threat is taken very seriously. Paladins, oracles, and cantors of the Lifelight Alliance often augment the ranks of the Sentinel in order to clear areas lost to the undead. Normally distributed throughout the controlled territories, Lifelight soldiers can be marshalled to dispatch undead threats wherever they might crop up. With aetherite and netherite both capable of creating new hazards in mining colonies across the continents, many cities have local detachments of Lifelight Sentinels at the ready.

Not all intelligent undead roam the ice expanses looking for an unwary meal. The planet's severe terrains claim lives daily, and victims of the cold may quickly become the fodder for a necromancer's collection. The creation of undead through necromancy is taboo to the okanta, and expressly forbidden under the pre-Hierarchy mandates of the Paragon marshals. Those who violate the sanctity of life in such a manner are actively hunted by the Lifelight Alliance and can face summary execution without warrant.

Okantan legends also speak of **Orukughan the Hungerer** (CE okanta graveknight[B3] fighter 17), an ancient okantan warlord who defended Haj-Harmarandh against the frost giant onslaught that destroyed it. The okantan tales say that Orukughan was so consumed by wrath at the destruction of Haj-Harmarandh that he and his entire legion rose from their icy graves one week after the city was sacked and laid ruin to the giants that claimed it. If these stories are to be believed, Orukughan's tormented spirit still lingers in the ruins of Haj-Harmarandh, wherever the fabled lost city resides.

Ghosts are, as elsewhere in the system, an ever-present problem. Wards against spirits hang from even the least superstitious door frames, and large cities can host intricate eldritch guards against ghosts which require constant upkeep. Wandering shamans and occultists can make a handsome living dealing with local "spiritual" problems.

Most famous and feared on Orbis Aurea are the wendigo. Frozen beasts of eternal hunger, a single wendigo can easily decimate settlements and multiply at an alarming rate. Victims of the wendigo's curse are often beyond help and are euthanized before their plague can spread. It is the duty of every citizen of the Hierarchy to report signs of these creatures for immediate dispatch.

The most famous wendigo may in fact be no more than legend: Raod Rah, the Waking Whisper. Some believe that this wendigo was once a king among the taiga giants, turned to darkness after eating his army to survive a winter holdout against enemy frost giants. Other stories speak of an ethereal being from the Dimension of Dreams which came into physical form as the first okanta dreamed of a nightmarish future for his people under the rule of some ancient evil predatory force. Most can agree that being woken from a dream by a whisper is bad luck, and admitting such in superstitious company is a quick way to be shunned, or worse.

Locations of Interest

The frozen lands of Orbis Aurea hold many sites of interest—both civilized and far from it.

The Cleft of Ages: The Cleft of Ages is a chasm in the northern arctic of Tep Halaisu roughly the size



Joskodra

of an inverted mountain range. This crevasse appears to be in a constant state of collapse, caught in a time loop that may date all the way back to the Collapse. A seething inferno of magma and smoke boils from the heart of the cleft, belching a curtain of pyroclasmic ash into the air. Trapped within this fiery, time-wracked wound is one of the largest Progenitor complexes ever seen, spanning nearly a mile as it hangs suspended in mid-freefall into the lava ocean. This structure, appearing pristine and untouched by time, has repeatedly been the destination of archaeologists, treasure hunters, and scholars alike. So far, all attempts to venture into the Cleft to reach the ruin have resulted in tragedy, from ships disappearing into a breach to the Evermorn, assaulted by hounds of Tindalos, or harried by enraged bythos aeons. To date, no one has successfully entered the Progenitor ruin at the heart of the Cleft of Ages and returned to tell of what wonders lay trapped in time.

Gathrakadra Fortress: Located 1,600 miles east of Wighthaven, Gathrakadra Fortress is the sentinel outpost of the frost giant kingdom of Ythrandor. It serves as home to a standing army of 750 frost giant soldiers commanded by **Joskorda** (LN middle-aged female frost giant brawler[ACG] 12), a strong-hearted and cautious warrior who has survived battles with the Paragons themselves. Joskorda is a lone voice of reason among a choir of shrieking warlords eager to die on the ice for the goal of sacking Wighthaven. Joskorda realizes the threat of the azaka is paramount above all others. Even stranger, Joskorda is one of the few among her people who do not dismiss the notion of life on other worlds as "distraction" to her kind's conquest of Orbis Aurea. Joskorda sees a future beyond the veil of aurora and cloud, and aspires to find a way to bring her people to the stars she has dreamt of since childhood.

Korbasandra Wasteland: The Korbasandra Wasteland is one of the harshest locations on the continent of Orush. Air currents draw supernaturally cold wind up from the southern pole, creating a vortex of unearthly chill that drives powerful wind across mostly open plains of ice and rock. This region is so cold that only two things survive here: the tribe of okanta for whom the wastes are named, and the native animals that have unnaturally adapted to this dangerously cold climate.

The okanta of this region tame shaggy, feather-draped, raptor-like dinosaurs, riding them into brutal group hunts against colossal shaggy animals called daroknur that feed on the ambient energy of aetherite trapped miles below the ice. These huge beasts can feed their nomadic villages for months at a time,

but taking down these aether-touched beasts is an accomplishment worthy of a generation of song. The Korbasandra clan is challenged here by the presence of frost giants who hunt the same gargantuan prey, yet are also at war with the okanta for resources.

Morlock Wilds: The Morlock Wilds are pockets of fungal jungles spread throughout the subterranean realms of the world, deep below the long-frozen forests. These pockets of flora thrive due to their location near geothermal hotspots, turning them into oppressively humid jungles with evolved—and often times highly mutated—fungal species entirely covering the walls like a thick, grassy moss. Monstrous columns of fungus brace these caves like pillars, many hollowed out and lived in by morlocks. These creatures rarely touch the ground, as the lower levels of Morlock Wilds are usually home to wandering packs of azaka. Morlocks know that the more aetherite they acquire and drop into the webs of the lower levels, the fewer morlocks the azaka will take away. The azaka, in turn, see these morlocks as a sustainable resource.

No one knows why exactly there are so many similar biomes all over the planet, disconnected from each other. Only a few have stumbled into them from sinkholes and escaped alive. These survivors report seeing morlocks worship Progenitor technology, occasionally describing ancient, foggy stasis pods embedded into the fungal webbing.

Pahnahadra: Located a short distance from Wighthaven, the city of Pahnahadra is growing by the year as efforts to construct a second space elevator to the Catena orbital station continue. Pahnahadra is currently a satellite settlement of Wighthaven under direct supervision of the Paragon Ascendency, and features a thriving construction industry. The current interim governor of Pahnahadra, **Irisha** (LN old female infused magus[UM] [staff magus] 10) aspires to maintain her position once the city is fully operational, but increased sightings of azaka in the neighboring areas suggest that her capability as interim governor may be put to the test sooner than she anticipated.

Scar of the Progenitor: The name of this location comes from an interpretation of an okanta name for it, and more literally could be called "Mistake of the First One." The scar is a gigantic hole in the planet, roughly a mile in diameter. Its otherwise perfectly smooth sides are riddled with connecting caverns that go deeper into Orbis Aurea than any explorer has ever ventured. The scar travels so deep into the planet's crust that the bottom cannot be seen.

The Scar of the Progenitor is full of breaches to the Evermorn where the boundary between planes is weak. This makes exploration of the open chasm by aethership treacherous, as many of these thin spots cannot be readily seen from a distance. Azaka activity in and around the scar is ten times greater than anywhere else on the planet, even though it lies well outside of normal azaka territory.

Shattered Forest: This snow-covered, ice-filled wilderness is full of towering trees that were flash frozen in the Collapse. These colossal monuments to a world that once was are ruptured flinders of wood trapped in glistening flows of ice that resemble crashing waves and turbulent seas. The shattered forest is home to countless boreal fey such as cold riders, as well as other arctic denizens like winter hags. Worse are stories of insane dryads living within the shattered forest, still bound to their flash-frozen trees, now unloving husks of what was once beautiful and resplendent. These undying fey clash with their living kin and leave frozen corpses in their wake.

Giant Lands

Though most of Orbis Aurea is considered a vast wilderness full dangers and the unknown, some of the most savage and beautiful landscapes can be found in the areas known as the Giant Lands. These lands are home to the various species of warring giant tribes and their descendants, who have called the planet their home for countless generations.

The Tundra

The climate here is bitterly cold and dry for most of the year, with thick layers of permafrost present even in the warmest of months. The wind constantly howls across the landscape, bringing with it the unyielding chill from the nearby polar regions. It is said that the voices of the dead can sometime be heard on these winds and during rare winter storms, tempting lone travelers to abandon their shelters and walk onto the tundra, never to be seen again.

Closer toward the subpolar regions are magnificent fjords that lead out to the arctic seas. Here, the tribes of sea-faring okanta dwell along the archipelagos of the coastline, hunting seals and cold-water porpoises. Legends claim that far beyond the shore, ocean giants live deep beneath the waves.

Taiga giants and the okanta live a nomadic lifestyle of co-dependence across Orbis Aurea's tundra, having long ago formed alliances in order to survive the brutal frost giant raids. The taiga giants prove as formidable border guards against frost giant incursions, and the okanta are adaptable, fierce fighters and hunters who lend aid to the taiga both in battle and by establishing a trade of goods and food. The few human settlements on the tundra also benefit from this relationship, and depend upon this symbiotic existence to survive upon the tundra lands.

The frost giants are not the only threat to these wandering tribes and their allies. The tundra regions of Orbis Aurea have harsh winters that claim the lives of okanta and taiga as easily as their invaders. Yet despite its inhospitable environment, the inhabitants of the tundra claim that nowhere else is there such a clear, beautiful view of the shrouded sky or of the auroras that burn across it during the darkest part of the night.

Though largely treeless, the tundra bears hardy shrubs and other flora that have adapted to survive in these lands, serving as the staple diet for those animals that made their home here. One of the largest creatures native to the tundra are the elk-like raasku. Living in small herds, the raasku have dark, shimmering fur the color of twilight that helps to disguise them when they come out to graze as the daylight fades. Fleet-footed and equipped with powerful hooves evolved to break through the crust of snow and ice to forage, they are hard to see and catch except by the swiftest and cleverest of okanta hunters. The pelts of raasku are considered rare prizes reserved for the most prestigious of okanta elders, or presented as gifts to taiga leaders. There has not yet been a human considered worthy of being given such an honor.

Most natural predators have been driven out, unable to compete for the limited food resources, but a few still exist in areas far from the settlements and routes where the okanta and taiga roam. Young okanta who seek to prove themselves when they come of age sometimes go on solitary hunting missions to seek these creatures, but the predators of the tundra are not yet so beaten and diminished that these hunters always return victorious.

In the far northern and southern poles live the mysterious and terrible frost giants. Little is known about them by the other races of Orbis Aurea, because those who are taken by them never return. Though they are primarily monstrous beings driven by violence and conquest, they are also ice shapers whose artistry is reflected in their towering, frozen complexes. Other tribes have made homes within the long forgotten ruins of ages past, now claimed by the ice and snow. They exist as raiders who descend upon the tundra settlements for slaves, food, and supplies, relying on might instead of skill in order to survive. These raids are launched primarily from the fortress-city of Ankhor Naragh, which exists on the border of the tundra far to the north of Wighthaven on the continent of Tep Halaisu. It is ruled by **Yskval Tavahur** (NE frost giant barbarian 7) and his army of raasku-riding raiders.

The climate of the poles is so brutal that nothing grows in these regions, and what few animals exist are immediately caught and butchered by the frost giants. It is rumored that if someone digs deep enough in any area of these lands, they will find blood frozen



beneath the layers of snow. The only thing that the frost giants fear here are the wendigo that haunt the ice floes and unclaimed ruins.

In the farthest part of the north, there exists a frozen mountain range made up of sheets of ice. Some say that it is a massive fortress constructed by the frost giants, and others whisper that is the remnants of a glorious temple built in ages past. None have yet dared to venture far enough to find out the truth.

Underworld

The world below the surface of Orbis Aurea a part of a greater mystery tied to the original Progenitor influence on the planet. Orbis Aurea has extensive cavern networks riddling the planet, nearly half of which are flooded and consist of liquid water oceans locked within lightless subterranean cysts. During early exploration on the continent of Pah, prior to the emergence of the Azaka as an extant threat, the Paragons discovered massive networks of still-functioning Progenitor ruins arranged like a latticework roughly one mile below the planet's crust. These ruins draw power from unknown sources and still possess active defense systems of ancient Progenitor design. The lost Paragon, Seshimin, was researching and cataloguing these ruins when he was attacked by Azaka in the first open hostility between the Ascendancy and the Azaka species. Nearly all of Seshimin's research was lost with the destruction of his flagship, *P.A.V. Scryer*, but enough of Seshimin's initial reports were relayed back to Wighthaven to tantalize and horrify the Paragons.

The content of Seshimin's research never reached the public sphere and is a closely guarded secret among the Paragons. Also within Seshimin's reports were indications of entire cities of morlocks and troglodytes below the surface of Orbis Aurea, revealed by scans from the prototype farseeker arrays installed on the Scryer. Seshimin's research indicates that the subterranean world of Orbis Aurea is teeming with life that has had little to no prior contact with the surface, but also indicated a trend in activity below the surface:

the subterranean species were rapidly encroaching on the surface.

Following Seshimin's death, further research into the Underworld of Orbis Aurea was conducted in the Depths below Wighthaven, primarily led by the Lifelight Alliance and Sentinels who directly fed information back to the Paragons. These expeditions confirmed Seshimin's theory of encroachment by subterranean species. Further, information magically gleaned from the corpses of hostile morlocks encountered in the Depths indicate that the encroachment isn't part of some larger scale invasion or testing of the Paragons defenses, but rather a retreat. The subterranean species of Orbis Aurea are fleeing from something massive and terrible in the lowest depths of the world.

To date there is no concrete evidence as to what is driving the subterranean species toward the surface of Orbis Aurea, but what little information is available suggests that it is a force or presence of apocalyptic nature that is destroying their civilizations as they retreat. Whether this is the Azaka or some other yet discovered entity is unknown, but the very fact that such an exodus is occurring is one of the most closely-guarded secrets in the Ascendancy.

The Progenitor ruins below the surface of Orbis Aurea offer unique opportunity for characters interested in discovering even a glimpse into the Pre-Collapse world. While many of these ruins are intact (at least in part) most are terribly malfunctioning and are securely guarded by powerful constructs not found anywhere else in the Aethera System: primarily robots like annihilators[B5], gearsmen[B5], and terraformers[B5]. These machines perform inscrutable functions in the ruins, at least partly maintaining colossal devices penetrating deep into Orbis Aurea's mantle. Like all other Progenitor ruins, these structures do not contain written records of the Progenitors, but may well hold etched schematics on their walls that could be used to innovate aethertech or develop entirely new aethertech marvels. Unfathomably ancient and malfunctioning equipment[TG] may exist in these ruins.

Finding a subterranean Progenitor ruin is a challenging task in and of itself and requires, at the very least, traversing hundreds or thousands of miles of arctic terrain to find an appropriate cavern, and then descending down through roughly one mile of Orbis Aurean Underworld and bypassing its native flora and fauna before reaching the structures. Even then, these ancient Progenitor structures were never meant to be entered, so a brute force (or otherwise unauthorized) method of entry is required. Then, navigating and surviving within the ruins become paramount. Since the Collapse many of these ruins have become flooded with natural formations of highly radioactive aetherite in addition to any hazards the ruins themselves may hold, aside from active security systems. Even assuming a successful trip to one of these ruins, the Paragons themselves would likely have great interest in what the characters discovered, and make it their personal mission to find out just how much they know about the current Underworld situation, and if necessary ensure it remains unknown.

The greatest revelations about the Collapse and the nature of Pre-Collapse life in the Aethera System are likely trapped below Orbis Aurea's frozen surface, and it will only be a matter of time before these secrets are unearthed and the truth is either crushed under a mechanized Paragon heel, or dragged screaming into the light.

Some organizations, especially the Riders, fear what sorts of revelations may be uncovered within these subterranean ruins. While the Paragons are ostensibly altruistic toward the inhabitants of Orbis Aurea, the discovery or development of a new type of super-weapon based off of yet undiscovered Progenitor technology could risk pushing the system into another war. Worse, it could embolden the Paragons to turn against the Hierarchy in a bid to rid themselves of the Hierarchy's influence, which in turn could weaken the entire Aethera System in the shadow of an oncoming conflict with the Taur.

Harok-Shakora

Harok-Shakora is both a traditional site of an okanta settlement, Harok, and a nomadic tribe known as the Shakora. Harok-Shakora follows in the path of taiga giant migratory hunting patterns, sticking mostly to the coastline of the Boreal Sea, never more than 500 miles from Wighthaven and sometimes as close as 25 miles. The settlement typically stays put for 3 months, then picks up and travels for 2 weeks before settling again, usually 100 to 200 miles from its previous location—wherever the hunting is best at any given time, or where the spirits speak most clearly.

Visitors from Wighthaven and those from beyond Orbis Aurea usually come to Harok-Shakora and other okanta settlements in search of aetherite, rare life forms, and unusual magic items. Scientists and collectors alike wish to know more about how the planet's large animals, plants, and magical beasts survive the relentless cold and aetherite exposure.

Far from large civilizations, Harok-Shakora warmly welcomes adventurers who bring useful trade goods from other planets or help reinforce their safety against the numerous threats of wild Orbis Aurea. Adventurers are drawn by grand tales of okanta bards and mediums who speak of a settlement with a proud history and an uncertain future, plagued by hints of worshipers of vengeful undead, dangerous fey expecting a worryingly unknown payment, and political intrigue between the okanta clans.

Harok-Shakora

NG small town

Corruption +0; **Crime** –1; **Economy** +0; **Law** +1; **Lore** +2; **Society** +0

Qualities insular, rumormongering citizens

Danger +0

Demographics

Government autocracy

Population 1,450 (93% okanta, 3% human, 1% infused, 1% phalanx, 1% erahthi, 1% other)

Notable NPCs

Hajok Kunthfar, priest-judge (LG male okanta medium[OA] 8)

Hakuvim Sankal, mechanic (NG female okanta alchemist[APG] 3)

Jahokvar Kunthfar, storyfather (CG male okanta skald[ACG] 9)

Indruva Sankal, champion (N female okanta barbarian 9)

Korimim Kunthfar, master shipwright (LN female okanta expert 5)

Savvora Sankal, veteran scout (LN female okanta cavalier[APG] 6)

Tanisk Uthora, master trapsmith (CN male okanta rogue 8)

Uskvallar Uthora, master cultivator (LN male okanta druid 7)

Economy

Base Value 1,000 au; **Purchase Limit** 5,000 au; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

Harok-Shakora's History

According to the stories kept by priest-judge Hajok, the Shakora organized from the clans Kunthfar, Sankal, and Uthora seven generations ago at the urging of the Sankal. This clan had recently procured small aethership speeders from desperate human survivors in need of local allies. With the aethercraft to greatly improve their scouting abilities, the Shakora prospered in an otherwise traditional okanta fashion: moving with the seasons of Orbis Aurea to hunt, farm, and gather resources to keep its families fed and safe.

The Shakora leveraged their knowledge of rich aetherite deposits on the planet's surface to gain continued material assistance from the humans, as well as even more valuable expertise in maintaining and manufacturing aethertech. Given their innate ability to quickly learn and share skills, the Shakora quickly spread expertise in the crafting and maintenance of aethertech among their clan. By the time humanity next encountered the Shakora, they possessed startling expertise in aethertech and were



invaluable in helping the struggling humans build meaningful settlements on the surface.

Clan Kunthfar has committed itself repeatedly to maintaining peace between the neighboring okanta tribes and humanity ever since the Omora sought to teach the newly-arrived Paragons some respect. A series of skirmishes culminated in the Omora storymother Ijiria leading a suicide attack on a well-defended Paragon outpost, convinced that her boldness would make her a powerful ancestor spirit even if she failed. The Omora tribe splintered for fear of reprisal when their leader fell, and many were adopted into the Uthora and other nearby tribes.

As the Paragons of Orbis Aurea made themselves known to the worlds beyond, it became clear that the okanta would have a role to play in the stars. When the Paragons sent agents to recruit okanta mercenaries and procure useful magical assets for the Century War, the Sankal volunteered by the dozens to be the first okanta to ascend the Catena and leave their ancestral homeland for a war in the stars. With so many of the Sankal gone, some less scrupulous Paragon agents descended on Harok-Shakora and attempted intimidation tactics to squeeze more technology and salvaged artifacts from the tribes. Uthora traders recognized what was happening, tempers flared, and a pitched battle was only narrowly averted. Many of clan Uthora called upon the spirit of Ijiria Omora in rallying okanta to punish the deceitful humans, but cooler heads prevailed, as Kunthfar and Sankal elders had too many friends among the original human settlers of Orbis Aurea to start a fight along racial lines.

Okantan skald representatives of the Harok journeyed to Wighthaven following this incident and delivered a report that was—allegedly—received by Imperator Marshal Lietka himself. The offending agents who originally sparked the conflict were never seen in Harok-Shakora again, and rumors persist that their punishment was swift and final. But the skalds' reports of their success upon their return to Harok-Shakora did little to quell a simmering

resentment of humanity's agents in the region. Direct operatives of the Paragons are not expressly forbidden in Harok-Shakora, but their presence has notably declined in recent years. With the majority of the Sankal operating beyond Orbis Aurea, their tribe has considerably less influence than it has in years past, allowing further resentment and suspicion of human activity to take root.

To insure against any future aggression by humanity, Clan Uthora's leader Najrim Uthora made a bargain with a rusalka matriarch to ensure her tribe could call upon a safe retreat and magical protection if necessary. The terms of this pact, however, were kept secret. Several members of clan Kunthfar disappeared mysteriously at sea about the same time, sparking rumors that they were sold in exchange for the tribe's safety, but the rumors were denied and never proven. Najrim was unexpectedly slain during a skirmish with frost giants just 1 year after the pact was made, and the exact nature of her arrangement was never revealed. Now, priest-judge Hajok is growing increasingly concerned that on the tenth anniversary of the bargain, a payment will come due. Portents suggest that the water spirit is expecting a sacrifice, and he is afraid to inquire about it without having an acceptably payment in hand; he knows such beings are fond of finding any technicality or excuse to press mortals into time-lost servitude.

Harok-Shakora at a Glance

Most of Harok-Shakora's buildings are designed to be quickly and easily collapsed for relocating the settlement. Ramps around the settlement are meticulously kept clear of traffic (but not of snow) to speed evacuation. They are a strange mix of tents, yurts, and easily collapsed prefabricated structures purchased or traded from humans. Every home has an offering bowl outside it where milk, bread, alcohol, cheese (both local and very rarely imported from off-world), or other minor offerings to spirits of nature and spirits of the ancestors are left overnight. Many temporary shelters serve as garages where aethertech is maintained or constructed, and the terrestrial members of the Shakora clan proudly possess an *aethertech crafting station* used to quickly fabricate and repair necessary components.

The people of Harok-Shakora are almost entirely okanta, but a few visitors can always be found trading or conversing with locals near Clan Uthora's common areas. Fashion is a mix of traditional okanta clothing made from local materials and clothing traded from Wighthaven, mostly 1 to 5 years out of fashion from a human perspective. Many favor trinkets that symbolize a favorite patron spirit or ancestor.

Harok-Shakora Factions

Harok-Shakora represents the generational alliance of three clans: Kunthfar, Sankal, and Uthora.

Clan Kunthfar: Clan Kunthfar is an extended family whose traditions are built around seafaring. Their elders are mostly experienced captains and shipwrights. Kunthfar is proud to have produced the community storyfather, Jahokvar, who effectively serves as Kunthfar's patriarch.

Jahokvar's aunt, Korimim, recently drew the ire of Clan Sankal when she accidentally destroyed a new Sankal aetherspeeder while attempting to use it to pull a new style of ship. Because of the value of the speeder, the priest-judge Hajok had to adjudicate which clan must pay to replace it. When he ruled the accident was not Korimim's fault, Indruva Sankal accused him of bias in favor of Hajok's new husband's clan. Tensions continue to mount as Sankal okanta question Hajok's guidance more and more with every passing week.

Clan Sankal: Clan Sankal is known among the okanta for producing powerful warriors, including Harok-Shakora's hot-headed champion, Indruva. Most of its elders are seasoned scouts or veterans of numerous raids. The Sankal are notably the first tribe to adopt a monetary trade system, adapting to the customs of humans at the expense of okantan traditions of shared wealth and possessions.

Among other okanta, the Sankal are seen as cunning opportunists, without any hint of resentment in those words. Their ingenuity is second to none and the Sankal count themselves among humanity's strongest allies on Orbis Aurea. However, this relationship benefits the Shakora as a whole by ensuring the clan has access to the most advanced aethertech and other off-world supplies coming down from the Catena at Wighthaven.

Since the intermarriage of the most prominent members of Clans Kunthfar and Uthora, okanta of Clan Sankal have expressed mounting resentment and concern that their voices will be drowned out by the combined voices of the other two clans. The majority of the Sankal left Harok-Shakora during the Century War and most have yet to return, finding their destiny written in the stars, and more Sankal reaching adulthood aspire to join their ancestors in the world beyond the sky.

Clan Uthora: Clan Uthora is particularly known for its skilled hunters and storytellers, but its elders are largely trappers and traders. Its son Hajok recently married Harok-Shakora's storyfather, Jahokvar, substantially strengthening the alliance between the two clans. Uthora are traditionalists who prefer to look to the past and to fey spirits for guidance on new problems. Some in clan Kunthfar worry that they will go too far in the promises they are willing to make to water spirits for protection from other threats.

Government and Law

Harok-Shakora's leaders are elected for life by a council of okanta elders. The elders, drawn from all three major clans, can vote to remove a leader from office if necessary. Laws are recorded by the respected priest-judge Hajok and his disciples, who settle minor disputes. His husband, the jovial and popular Jahokvar, negotiates on behalf of the community, decides where the tribe will settle each time it moves, and enforces the law. The tribe's champion, Indruva Sankal, leads Harok-Shakora's scouts and is in charge of the community's defense and hunting.



Hajok

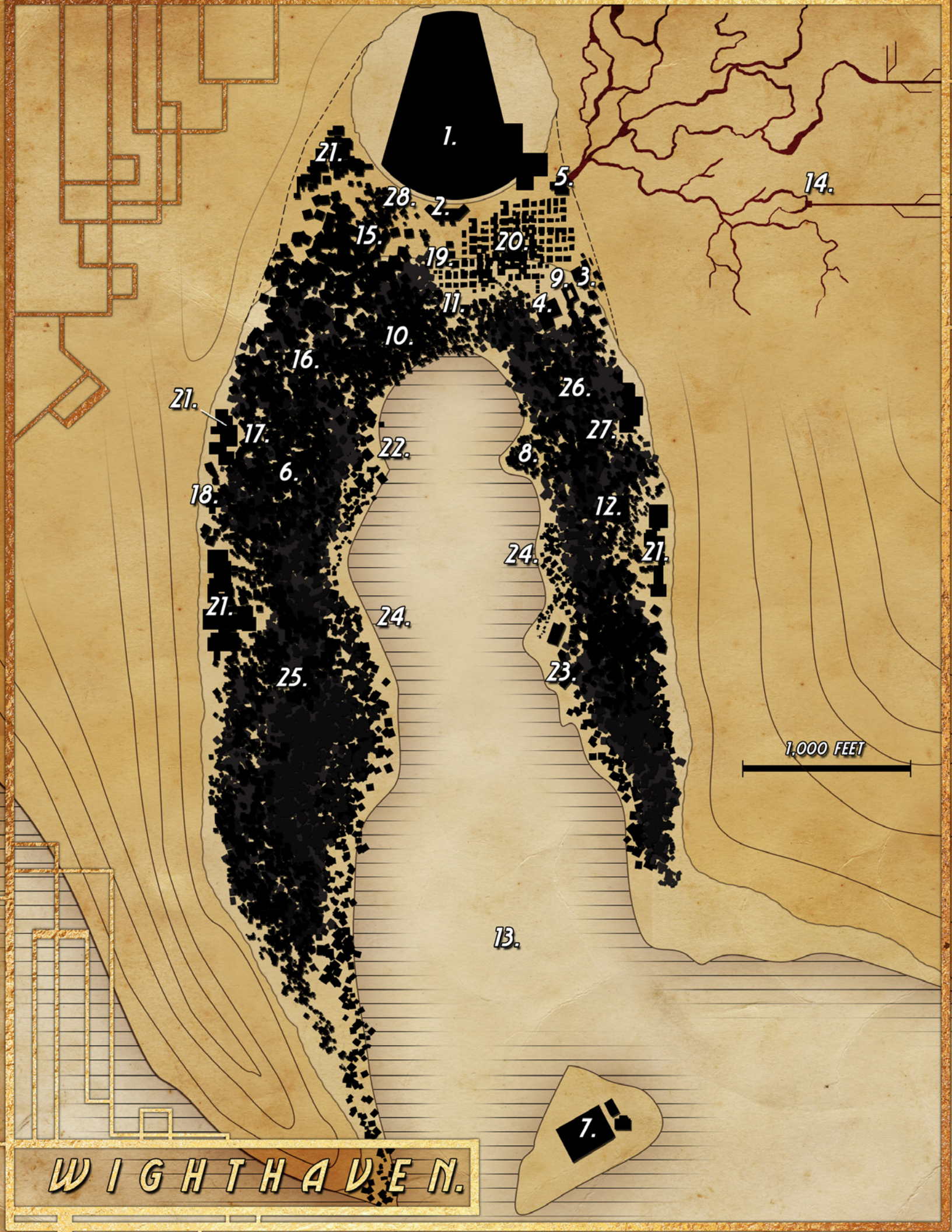
The Shakora have laws that differ according to where they are currently settled. At Harok, they have relatively free trade with off-worlders because they cannot depend on giant allies for protection. At most other sites, they trade freely with giants but avoid off-worlders' money and goods except as explicitly permitted by storyfather Jahokvar—and only at steep profit or for things that are desperately needed. In all cases, visitors are to stay in secure Sankal compound prefabs after nightfall and are not permitted to touch local aetherite without express permission from a priest-judge.

Punishment generally takes the form of hefty reparations charged to the family or clan of the offender paid to the offended party (or the tribe as a whole), or exile on pain of death, in more extreme cases. The most common form of punishment is prohibition from trade for a sliding scale of time. Initial offenses are short prohibitions, scaling up to permanent banning.

Settlement Gazetteer

As a mobile town, Harok-Shakora's primary features move around relative to each other depending on the layout of the current campsite. The position is always chosen for its defensibility and multiple escape routes. Common sites include a fjord or a peninsula where the okanta can flee by water or land, depending on the direction of an attack.

1. **Story Pit**: Near the center of the community, okantan storytellers gather to recite and interpret laws from tribal epics. They settle disputes and offer advice to the community, led by Hajok Kunthfar. Nearby is the yurt Hajok shares with his husband Jahokvar, who is rarely home during the day but traditionally tells stories of his activities over a communal evening meal in the Story Pit. Outsiders to Harok-Shakora are welcome around the Story Pit and are encouraged to share their own personal tales with local residents. The Story Pit is also where many informal business arrangements are initiated and it is considered an act of good faith to discuss such arrangements in a public forum, to give the impression that there is nothing to hide or be ashamed of from the impending deal.
2. **Kunthfar Compound**: The seaside tents of clan Kunthfar house Harok-Shakora's primary shipwrights and their supplies. Small dry docks and simple prefabricated warehouses surround the central habitation. During whaling season, the carcass of a whale will be ritually cleaned and stripped within their compound, a task that takes a full day and the collective activity of the entire tribe. The bones from previous whaling work are incorporated as massive scrimshaw totems located around their compound.
3. **Sankal Compound**: The landward compound of clan Sankal is composed of a mix of prefabricated housing units recently purchased from Wighthaven and traditional okantan yurts reinforced with lightweight wooden panels to more effectively slow attackers. These structures are used as barracks for Harok-Shakora's warriors.
4. **Uthora Compound**: The central compound of clan Uthora is composed almost entirely of traditional okanta yurts and tents, with a few wooden saunas scattered among them. A single reinforced prefabricated module in a defensible location stores wares for trade.
5. **Hakuvim's Garage**: At the center of the Sankal compound is a large garage constructed from human and okantan architecture that houses the clan's prized possession, an *aethertech crafting station* (see page 407) used for fabrication and repair of all of Harok-Shakora's aethertech. The sole place to get repairs for most aethertech in Harok-Shakora, Hakuvim's is run by the eponymous okanta of clan Sankal, who trained in Wighthaven and returned to help maintain her home settlement's aethertech.
6. **Docks**: Harok-Shakora's docks are minimal and easy to repair or replace after attack, made from recycled currugated metal planks from destroyed or otherwise deconstructed prefabricated shelters. The docks can be quickly accessed to move tents and portable structures by way of steep ramps and can be assembled and disassembled in rhoughly ten minutes with by team of five.
7. **Palisades**: Harok-Shakora's major approaches are restricted to controlled gates by palisades of mammoth tusks and whale bone reinforced with partitions of metal salvaged from aethership wrecks and former prefabricated structures.
8. **Watch Camp**: At least one watch camp is always maintained on high ground near Harok-Shakora to alert the community of approaching threats and meet visitors from outside the community. These watch camps usually house at least four okanta on rotating watch shifts. Additional watch camps are constructed the further Harok-Shakora is from allied giant settlements.


1.
21.
28.
2.
5.
14.
15.
20.
19.
9.
3.
11.
4.
10.
16.
26.
21.
17.
22.
27.
8.
6.
18.
12.
24.
21.
21.
24.
25.
23.
1,000 FEET
13.
7.
WIGHTHAVEN.

Wighthaven

When viewed from the observation platform of the Anchor space elevator, on descent through the Nethersphere, Wighthaven first appears as a dot trapped in the pale claws of coastal fjords and inlets. The city looks like the spilled guts of the mountain, with stone and wooden houses rolling away toward the sea. Frozen tundra rolls away from the city, patrolled by enormous birds of prey and towering megafauna. Wighthaven is the City of Pacts, the seed of a young empire planted in ancient soil.

Wighthaven

N metropolis

Corruption +7; **Crime** +4; **Economy** +10, **Law** +6; **Lore** +6; **Society** +1

Qualities aetherite rich, great defenses, magically attuned, notorious, prosperous, strategic location

Danger +20

Demographics

Government overlord (Imperator Marshal)

Population 1,287,229 (48% humans, 42% okanta, 5% phalanx, 2% erahthi, 2% infused, 1% other)

Notable NPCs

Lietka, Imperator Marshal of Orbis Aurea (NE male paragon psychic[OA] [lore] 19/archmage[MA] 4)

Karboros, Marshal of the Protectorate (LN female paragon brawler[ACG] 18/guardian[MA] 4)

Pater Graccus, steward of the Hierarchy's interests (LN middle-aged male human cantor 17)

Elra An Kentrith, Requiescat founding family patriarch (NE male human aristocrat 2/cantor 8)

Russe Umbrian, leader of the Council of Justices (LG male infused paladin [aetheric knight] 12)

Dahon, leader of the clanless okanta (CG venerable female okanta shaman[AGC] 8/investigator[ACG] 4)

Economy

Base Value 81,600 au; **Purchase Limit** 600,000 au; **Spellcasting** 9th

Minor Items nearly all; **Medium Items** 4d4; **Major Items** 3d4

Settlement Qualities

Aetherite Rich: An abundance of minable aetherite greatly boosts Wighthaven's economy. Economy +2, Law +1; increase base value and purchase limit by 40%.

Great Defenses: Wighthaven is strategically located to make it easier to defend. Corruption +1, Crime +1, Economy +2, Society –1.

Wighthaven History

For thousands of years, migrant okanta clans used the territory now known as Wighthaven as part of their migratory paths. In this age, before the meteoric arrival of humanity, this mountain range was known as Aharak Jahora-nar, or "Respite of the Ancient Disquiet." Very little remains from these times by way of permanent structures. The oldest artifacts still standing in the city are engraved stone lintels leading into the deepest reaches of the mountainside glacier cavern known as the Maw. Okanta oral tradition speaks little of this location prior to humanity's arrival, and the site was used only intermittently in autumn months for temporary shelter as okanta and taiga giant clans migrated through the region to winter destinations.

During the final years of the aetherite rush leading up to the Century War, an Akasaati fleet of aetherships carrying researchers was reduced to burning rubble as the ships plunged through the Nethersphere and discovered the horrible effect that atmospheric shroud has on aethertech. The survivors of these ruined craft were scattered and helpless against weather unlike any they had ever experienced before. Nearby okanta clans, whaling in the bay beyond the Maw, quickly moved in to survey the wreckage.

First contact between human and okanta is a well-recorded historical event. Without a shared language, the desperate groups of human survivors threw down



their weapons and surrendered to the arriving okanta, expecting them to be a hostile local species. Much to the survivors' confusion, the okanta found the gesture laughable and were quick to offer food and makeshift shelter to the survivors without question of their plight. Thanks to the use of linguistic magic, both species were able to quickly establish a line of communication, and the awestruck okanta first learned of what lay beyond the aurora. Human and okanta relations swiftly cemented into a mutually beneficial bond of shared survival. Unaccustomed to both the cold climate and nomadic lifestyle, the surviving humans were determined to salvage the wreckage of their vessels and settle the region, and the okanta took no umbrage with these displaced people choosing to live as they wish. The okanta shepherded the survivors to the Maw, offering the territory to them so long as they agreed to share it with those in need of shelter during migration periods.

A compact formed between human and okanta leadership, and the clans left representatives in Wighthaven for half the year to study human art, culture, and science. In turn, the okanta taught humanity about their world and the perils surrounding them on all sides, and helped them defend their settlement from frost giant incursions. Decades of intermingling of human and okanta traditions led to the creation of Wighthaven—the Hymnan transliteration of the site's okantan name—and a firm alliance between humanity and okanta that would set the stage for the second great upheaval in the years to come.

The arrival of the Paragons 56 years after the Requiescat changed everything. When the *H.A.V Ray of Dawn* entered the Nethersphere and crash-landed onto the surface of Orbis Aurea, the surviving Paragons arose from the smoldering rubble to a world unprepared for their arrival. The Paragons descended on Wighthaven with purposeful intent and direction under the leadership of then Lancer-Colonel Lietka. At the time of the Paragons' arrival, Wighthaven was wracked with sickness and famine during an especially

long and cruel winter. The Paragons moved swiftly to consolidate power and gain the support and trust of the local humans, utilizing their combined talents to reinforce security and provide succor to the fragile human settlement.

Okanta clans in the Wighthaven region at the time of the Paragons' arrival were markedly suspicious of the "sky giants" and their intentions, but the Paragons commanded a gift for diplomacy equal to their prowess in combat. Violence was averted, though the okanta only reluctantly tolerated their presence. However, the Paragons did not have to wait long to earn the clans' trust. The Long Night cast the planet into darkness for days in the heart of both solar and lunar winters, a time when the frost giants historically reached peak activity in the region. As expected, a legion of frost giant marauders came to Wighthaven, spurred on by tales of human engineering marvels and magic for the taking. Nine okanta clans, prepared to defend their territory against giant aggression, met the legion head-on, spurning the Paragons' aid, and were soundly pushed back by this emboldened force.

A council of okanta at the head of the retreating clans beseeched the Paragons to allow their kin to flee into the Grasp, where they could hold against their ancestral enemies. The Paragons readily allowed the retreat, staying behind to guard the mountain against a frost giant raiding party.

The Paragons met the legion at the mouth of the fjord and fell back toward the Grasp over a day of constant battle, reducing the legion's number by scores with each melee. The giants pushed the Paragons deep into the Grasp, only to fall into a trap as the armed forces of the okanta and resurgent Requiescat humans poured from cave openings into the giants' flanks. By the time light returned to the planet, hundreds of giants lay dead across the frozen harbor.

In the aftermath of the battle, Wighthaven lay in shambles. Capitalizing on their victory, the Paragons vowed to rebuild Wighthaven greater than it had ever been, and vowed to protect any who came to rest within its walls—human, okanta, or otherwise. So it was that Wighthaven survived the Long Night and the Pact of Spring between the Requiescat humans, okanta, and Paragons unified the three people into a powerful alliance.

As the spring of 3945 came, so did industrialization. The Paragons built the planet's first approved aetherite refinement facility from salvaged wreckage of the *Ray of Dawn* and oversaw a boom in production and population. Within a few just a few months, the Paragons declared themselves rulers of human society on Orbis Aurea, and Lietka was unanimously appointed Imperator Marshal (in mockery of the Hierarchy's titles) with the remaining Paragons forming the upper strata of government, below which sat councils of human and okanta representatives.

In order to supplement their workforce, the Paragons commissioned vast numbers of constructs designed for labor, built in massive foundries powered by the robust aetherite deposits available to them. While the Paragons worked carefully with local okanta clans to ensure that the aetherite mined did not violate culturally significant locations, remote clans learning of this industrial harvest of a material universally recognized as sacred brought tensions as seasons changed and migrant clans crossed the continent to settle on the borders of Wighthaven.

As Wighthaven's population reached the tens of thousands by 3964, work began in earnest on the Anchor and planning for Catena, a brainchild of the Paragons and a part of their seemingly inscrutable plan for the entirety of Orbis Aurea. Humanity also began to spread outward during this era, forming mining colonies and defense networks across multiple nearby continents. All the while, an undercurrent of resentment and frustration grew within the eldest generations of okanta, who felt that their traditions were being stripped away by the presence of human culture and ideas.

Shortly after the construction of the first Orbis-Aurean aetherships, the Paragon Ascendancy was dealt a devastating blow when Paragon Marshal Seshimin and all hands of the *P.A.V. Scryer* were lost while

exploring the remote reaches of Orbis Aurea. Okantan opposition clans were first blamed for the destruction of the *Scryer*, but as reports became clearer, the truth was far more harrowing. Rumors of hostile insect creatures in the most remote corners of Orbis Aurea became a terrifying reality as divinations confirmed that a species calling itself azaka were responsible for the destruction of an entire battleship and the death of a Paragon.

The repercussions of this attack drove humanity inward with fear; outposts were abandoned as azaka sightings became more numerous. Meanwhile, the okanta clans that opposed the Paragon Ascendancy grew emboldened by the physical proof that the Paragons were mortal and could be killed. Both factions recognized a distinct threat in the azaka, virtually unknown entities powerful enough to bring down a fully armed battleship. The extent of the azaka threat, once thought to be limited to a handful of spontaneous underground incursions, grew alongside the horrifying realization that the azaka controlled nearly an entire continent of Orbis Aurea.

Years of escalating militarization prepared Orbis Aurea for the worst, but as Wighthaven and its outlying settlements focused on external threats, they failed to recognize the conflict building within their walls. In 3968, five powerful, traditionalist okanta clans openly moved against the Paragons as the Anchor neared completion. These clans—calling themselves the *Arh Horok-Khara* (the True Way to the Future's Promise)—launched a surprise attack on the Anchor. Many of the collaborating okanta worked as engineers and security on the Anchor and were supplemented by human sympathizers. The attack nearly destroyed the foundations of the Anchor, and was only barely quelled by the Paragons' newly formed Sentinel security force. Riots as a result of the attack spread through Wighthaven like wildfire, and it took the Sentinel nearly a week to restore order. While the Arh Horok-Khara were defeated, the shadow that organization cast is still felt today, even though the horrible truth behind the Arh Horok-Khara attack would not be known for several more years to come.

Wighthaven-based okanta condemned the Arh Horok-Khara's attack and the group's popularity swiftly diminished in the intervening years. Construction on the Anchor slowed as the Paragons reconsidered their haste to rejoin the interplanetary community. Security on the Anchor was increased and the Sentinel led an inquisition into the population to determine just how deep the Arh Horok-Khara's roots went. In 3970, the discoveries of that inquiry sent shockwaves through the Paragon leadership. While the truth was never released to the public, the Sentinel discovered that the entirety of the Arh Horok-Khara were a front for the azaka, who had psychically manipulated the group's leadership, acting as a shadowy power behind their insurgent force. Fearful what this news would do to their influence, the Paragons kept the matter quiet and ensured that the true extent of the azaka threat remained a closely-guarded secret—at any cost. Marshal of Mysteries Suembaro was tasked with researching the azaka threat to the fullest extent of her ability, and began covert operations toward this end.

In 3972, construction on the Anchor was completed. Prefabricated portions of the Catena station were moved up the Anchor to orbit around the planet, and the Catena station was fully operational by 3975. With little surveillance on Orbis Aurea and both sides of the Century War focused on one another, the Paragons had time to covertly assess the wartime situation to plan their next course of action. Construction on the first fleet of aetherships fabricated in orbit around Orbis Aurea completed in late 3976, and a diplomatic vessel named the *P.A.V. Herald* entered the Gate Hub bound for Akasaat.

Following their emergence onto the interplanetary theater, the Paragons quickly moved to establish themselves as a solitary power that—while strategically aligned with the Hierarchy—was largely autonomous.

After the Paragons introduced themselves to the Hierarchy, life on Orbis Aurea evolved. The Hierarchy

The Catena Enigma

Much of the Catena space elevator was constructed within the mountains around Wighthaven and out of public view, under direct guidance of the Paragons. Many of the numerous laborers working on the station succumbed to aetherite poisoning and perished over the course of the structure's creation, while those who survived were appointed comfortable positions within the Ascendency or simply disappeared in the intervening years. Hierarchy assessments of the Catena space elevator view the ability of the Paragons and their extant labor force to construct Catena with incredulity. Many suspect that portions, if not the entirety, of the elevator were constructed using pre-existing Progenitor technology residing below the surface of Orbis Aurea. Building such a monumental artifice within the span of a scant few decades is certainly a mythic accomplishment, but just how much the Paragons truly understand about Catena is known only by their inner circle and the high-security maintenance teams servicing the structure.

was afforded an immediate presence on the planet, and the founding families of Wighthaven found unexpected wealth as they learned that their lineages had been promoted in the ranks of the Hierarchy, presumably posthumously. The Paragon Ascendancy was legitimized not only by its military power, but also by the honorary titles bestowed upon the Requiescat humans and, in turn, the Paragons themselves. With titles and precedence, the Ascendancy was able to cement a place for itself as the Hierarchy of old tried desperately to find footing in a society which had survived without them for decades.

By the time the first Hierarchy representatives descended the Catena to Wighthaven, the city's population stood at a nearly 600,000, and Wighthaven stood poised to become the most powerful trade hub in the entire Aethera System. Due to the protection provided by the Nethersphere, Orbis Aurea never saw direct conflict during the Century War, and the power of their ever-growing armada of aetherships deterred any meaningful erahthi aggressions. The Paragon Ascendancy's prodigious resources and unparalleled industry represented a much-needed boost to the flagging Hierarchy war machine, and could have resulted in the absolute defeat of the erahthi had the taur not emerged in the year 4001.

In the years following the signing of the Century Accords, the city of Wighthaven experienced an unparalleled population boom, doubling not only their population but also the city's size. This rapid expansion resulted in massive overcrowding, much as the erahthi city of San-Kaishan experienced during the war's onset. Local infrastructure strained under the burden even as Orbis Aurean coffers overflowed with riches. This growth has yet to subside, and much of coastal Wighthaven is now home to an ever-expanding shanty town of refugees, expatriates, criminals, and more, putting additional strain on the Sentinel to perform its duties.

From a military standpoint, the Paragons have used the Catena as a bottleneck against the very realistic threat of a Hierarchy-led coup. While the Paragons theoretically operate as an autonomous colony of Akasaat, they enforce the will of the Hierarchy unevenly and at their whim, creating an ever-widening gap between the two governments. With Catena as the only means of piercing the Nethersphere, the Hierarchy has almost no way to ensure their laws are implemented and it comes as no surprise that the Hierarchy desperately wishes to discover how Catena functions. Steward Pater Graccus of Central was assigned to mete out the Hierarchy's will in 4004, a nearly impossible task given the Ascendancy's unforgiving bureaucracy. Popular support of the Paragons leaves Graccus with few opportunities to enforce a system of government which the natives see as antithetical to their way of life.

The Hierarchy struggles to find ways to tighten their grasp around Orbis Aurea, even as Wighthaven—under Imperator Marshal Lietka's leadership—continues to grow at a frightening rate that many fear is unsustainable.

Life in Wighthaven

Isolated from the Century War, Wighthaven's only regular threat was that posed by frost giants, whose attacks grew fewer and further between the years since its founding. Society in Wighthaven thrives as a hybridization of human and okanta cultures, forming an eclectic and unique blend of human industrial drive with okantan spiritualism and tradition. The emergence of additional alien cultures to Wighthaven has only increased the city's cosmopolitan nature.

Art and music flood the streets of Wighthaven. Every stone edifice in the city is covered in traditional okantan etchings juxtaposed against towering and somber statues in Akasaati style. Seasonal religious observations are held in markets throughout the city during the warm months and in the homes of friends during the cold. Wighthaven is a bastion of light in a cold, dim world.

Hotspots of off-world culture bloom quickly in a city designed to adapt to new conditions. Okanta exposure to the Score has added layers of complexity to their musical and oral traditions. The songs of the erahthi resonate with the flora of the city's gardens and Outwall agricultural holy rites. The infused have taken their freedom and run with it, working alongside the phalanx to define a new way of life for their people.

Newly minted pacts mix with those older than the stones to shape the political realm. Currying favor among the planet's factions can turn deadly faster than the weather. No few members of the Hierarchy have learned to their misfortune that even the devout of the Score are not immune to the chaos of the court of the Ascendancy. This balancing act between pact, promise, and privilege may not last another deep winter, but the Ascendancy seems to encourage behavior that keeps the Hierarchy grasping to maintain its hold on the planet.



Lietka

Fashion and fabrics change at an alarming rate. The ragamuffin robes of a pedestrian can shape the trends in the Ascendancy's garden masquerades just as easily as the designs of a master tailor. While fashions may not last a season, practicality reins. No outfit, no matter the extent of formality, is complete without cloaks or under-layers designed to keep a citizen comfortable during a cold snap.

Tension and uneasiness serve as an undercurrent to all aspects of life in Wighthaven. While the taur are such a distant threat as to be nonexistant, the growing threat of the azaka compounded by giant raids on remote settlements and friction with the Hierarchy creates a constant strain on the city's population. Nowhere is this more evident than in the poorer neighborhoods of the city, where the struggle of everyday life is compounded by the existential threats looming in the fringes of the world.

Charlatan peddlers sell bogus charms intended to ward off everything from radiation to wendigo to the desperate, fearful, and ignorant. These scam artists often look for new visitors to the planet arriving from the immigration port at the anchor and swoop on them like sea birds to scattered crumbs of bread.

Wighthaven Gazetteer

Wighthaven is named for the Maw Mountain which cradles it, nestled in the southwestern coast of the continent Karkhota below the plains of Araghest. The mountain and fjord which afford the city its natural protections also constrict its geography. The city is growing, with new construction spilling into neighboring fjords and deep into the earth of the Maw.

The Anchor rises from the heart of the Maw, emerging from high up mountain's face. It is through this marvel of engineering and magic that any access to the planet is possible. The Anchor connects Wighthaven to Catena, a space station in high orbit which is quickly growing into a city of its own. At the Anchor's feet, the towers and palaces of the city's municipal buildings oversee the daily operation of the controlled territories.

The oldest districts of Wighthaven were originally hammered together from the hulls of the Requiescat fleet. These structures were almost entirely scrapped upon the arrival of the Paragons, who oversaw the mining of stone and construction of more permanent dwellings. Deep in the Maw are the facades of cavern wall castles, ornately engraved villas receding deep into the mountainside. Below the steep walls of the Maw sit modern constructions of steel and glass alongside older granite towers and palaces, all cleverly constructed to withstand the world's common earthquakes.

Sloping down and away are the arms of the Grasp, the high-walled fingers of the fjord where the city's ever-growing residential and trade centers rest. Four hundred feet of incline topped with gated walls protect the harbor from the worst of the winter winds. Colorful wooden townhouses line the sloping walls, and long roads running parallel to the harbor are connected by steep slopes and switchbacks. Buildings spill out into the harbor, resting atop a wood and iron boardwalk. Most of Wighthaven's whaling activities are based here, operating out of long stone mill houses where the bodies of majestic ocean mammals can be easily rendered into marketable goods.

The city's utilities are quite modern, despite much of them being crafted early in the industrial revolution. Sewer pipes are kept flowing during the winter by hot water redirected from hot springs deep in the earth. Sloping streets hugging the Grasp's terraformed slopes wind onto the main highways like veins branching away from the arteries of a heart.

The population of Wighthaven is growing faster than infrastructure, though, and the ice of the harbor is regularly home to ramshackle wood and debris dwellings. These shanty towns are doomed to collapse during spring thaws, their materials washed out to sea as their occupants move back into the surrounding countryside.

The harbor mouth is protected by the Sealwall, an island refuge for marine mammals that is often connected to the shores of the Grasp with thick sheets of ice. The military outpost of Harborshield dominates most of the island, home to the Sentinel and Wighthaven's first line of defense against land or sea invasion. The harbor itself was once home to a submerged settlement of amphibious undine. But as the city expanded, the traffic of oceanic aethercraft—and septic discharge into the harbor—quickly rendered the location inhospitable. By way of apology, the Paragon Ascendancy has ceded a neighboring fjord inlet for their exclusive use.

The Descent—a network of ancient tunnels beneath the Maw—is rarely visited by anyone other than Sentinel patrols. Though few morlock incursions have been recorded since the founding of Wighthaven decades ago, the caves of the Descent run too deep to leave unguarded. The majority of the city's water supply comes from hot and cold springs deep in the mountain here. Edible fungi are also carefully cultivated in the depths to supplement food stocks that can otherwise be decimated by a blizzard.

Beyond the inner faces of the Grasp lies arable land, all colloquially referred to as Outwall. The

slopes of the mountain have been heavily terraformed, leading to far-reaching tiers of rice paddies and grain fields kept irrigated by mountain hot springs. Originally overseen by Marshal of Resources Ekander, maintenance of Outwall is now governed by the Stormwatch Society, which keeps plants growing during all but the bitterest days of lunar winter, when the grasp freezes over and is buried under mountains of snow.

1. **The Anchor**: The Anchor is a 2,000-foot-tall duranite tower rising up out of the peak of the Maw. This immense structure is directly connected to a 400-foot-wide tether of braided duranite strands that ascends from the planet surface through the Nethersphere to the Catena Space Station in fixed orbit over Wighthaven. The Anchor's terrestrial base has only sparse room for residents despite its immense size, housing immigration and customs offices capable of servicing the thousands of travelers arriving on the planet's surface every day. Without the Anchor holding Catena in orbit, there would be no means of egress from the planet. As such, this is the most highly defended location in the controlled territories. Sentinel Engineer **Maelich Skyreach** (NG female okanta expert 10) oversees the daily maintenance of the Anchor and the elevator. The Anchor also serves as a docking station for regional aethercraft, by means of five dozen docking ports located along the upper portion of the Anchor's exterior. Vessels of Huge size or smaller can be transported via the elevator between the surface and Catena, but larger vessels are still unable to penetrate the Nethersphere. When the capitol ship Sentinel One makes visits to the city, it moors at the Anchor. Sentinel General **Kay Thresher** (N male human investigator[ACG] 9) runs the Planetside Customs Department as efficiently as is profitable. Much speculation exists regarding the specifics of how the Anchor, space elevator, and Catena function. The space elevator itself is an entirely mechanical cylindrical structure that crawls up the Anchor's tether by means of magically-powered gears, similar to archaic clockwork technology. These systems function even within the Nethersphere and shielding within the elevator protects internal contents from the disastrous effects of exposure to the shroud. Travel to and from Catena to the surface takes 10 hours. Catena itself is another matter entirely. Catena is unarugably of Progenitor design, reverse-engineered with Aethertech and modified to serve a contemporary function in defiance of whatever ancient purpose it once served. Catena was most obviously lifted in portions from the surface of the planet by way of the space elevator and assembled in orbit. The Hierarchy once assumed that Catena was extant around Orbis Aurea and the tether was attached to it afterward, but this has since been proven to not be the case.
2. **The Imperium**: Largest of all the palatial structures of the Maw is the Imperium, the seat of authority of the Paragon marshals and the royal court which makes up Orbis Aurea's governing body. Nowhere in the system is a structure as gilded in needless opulence as the Imperium. This elaborate collection of ballrooms, throne rooms, and gardens hosts the most influential minds on the planet. Paragon Ascendancy, Requiescat elite, Akasaati Hierarchy, clanless okanta and other organizations of influence scheme and curry favor here in the hopes of rearranging the power structure of the government, all under the watchful eye of Imperator Marshal Lietka. Admittance to the Imperium is by invitation only as most low-level government operations are held in more municipal buildings. Visiting dignitaries, powerful merchant lords, and even members of criminal syndicates like the Blue Star Consortium spend their time in the Imperium courts. On the rare occasions when the Paragons must debate policy or defend a civil challenge to one of their mandates, the grand halls of the Imperium

become a circus-like display of pomp and circumstance, sometimes even ending in violence depending on the nature of the discourse and the given attitude of the Imperator Marshal.

3. **Hierarcanum**: This utilitarian, municipal building was designed to house the official offices of the Akasaati Hierarchy following their admittance to Orbis Aurea. Originally constructed to be as labyrinthine and inefficient as possible, the Hierarcanum has since been extensively remodeled at great cost to the Hierarchy in order to make better use of the space. The Hierarchy's greatest magical minds now spend their days cataloging the planet's unique cultures, histories, and phenomena while at the same time presiding over a covert spy network desperately searching for a means to penetrate the upper levels of the Ascendancy.
   Director **Caleta Wainwright** (LN female human occultist[OA] 7) manages the Hierarcanum's operations alongside Sub-director **Ashel Castellan** (LN female human arcanist[ACG] [rift breaker] 6). Access to the Hierarcanum's resources is restricted to documented Hierarchy citizens, and the library housed in this structure offers a +2 bonus on all Knowledge checks pertaining to denizens or features of Orbis Aurea.
4. **The Observatory**: One of the newest structures in the city, the observatory is not a traditional building for viewing the heavens with a telescope. Rather, behind the walls of this towering cylindrical building capped with bronze and gold reliefs, the cantors and functionaries of the Hierarchy pore over the Score as it is heard from Orbis Aurea, mining it for the secrets it holds. Steward Cantor **Pater Graccus** is the highest authority in the organization's local branch. It is through Pater that the needs of Hierarchy's citizens are met, as the Ascendancy extends them courtesy only to the merest letter of the Century Accords.
   Religious ceremonies are conducted here daily, ushering the city's many faithful in and out of the building's sweeping auditoriums. Smaller offices line the outside of the building for various bureaucratic needs such as marriages, birth registrations, and Score readings. As such, it serves as the bedrock of many Requiescat and off-worlder faithful, and functions as an embassy to any who are inconvenienced by the Paragons' fickle natures.
5. **Stillheart**: Near the entrance to the city's endless cavern network lies the Stillheart necropolis. This stone structure is carved out of the interior wall of the Maw and is a repurposed ancient okantan site. Stillheart is staffed by specialists in the field of necrology known as the Lifelight Alliance. Special care must be taken to ensure that the dead interred within Stillheart do not become a public hazard, and **Mercury** (phalanx oracle[APG] [life] 14), commander of the Lifelight Alliance, sees to this grim task. Wighthaven's dead are ministered to by **Sina Prioppen** (CG female human shaman[ACG] 8) and are cremated in furnaces which burn at all hours to meet the needs of the massive population. Ashes are returned only at the request of a family, and unclaimed possessions fall to Ascendancy ownership.
6. **Hearthfire Resort**: The Hearthfire Resort is famous for its spas, games of chance, and luxury lodgings open to anyone who can afford them. Despite the known criminal element normally associated with such endeavors, Hearthfire Resort enjoys a comfortable leeway in the application of Hierarchy law thanks to the owner's infused heritage. **Celadur Hearthfire** (LE venerable male infused rogue 13) is a cunning and shrewd operator who uses the resort as a front for a considerable smuggling operation moving illicit goods to and from Orbis Aurea. Celadur, already nearing the end of his short life, has amassed a tremendous amount of wealth, and yet nearly all of it leaves Orbis Aurea in the form of regular shipments of aetherite bound for Complex Four

in the Amrita Belt. Those within Celadur's inner circle are unaware of what his vast resources are funding, but with the smuggler's remaining life counting down and no direct successor to claim his fortunes, it is only a matter of time before an underworld feeding frenzy ensues.

7. **Harborshield**: The Sealwall is home to Harborshield, a stone fortress bristling with cannons and mementos of the frost giant warriors broken at its feet. Marshal of War **Henerik** oversees the Sentinel forces which guard the harbor, but rarely appears on the island in person. General **Aulist Farhand** (LN male infused fighter 10) disseminates Henerik's orders and is presumed to have a psychic link to the Marshal of War.
8. **Warehouse District**:Tall wooden barns take up several streets adjacent to the docks. Trade goods from grains and seeds sit alongside precious alloys, fluttering in and out of stock as the markets to the north speculate on their value.
9. **The Exchange**: This tremendous granite building, flanked by a pair of stoic statues depicting Paragons Ngiri and Ekander, is the mercantile heart of Wighthaven. The economy of Orbis Aurea is integral to the stability of markets on other worlds and the quantities of resources traded here are massive. Ascendancy cantors, led by Treasurer Lieutenant **Gilder** (N male phalanx fighter 6/rogue 3), oversee the buying and selling of wholesale goods, keeping a watchful eye on the Score for major signs of market disturbances which could ripple outward into the system.
10. **Grand Bazaar**: The Grand Bazaar is a district of consumer shopping outlets which come and go as quickly as the demands for the goods they dispense. While a few Requiescat families such as the Finows have cemented their names on the granite marquees of Market Street, shoppers can also find off-world sources of imported goods. Many human institutions such as Torrent Armaments and Central Industries provide a wide variety of Akasaati-manufactured gear.
11. **The Pillars of Law**: The "Stockade" may have once been an appropriate name for the primitive justice center which sat above the crux of the Grasp's highways. Now an imposing edifice of milled steel and concrete stretching to the land bridge over the Maw, the city's prison has a difficult time shaking the name of its forbearer. The Pillars of Law is home to the planet's highest courts. It is from here that Councilor **Russe Umbrian** leads the Council of Justices, handling the growing number of criminal matters not directly addressed by Imperator Marshal Lietka, given the Paragon's ever-decreasing interest in such matters.
12. **Demeron Aetherworks**: The oldest and proudest of aethercraft manufacturers, Demeron Aetherworks owes most of its commercial success to Requiescat pacts with the Paragons for construction of the Ascendancy's interplanetary armada. The shipyard in Wighthaven deals mostly in consumer-level luxury craft and cheaper intercontinental cargo icebreaker aethercraft.
13. **Ruins of the *M.V. Lens***: In the center of the harbor lies a ruined submersible aethercraft. Said to have been evacuated due to catastrophic loss of pressure, the *Lens* has defied all attempts to be raised. It is only recently that the cause was discovered: the *Lens* was physically bolted to the harbor floor by *immovable rods* drilled through its hull. The Ascendancy has offered no explanation for this oddity, but has halted all further efforts to salvage the vessel and prohibits any trespass under threat of incarceration.
14. **Expedition Site 7**: Deep in the recesses of the Descent lies a network of tunnels machined long before the Collapse. The millennia have not been kind to these cavernous, vaulted chambers, and cave-ins are a constant threat. The ruins have served as home to myriad creatures over the years, but current incursions into the Descent indicate that the city's near-mythological namesake, the frost wights, now call these ruins home. The ruins

themselves are clearly of Progenitor design, and only the upper-most levels have seen any thorough investigation by Paragon forces.

Despite the threat of powerful undead, structural collapse, and aetherite radiation exposure, the Ascendancy is obsessed with unearthing the entirety of the ruined complex. Sentinel teams are often augmented with hired specialists to map and reclaim these ancient halls, with a near-zero success rate to show for their efforts. To date, Imperator Marshal Lietka has refused any and all help from the agents of the Hierarchy in exploring the ruin.

Sentinel **Cobalt** (NG female phalanx gunslinger[UC] 10) commands a garrison of 20 Sentinel agents perched at the top of the expedition site, ensuring that none of the undying interlopers breach the tunnels and ascend into the Maw. Cobalt is personally responsible for organizing expeditions into the ruins, and is increasingly relying on freelance mercenaries to deal with these intrusions.

15. **The Malinan Menagerie**: Near the inner city gardens of the Maw is the planet's most unique tourist attraction, in the form of a sprawling multi-structure complex of concrete walls, iron bars, and unusual fauna. Magical beasts, morlocks, troglodytes, and megafauna roam the menagerie in immense, barred enclosures, where visitors eagerly line up to witness the exotic wildlife of the "frontier world." **Malina** (N female undine[ARG] alchemist[APG] 8) owns and operates this carnival of wonders and pays well for unique eggs and viable breeding pairs.
16. **The Festival Grounds**: The most common sports within the towering stone walls of the Festival Grounds are mock military engagements. All manner of bloodsport occurs here between consenting, legally endorsed parties. Monsters captured in the wild or bred by the alchemists of Malina's Menagerie are pitted against armed foes for the delight of the populace. Okanta warriors are often hired to reenact historic battles against the frost giants, though due to the inherent danger of putting real frost giants in a stadium full of spectators, cave giants are often stained blue to stand in. Aspiring combatants are welcome to apply for a shot at winning prizes in these games. Whenever the stadium isn't being used to showcase the might of the Ascendancy's armed forces, it can be rented for cultural events. Musicians and illusionists often showcase their skills before packed crowds of enthusiastic citizens. Performers come from as far away as Akasaat to perform here, and many are pleasantly surprised by the city's appetite for foreign culture.
17. **University District**: Though primary schools are typically spread across the neighborhoods of the Grasp, many elite schools of higher learning are grouped together in a common area colloquially known as the Big Think. Schools here offer courses on every imaginable topic, honing the skills of the privileged or those granted an endowment through a charitable organization. Among the many general utility schools are elite academies for various magical traditions and martial disciplines.
18. **Henerik Academy**: Most storied of all the schools in the University District is the highly competitive officer school for the planet's far-reaching defense force, the Sentinel. Named for the Paragon Marshal of War, the Henerik Academy trains the most gifted military minds of the generation. The school teaches little in the way of martial combat; students are expected to have first matriculated from another university with a focus in combat. The academy focuses on teaching warriors how to best use their abilities to the benefit of the cause, rather than grandstanding on one's unique gifts. Here officers also learn group combat and crowd control tactics to aid them in overseeing units composed of slave battalions and enlistments.
19. **Department of the Protectorate**: The Protectorate is Wighthaven's defense force and law



Dahon

enforcement agency, modeled after the structure of the Akasaati Protectorate. Overseen by Marshal of the Protectorate **Karboros**, this squat, sprawling complex administers the city's many Protectorate substations. The Protectorate learned quickly from interspecies conflicts which arose shortly after post-Requiescat contact and takes great effort to employ agents of the Protectorate who represent the needs of all the city's races. The Protectorate also houses the Ascendancy's answer to the Hierarchy's Orchestrators. Agents are plucked from the ranks of the elite and common folk to serve as the discrete eyes and ears of the court and influence political opinion wherever needed. Any agent caught while working outside the boundaries of the law is quickly disavowed, though it is not uncommon for such officers to be quietly swept through the legal system only to serve the Ascendancy in a more remote location.

20. **Financial District**: Money lenders and futures speculators take residence in sleek, modern buildings to oversee and multiply the wealth of the citizenry. Much of the financial district was constructed following the conclusion of the Century War as financial centers were moved from the Anchor to accommodate their growing size.
21. **Housing Districts**: Most of the higher levels of the Grasp are reserved for low- and middle-class residential blocks. These areas boast many hidden gems in the form of restaurants and playhouses. All but the city's richest occupants live here in blocks of sturdy stone and lumber, the townhouses crammed together with little in the way of personal land between residences.
22. **Dockside Markets**: Markets line the great timber piers, jutting out well past the wintertime shanty towns which dot the shores of the Grasp. These open-air markets trade mostly in perishables such as seafood, but imported (or counterfeit) curiosities from other continents often pop up for sale. While very few magical items will turn up here, non-magical supplies of all kinds can be readily acquired with a little searching.
23. **Department of Public Works**: Not all of Wighthaven's weather and waste remediation is magical. The roads are kept free of ice and snow by a dedicated force of public servants with purpose-crafted aethertech that roam the streets converting the snow to water which can be deposited in the city sewers. The sewers do not maintain themselves, and trained workers must often manually remove a body or other blockage from the pipe network's junctions. Civic Officer **Eron Maldraska** (N female human expert 5) is an immigrant from the wastelands of Akasaat and applies her wasteland ingenuity for salvage and jury-rigging to civil maintenance. On occasion, Eron works outside of the law to hire civilian contractors to clean up hazardous creatures that congregate in the expansive sewer system.
24. **The Fringes**: The shanty towns of Wighthaven



Elra An Kentrith

are a both a permanent and temporary problem. Known collectively as the Fringes, these poorly-constructed buildings cover much of the coastline and spill out onto the ice during all but the warmest months of the year. As new citizens arrive from Catena, or refugees are forced back inland from failed settlements, lodging can be difficult to find. Slumlords are quick to throw up temporary shelters, ramshackle huts made only strong enough to survive a single winter season, and when the ice melts, the cheap building materials quickly fall into the harbor to be washed out to sea. Disease is rampant in these tightly congested settlements.

25. **Prospector's Respite**: Many individuals come to Orbis Aurea for the chance to explore and test themselves against both the environment and fate. Prospector's Respite is the base of operations for a jack-of-all-trades mercenary organization owned and operated by **Javin Rustbreaker** (CN female kineticist [earth][OA] 8) and **Arkhonis Haknarahadan** (CG male okanta barbarian 9). While the Prospectors maintain a staff of dedicated employees, much of their trade is in contracted odd jobs. Entrepreneurial adventuring teams come here daily to bid on assignments for the promise of pay or a share of a recovered resource or treasure.
26. **Factory District**: Five- and six-story mill buildings line redirected glacial rivers which pour down the mountainside. Floor-to-ceiling glass windows line every level, peering out between smoke-blackened red brick. These mills are integral to the mass production of goods for the stellar economy. Workers often shuttle here from homes in the Grasp, though those new to Wighthaven usually bunk in cramped tenement buildings in adjacent streets.
27. **Remediation Zone**: In the heart of the factory district lies the remains of Orbis Aurea's first aetherite refinement facility, which collapsed in on itself in 3968, suffusing the entire area with lethal levels of aetheric radiation. The area was quickly quarantined and sealed off from public access. Originally an abatement zone, okanta spokesperson **Dahon** successfully lobbied to have the toxic waste removed and safely disposed of in a showing of good faith for the original pact of Wighthaven. The zone is confined to a large city block, and the main facility is encapsulated in a thick dome of hastily-poured concrete. The plants and stray vermin which once called the area home have been left for 10 years to the mercy of aetherite radiation. Radiation-shielded workers under Sentinel escort began a safety assessment of the concrete seal and the adjacent structures a year ago, but progress has been unusually slow.
28. **Requiescat Monolith**: At the heart of the Maw, in a hollow protected against the worst of winter's winds, stands a memorial to the lives lost during the Hierarchy's original colonization attempt. This imposing obelisk of local granite is inscribed with the manifests of each ship which followed the *H.A.V. Prospect* on its first and final voyage. The stone stands 250 tall, inlaid with metallic text fashioned from salvage from each wrecked vessel.

The Gulf

Between the worlds of the Aethera System lies the vast emptiness of space, known among travelers as the Gulf. While aetherships are capable of moving at tremendous speeds through space, the size of the Gulf between planets is so immense as to be impossibly large. Even the fastest aethership would take decades to travel from Akasaat to Kir-Sharaat without the use of a Gate Hub, provided that its crew could even find their destination. This impracticality means that nearly all of the regions of space between worlds remains unexplored, and the extreme distances mean that the odds of stumbling onto something lost in this cold darkness are so small as to be nearly impossible.

For all the vast distance between worlds, there are still means by which travelers can move from planet to planet without using the Gate Hub network: aetheric currents. An aetheric current is a cosmic river of aether that winds on predictable paths, radiating outward from the star Aethera to each world in the system, then looping back to Aethera. These currents function much like terrestrial ocean currents, except they move at tremendous speeds. Ships desperate to travel long distances without the use of Gate Hubs ply these currents.

Most travelers experience the Gulf where it lies adjacent to explored worlds or the regions of the Amrita asteroid belt closest to the Seraos Gate Hub. The Gulf's edge, as these places are known, operate on the same principals and feature the same hazards as the deep Gulf. Cold, radiation, and vacuum imperil all travelers in the Gulf, no matter how close to port they may be.



Table 3–03: Aetheric Current Travel Times

	Starting Point						
	Aethera	Ashra	Akasaat	Kir-Sharaat	Amrita	Seraos	Orbis Aurea
Aethera	—	1d6 days	1d3 months	1d6 months	1d12 months	1d12 months	4d6 months
Ashra	1d6 days	—	1d3 months	1d6 months	1d12 months	1d12 months	4d6 months
Akasaat	1d3 months	1d3 months	—	1d3 months	1d8 months	1d8 months	2d12 months
Kir-Sharaat	1d6 months	1d6 months	1d3 months	—	1d6 months	1d6 months	1d10 months
Amrita	1d12 months	1d12 months	1d8 months	1d6 months	—	1d6 days	1d6 months
Seraos	1d12 months	1d12 months	1d8 months	1d6 months	1d6 days	—	1d6 months
Orbis Aurea	4d6 months	4d6 months	2d12 months	1d10 months	1d6 months	1d6 months	—

Adventuring

The Gulf is renowned for being an unforgiving, empty realm. Stories of disabled aetherships that drifted out of control into the Gulf during the Century War are harrowing reminders of the thousands of lives—if not more—lost to the Gulf forever. While aetherships cannot usually travel at speeds that would allow them to easily reach another world, they do travel fast enough to get out of visual range of major celestial bodies with relative ease. Astrogation (see page 351) is an essential skill for exploration in the Gulf, as without it ships can become irrevocably lost.

Travelers in the Gulf would do well to purchase protective gear against radiation and vacuum effects as well as native inhabitants of the emprt spaces between worlds, though the former is far more likely a threat than the latter.

The Gulf is a dangerous realm with its own unique challenges, and cosmological features unlike any found planet-side. The most prominent of these features and hazards are outlined below.

Aetheric Currents

The sole means of reasonable long-distance conveyance through the Gulf are the aetheric currents, invisible currents reaching like grasping tendrils from Aethera. A successful DC 30 Knowledge (geography), Perception, or Survival check is required to detect the minute distortions in starlight caused by these currents, allowing for a character using astrogation to plot a course to an aetheric current. These flows branch apart from each other, forming a network of supernatural force that binds the system together.

These cosmic forces are not so subtle when viewed from other planes. On the Ethereal, the aetheric currents leading towards the center of the system are visible as colossal flows of stormy clouds filled with the spectral visages of souls funneled from Material worlds into the brilliant heart of Aethera, while currents leading away from Aethera pulse with ribbons of blue-white light representing the flow of preincarnate souls. Imprisoned daemons, mad psychopomps, sahkils, and other entities that covet mortal souls are often found prowling these aetheric currents. The aetheric currents of the Ethereal have no effect on the living, but undead and incorporeal entities are carried along at the same speeds as the Material currents.

The Shadow's aetheric currents are branching ribbons of crimson light that resemble arteries and veins. These currents are ephemeral and immaterial indications of their Material counterparts, and tend to swarm with incorporeal creatures suffused with

Table 3–04: Decompression Times

Breach Size	Decompression Time
Fine (1-in. square)	3 rounds per 10-ft. cube of air
Diminutive (3-in. square)	3 rounds per 10-ft. cube of air
Tiny (6-in. square)	2 rounds per 10-ft. cube of air
Small (1-ft. square)	2 rounds per 10-ft. cube of air
Medium (2-1/2-ft. square)	1 round per 10-ft. cube of air
Large (5-ft. square)	1 round per 10-ft. cube of air
Huge (10-ft. square)	1 round per 20-ft. cube of air
Gargantuan (15-ft. square)	1 round per 30-ft. cube of air
Colossal (20-ft. square)	1 round per 40-ft. cube of air

negative energy such as shadows and wraiths, carrying incorporeal undead along with great speed.

On the Evermorn, these currents flow through the phlogiston as iridescent streamers of rainbow light. The aetheric currents propel the very fabric of time around them, and creatures unfortunate enough to enter them can be ground to dust by the passage of millennia in a mere moment, or simply wink out of existence as if they were never born. Certain aeons and other time-spanned creatures traverse these temporal currents without harm.

Aetheric currents are not known to be present in Folded space, but exploration of Folded space is nearly impossible due to the way Gate Hubs operate. Due to the speed of travel and time dilation effects of Gate Hubs, some researchers postulate that Gate Hubs contain convergences of aetheric currents from across all transitive planes.

Decompression

The sudden decompression of an aethership or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out quickly to equalize the air pressure. Creatures within the decompressing environment must succeed at a Reflex save (DC 15) or be thrust toward the breach (and possibly beyond it) at a speed of 60 feet per round. Creatures that are three size categories larger than the breach are big enough not to get dragged toward the breach (no Reflex save required). For example, a Fine breach pulls only Fine, Diminutive, and Tiny creatures toward it; creatures of Small size or larger are unaffected. When an aethership is reduced to half its hit points and decompresses, it is typically considered a Diminutive breach, barring unusual circumstances.

If the breach's size category is larger than the creature's size category, the creature passes through the opening and is blown out into the vacuum. If the breach's size category is the same as the creature's size category, the creature is blown out into the vacuum and takes 1d6 points of damage as it gets pushed through the breach. If the breach is one or two size categories smaller than the creature's size category, the creature isn't thrust into the vacuum, but takes 2d6 points of bludgeoning damage as it slams against the area around the breach. It takes another 2d6 points of damage each round until the air completely evacuates from the decompressed compartment, or until the creature pulls itself away from the breach with a successful DC 20 Strength check.

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment, as shown in Table 3–04: Decompression Times. Once the air has completely emptied through the breach, the pressure equalizes and the interior environment becomes a vacuum. As a rule of thumb, a Medium aethership is considered to have two 10-foot cubes of air, and that volume doubles for every size category above Medium. Capital aetherships have 10 times this amount of air per segment, and breaches are measured by segment rather than the entire ship. If one segment decompresses, the others seal to prevent further decompression.

Gate Hubs

Each world's Gate Hub Complex is an orbiting satellite, and serves as the primary means to traversing the Gulf without facing most of the hazards associated

Table 3–05: Gate Hub Travel Times

	Starting Point				
	Ashra*	Akasaat	Kir-Sharaat	Seraos*	Orbis Aurea
Ashra*	—	2d6 minutes	4d6 minutes	8d6 minutes	10d6 minutes
Akasaat	2d6 minutes	—	2d6 minutes	6d6 minutes	9d6 minutes
Kir-Sharaat	4d6 minutes	2d6 minutes	—	4d6 minutes	7d6 minutes
Seraos*	8d6 minutes	6d6 minutes	4d6 minutes	—	3d6 minutes
Orbis Aurea	10d6 minutes	9d6 minutes	7d6 minutes	3d6 minutes	—

* The Ashra and Seraos Gate Hubs are the nearest points to Aethera and Amrita, respectively. Use aetheric current travel time to determine travel time between these locations.

with such a journey. Traveling through a Gate Hub requires an aethership; attempts at unprotected travel universally result in gruesome tragedy. The Gate Hubs are autonomous artifacts of unfathomable power, and in spite of attempts by local governments to control access to the individual gate hexes of the Gate Hubs—dilating irises over the hexes, *antimagic fields*, *dimension lock*—none have ever been successful. The Gate Hubs operate on confounding and mysterious principals beyond the understanding of contemporary society. The only security a Gate Hub has comes in the form of blockades, and due to the terms of the Century Accords, no government is permitted to deny entrance to a Gate Hub to any traveler (though law enforcement regularly pursues criminals through hubs).

A character who successfully navigates into a gate hex (see page 464 for more details on Gate Hub Complexes) is transported into Folded Space, and remains within Folded Space for an amount of time dependent on their ultimate destination.

Traveling through Folded Space via a Gate Hub causes minor time dilation to all aboard. The table above lists time that passes outside of Folded Space during a Gate Hub journey. Passengers inside of an aethership experience one-fifth of this time, making the journey seem perceptually shorter to them than it is for the outside world.

Gravity

In most campaign settings, gravity comes in only two varieties, normal (the standard gravity of most given worlds) and zero gravity (usually from effects such as *levitate*). In the Aethera System, gravity conditions may vary considerably from one environment to the next. Gravity determines how creatures develop physically, as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. For ease of play, these rules present four simplified gravity environments: normal gravity (x1), low gravity (<x1), high gravity (>x1), and zero gravity (none). The following sections summarize the game effects for each type of environment.

Normal Gravity: Normal gravity equates to gravity on Akasaat and most planes. Environments with normal gravity impose no special modifiers on a character's ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature's speed, carrying capacity, or the amount of damage it takes from a fall.

Low Gravity: In a low-gravity environment, the pull of gravity is significantly less than experienced on Akasaat or most planes. Although an object's mass doesn't change, it becomes effectively lighter. This means that most creatures bounce when they walk. It becomes easier to move and lift heavy objects, as well as perform Strength-based skill related to moving objects or creatures. In addition, creatures take less damage from falling. Orbis Aurea is a low-gravity world, and creatures born on Orbis Aurea are considered natives to low-gravity environments.

- *Speed*: A creature's speed increases by 5 feet in a low-gravity environment. This bonus applies to all

of the creature's modes of movement.

- *Carrying Capacity*: A creature's normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.
- *Skill Check Bonuses*: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks related to moving objects or creatures and on Acrobatics skill checks made to jump.
- *Attack Roll Penalty*: Creatures take a –2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat (see page 367)
- *Damage from Falling*: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per 10 feet fallen to 1d4 points per 10 feet fallen.
- *Long-Term Effects*: Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 continuous hours or more in a low-gravity environment takes 1d6 points of Strength damage upon returning to normal gravity.

High Gravity: In a high-gravity environment, the pull of gravity is significantly greater than on Akasaat and most planes. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious. Kir-Sharaat is considered a high gravity world, and creatures born on Kir-Sharaat are considered native to that environment.

- *Speed*: A creature's speed decreases by 5 feet (to a minimum of 0 feet) in a high-gravity environment. This penalty applies to all of the creature's modes of movement.
- *Carrying Capacity*: A creature's normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a –10 penalty on any Strength check made to lift or move a heavy unsecured object.
- *Skill Check Bonuses*: Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks and Acrobatics checks made to jump.
- *Attack Roll Penalty*: Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.
- *Damage from Falling*: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per 10 feet fallen to 1d8 points per 10 feet fallen.
- *Long-Term Effects*: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 continuous hours or more in a high-gravity environment takes 1d6 points of Dexterity damage upon returning to normal gravity.

Zero Gravity: Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Acrobatics checks made to jump no longer apply (see Acrobatics in Chapter 4: Feats and Skills for more information).

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

- *Space Adaptation Syndrome*: A creature exposed to weightlessness must succeed at a DC 15 Fortitude save to avoid the effects of space sickness. Those who fail the save are sickened, and those who fail the save by 5 or more are also nauseated. These effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-gravity environment. Creatures with the Zero-G Training feat do not suffer the effects of space

sickness.

- *Speed*: While in a zero-gravity environment, a creature cannot move under their own power unless they possess a supernatural fly speed or are able to push off of a solid object. Maneuvering this way is tricky and poses a risk of veering off course or spinning uncontrollably. See Lining Up & Jumping under the Acrobatics Skill in Chapter 4 for more information.
- *Carrying Capacity*: A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.
- *Attack Roll Penalty*: Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.
- *Modified Bull Rush Rules*: A creature affected by a bull rush is pushed back 10 feet, plus 10 feet for every 5 points by which its opponent's Strength check result exceeds its own.
- *Long-Term Effects*: Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 continuous hours or more in a zero-gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.
- *Weight vs. Mass*: While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity—just more slowly. For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.
- *Momentum*: A moving object in zero gravity does not stop unless it has some external means to, or comes into contact with a solid object. As such, once a creature spends a move action to begin moving, that creature continues to move that same speed as a free action every round on their turn until they take some action to stop or are stopped by another force. This momentum applies to aetherships as well, and is calculated into their speed and the overall operating cost for their aetherdrives. An aethership that loses power continues to move at its last speed but can no longer maneuver.

Gulf Isolation Syndrome

Travelers in the Gulf for extended periods of time find the isolation and emptiness a difficult experience. Some long-term Gulf travelers succumb to Gulf Isolation Syndrome, an umbrella term covering a wide range of psychological trauma. Characters traveling the Gulf for 1 month must succeed at a DC 10 Will save or become afflicted with a randomly determined insanity (see Sanity and Madness in the *Pathfinder Roleplaying Game: GameMastery Guide*). A character gains a +1 bonus on this Will save if they have regularly interacted with another intelligent creature or friendly companion within the last month, and an additional +1 for every size category larger the aethership is compared to the passenger. The DC to resist Gulf Isolation Syndrome increases by +1 for every month of continuous travel.

Radiation

Radiation is a very real threat to those who explore the Gulf. Radiation is a poison effect with an initial effect of Constitution drain and secondary effect of Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe. A character traveling inside of the protective aetheric field of an aethership is shielded from the hazardous radiation of the Gulf and other radiation sources.

Table 3–06: Radiation Damage

Radiation Level	Fort DC	Initial Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

Characters in an unpowered aethership, traveling outside of an aethership's hull, or on an unshielded planetary surface (such as an asteroid or moon lacking an atmosphere) are exposed to varying degrees of radiation depending on the region of the Gulf they are in.

Exposure in the Gulf: Radiation exposure can be acute (a high dose in a short period of time) or chronic (low levels of radiation over a long time). Most radiation exposure in the Gulf is considered acute. A character in the Gulf must attempt a Fortitude save against low radiation for every hour spent in an unshielded environment. Solar storms or other unusual hazards can cause radiation levels to dramatically spike for brief periods of time.

Terrestrial Radiation Area of Effect: Terrestrial radiation typically suffuses a spherical area of effect that can extend into solid objects. The closer a creature gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

Initial Effect: Radiation initially deals Constitution drain unless the affected character succeeds at a Fortitude save. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Secondary Effect: Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt by a secondary effect is instead Constitution damage.

Removing Radiation Effects: All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

Vacuum

Immediate exposure to a vacuum is jarring, but not instantly fatal. A character exposed to the vacuum of the Gulf must succeed at a DC 12 Constitution check for the first two rounds she is exposed to the vacuum, or be staggered.

On the third round of exposure, the creature must succeed at a DC 20 Constitution check each round or suffer from aeroembolism ("the bends"). A creature that fails this save experiences excruciating pain as small air bubbles form in its bloodstream; a creature thus affected is stunned and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by 5 or more immediately falls unconscious.

The real danger of vacuum comes from suffocation. Holding one's breath in vacuum damages the lungs due to the extreme difference of pressure, and a character who attempts to hold her breath must attempt a DC 15 Constitution check every round; the DC of this increases by 1 each round. On a successful check, the character takes 1 point of Constitution damage (from the pressure on the lining of the lungs). On a failed check, or whenever the character simply stops holding her breath, she begins to suffocate. In the next round, she falls unconscious with 0 hit points. The following round, she drops to –1 hit points and is dying. On the third round, she suffocates.

The Score

At the center of the system, a vibrant ribbon of light, plasma, and sound winds impossibly between Aethera and Ashra. Shards of light and pieces of debris drifting through the ribbon's waves distort in subtle yet deliberate patterns. While beautiful from a distance, aetherships that fly too close to this celestial pathway begin to shake violently, succumbing to an overwhelming force that captures the vessel and turns it into a conduit for powerful vibrations. These pulsations of gravitational energy travel through space the same way sound waves travel through air, rendering the aurora a lone, radiant voice in the void.

Sentient beings throughout the Aethera System know this sonic entity as "the Score," a term coined by the human prophet Luthias, who (according to Hierarchy records) first discovered it. Luthias claimed he could hear the echoes of the Score from the surface of Akasaat, and that they carried prophecies in their intertwining melodies. Luthias' lofty claims proved true, and he used the Score's influence to unite the human tribes and usher in a golden age of cultural and technological advancement. Luthias' success led his followers to revere the Score as a divine force, and tens of thousands devoted their lives to trying to understand the Score's prophecies and use them to further humanity's greatness.

Although the Score became publically recognized during humanity's First Age, accounts differ as to whether or not it existed before then. Many scholars believe that the Score is a reactive force rather than an active one, collecting the myriad vibrations emitted by every being in the multiverse and organizing them into patterns. These scholars suggest that the plane-shaking influence of the Progenitor society may have caused the Score to spring into existence. Others dispute these claims on grounds of the Score's prophetic accuracy, believing instead that the Score directs fate according to its own divine will. The truth of the matter is that the Score is unknowable by mortal standards, and yet in its vibrations lie patterns that represent future events and possible outcomes based on outside action. The Score does not say that something *will* happen, but how it *can* happen. The power, then, lies in controlling the shape of the future through interpreting its signs.

Some musicians and academics can use the Score's harmonic trajectory to discern prophecies, anticipating events by recognizing the rules and patterns of musical form (similar to how historians can anticipate events by recognizing trends and drawing connections between historical happenings). That said, major events sometimes occur that violate those rules, changing the Score's tune such that all of existence becomes compelled to change with it. In this respect, the Score's predictions are not absolute, although they are certainly influential. Furthermore, many individuals falsely claim fluency in the Score's complex musical narrative, whether to elevate their own social standing or to further some personal agenda. Humans' devout belief in the Score's accuracy makes them easy prey for such charlatans.

Whether or not they realize it, all cultures native to the Aethera System are connected to the Score's cosmic influence. Humans are the most obvious example, idolizing the Score as the centerpiece for their meritocratic Hierarchy. To humans, the greater one's ability to interpret the Score, the more powerful and valuable that individual. Erahthi acknowledge the Score's influence in the cosmic sense, but do so by seeing patterns in constellations as much as in music. To the erahthi, music and astronomy complete each other, for both embody the cosmic balance known as "harmony." Okanta connect to the Score in a distant, spiritual sense, responding to its influence often without even being aware of it. Even species from other planes of existence feel the presence of the Score, which provides a cultural nexus that links them to the Material. Some suspect that this interplanar

connection became the foundation for the Progenitors' Gate Hubs.

The Score seems to affect aetherite more acutely than it does most other substances: fragments of aetherite are known to drift through the emptiness of the Gulf, sometimes collecting in eddies and currents of aetheric force as glittering rivers of light and power, emitting haunting harmonies that carry through the otherwise soundless vacuum of space. Scholars still don't understand what the connection between aetherite and the Score is, although many suspect that whatever residual consciousness may be stored within aetherite is related to that accessed via the Score's harmonic effect.

Understanding the Score

The Symphonium—self-proclaimed caretakers of Luthias' legacy and prophets of the Score—achieved interplanetary recognition for their mastery of the Score. The bards and cantors who reside in the Cathedral of the Symphonium devote their lives to understanding and interpreting the celestial voice's mysteries. Acoustically sensitive composers transcribe the echoes of the Score into notation, quickly distributing parts to ensembles of virtuosos and performing the work in terms that mortals may comprehend. Upon hearing the manifestation of the Score's influence in person, divine listeners can recognize established harmonic progressions and melodic motifs in the music, and connect their occurrences in the work to form prophecy.

Several motifs have repeatedly appeared in Score-inspired masterworks: distinct four-bar phrases exist for each planet, certain families of instruments commonly indicate specific races, and brief harmonic sequences represent each of the six Aetheran elements. The appearance of these musical ideas in a prophetic work indicates a strong connection to the associated subject, a foundation upon which the listener can attempt to construct the meaning hidden in the rest of the piece.

Perhaps the clearest example of this prophetic interpretation is *Supraeluna*, the historic masterwork that prompted the humans' discovery of aetherite on Prima. Following a series of unsuccessful aetherite mining operations on Akasaat, desperate humans in search of guidance turned to those who could interpret the Score. In this hour of need, the maestro Verdimont

Using the Score

The Score does not exist as a complete work and never will. The Score that was heard more than a thousand years ago by the prophet Luthias is not the same Score resonating through the universe today. The Score is a living tapestry of cause and effect, granting precognitive insights into future events, and is always changing based on the passage of time. While sages throughout history have recorded fragments of the Score in grand orchestral movements, pieces of past prophecy are of little use in the modern era.

The Score does not tell an individual who can interpret it what is going to happen, but rather how certain events can cause different outcomes. The Score may indicate "if the Grand Marshal of Central dies at dawn on the tenth anniversary of the Century Accords' signing, the new Grand Marshal will be a phalanx." These prophetic concepts are expressed mathematically as well as musically, interpreted and decoded from their original design.

There is no one true way to discover, encounter, or interpret the Score. Traditional divination spells such as *augury* and *foresight* tap into the Score to fuel their power, while *hear the Score* (see page 458) offers a more direct reading. Practitioners of the Prognostication occult skill unlock use hymnomancy (also known as song reading) to interpret the Score as it applies to individuals. Yet the Score is a massive underpinning element of the universe, both complex and difficult to comprehend even when it reveals itself. Thus, at the GM's discretion, PCs may experience the Score in ways outside of the rules text. For example, a character may hear the Score in its glorious entirety one day as the suns set, and never again for the rest of their life.

envisioned a magnificent symphonic work that he claimed emanated from the Score itself. Verdimont's work first depicted the motif now recognized as the Akasaat theme over a sparsely orchestrated harmonic progression symbolizing aether, indicating the planet's loss of minable aetherite. The motif, however, proceeded to ascend in pitch via a repetitive sequence, eventually reappearing in reduced form in the highest instruments, sounding triumphantly over a robust aetheric harmony. Cantors unanimously agreed that this masterwork contained a divine spark, and that if the humans could advance their society enough to reach Akasaat's moon, then they could replenish their stores of the precious mineral. The expedition into space was a resounding success, and the piece that instigated the voyage was dubbed *Supraeluna* to honor its prophecy (and is now one of the most recognizable pieces in human repertoire).

Few interpretations of the Score, however, are as sound as Verdimont's. Projecting a well-known motif into a passage where it occurs in a crucially different form (if it occurs at all) is a common mistake among composers, as is falsely interpreting certain chord progressions or melodic transformations among divine listeners. When compositions use themes and progressions that have never been heard before, the music's message becomes nigh impossible to interpret. Some composers eschew the Score entirely, promoting works that they claim originate from their own creativity, yet maestros still adopt their pieces into the divine whole on the grounds that no composer is truly free from the Score's influence. Less commonly, some cunning individuals see humans' devotion to Score-inspired masterworks as opportunities for self-advancement, aggressively promoting their intentionally skewed interpretations of masterworks—or even pieces they compose themselves—to attract followers and realize personal goals. Even rarer are the individuals or groups whose accomplishments prove so potent that the Score's regular tunes change to accommodate their cosmic influence.

Another shortcoming of the Symphonium's research—one that many maestros belittle or discount entirely—is that not all of the Score's emanations can be effectively heard from Akasaat. Several treatises buried in the Cathedral's archives detail variations on well-known masterworks heard and recorded by composers on other planets in the same timeframe. The implications hidden in these alternate compositions modify or even contradict those found in the equivalent Akasaati works, but they are afforded less relevance by maestros since they originated beyond the Cathedral's sacred halls.

Using the Score

The Score is usually not represented by game mechanics. It is a primarily narrative tool for use by the GM to provide clues, insight, and foreshadowing to players or drive the plot of a story. Even characters who attempts to hear the Score intentionally may never hear anything of value or merit in it, as the Score covers all events across all time, from the significant to the mundane. A skill check (such as Perception or Perform) may be appropriate to decode a part of the Score as the GM sees appropriate, but it should be a part of the story rather than a distraction. Players most likely encounter the score in the following two ways:

Compositions: The party may receive a cryptic, transcribed measure of the Score. A member of the Symphonium may relate a specific refrain to the party to justify her actions. A character could intercept a farcaster transmission broadcast by a Rider. Each encounter should provide a tantalizing piece of information to the party or foreshadow things to come.

False Prophecy: Arrogant members of the Symphonium and other groups may fabricate a piece of the Score to suit their own ends, driving the story through deception and their victims' desire to believe. Perhaps the deception itself resonates somewhere in the Score, and by finding that truth the PCs may unravel the deciever's conspiracy.

Beyond Aethera

The space beyond what is traditionally considered the Aethera System begins just past the icy world of Orbis Aurea. With no Gate Hub complex located beyond Orbis Aurea's orbit, exploration of this region of space requires journeys of unfathomable distance and isolation. The handful of exploratory missions to this remote frontier returned with no findings, for those that ever returned at all. As empty as the Gulf, but without even the relative proximity of inner planets, the dominion beyond Orbis Aurea is an unknowable mystery suffocated by cold and darkness.

Threats past the region of Orbis Aurea are presumably scarce, with those few explorers that make the attempt reporting only nothingness and the occasional band of desperate pirates. The truth is far less appealing, as the space beyond the Aethera System is home to numerous unrecorded dangers. Perhaps the greatest of these are the lingering forces of the taur. The mysterious invaders now dwell within the dark spaces between and beyond the planets of the Aethera System, and many suspect their presence is an additional hazard to be factored in when plotting an outer system journey.

The Taur

The taur, mysterious invaders who absconded with one of Kir-Sharaat's moons, now hide within and beyond the borders of the Aethera System. From beyond Orbis Aurea's orbit, they watch the system with eagerness, hoping to soon strike and obliterate the civilizations of the system. The ruling warlords of the taur are all that prevents the race from launching their bloodletting crusade against the entire system, as each warlord has been unnerved by the departure of their guiding god, Baphomet, and the corresponding lack of support of their priestly caste. The sudden move into the Aethera System has weakened the taur overall, without the support they once received from divine magic and allied demons. Were it not for an unsteady alliance with the kytons and the development of their shadow drives, the bulk of the armada would be trapped in this lightless expanse.

No single warlord has taken the plunge to commit their forces to outright war. The taur have remained relatively sedate since the battle that ended the ongoing Century War, becoming a type of boogeyman whispered between aethership pilots plying the outer edges of the system. Only recently have the warlords of the taur dispatched their feared ravagers, sending these predatory agents on unique missions throughout the system's interior.

Some warlords work toward other goals, these missions utterly unknown to outsiders.

Entreating with Shadows: Jazuuk, the warlord aptly titled "Father of Shadow," works to restore the taur's ability to travel with impunity. Jazuuk is the taur ambassador to the forces from the Shadow. This appointment brought a readily apparent change to his fleet. Kytons, outwardly magnanimous ambassadors, have replaced demons among the Father of Shadow's forces.

Ravager Skarlaesh leads a host of Jazuuk's forces near the region of Orbis Aurea, supported by a small contingent of kyton envoys. Tasked by her warlord, Skarlaesh's mission is to capture slaves for their kyton allies' experiments. The mission rankles with the ravager, who believes in the purity of the taur and sees no reason for the use of kyton abominations among their forces. Jazuuk was once as appalled as his minion, but the kyton's promise to restore the taur's means of interstellar travel as long as they're provided "enough flesh to sing through the maze" has enraptured the warlord.

The Coming War: It's difficult to comprehend why a taur warlord with the title of "Living Genocide" would remain sedate when facing the opportunity to conquer the Aethera System. Warlord Prayanth has

her reasons for not committing her fleet to battle—mainly that the bulk of her fleet is trapped within the Duratus Nebula. First to navigate Folded Space in an attempt to breach the Gate Hub Complex, Prayanth's fleet met with calamity and was forced out of Folded Space far from their projected destination, and further found themselves trapped inside the nebula. The erratic energies of the sprawling stellar phenomena drastically inhibit the movements of Prayanth's maze ships, which crawl along at nearly atmospheric speeds within the expanse. This impediment enrages the already volatile warlord, who wishes nothing more than to enter the Aethera System and cleanse it of life. Worse yet, the nebula is strongly aligned with the Evermorn and has no material means of travel into the Shadow, cutting off Prayanth from the taur's new kyton allies. Without a shadow drive, Prayanth's fleet remains a remote, if impending, doom.

Only a handful of the Living Genocide's ships translated back into real space close to the borders of the nebula. These ships are only now entering positions where they can feasibly achieve speeds sufficient to enter the Aethera System proper. Prayanth's orders to these ships are simple: "Scour the system for a means of our liberation."

As the largest single fleet among the taur armadas, Prayanth's fleet represents a grave threat to Aethera. Should the fleets of the Living Genocide be released, it would take the combined arms of all worlds to battle it on any sort of even footing. If so much as one taur warlord begins the crusade of conquest, the others would swiftly enter the fray.

The technological level of the taur is a nearly unimaginable threat to the people of the Aethera System. The taur hollow out entire moons to forge their "world ships" and turn some into superheated "furnace worlds" that burn with hellfire and churn out legions of taur war machines. Though the taur are only now decyphering aethertech, their own advances are equally as terrifying.



Other Threats

Unexplored by the people of the Aethera System, beyond the system's edge are other (and possibly greater) hazards than the taur menace. Summarized below are but a handful of the threats lurking past the edges of the Aethera System.

Eye of the Age: The Eye of the Age is a comet that orbits the Aethera System, first observed by Akasaati observatories in 3668. The comet makes a full orbit of the system every 100 years and its movements are precisely tracked by most astrologicial institutions, but its great distance from the edge of the system means that it has never been fully investigated.

On the outside, the Eye of the Age is a mineral ice comet trailing a glittering wake of stardust and ice crystals. But this shell is just a superficial covering for a much grander mystery. Below its icy shell, the comet is comprised of four great wyrm void dragons[B4] trapped in *temporal stasis*.

True dragons either departed the Aethera System long before the Collapse or never hada sizable presence in the system to begin with, as no record of true dragons persists into contemporary times. These entities, likely from another star system (or perhaps even plane) are on an eventual collision course. The Eye of the Age's orbit notices that it is gradually spiraling inward, and in another six centuries the comet could enter the system.

Duratus Nebula: A chaotic expanse of stellar gases lies in wait outside the borders of the system, shaped like a vast serpent coiling through the stars. Ships attempting to move through the nebula's gases find their engines acting as sluggishly as if they were within the atmospheric bubble of a planet. As the nebula's shape constantly writhes, it is nearly impossible to pinpoint or predict, making it a vicious danger to explorers.

The Duratus Nebula's warping of space is directly related to its tie to the coterminous plane of the Evermorn. Vessels trapped within the nebula experience time at a different rate than those outside, and weeks passing outside of the nebula are only days within. Strange incorporeal entities and fey without the need to breathe survive within the chaotic storm.

The Growing God: The reach of divinity is limited within the borders of the Aethera System, but beyond the borders of the system the gods still exist. Whatever or whoever the Growing God actually is, it wanders the void just beyond the system's hampering effects, gorging on the whispered pleas of people within the system seeking divine succor. These entreaties only serve to strengthen the Growing God—a creature that constantly tests the border of the system in attempts to grant its powers to the beings within. Scattered cults profess that the Growing God empowers them, as a true god would empower its followers in any other region of the cosmos. What aims the cultists of this self-proclaimed deity possess are as unfathomable as the Growing God itself.

The Wandering Star: Visible from all worlds of the Aethera System as a bright, slowly moving point, the Wandering Star has many names across cultures and worlds. This celestial body is in fact a massive chunk of the planet Amrita that was ejected from the Aethera System during the Collapse and was caught within the outer gravitational pull of the twin suns. This rogue planetoid is home to tens of thousands of azaka resting in suspended animation, threatening an apocalypse of unfathomable scale should these creatures ever awaken. These ancient azaka may possess knowledge from prior to the Collapse and abilities far different from their contemporary kin, who mutated under exposure to aetherite.

The orbital path of the Wandering Star is elliptical and remote, and has yet to make a single full revolution of the Aethera System since the Collapse. However, were the Wandering Star to collide with an aetheric current, its orbital path could be dramatically changed.

The Planes

Aethera's cosmology contains many of the familiar planes from the *Pathfinder Roleplaying Game*. It is unique, however, in that ancient and largely mysterious historical events predating the Collapse altered the way these planes interact with and are accessible from the local Material Plane of the Aethera System. Beyond the bounds of the system, these restrictions are presumably nonexistent, but locally they cause major in-game ramifications.

The result of these events renders the Astral Plane and the various Outer Planes effectively inaccessible from within the Aethera System. This restriction carries with it three major consequences.

First, divine spellcasters who would normally receive their powers from divine patrons (such as deities), cannot do so, as divine powers attempting to see into the Aethera System perceive only an opaque barrier and find their influence utterly blocked. As a result, clerics and warpriests do not exist within the campaign setting, although other divine spellcasters that do not require a divine patron, such as druids, oracles, shamans, and paladins, do.

Secondly, spells of the teleportation subschool, which utilize the Astral Plane, do not function within the setting. Spells such as *etherealness*, *ethereal jaunt*, *shadow walk*, and *gate* remain functional due to the differences in school and subschool, though spellcasters powerful enough to cast *gate* are exceptionally rare and largely unknown within the Aethera System. As a result, planar travel is a rare and special occurrence.

Third, the natives of the Outer Planes are likewise sealed off from the setting; those few that might be encountered have now been stranded on the Material since the Collapse and are incapable of returning. The practical result is that all outsiders native to the Astral or Outer Planes automatically acquire the Living Idol template for as long as they remain within the Aethera System (though this is not the case for summoned monsters only temporarily extant in the Aethera System.) The reactions of any given outsider vary: anything from stoic endurance to despondence or destructive rage. Regardless, these creatures are exceptionally rare, and GMs should tailor their appearance to play to a significant plot point, rather than appearing as any sort of random encounter.

Natural gates and rifts to other planes naturally exist, but never to the Astral or Outer Planes. These natural gates, occurring at weak spots between the planes, connect to the Inner Planes at various points on the worlds linked to their respective elements. Rifts to the Positive Energy Plane occur at the heart of the white dwarf Aethera, and to the Elemental Plane of Fire at the heart of the yellow sun Ashra.

The absence of strong divine and Outer Planes influence in the Aethera System, along with the strong and direct link between the Elemental Planes and the planets in the Aethera system, push the Inner Planes forward in importance, along with their natives. Additionally, the setting introduces Elemental Planes of Wood and Aether in addition to the classic elements, and the Evermorn as a fey realm warped in the aftermath of the Collapse. Lastly, the dimension of Folded Space exists as an unusual tool to circumvent the loss of Astral connection, and provides a lingering enigma.

Players and Gamemasters alike should carefully work together when utilizing material from sources other than the Aethera Campaign Setting to ensure that it adheres to the spirit of the setting. Make adjustments where is necessary—such as with teleportation effects—and use new spells presented in this book to create new options for players. The absence of gods and easy teleportation magic intended help create a different kind of atmosphere from traditional fantasy settings, and if a Gamemaster intends to revert those changes back to their original state, they should take care to consider implications.

The Inner Planes

Manifestations of the raw elemental forces of the cosmos, the Inner Planes are inextricably linked to the worlds of the Aethera System. Each planet and each star of the binary system is associated with one of the classical elements of Earth, Air, Fire, or Water by means unknown to contemporary scholars. Debate as to the nature of the planar alignments of the planets has continued for generations, with scholars divided as to whether the Progenitors were responsible for this unique planar cosmology, or if it is a naturally-occurring phenomenon within the Aethera System.

The Elemental Plane of Earth is a nearly endless expanse of solid rock interspersed with vast geode caverns of crystals, rivers of metal and sand, and smaller inclusions of water, salt, and even ice locked within its depths. As a result of the plane's sheer solidity, access is difficult, though portals are common in both the depths of natural caverns and artificial drillings on the Earth-aligned world of Akasaat. Caverns around these portals are often the lairs of powerful elementals, outposts of shaitan genies (both the exiled and explorers alike), and the bizarre, gem-cultivating xorn. Shaitan genies eagerly engage others in trade and accept tribute in the name of their myriad far-flung empires in exchange for shelter in the rocky depths or access to portals within their domains.

Air is by far the best understood of the Elemental Planes, due to its inherent similarities to the gas giant world of Seraos. Portals to the plane itself flicker in and out of existence deep within its storms, expelling fiercely territorial and typically hostile elemental creatures like lightning elementals and belker. While planar scholars know of sentinent life and civilizations within the Plane of Air, little contact has ever been established with the distant kingdoms of Shaitan and other such entities.

The Elemental Plane of Water is linked to the frozen world of Orbis Aurea, though the plane itself encompasses all forms of water from gaseous steam to frozen ice, displaying gradients of these forms, as well as salinity, drifting as vast regions within its depths. Existing alongside true elemental natives such as marids and vast water-breathing behemoths are nations of merfolk and sahuagin, having entered the plane eons ago from the Material as refugees and colonizers, the exact details lost to time.

Finally, the Elemental Plane of Fire is a vast landscape of flame, superheated air, and molten lava, with skies of billowing smoke and shimmering heat mirages. The interior of an active volcano and Ashra's burning surface are the most easily accessible routes to natural portals to this deadly plane. Fire elementals, plasma oozes, and other destructive elemental creatures ravage the plane, while more intelligent inhabitants smartly avoid risk of becoming trapped in the Aethera System.

Beyond the four classical elements, two others exist in the Aethera System, about which substantially less is known: Wood and Aether. The Plane of Wood is inextricably linked with Kir-Sharaat, due to both its verdant nature and the plane's mysterious origin. The Plane of Wood exists in a parasitic form growing out of the Plane of Earth and up into the Plane of Water like a stand of grasping mangroves and twisting roots. The plane itself was born from the same Progenitor terraforming technology that birthed Kir-Sharaat in the aftermath of the Collapse. The Plane of Earth was seeded by these devices, taking root and spreading massive forests with the aid of wood elementals created from the terraforming engines, who spontaneously create forests following their deaths.

No erahthi are native to the Plane of Wood, in spite of their uniquely elemental heritage, but they have explored the plane significantly more than any other race by means of winding pathways found along the root roads of Kir-Sharaat. The erahthi's ongoing wars have substantially diverted resources away from the task, and despite the current peace with both

humanity and the zahajin, a lack of trust has limited spread of their knowledge on the topic to either race.

The deepest forests and the interior of the oldest, most primordial trees contain intermittent portals to the Plane of Wood and weak points between the planes. What little information exists paints the plane as a paragon of every forest imaginable, or else concepts much further abroad, such as regions of solid petrified wood and others best described as wood on an intracellular level but at massive proportions, such as chloroplasts the size of moons and the bizarre environment around them.

Despite the massive shifts in elemental alignment that occurred as a result of the Collapse, Aethera—even though it collapsed from a yellow star to a white dwarf—was and remains aligned with the mysterious element of Aether. Virtually nothing is known of the Plane of Aether itself; only theory suggests its existence, but its presence is linked to and allows the use of aetherite technology. The Plane of Aether is speculated to be an infinite but matter-free plane existing parallel to—or inside of—the Material and Ethereal simultaneously, creating a permeable barrier from which all telekinetic force is derived. Aetherite itself is speculated to exist as a result of ley lines connected to the Plane of Aether reacting to the catastrophic shift of the Collapse. No one has ever successfully traveled to the Plane of Aether, and its existence continues to be debated in scholarly circles.

The Inner Planes, contrary to common wisdom on the subject, involve more than just planes linked to the individual elements. The Inner Planes also technically include the Shadow, the Ethereal, the Evermorn, and the paired duality of the Positive and Negative Energy Planes. These latter two comprise perhaps the most important and also the most overtly hostile of all.

The Positive Energy Plane is best conceptualized as the glowing nuclear furnace at the heart of every star in the cosmos. Somewhere beyond each molten, stellar core is a layer of reality where the concept of creation and life fuses together in a realm of endless glowing light and heat. So awesome is the raw creative puissance that exposure to its energies is somewhere beyond the conditions found within a star. What little is known of the plane's interior is that preincarnate souls begin their lifecycle there, tended like crystalline flowers by the native jyoti. The phoenix-like jyoti, however, are xenophobic at best, and other than sporadic and ultimately mysterious appearances within the glowing coronas of Aethera and Ashra, their appearances remain rare. Since souls in the Aethera System cannot reach the Outer Planes they are instead funneled into the Positive Energy Plane by means of aetheric currents dragging the souls down into the star Aethera. The souls are then scrubbed of memory and existance and, effectively, reincarnated by being reintroduced back out into the Material Plane.

The antithesis of this stellar wellspring of life and light, the Negative Energy Plane is an equally endless expanse of destructive, nullifying, cold nothingness. Bleak and empty, the Void comprises the concept of anti-life and obliteration. Yet it is far from a realm of evil, as the Void is also the counterbalance to Positive; without it, the concept of renewal, regeneration, change, and the cycle of reincarnation of souls might never occur. The plane itself is just as hostile as its bright twin, with direct exposure capable of draining life and snuffing souls like a flame plunged into a vacuum. Little information exists from within the plane itself, but where it touches the Material the results are deadly, such as the corrupted elementals and the landscapes that erupt in their presence like boils on infected flesh. According to the terrified reports of aethership crews, the Negative Energy Plane possesses rare, spontaneous portals like black fractal snowflakes in the darkest stretches of deep space. Inhabitants of the Negative Energy Plane, such as horrifying nightwalkers, sometimes spill out into the lifeless depths of the Gulf, consuming all light and life that they come across. Stories from the Century War persist about incorporeal undead rolling like a crashing wave through the hull of battlecruisers, killing men by the dozens before passing through the other side never to be seen again.

Ethereal

Despite the very real and immediate nature of the Inner Planes, and the way in which the elements touch and influence the worlds in a very direct way, they are not in fact the nearest of the other planes. The Ethereal is the nearest layer of reality, nestled just below the Material, moving and acting with currents of its own, like a slow and sluggish metaphysical tide.

The Ethereal plane has a number of descriptors that describe and define its nature and purpose: the Wellspring of Emotions, the Veiled Mirror, and the Haunted Sea. Each of these pertains to one aspect or major function of the plane, though none of them entirely define the plane, and all must be considered when discussing the plane's true nature.

The mist-shrouded Ethereal absorbs, amplifies, and reflects back the emotions of living creatures on the Material. Similar to psychic magic requiring a certain mindset, the Ethereal subtly reacts to the collective emotional state of Material Plane residents. Emotions churn, boil, and provide structure to the formless potential of the Ethereal itself, a sort of metaphysical gravity to the plane's shallows. Where there are no living creatures, the corresponding Ethereal is empty and formless, but where it overlaps cities, armies, and places rich with life, it takes form. Most interesting is the fact that while the Progenitors have been long gone, in the immediate vicinity of their ruins vast swaths of the Ethereal are ordered and rigidly structured into twisting, complex cityscapes, fields of towering spires, and half-real labyrinthine mazes, almost as if they had never vanished.

The Ethereal mists are not a featureless sea of fog and restless spirits. Islands emerge from the depths containing places and events from the collective memory of living creatures and the lost memories of the dead. These memories of bygone eras spontaneously manifest in the Ethereal, briefly recreating the teeming cityscape of a century past before slowly fading away. These aren't the creations of historians, however, but of memories, replete with all their flaws. Memories can meander from objective truth, and scholars have recorded memoryscapes manifesting from common but flawed misconceptions about the past. Dreamscapes also appear here, as they too form from the seeds of mortal thoughts and conceptions, and vast numbers of these exist like glistening iridescent pearls within the ethereal fog around the various inhabited worlds or in the wake of aetherships as they travel. Most of these are transient landscapes, but others become stable for a time and then vanish, drawn back into the tangent Dimension of Dreams. Debate rages as to whether dreamscapes originate in the proto-matter of the Ethereal and then transition to the Dimension of Dreams, or if they originate there and leak over into the Ethereal in small number.

Even the briefest of discussions on the Ethereal cannot omit the fact that the most frequently encountered creatures in the shallows of the misty depths are the spirits of the dead. The recently deceased linger on the border between the Material and Ethereal for several days on average, before

The Aethera Enigma

Described by some as a great crystalline snowflake and others as a vast inchoate gemstone, this structure is present within the Ethereal but perpetually out of mortal travelers' reach. It is likewise distinct from Aethera's portal to the Positive Energy Plane, but travelers repeatedly discuss jyoti soulwardens flitting about it like a hive of worker bees, tending, grooming, and pruning the mysterious structure's growth. Divinations reveal little, save for a hypnotic, beguiling beauty and a conscious presence deep within. Constructed of solidified ethereal proto-matter and quite possibly the shed material of mortal memories, it poses a question as haunting as the spectral sea itself: are the jyoti creating something there at Aethera's heart, or are they desperately building a prison of emotional scar tissue and memories to keep something locked away?

drifting fully into the Ethereal's currents and off-world into the aetheric currents of the Gulf. In locations of high mortality such as battlefields, sites of natural disasters, or similar sudden and emotionally heavy events, the mists grow thick, sluggish, and full of eddies and unpredictable currents. The end result is such spirits may find themselves forced out of the plane entirely, normally back to the Material. Sometimes though, they may be shunted deeper into the plane itself or even into one of those tangent planes such as the Dimension of Dreams or a nearby Elemental Plane. For those on the Material, the end results are hauntings, including both distinct unquiet spirits and non-sapient haunts. The currents of the Ethereal ultimately draw the dead towards Aethera's gravity well, and in the star's proximity dwells one of the system's greatest mysteries. While the dead ultimately end up stripped of their mortal memories and their spiritual essence is prepared for reincarnation, something else is very clearly happening in the white dwarf's Ethereal shadow: something is growing.

Given these reflections and creations of mortal emotions, memories, and dreams, it may often be forgotten that the Ethereal's depths would exist even without mortal life to bend and twist its endless banks of fluid mist. The depths crawl with wonders and horrors of their own, though the same barrier that prevents many means of planar travel seems to likewise keep the worst of these confined to the deep. An open question, however, is whether this is an active exclusion intended by the barrier's creators, or if the natives of the deep are hesitant for other reasons—possibly historical, or because of the sheer number of unquiet spirits in the borders.

All of the deep Ethereal's natives are bizarre and alien, though not necessarily malignant. The most dangerous natives are without a doubt the sahkil, the twisted and horrifying remnants of psychopomps trapped on the Material Plane that have given in to ennui and entropy. Sahkils delight in the torture and murder of corporeal creatures, representing the very fear of death incarnate. Night hags, on the other hand, are willing to converse and trade—when they aren't attempting to feed on the fears and hopes of slumbering dreamers. The gray ladies seem hesitant to interact with mortals outside of carefully constructed dreamscapes, ever more suggestive of their seeming worry about an undefined *something* that keeps their behavior in check, though when asked they only refer to "the shadows and bones of greater things."

Psychopomps themselves still inhabit the Ethereal, and those that have not lost their minds or succumbed to the darker desires of the sakhil act as resolute stewards of the dead. Some psychopomps on the Ethereal are among whispering entities that attempt to convey knowledge or wisdom to Material residents. Other entities trapped in the Ethereal likewise try to whisper into the minds of Material-bound figures, many of which have sinister agendas.

In the Gulf the Ethereal takes on a wholly new quality. The Ethereal Gulf is not a vacuum, and as such travelers there find themselves suspended in an infinite sea of fog and shifting currents. Here the proliferation of incorporeal entities is considerably higher, though the sheer space means that actually encountering anything within these depths is unlikely. When traversing an aetheric current, however, the likelyhood skyrockets. Aetheric currents are rife with spirits on the Ethereal, from ghosts and other incorporeal undead to outsiders like kami, daemons, and sakhil. Additionally, the aetheric currents also pull entities like animate dreams along, dragging them from world to world at startling speed.

In and around the Gate Hubs the Ethereal becomes unpredictable and hazardous. Within 1 mile of a Gate Hub the ethereal buzzes with a static charge and the space a Gate Hub would occupy on the ethereal is instead replaced with a whirling sinkhole akin to the stellar phenomenon of a black hole. These sinkholes are planar fissures leading directly into Folded Space and operate exactly like a Gate Hub hex, though whether anything could survive travel through such an untempered rift is unknown.

Evermorn

A realm of light that has been permanently dimmed since the Collapse, the Evermorn seems to be perpetually locked in the deep red light of daybreak. Like the Shadow, the Evermorn is both coterminous and coexistent with the Material, mirroring the Aethera System. It is more colorful and vibrant in those places touched by raw positive energy. Although it is at times easy to visit the Evermorn from the Material Plane, most travelers with the opportunity avoid it due to its strange hazards. The Evermorn is awash in time storms, most of which drastically slow the passage of time. Large regions remain trapped as they were thousands of years ago during the Collapse.

Despite the fact that some fey—particularly those freed from the greatest time-storms—are as old as the Collapse, none have yet been encountered who has ever met a Progenitor. Few fey older than a few centuries have had contact with the Material Plane. Elder fey say they were taught to avoid the Material, because labyrinths of metal and energy had long sealed the walls between worlds wherever the former lords of the system settled.

The Evermorn has the following traits.

- **Erratic Time**: The passage of time in the Evermorn is unreliable, as described in the spell *dawnwalk* (see page 455). Regions of the most intense time-storms cause those within to treat the outside world as subject to a permanent *time stop*.
- **Magically Morphic**: Parts of the Evermorn constantly flow into and out from the Material, the Positive Energy Plane, and the Shadow, making its geography unreliable. Spells with the shadow descriptor can draw upon the Evermorn much like the Shadow.
- **Mildly Neutral-Aligned**
- **Enhanced Magic**: Spells that use positive energy as well as spells that alter the passage of time (including *gentle repose*, *haste*, *slow*, *temporal stasis*, *time shudder*[ACG], and *time stop*) are enhanced.
- **Impeded Magic**: Spells with the darkness descriptor or that use or generate darkness or cold are impeded. Spells that produce darkness have their radius of reduced illumination halved.

Aethera: Aethera's light, far brighter than in the Material Plane, has a strong red tint in the Evermorn. Trapped in a massive time-storm, the star is very slowly contracting and dimming, but is currently far larger than its Material Plane counterpart. Scientists conclude that the star's slowed time has shifted its light to longer, redder wavelengths.

Akasaat: Large time-stormed regions show the ancient oceans catastrophically draining underground in titanic whirlpools moving barely fast enough to see. In less-warped regions along new ley lines outside the cities, a few fey oases drift from place to place amidst dry lake-beds, marshes, and fields. The masters of these oases, once powerful ocean spirits, are now little more than psychic parasites on the human laborers who wistfully long for a simpler life away from the Hierarchy's domination. Encantados[B5] cavort in the rivers, occasionally seducing laborers to join in their revels.

Coexistent with the arcologies, the Evermorn warps into a psychic reflection of the Hierarchy's prison of law and order. Halls and roads turn in on themselves between the lairs of gremlins, bogeymen[B2], and mind-eating leanan sidhe[B4] who emerge only when powerful emotions rouse them and thin the boundaries between worlds.

Amrita: In the Evermorn, the planet Amrita is nearly frozen in the process of falling apart. Small gaps in the time-storm exist in places corresponding to asteroid remnants that were once sites of potent ley lines. When such an asteroid lines up with planetary convergences that create thin spots in reality, explorers can stumble through and fey can stumble out. These areas are largely controlled by gremlins, especially ghizmers (see page 498), and other urban fey. The

region is littered with geographically impossible labyrinthine avenues or parks surrounded by falling ruins of Progenitor-made alloys, shattering mountains, and tides of magma that move imperceptibly slowly.

Ashra: In the Evermorn, most of Ashra is an endless amber sky shot through with increasingly frequent slow-motion firestorms. A few air spirits yet linger here, but many have died in the flames. Star-born spirits like the lurker in light[B2] and shining child[B2] dwell in the roiling plasma between the time-storms.

Kir-Sharaat: The Evermorn of Kir-Sharaat features time-stormed arid land and tiny oases of resplendent desert life, growing as the near-frozen winds blow mountain-sized sandstorms across the scorched wastes. In the pockets of faster time, typhoons of greenery grow even more vibrantly than on the Material. Trickster fey and their allies dwell amidst these writhing plants, including satyrs, dryads, hamadryads[B4], and leanan sidhe[B2] (all of whom look more like erahthi than humans on this planet), twigjacks[B2], sards[B2], and grigs[B2], beings of music and vitality increasingly hostile to the erahthi. Enigmatic ankous[B4] dwell behind and within the Darkwild.

Long before the Century War, the erahthi waged a brutal war with the zahajin and their fey lords, leaving erahthi at best in a tenuous relationship with fey. Though not all fey recall—or even care about—these past transgressions, some ancient and powerful fey with long memories hold fast to their bitter sentiments.

Orbis Aurea: Time-stormed regions of Evermorn Orbis Aurea feature massive rainforests beginning to flood and freeze at the higher latitudes. In the jungle-filled Evermorn behind the colder regions, tunches[B4], occult-obsessed hags, and lurkers in light[B2] are just as dangerous as the frost giants that roam the Material Orbis Aurea. Humanoid fey and monsters of the Evermorn resemble the okanta or giants of Orbis Aurea.

Outside the time-storms, especially near okanta settlements, okanta worship rusalkas[B2], huldras[B4], julunggali[B4], and other spirits of water, the hunt, and sacred mounds, along with ancestor spirits. Indeed, more than a few okanta ancestors are believed to have reincarnated as fey. Giants and some isolated okanta have learned to use thin places to the Evermorn as refuges and places to stage ambushes against human colonists. Many hungry fey, led by cold riders[B3] and dying plant horrors, trade safe harbor to frost giants for captives they can sacrifice in occult rituals tracing nascent ley lines.

The Phlogiston: The Evermorn behind the Gulf is filled with superheated plasma called phlogiston. Barely-visible currents called cosmic rivers—created through convection of the phlogiston adjacent to aetheric currents—carry air and positive energy between planets through this searing tempest. These currents grant fast healing 2 to all living creatures. The extreme winds, combined with the bent spacetime of the Evermorn, means that trips between planets along these currents are riskier but often faster than in the Material. Disconsolate star spirits roam the blinding red currents. The aetheric currents themselves are assured death for anything entering them. Creatures and objects in the aetheric currents of the evermorn age 5d10 years every round they remain within the current.

Several comets in stable, regular orbits conceal grand palaces of vanished fey lords in the phlogiston. Called the Star Palaces, these legendary sites can be reached only when they pass close to the planets or through the cosmic rivers.

Seraos: The Evermorn of Seraos is almost entirely trapped in a planet-wide time-storm as it crumbles in an impossibly powerful windstorm. Its moons are patchwork planetoids, with regions of desert adjacent to miles-high cliffs and mountaintops, cavern systems, or vast ruins of ceramic as hard as steel with almost no transition between them. The ruins are haunted by confused earth spirits, gremlins, and ankhegs, bulettes, and other more enigmatic entities that maintain a vigil against suspected agents of the Progenitors.

Folded Space

Folded space is the colloquial term for the extra-dimensional realm utilized by the Gate Hubs to allow aetherships access between worlds and, as was once the case with the taur, to worlds beyond. Though its practical uses are undeniable, the science or metaphysics behind Folded Space remain absolutely opaque, and the specifics of what it actually encompasses are maddeningly unknown. Between human, erahthi, and okanta research, two major theories have arisen on the matter. The first is that Folded Space as utilized by the Gate Hubs shunts aetherships to another unknown plane, similar to how magic can allow temporary access to the Shadow to shorten the transit time and distance between two points on the Material. The second theory proposes that aetherships and their occupants themselves are in effect for a brief period infinitely spread out across the entirety of the Material, before snapping back into discrete form and position at their terminal destination. Both notions raise their own questions, such as the fate of a ships should something somehow interfere with their position, literally fishing for them while their waveform is in effect smeared out across physical reality. Or, during their timeless descent into some unknown parallel dimension, perhaps natives of that alien reality might be able to notice and interact with them.

Transit through Folded Space involves a momentary sensation of terrible cold and an indeterminate time period that is apparently subjective when compared to the length of time experienced by outside observers. Most transit attempts occur without issue, but as use of the Gate Hubs becomes more and more common, strange incidents have also increased in frequency.

Most of these incidents involve the perception of unusual noises both inside and outside the aethership, like creatures crawling about the hull, or telepathic presences touching the minds of travelers and even intruding upon their dreams if they are asleep during Gate Hub transit. Most of these are innocuous, if unnerving, but rarely something more profound occurs. Ships have vanished mid-transit, and others have emerged weeks or months after they entered Folded Space when it should have been shorter. These latter ships uniformly emerge at their destination damaged, gouged by claw-marks on the hulls, objects inside missing or catastrophically disassembled and then crudely reassembled, or crew members missing or transformed into horrific amalgamations of flesh and bone with no rhyme or reason to their design.

The Shadow

The worlds of Aethera cast a long shadow. While the Outer Planes were sealed away, the Shadow remained connected to Aethera, weathering the ancient seal and then the apocalyptic Collapse. That dark reflection is traversed by the taur utilizing the shadow drives of their worldships and a deeper horror of which they are only fleetingly aware.

Spells such as *shadow walk* allow Material natives to use the Shadow as a means to get from one location to the next. Such spells use the penumbra of the realm, and neither reveal its secrets nor expose travelers to its myriad dangers. Only powerful shadow magic or esoteric rituals can force open a doorway into the Shadow itself. Those doors, once opened, can't always be closed. The appearance of the Shadow varies dramatically from world to world.

Akasaat: The Shadow of Akasaat is a world of towering peaks and plummeting valleys. Trackless deserts of black sand are crisscrossed by jagged peaks of razor-sharp obsidian that thrust from the ground like broken bones through skin. Great stone-fanged gorges yawn open without warning, devouring unwary

Kyton Giants

To represent kytons that have been made from Orbis Aurea's giants, start with the appropriate type of kyton (such as evangelist). Using Appendix 2 of the *Pathfinder RPG Bestiary*, add Hit Dice until it has the same number as the original giant, and increase its size category to the giant's size. If the original giant had any abilities that you feel appropriate to carry over, such as rock throwing or elemental subtypes, add them to the kyton. Feel free to add creative new abilities to these horrifying entities.

travelers and further scar the landscape. Despite all of this, Akasaat is arguably the most hospitable of the Shadow planets.

Where the Shadow reflects the Material's great arcologies, however, the danger is much greater. There, towering structures rise in the darkness. Named "Silent Cathedrals" by the one planar explorer to ever view them and return, these titan constructions rise to dizzying heights. Ornamented with imagery of eyeless humanoid forms with gross deformities and augmentations, the Cathedrals have an imposing air of silent, alien antiquity about them. This is a great and terrifying deceit.

In truth, the Silent Cathedrals are the religious heart of the Choir of the Machine, the unfathomable organization of the Aethera System's kyton population. In the silence of the mazelike halls, terpsikhore kytons creep from room to room, ever vigilant for intruders. Elsewhere, evangelist kytons force captive mortals to give voice to their sins in razor-lined confessionals, while ostiarius convocations silently debate the philosophical intricacies of the Machine. Those seduced by the Choir are brought here to transfigure themselves in the darkness, taking the first steps to becoming kytons themselves—for the most valued kytons are those made so by their own will.

Amrita: The intrepid pioneering spirit of the asteroid belt's people is legendary. Despite (or perhaps because of) this, the Shadow of Amrita is exceedingly deadly. Explorers never return, and tales of diviners driven mad discourage further inquiry. Even those who speculate too wildly about the idea experience nightmares of asphyxiation in the void of space.

The asteroids of Amrita's Shadow do not float freely; every asteroid is chained to numerous others, girding the entire Aethera system in an impossible feat of industry that warps the mind and drives viewers mad. Each asteroid is a hive of activity, although who or what inhabits them cannot be known. In addition, the void around the asteroids is frequently host to taur maze-ships that waste no time in eradicating any vessel foolish—or unlucky—enough to cross into the Shadow.

Kir-Sharaat: Like its bright reflection, Kir-Sharaat's Shadow is ruled by forests. However, the razor-leafed trees of the Shadow, with their bulbous trunks and grasping chain-vines, bear little resemblance to the healthy, vibrant trees of the Material planet. Many of the bloated trees disgorge clouds of noxious gases at irregular intervals, like the smokestacks of great factories. Terrible things that blur the line between arthropod, carnivorous plant, and mechanical terror feed upon each other in a mockery of the natural life cycle.

Where the few oceans should lie, the Shadow mirrors them with great reservoirs of thick, tarry sap. The hydrocarbon-rich substance, once refined, becomes both toxic and highly flammable. This makes it vital to khloris kytons, who harvest large quantities for internal processing. Above, evangelist kytons lurk in their element among the chain-vines of the canopy, watching for their chance to snatch up intruders for repurposing below. At times, they slip through to the Material to gather raw material for new khloris.

The layer between the canopy and the depths is an endless industrial nightmare. Here, the kytons assemble horrific mechanical creations in a vast series of factory-cities. Deeper below, the Darkwild's reflection is a place of utter blackness. The air is a miasmatic haze, polluted by vile industries, and the

lightless oceans are a soup of caustic runoff so deadly that even the kytons keep their distance.

The Gulf: The void between worlds is as empty and vacuous on the Shadow as it is on the Material. Space on the Shadow is a bone-chillingly cold, airless void suffused with currents of raw negative energy. Immense rivers of coruscating crimson light slither through the depths of the Gulf, carrying with them storms of incorporeal undead. Little is known of the Gulf's Shadow beyond these most broad concepts, for there is so much absence in this dark place, what little may exist has everywhere to hide.

Orbis Aurea: At first glance, the Shadow of the okanta homeworld is a vision of frozen peace. The frigid air is quiet and still. Great towers of ice, seemingly wind-carved into strange and implacable shapes, loom over mirror-smooth black seas. The skies above even have their own aurora, a twisting curtain of deep reds and purples, which the ice below reflects in wild and phantasmagoric patterns.

The cold on Shadow Orbis Aurea is intense enough to kill across the entire world, with no temperate equator. Even those who have felt the chill of interplanetary space are unprepared for the malignant caress of the Shadow. The opaque ice is perilously thin in places, and one wrong step can plunge an unwary explorer into the sea's embrace, to watch helplessly as the hole freezes over without a trace.

Furthermore, as with the rest of the system, the peace of the Shadow is false. Kytons creep across the surface, on the hunt for any who stumble upon Orbis Aurea's dark twin. The deep ice is riddled with chain-webbed tunnels, where shapers of flesh work upon captives and each other alike in a quest for perfect forms. The seas themselves are blighted by a petrochemical taint, and unwholesomely altered beasts swim through the inky fluid, leaving not even the slightest ripple in their wake.

Seraos: Seraos itself is barely explored, and its Shadow even less. No explorer has ever attempted the interplanar journey to the gas giant's Shadow. This may be for the best, for they would not return. In the howling blackness of an eternal storm, the bones of an ancient world are lashed together by myriad chains that crackle with electrical pulses traveling from one tremendous fragment to the next, all accompanied by an endless screaming wind—the voice of a dead civilization.

Taur Ships: The Shadow is home to numerous vessels constructed by the taur from hollowed out moons, asteroids, and meteors. These vessels, collectively known as maze-ships, propel themselves by means of artifice unknown to the larger Aethera System called a shadow drive. These engines push and pull at the Shadow and—for long-distance travel—thrust the maze-ships into the Shadow's penumbra to shorten the distance between locations.

The largest taur vessels, worldships, hang like vestigial moons over many Shadow-side terrestrial worlds. The civilizations of the Material Plane have nearly no understanding of just how close the taur menace is at any one time, and that they are observing. Worldships carry thousands of taur and what of their formerly bound demon shock-troopers remain, supplemeneted by ranks of their newfound kyton allies.

The presence of these taur vessels in the Shadow is such a tremendous and terrible secret that it would drive entire civilizations into chaos and panic were it revealed. However while the taur are numerous, their fleet is divided across much of the Shadow and the Material Gulf and they learned at the end of the Century War that they were not yet ready to confront the combined armies of all worlds.

Discovery of a taur ship in the Shadow would be a monumental one for any party, as would be exploring their labyrinthine passageways and horrifying chambers containing atrocities not yet even imagined in the Aethera System. However, such vessels would also contain a wealth of information regarding the worlds the taur conquered outside of the Aethera System, and perhaps any vulnerabilities the taur may yet have. While the risk of invading a taur ship is great, the reward would be even greater.

Other Planes

Aside from those planes locked away by the planar barrier that exists like a bubble around the Aethera System, there exist other planes. This presumption comes through inference, theories based on Progenitor diagrams, and information gained from conversation with those few outsiders seemingly trapped on the Material.

The Plane of Nightmare exists distinct from the Dimension of Dreams, though scholars debate its true nature as perhaps a plane or a demiplane within the deepest reaches of the Ethereal. True to its name, however, it encompasses a place where the greatest of mortal nightmares gestate and grow, only to later infect dreamscapes and feed off of the fear, anxiety, or terror they induce. Whether all nightmares originate in this plane, if the plane only feeds on them once generated within mortal dreams, or if the Plane of Nightmares is in some way a repository of the platonic ideal of each archetypal nightmare is perhaps only an academic difference. It exists, it lurks, it feeds.

Vague references exist to something known as the Akashic Record, speaking of it in awestruck terms as an objective record of reality, untainted by the flaws of mortal observers, ideological bias, or the gnawing ravages of time. Whatever the nature of the Akashic Record, it remains as yet untapped, waiting like a bejeweled bauble hanging just out of reach, trapped within the otherwise inaccessable Astral Plane.

The House of Memory is a plane known by only one reference, and it may in fact be an alternate name for the Akashic Record, but this is disputed. The singular reference appears on an obelisk unearthed in a remote ice shelf on Orbis Aurea, inscribed with the disputed translation of an unknown alien language reading, "I have passed from this world, but I live on still. I dwell within your blood surely. Waiting. Watching. Until the appointed time, I haunt the halls of the House of Memory." The cenotaph would be only a historical curiosity signed with a personal sigil, if that sigil was not later found inscribed on a non-functional gate on the Seraos Gate Hub. The plane's nature remains unknown.

The Place of Shade and Flight was described in Progenitor records as "the in-between place," which leads many to believe it links somehow with the Ethereal, or may be synonymous with it. Other references to it, however, speak of water and trees, but list it as distinct from the putative Elemental Plane of Wood, which would rule out of the endless mists of the Ethereal as a fitting location. The words for Shade in all references could also be interpreted as "refuge," and Flight not in the sense of a flying creature, but as "escape." No further information regarding this mysterious realm has ever been discovered.

Ancient okanta songs speak of the Bleeding Ground, a nightmarish realm that ancient shamans once pierced that appears to be an entire plane that exists as a living being, composed of flesh and blood, colossal arteries, seething flesh, and ever-shattering and reconstructing bone. The songs that speak of this terrible place may be misinterpretations of experiences in the Plane of Nightmare or other such awful realms, and it is not mentioned in other, surviving stories.

Beyond all of these, demiplanes exist like tiny soap bubble pocket realities within the Ethereal. Ranging from long-lived to transient, they appear, mature, and then eventually expire, formed from and returned to the Ethereal's raw, unformed potential. Others are the creations of magic, both arcane and psychic, their appearance and conditions specified in fine details by their creators.

The unifying theme for all demiplanes is the infinite variety in which they occur and the nearly unfathomable number which exist, many of which may predate the Collapse and might yet hold clues to the mysteries of the past. Historians and scholars alike eagerly search for repositories of knowledge such as these, and pay high prices for such information.

Outer Planes

Little is known of the so-called Outer Planes beyond the fact that they exist, according to a scattered few Progenitor cosmological diagrams and the word of those outsiders who claim to be from them, and now seem unable to return. Unlike the Elemental Planes and most others, these Outer Planes are not connected to any tangible element of the physical world. Instead, they seem to reflect intangible, abstract, spiritual aspects of reality. Understandably, most scholars scoff at this idea. How, they ask, can planes of reality exist for entirely subjective concepts? What is good? What is evil? Unable to be conceptualized like fire, water, or dreams, it seems impossible that layers of reality exist to encompass them objectively. Yet the creatures that speak of these planes do seem to reflect the concepts that they claim, often with horrific results for those interacting with them.

Collectively, these trapped creatures encompass various metaphysical flavors of balance, benevolence, chaos, death, destruction, harmony, law, liberation, and tyranny, so to speak. Somewhat outside of this grouping are entities calling themselves psychopomps, which embody not death itself, but the transition between life and death, with their role being that of stewards and guardians of the dead. Whatever ancient event ended their role in the cosmos trapped them like every other outsider, leaving them adrift and purposeless. Each imprisoned outsider deals with its imprisonment in its own way, but the psychopomps—whatever the truth of their claims for carrying the souls of the dead to divine judgment—have almost uniformly gone utterly mad.

Creatures from the Outer Planes also experience significant metaphysical transformation while in the Aethera System. With access to the Outer Planes severed, so too are outsiders connections to the vert principles of the plane that birthed them. Devils trapped in the Aethera System find their inherent bias toward law and corruption dissolving, being replaced by a more flexible morality bound by personal experience rather than something as strange as cosmic bias.

The longer an outsider spends in the Aethera System the more they begin to change, eventually even physically transforming as the makeup of their unified body and soul is changed by experience within a sequestered mortal realm. Psychopomps invariably transform into sakhil over time, but other transitions are not so clearly outlined. Many of these transformed outsiders indulge the newfound power they possess over morality and mortality, founding cults and other esoteric orders around their own personal concepts. Others withdraw and focus on self-discovery, believing that the Aethera System may not be a prison, but the first place in all creation where they can actually be free.

Outsiders, as such, are not judged by universal means as they might be in other systems. A devil does not guarantee a sinister manipulator, nor does an angel have someone's best interests at heart. These creatures therefore must be judged on the merit of their actions themselves, rather than a codified definition of their kind. To that end, outsiders are often treated more like inscrutable alien species, rather than enigmatic representations of utter morality.

Since most information on the Outer Planes comes almost entirely from the self-claimed natives of those realms, as such, its veracity is highly in doubt, especially for those seemingly not prone to value truth. But for all of their wild differences, everything from the laughing chaos wyrm proteans to beatific angels, inevitables that resemble nearly-divine phalanx, and death-obsessed daemons, these imprisoned outsiders share one commonality: according to all of them, something went terribly wrong with the universe. It began with the Collapse, and it has not ended. The ramifications of this claim, or even its truthfulness, remain an open mystery.


THIS WAS DEFINITELY A WRONG TURN.
SHE'S GOT AETHERTECH, I SAW IT GLOWING!
GET HER!
WAIT! ISN'T THAT--
YOU DON'T WANT TO DO THIS.
HAND OVER ANYTHING THAT GLOWS AND MAYBE YOU GET TO WALK AWAY!
NO! LOOK AT HER UNIFORM! SHE'S--


AS YOU SAY. ANYTHING THAT GLOWS.
AH!
CCRACKK
SHE'S A TITAN!
CHAPTER 4 : SKILLS & FEATS

The following section presents new feat and skill options available to characters in the *Aethera Campaign Setting*, from combat feats taking advantage of technological developments to feats that allow characters to craft aethertech, and even feats that unlock new uses for old skills. The options presented here are meant to supplement feats found in other *Pathfinder Roleplaying Game* sourcebooks, not replace them, and it is recommended that gamemasters allow players to choose feats from other Pathfinder products so as to offer a robust array of options as myriad as the worlds of the Aethera System.

The skills presented in this chapter are the same skills from the *Pathfinder Roleplaying Game Core Rulebook*, but include expanded options that are either available to all characters or, in some cases, accessible only by selecting a specific archetype or feat. Additionally, this section discusses how the occult skill unlocks presented in *Pathfinder Roleplaying Game: Occult Adventures* fit into the *Aethera Campaign Setting*, where the occult is a more contemporary practice than a fringe discipline. A character must be trained in the appropriate skill to use that skill's unlock, even if the skill can normally be used untrained. It's impossible to take 10 on a skill unlock.

Skills

The following section details new uses for existing skills and special skill unlocks available for characters with associated class archetypes or skill unlock feats.

Acrobatics (Dex; AC Penalty)

Almost every creature possess some means of maneuvering in environments of zero gravity. The primary method of changing one's course involves use of the Acrobatics skill; maneuverability and movement in zero gravity is based far more on manual dexterity than raw physical speed. The following is a list of revisions for Acrobatics while operating in zero gravity, as well as new options available to all creatures for using the Acrobatics skill while in environments of zero gravity.

Moving Through Threatened Areas: Moving through a threatened space in zero gravity is similar to using Acrobatics to do so in normal gravity, but with several differences. You do not suffer a penalty to the Acrobatics DC if you are moving at full speed while making the check. You can also use Acrobatics to move past foes while wearing medium, but not heavy armor. Reduce the DC of the check by 4 if you are moving above or below the threatening target, instead of along its sides. In addition, if you do not possess the Zero-G Training feat, your opponent counts its CMD as 5 higher for the purposes of making this check.

Lining Up and Jumping: The absence of gravity removes the necessity of jumping to reach locations. Instead, you can force yourself in a desired direction with a simple push of the legs or arms. The real key to jumps and pushes in zero gravity is the ability to properly project yourself to the desired location. To line up such movement requires a DC 5 Acrobatics check. For every 10 feet between you and the target location, the DC of this check increases by 4. Attempting such a maneuver onto a moving object (or an object not moving in synch with your starting point) increases the DC by 10. On a successful check, you line up properly with the target and land in the appropriate square. On a failure, you have incorrectly oriented yourself and land in a square 5 feet away from your intended destination square (use the splash deviation chart to randomly determine which square). For every 5 points by which you fail this Acrobatics check, increase the deviation amount by an additional 5 feet.

Reorienting: Turning around in zero gravity requires challenging repositioning, requiring a physical point to anchor against (such as a wall or floor). Most such actions can be completed in a move action. You must succeed at a DC 10 Acrobatics check to avoid overbalancing or misjudging the speeds required to reorient yourself. On a failed check, you end up in a cycle of uncontrolled spinning until you make another attempt to stabilize yourself as a move action. While in a spinning state, you must succeed at a DC 14 Fortitude save or suffer the sickened condition. The sickened condition lasts for 1d4+1 rounds after you manage to successfully reorient yourself. Creatures with a supernatural fly speed can reorient themselves as normal in zero gravity.

Stopping: During zero-gravity flight, you can attempt an Acrobatics check to halt your movement, but only while in contact with an object or surface. Along surfaces with solid grips or handholds, the DC of this check is 10, while along roughened surfaces (such as surfaces with exposed cabling or open panels) it is 15. Pristine surfaces, such as polished ship hulls or metallic walls, require a DC 20 check or higher, to grasp enough to halt your momentum. On a failed check, you continue your zero-gravity movement. Failure by 5 or more causes you to enter a spinning state as detailed above.

Table 4–01: Acrobatics in Zero Gravity

Situation	Base Acrobatics DC
Moving through a threatened area in Zero-G	Opponent's Combat Maneuver Defense*
Moving through an enemy's space in Zero-G	5 + opponent's Combat Maneuver Defense*
Lining-Up and Jumping	5 + 5 per 20 feet of distance
Reorienting	10
Stopping (handhold)	10
Stopping (rough surface)	15
Stopping (polished surface)	20

*Reduce the DC by 5 if your opponent does not possess the Zero-G Training feat.

Zero-G Acrobatics (Acrobatics; Skill Unlock)

Creatures with a natural aptitude for zero-gravity environments—primarily those without the need to breathe, or those living among the stars—are naturally more adept at using Acrobatics to maneuver in those environments. Creatures with advanced training in zero-gravity environments are similarly skilled at maneuvering in areas without gravity. This skill unlock for the Acrobatics skill is available to characters with the Zero-G Training feat.

Attack on the Move: Movement in zero gravity requires little concentration once mastered; you simply need to 'push' yourself in a given direction and await impact with your destination. Because you have acclimatized to moving in zero gravity, you can focus your attention on attacking while still technically moving. Making a melee or ranged attack while moving in zero gravity requires a DC 15 Acrobatics check, representing the delicate movement required to not knock yourself off course while attacking. On a successful check, you can make a single melee or ranged attack at any point during your movement. If you possess multiple attacks and make a full attack action you may make all of your attacks for a round interspersed at any point along your movement, but you must make additional Acrobatics checks for each attack, with the DC increasing by 10 for every subsequent attack after the first. On a failed check, your attempted attack does not take place, and you cannot attempt further attacks during your turn. This use of the Zero-G Acrobatics skill unlock can be used once per day for every 6 HD you possess.

Stop on a Dime: Once trained in zero gravity, you have few problems finding a way to stop yourself as long as a solid surface is within reach. You no longer need to attempt Acrobatics checks to stop yourself when in contact with a surface. Instead, you may attempt Acrobatics checks to stop on unorthodox surfaces. You can use another creature to stop your

Table 4–02: Appraise

Use	Check DC
Determine Charge	10
Determine Capacity	12
Identify Aethertech	Varies

movement with a DC 15 Acrobatics check. You can also attempt to brace yourself in place by using the force of incoming ranged attacks. To do so, the you must be struck by a ranged physical attack or spell effect, and attempt an Acrobatics check with a DC of 30 minus the total damage dealt by the attack (as larger or more damaging attacks have greater force with which to stabilize yourself). This use of the Zero-G Acrobatics skill unlock can be used once per day.

Perfect Maneuvering: Trained in zero gravity, you can re-orient your direction mid-movement with a DC 20 Acrobatics check. Success allows you to make a quick turn without the need for a solid surface. This use of the Zero-G Acrobatics skill unlock can be used at will.

Spellcasting: You can perform unique feats of somatic spellcasting, as the flow of your movements is only enhanced by the lack of gravity. By using this skill unlock, you reduce the time necessary to spontaneously cast a spell modified by a metamagic feat from a full-round action to a standard action. Alternatively, you can make an Acrobatics check while in the process of casting a spell with the force descriptor, as per the Lining Up and Jumping Acrobatics expanded skill option listed above. If successful, you can re-orient yourself and change the direction you're currently moving. This use of the Zero-G Acrobatics skill unlock can be used once per day.

Appraise (Int)

Appraise can be used to assess the status and charge of aethertech devices.

Determine Capacity: You determine the maximum charge capacity of a piece of aethertech.

Table 4–03: Craft

Use	Skill Check	Check DC
Craft firearm	(firearms)	20
Craft firearm ammunition	(alchemy)	10

Determine Charge: You accurately determine the amount of charges currently stored in a piece of aethertech.

Identify Aethertech: Appraise can also be used to identify unknown aethertech devices, similar to the manner in which Spellcraft is used to identify the properties of magic items. The DC to identify and understand the properties of an unknown aethertech device is equal to the Craft check required to make the item.

Craft (Int)

In the *Aethera Campaign Setting*, the Gunsmithing feat from *Pathfinder Roleplaying Game: Ultimate Combat* is not used. Instead, firearms and ammunition are crafted and maintained through the use of Craft (firearms). All firearms available for purchase are considered to be of standard quality; however, they can also be crafted as masterwork weapons.

The craft DC for all firearms is 20. Scrap weapons (such as the scrap rifle and scrap pistol) have a Craft DC of 15. Standard ammunition has a Craft DC of 10.

Disable Device (Dex; AC Penalty; Trained Only)

The following uses for Disable Device are available to any character.

Aethership Repair (Disable Device)

You can apply your technician talents towards repairing damaged aetherships, which makes you an

invaluable addition to adventuring parties undertaking long-term missions, particularly when you have the necessary tools to complete your work. Such labor typically takes extended periods of time, and only smaller "hotfixes" can be applied during the rigors of conflict.

Check: You may use Disable Device to repair damaged aetherships. The use of this skill varies depending on the exact application. Different options are described below.

Long-Term Repairs: Over the course of an uninterrupted 8-hour period, you can use Disable Device to perform long-term repairs on a damaged aethership. This requires a Disable Device check with a DC equal to 15 + 1/2 the aethership's total HD. In the case of capital ships, the HD is based on the total HD of the section being repaired. On a successful check, you restore a number of hit points equal to half the HD of the aethership (or total HD of the repaired section for capital ships). Such repairs are easy to perform on heavily damaged vessels, requiring no expenditure of outside resources—it's assumed that damaged pieces can be restored with materials available on hand. Once such repairs bring the aethership's total hit points above half their maximum value, the engineer must spend 5 au worth of raw materials per hp restored.

Battle Fixes: During the rigors of combat, you can perform minor repairs or jury-rig sections of the ship to better withstand damage. By spending a full-round action, you can attempt a Disable Device check with a DC equal to 15 + 1/2 the aethership's total HD. In the case of capital ships, the HD is based on the total HD of the section being repaired. If successful, you grant the aethership a number of temporary hit points equal to the aethership's total HD (or total HD on the repaired section for capital ships).

These temporary hit points cannot cause the aethership to exceed its normal hit point total, and are subtracted first if any healing is received. These temporary hit points only apply to the section where the repair attempt was made and last for one round before the jury-rigging falls apart. Loss of these hit points counts toward the threshold of damage before an aethership (or section) decompresses.

You can instead opt to spend 2 rounds reinforcing the hull of the ship. This check has a DC equal to 20 + 1/2 the aethership's total HD. Success grants the ship a number of temporary hit points equal to 1.5 x the HD of the ship (or appropriate section), which last for 1 minute.

Action: Battle fixes require a full-round action. Long-term repairs require an uninterrupted 8-hour period of work.

Try Again: You can attempt battle fixes every round, but the number of temporary hit points gained from your attempts can never exceed the amounts listed, even if multiple characters attempt the check. Long-term repairs can be performed by multiple characters working at the same time, to a maximum number of workers equal to of 1/2 the total HD of the aethership.

Table 4–04: Disable Aethership

Aethership Class	Time	Disable Device DC*
Speeder	1 Minute	15
Small (Fighter & Shuttles)	1d4 minutes	20
Medium (Gunships & Corvettes)	2d10 minutes	25
Capital (Cruisers)	4d10 minutes	30
Heavy Capital (Dreadnought)	2d100 minutes	40

Aethership Sabotage (Disable Device)

The advent of aetherships allows for cunning saboteurs to damage a vessel prior to or during combat.

Check: If you have access to the engine of an aethership for long enough, you can sabotage it. The time required and the DC for this check depends on the size and complexity of the targeted aethership (see Table 4–04). If you succeed at this check, you can select one of the sabotage options listed below. For

every 5 points by which the result exceeds the DC, you can select an additional sabotage result from the list below.

If you fail this check by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong, meaning that you inadvertently alert creatures to your presence or mistakenly think you've successfully sabotaged the targeted aethership. You may not make an additional sabotage attempt for the following 24 hours.

Diminished Reactions: The aethership receives no bonus to Initiative at the beginning of combat from the Pilot and Copilot roles.

Crew Lock: The aethership operates normally, but when a crew member selects the Tactical or Copilot roles, she only adds half her applicable bonus to the aethership. This option may be performed twice to reduce the applied bonus to 0.

Life Support: The ship begins venting atmosphere at a semi-controlled rate. Roll on the time column associated with the Disable Device check to determine the length of time before the ship interior becomes a vacuum inhospitable to living creatures. The Disable Device DC to enact this sabotage is 10 higher than the required DC to sabotage the targeted aethership.

Module Sabotage: Select a single module onboard the aethership. That module is disabled until repaired. This can be selected multiple times, each time applying to a different module. Repairing a disabled module requires a Disable Device check (DC 20) and 1 hour of time.

Action: The time required depends on the action; see Table 4–04.

Try Again: You can retry checks made to sabotage an aethership if you fail by 4 or less.

Special: Repairing sabotaged systems requires a Disable Device check with a DC equal to the DC required to sabotage the aethership. Such checks can be attempted repeatedly with no penalty for failure beyond the time expended. You can take 10 or 20 on Craft (aetherships) or Disable Device checks to repair a sabotaged aethership, but you cannot do so to perform a sabotage.

A character can detect aethertech sabotage after performing a thorough search of the aethership (requiring half the time as the sabotage) and succeeding at a Disable Device check with a DC equal to that of the saboteur's successful Disable Device check.

Fly (Dex; AC Penalty)

In addition to its normal uses for creatures capable of flight, the Fly skill is also used to govern aethership piloting. Aetherdrives rely equal parts on technical knowledge and psycho-reactive "feel," and as a result, creatures with pre-existing knowledge of flight management (natural or magical) find themselves adept at aethership piloting. The following uses of the Fly skill are available to any character with at least 1 rank in the skill.

Aethership Piloting (Fly)

Aetherships have one or more pilots to manage the requirements of flying the ship. In the case of smaller craft, such as speeders or fighters, the aethership has only enough room for a single pilot. Larger aetherships can carry multiple crew, each adding their respective skills to the management of ship operations.

Check: Aetherships operate like creatures with a Fly speed and associated maneuverability; however, they rely upon the Fly skill bonus of the crew member in the Pilot role.

When controlling aethership movement, you only need to make a Fly check when attempting a complex maneuver. An aethership operating in an atmosphere can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. These restrictions only apply to movements taken



during the aethership's current turn, and only when it is within the atmospheric bubble of a planetoid.

At the beginning of the next turn, you can move the aethership in a different direction than the previous turn without making a check. Taking any action that violates these rules requires a Fly check. The difficulty of this check varies depending upon the maneuver you are attempting, as noted on the table listed in the Fly skill (*Pathfinder Roleplaying Game Core Rulebook*).

Piloted aetherships never require Fly checks for being attacked while flying, and you cannot make a Fly check to avoid falling damage as listed under the base Fly skill.

Action: Aetherships bereft of pilots have no free will and few inherent bonuses. Depending on the number of crew available to an aethership (listed in the aethership stat block), one or more creatures can attempt to direct the vessel (see Chapter 5: Gear & Magic for more details).

Try Again: Varies. You can attempt a Fly check to perform the same maneuver on subsequent rounds.

Special: You never apply your armor penalty to checks while piloting an aethership.

Handle Animal (Cha; Trained only)

Most animals are not native to a zero-gravity environment and find such environments confusing and disorienting. All Handle Animal DCs are increased by 10 while in zero gravity unless the creature has the Zero G Adaptation feat (see page 367) or "space" listed in its environment entry.

Symbiont Handling (Handle Animal; Skill Unlock)

Though they are mindless creatures, you can teach symbionts different commands through the empathic link formed by bonding with them. The type of commands symbionts can learn are relatively simple.

Table 4–05: Symbiont Handling

Task	Symbiont Handling DC
Handle a plant symbiont	10
Teach a plant symbiont a command	15 or 20*

*See the specific trick or purpose below

This skill unlock is only available to characters with the Symbiont Handler feat.

Check: The DC to train a symbiont a trick depends on the complexity of the command.

Handle a Symbiont: This task involves commanding a plant symbiont to perform a command that it knows. The plant symbiont must be bonded to you for at least 1 round for you to be able to communicate the command. The plant symbiont performs the command to the best of its ability until you bond with it again.

Teach a Symbiont a Command: You can teach a symbiont a specific command with 1 week of work and a successful Handle Animal check at the indicated DC. Symbionts can learn a number of commands equal to their Hit Dice. Possible commands (and their associated DCs) include, but are not necessarily limited to, the following.

- *Attack (DC 20)*: The symbiont attacks the enemies you specify. You must mentally point to a particular creature or creatures that you wish the plant symbiont to attack before it detaches from you, and it will comply if able. Additionally, before it detaches from you, you can command it to fight for a specific number of rounds before withdrawing to bond with you again.
- *Defend (DC 20)*: The symbiont defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the plant symbiont to defend another specific creature.
- *Guard (DC 20)*: The symbiont stays in place and prevents others from approaching. Additionally, if you are reduced to 0 hit points or below, the symbiont can detach from you and protect your body for a number of rounds equal to its Hit Dice before bonding with you.
- *Heel (DC 15)*: The symbiont follows you closely.
- *Root (DC 15)*: The symbiont stays in place, waiting for you to return. It does not attack or otherwise interact with other creatures, though it defends itself if attacked.

Table 4–06: Heal

Task	DC
Restore Hit Points	15
Revive Suffocation Victim	20
Treat Radiation Exposure	Varies
Implant Automata	Varies

Action: Varies. Symbiont handling is a move action. Teaching is a week-long process, comprising a combination of empathic feedback, words, and emotions to create biochemical stimuli within the plant symbiont. You must be bonded with the symbiont you are attempting to train for at least 8 hours each day of training. If you are interrupted or the task is not followed through to completion, your attempt to teach the plant symbiont automatically fails. If the check fails, your attempt to teach the plant symbiont fails and you need not complete the teaching. If the check succeeds, you must invest the remainder of the time to complete the teaching.

Try Again: Yes.

Heal (Wis)

Healers in Aethera come from all walks of life—itinerant sawbones on the asteroid belts, okantan tribal medicine folk, or elite surgical teams found in Akasaati arcologies or Paragon-controlled cities on Orbis Aurea. The Heal skill is used to treat wounds, addiction, aetherite sickness, hypoxia, and poisoning, as well as for more tangential health care tasks such as identifying illicit drugs and their effects, or identifying the cause of a murder victim's death.

All of the options of the Heal skill in the *Pathfinder Roleplaying Game Core Rulebook* are available in the

Aethera Campaign Setting, with one notable change as noted below.

- *Treat Deadly Wounds*: This action instead heals 1d8 points of damage plus 1 hit point per level of the creature treated and only requires 1 use of a healer's kit to perform. Otherwise this ability is identical as it is presented in the *Pathfinder Roleplaying Game Core Rulebook.*
  Action/Time: 30 minutes.
  Try Again: Yes.

Advanced Medicine (Heal; Skill Unlock)

A character with the Field Surgeon feat unlocks the following uses of Heal, provided she has at least 1 rank in the skill.

- *Accelerated Musculoskeletal Rejuvenation*: By applying potent metabolic drugs while carefully manipulating bones and tendons, you can speed the recovery of crippling injuries. With five uses of a healer's kit, you can restore 1d4 points of Strength, Dexterity, or Constitution damage.
  This action also removes the fatigued condition or reduces an exhausted character to fatigued.
  A character may only benefit from this healing once per day.
  An NPC typically charges 500 au for use of this skill.
  Action/Time: 1 hour.
  Try Again: No.
- *Field Surgery*: This use of Heal replaces treat deadly wounds. With one use of a healer's kit you restore 1d8+1 hit points per Hit Die the target possesses. Each time a character benefits from field surgery, the DC of subsequent field surgery checks on that same character increase by 5, regardless of source.
  Attempting field surgery in a distracting environment, such as an unsteadily vehicle or in combat, imposes a –10 penalty on the check.
  Failing this check by more than 5 or more causes the patient to take 2d6 points of bleed damage.
  If you beat the DC of this check by 5 or more you add your Wisdom bonus to total hp healed.
  An NPC typically charges 100 au for use of this skill.
  Action: 30 minutes.
  Try Again: Yes.
- *Implant Automata*: You can surgically implant an automata limb replacement. Doing so requires removing the original limb or reopening a stump and bolting the frame of the device onto the patient's skeletom. This process deals 1d6 points of Strength and Constitution damage. Failing the skill check by 5 or more also deals 1d4 points of Constitution drain. The procedure consumes five uses from a healer's kit.
  A creature with a newly implanted automata must recover all Strength and Constitution damage before they can use the limb.
  The DC for this procedure depends on the specific device's implant DC and appears in the automata's description.
  Action: 4 hours.
  Try Again: Yes.
- *Treat Radiation Exposure*: All radiation damage is a poison effect, and as such it can be removed by any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally. Characters with Advanced Medicine gain a +5 competence bonus on Heal checks to treat radiation poisoning.
- *Revive Suffocation Victim*: While victims of suffocation or drowning appear dead, their brains remain active for up to 1 minute after having fallen unconscious. Provided the target has access to breathable atmosphere, you can

Table 4–07: Advanced Medicine

Task	DC
Field Surgery	15
Accelerated Musculoskeletal Rejuvenation	25
Revivification	35

perform ministrations that revive the target. Upon awakening, the patient takes 2 points of Intelligence damage for every round that passed between falling unconscious and revival, or half that amount if the patient succeeds at a DC 25 Fortitude save. If the patient's Intelligence score is reduced to zero in this manner, they have suffered irreparable brain damage and cannot be revived. If revivification is successful this Intelligence damage is recovered at a rate of 1 point per minute.

Action: 2 full-round actions.

Try Again: Yes, but only within the 1-minute timeframe.

- *Revivification*: You are capable of returning the recently deceased back to life. By expending 10 uses of a healer's kit, you may attempt a Heal check to restore life to a creature who has died recently (up to 1 minute per rank in the Heal skill you possess). The target of this healing gains two permanent negative levels when it is raised. If the subject is 1st or 2nd level level, they instead take 2 points of Constitution drain (if this would reduce its Constitution score to 0 or less, the creature can't be raised). In addition, if the target is a spellcaster, it loses all prepared spells or unused spell slots. A revived creature is brought to 0 hit points, and any ability scores below 0 are raised to 1. Poison and disease are not cured by this process and immediately take effect again.

  This ability requires the target's body be mostly intact (head and torso, if it possesses such parts). This use of the Heal skill cannot restore lost or destroyed limbs. Characters whose bodies are destroyed (such as by disintegration) cannot be revived with this skill. This skill cannot revive a creature that has died of old age. Attempting revivification in a distracting environment, such as an unevenly moving vehicle or in combat, imposes a –10 penalty on the check.

  An NPC typically charges 1,000 au for use of this skill.

  Action: 10 minutes.

  Try Again: No.

Linguistics (Int; Trained Only)

The Aethera System is home to a wide number of strange and unusual creatures. Many creatures that are common in most campaign settings are either uncommon or non-existent in the Aethera System. Below are a list of races, categorized by common, uncommon, dead, and unavailable. Languages listed as common are frequently spoken across the Aethera System and can be learned nearly anywhere, while languages that are listed as uncommon do not see frequent use within the Aethera System and are typically the purview of scholars. Common and uncommon languages may be purchased with 1 rank in the Linguistics skill as normal. Languages listed as dead or secret either have no extant native speakers or are closely guarded secrets among speakers and may only be learned with GM permission. Languages listed as unavailable are not spoken in the Aethera System and have no historical record and are, outside of extraordinary circumstances, inappropriate for play and unavailable. Languages not listed below are likely to be classified as uncommon or dead/secret per GM discretion.

Common Languages

- Aquan (aquatic creatures, water-based creatures)
- Auran (flying creatures, air-based creatures)
- Hymnas (humans and phalanx)
- Erahthi (erahthi)
- Giant (cyclopses, ettins, giants, ogres, trolls)
- Ignan (fire-based creatures)
- Okantan (okanta)
- Terran (earth-based creatures)

Uncommon Languages

- Abyssal (demons and other chaotic evil outsiders)
- Aklo (derros, inhuman or otherworldly monsters, evil fey)
- Goblin (bugbears, goblins, hobgoblins)
- Sylvan (centaurs, fey creatures, plant creatures,

unicorns)
- Zahaj-el (zahajin)

Dead or Secret Languages
- Azaka (secret; azaka)
- Celestial (dead; angels and other good outsiders)
- Draconic (secret; dragons, reptilian humanoids)
- Druidic (secret; druids only)
- Infernal (secret; kytons and other lawful evil outsiders)
- Progenitor (dead; the Progenitors)
- Taur (secret; taur)
- Deep Speech (undercommon) (secret; morlocks)

Unavailable Languages
- Dwarven (dwarves)
- Elven (elves, half-elves)
- Gnome (gnomes)
- Gnoll (gnolls)
- Halfling (halflings)
- Orc (orcs, half-orcs)

Knowledge (Geography) (Int; Trained Only)

Traveling through the stars is a vastly different journey than one made by terrestrial means. When attempting to plot a course through the Gulf, characters must rely on their knowledge of stars and planetary orbits to successfully arrive at a planned destination and not become hopelessly lost in the darkness between worlds. The below additional uses for the Knowledge (geography) skill are used for navigation in space and are available to all characters with at least 1 rank in the skill.

Astrogate (Knowledge [Geography])

Check: You may attempt a Knowledge (geography) check when trying to find a location not within line of sight while in space. Generally, you do not need to make a check to navigate to a destination that is visible and within line of sight.

Table 4–08: Astrogation DCs in Space

Length of Trip	Knowledge (geography) DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

The DC to navigate the Gulf depends on the length of the trip. On a successful check, you plot a successful course to your destination and will arrive at the expected time (barring interruptions). On a failed check, you still reach your destination, but it takes twice as long due to backtracking or course correcting and the like. If you fail this check by more than 5, your plotted course is incorrect: you travel for the expected amount of time, but only get halfway to your destination, at which point you become lost.

You may attempt a second check (DC 20) to reorient course once you realize you are lost. If successful, you plot a successful course to your destination, and the total time for the trip is twice normal. If you fail this check, you travel for the expected time and once again become lost. You may keep trying until you succeed, losing the predicted travel duration each time.

Astrogate may be used to determine your relative current location in the Gulf (such as determining the nearest planet, but not your precise location in space) using the same DC as plotting a short trip

An astrogation check requires precise computations and star charts, such as those provided in an astrogation kit. A character suffers a –20 penalty on all checks made to astrogate without such tools. You cannot use this function of Knowledge (geography) to plot a course to a site if you do not know where the site is located. The GM may choose to make a Knowledge (geography) check in secret, so you don't know from the result if you are following the correct course.

Action: A Knowledge (geography) check made to astrogate takes 30 minutes with an astrogation kit. Without such tools, the time is doubled.

Try Again: Yes.

Table 4–09: Elements and Damage Type

Element	Damage Type
Aether	Bludgeoning or Slashing
Air	Bludgeoning or Electricity
Earth	Acid or Bludgeoning
Fire	Fire*
Water	Bludgeoning or Cold
Wood	Bludgeoning or Piercing

* Creatures who fail their save also catch on fire.

Table 4–10: Elemental Harmony Damage

Ranks in Perform	Damage
1	1d6 + Charisma bonus
5	2d6 + Charisma bonus
10	3d6 + Charisma bonus
15	4d6 + Charisma bonus
20	5d6 + Charisma bonus

Special: You can take 10 when making a Knowledge (geography) check to astrogate. You can take 20 only when determining your current location, not to plot a course.

Perform (Cha)

Music is power in the Aethera System and some musicians have discovered a means by which this power can manifest as raw elemental matter.

Elemental Harmony (Perform; Skill Unlock)

You can use an auditory Perform check to penetrate the barriers between the Inner planes allowing you to conjure raw elemental material and sculpt it like sound to your will.

Check: The DC and effect of the Perform check depend on the task you attempt (see below). You may only harness one element using elemental harmony, chosen when you gain the Elemental Tuning feat. Elemental effects created by this skill are considered conjuration effects. You may use elemental harmony to produce any of the below effects.

Your caster level for any effects created by the elemental harmony skill unlock is equal to your number of ranks in the Perform skill used.

Elemental Blast (Su): By succeeding at a Perform check (DC 15 + your effective caster level) you conjure raw elemental energy or briefly-lived matter. When you call forth elemental energy with this skill unlock, you create a 10-foot burst of energy out to a maximum range of 30 feet. Any creature caught in the effect takes damage as noted on the table above. If your element provides multiple damage types, you may choose which type of damage it deals each time you use this ability. Creatures who succeed at a Reflex save (DC 10 + 1/2 your ranks the Perform skill used + your Charisma modifier) take half damage.

Elemental Endurance (Su): You may generate an effect identical to *endure elements* affecting all allies who can hear you with a successful Perform check (DC 10 + your effective caster level). This effect lasts until you end your performance, or up to a maximum of 10 minutes per rank in Perform you possess.

Elemental Prestidigitation (Sp): You may use prestidigitation as a spell-like ability to create harmless effects related to your element, such as sparks dancing up guitar strings, wind playing at chimes, etc.

Action: All uses of elemental harmony are a standard action.

Try Again: Elemental blast and elemental endurance require intense concentration and strenuous effort, so the amount a character can use these aspects of the skill unlock is limited to once per day. This limit is for all uses of the skill unlock; if a character uses elemental blast, he can't also use elemental endurance on the same day. Elemental prestidigitation, however, may be used an unlimited number of times per day.

Table 4–11: Base Survival DCs to Track Aethership by Environment

Environment	Survival DC
No Background Noise	5
Mild Background Noise	10
Moderate Background Noise	15
High Background Noise	20

Survival (Wis)

Below are new uses for the Survival skill related to space travel, available to any character with at least 1 rank in the skill.

Aethership Tracking

Check: The powerful engines of aetherships leave invisible currents of magical energy in their wake. Even when viewed with spells like *detect magic*, these auras are difficult to discern from background cosmic energy. A character capable of seeing magical auras (such as with *detect magic* or other means) can attempt a Survival check to find the residual trails of aetherships and follow them. You must attempt another Survival check every time the trail becomes difficult to follow, such as a pilot trying to disguise his course, areas of heavy traffic, or a change in the amount of background noise. If you are not trained in this skill, you can make untrained checks to find aethership trails, but you can follow them only if the DC for the task is 10 or lower (see the table below).

Due to the scale of aethership tracks, you may move at any atmospheric speed while following them. When moving at space speeds, you may only successfully follow tracks if your aethership is moving at half speed, at its normal speed with a –5 penalty on the check, or at up to twice its normal speed with a –20 penalty on the check. The DC depends on the prevailing conditions, as given on the table below.

Table 4–12: Modifiers to Survival Checks when Tracking Aetherships

Condition	Survival DC Modifier
Every three aetherships in the group being tracked	–1
Every 24 hours since the trail was made	+1
Size of aethership being tracked[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

[1] For a group of mixed sizes, apply only the modifier for the largest size category.

Action: A Survival check made to find aethership trails is at least a full-round action, and may take longer depending on prevailing conditions.

Try Again: When finding aethership trails, you can retry a failed check after 1 hour of searching.

Special: This check cannot be made without the ability to see magical auras.

Tracking Modifiers

Class: A ranger with construct as a favored enemy gains a bonus on Survival checks when using this skill to find or follow aethership trails.

Size and Number of Ships Being Tracked: See Table 4–12: Modifiers to Survival Checks when Tracking Aetherships.

Environment:

No Background Noise: Most regions of the Gulf.

Mild Background Noise: Anywhere within 1,000 miles of a Gate Hub or planet, or in atmosphere.

Moderate Background Noise: Site of an aetherdrive explosion that occurred within the last 24 hours; nebula interiors; aetheric current interiors.

High Background Noise: Unique phenomenon or spells designed to create background noise.

Occult Skills in Aethera

The occult skill unlocks presented in *Pathfinder Roleplaying Game: Occult Adventures* represent mysterious and unusual powers not well understood by the world at large. This convention is subverted in the *Aethera Campaign Setting*. Psychic magic and occultism are ordinary practices by which talented individuals can not only tap into otherworldly powers, but also earn a living. Below are some examples of practitioners of occult skills in everyday life.

Automatic Writing

Automatic writing often comes in the form of spontaneously-drafted musical notation, representing a transcribing of the Score, rather than the voices of recently departed or other forces. These compositions can sell to interested buyers at a value of 1 au times the automatic writing check result. Performances of these pieces tend draw in large audiences in Hierarchy arcologies or other locations where Scorism is practiced.

Some characters practiced in automatic writing sell their services as personal aids and advisors to major corporations and private ventures. These easily-accessible divinations are often used to assess changes in financial markets and direct businesses in short-term decision making and independent automatic writers can expect to earn anywhere from 10 to 50 au per skill rank in Linguistics, on average, per consultation.

In Hierarchy arcologies, posh patisseries sell augury cookies to discerning clients. These sweet wafer crisps contain a message inside—a scrap of paper from an automatic writing session—and are seen as a curiosity by locals..

In Complex Four and other Amrita locations, a character trained in automatic writing is often consulted before beginning a new mining venture to assess any potential risks involved.

Dowsing

The practice of dowsing grew in popularity during the Akasaati aetherite rush, but also holds traditions with the erahthi Seeker caste and migratory okanta on Orbis Aurea. Mining companies across the Aethera System employ dowsers when traversing uncharted asteroid fields, though the vagaries involved in such divination have allowed charming charlatans to make quick fortunes through bogus divinations, resulting in some buyers withholding payment for dowsing services until the results are confirmed.

Professional dowsers tend to earn upwards of 10 au per hour of work, paid on independent confirmation of their results.

Faith Healing

Faith healers have a storied history across all cultures of the Aethera System, from the chanting song-healers of Akasaat's Wasteland, to erahthi psychic surgeons, all the way to the schooled medical professionals of the modern day. Nearly every medical officer serving in the Century War served with or as a faith healer, and their capacity for miraculous feats of rejuvenation are second only to the highly skilled field surgeons that came into their own during the war. Most faith healers were battlefield triage specialists who worked to keep a soldier alive long enough to reach more talented healers away from the front lines.

Contemporary faith healers in urban settlements tend to find employment working for privately run hospitals and triage centers alongside alchemists and other trained physicians. Independent faith healers outside of the Slot system earn dramatically varying wages depending on the type of settlement they are operating in and the ready availability of magical healing on hand. The smaller the settlement, the higher the price a faith healer can usually ask.

Hypnotism

Hypnotism has a patchy history across the Aethera System. While there exist professionals who utilize hypnotism to treat psychological conditions and repair injured minds, these highly specialized trainings are fewer and farther between than those who use hypnotism for more unscrupulous ends.

The Hierarchy notoriously employed hypnotism on erahthi prisoners of war, implanting suggestions in them before releasing the captives back to their superiors. This practice was eventually adopted by the erahthi and used on human prisoners, resulting in the instatement of cruel solitary confinement after return while their mental state was assessed.

Some infused seek out professional hypnotists to recover memories lost through the torturous experiments that they underwent during their creation. Hypnotists typically charge anywhere between 100 to 300 au per hour of their service and bill in hourly increments.

Phrenology

Phrenologists capable of determining the skills and personality of others by studying the shape of their skulls find work across the Aethera System. Phrenologists on Akasaat are typically found among members of the Slot Office, examining prospective Slotted citizens for appropriate placement in society. Others are found among the law enforcement offices of the Protectorate and Vanguard, seeking out hidden spellcasters trying to blend into society. Phrenologists are also employed on Kir-Sharaat as a part of the selection process by which the erahthi examine the growing body of a newborn erahthi for their future caste assignment. A professional phrenologist typically earns 50 to 100 au per phrenology assessment.

Prognostication

Prognostication practitioners serve as private investigators, military intelligence officers, and talent screeners for major organizations. The most notable use of prognostication across the system are found in the Slot Offices of Akasaat whereby talent (and potential magical capability) are determined for all citizens. An independent prognosticator can expect to earn anywhere from 50 to 100 au per assessment.

Psychometry

In the modern era of manufacturing and industry, some private companies create goods using closely guarded secrets to distinguish them from their competitors. While psychometry is usually practiced to divine information about an object's previous owners, it has also been used to unravel exactly how a manufactured product was made, sometimes right down to the nature of its prototypes or even its long term marketing plan. The use of psychometry in corporate espionage has led to a call for laws to protect against these means of subterfuge. Psychometrists are also employed by law enforcement across the system in solving crimes. A professional psychometrist can earn 20 to 50 au per reading.

Read Aura

Aura reading is a talent performed across multiple professions. Physicians regard health and emotion auras for assessing potential treatments, law-enforcement and security utilize alignment aura readings to assess potential threats, and high-class merchants read magic auras to assess magical merchandise. Additionally, Vanguard officers utilize magic aura reading when hunting for and assessing magic-users. Professional aura readers can earn anywhere from 20 to 100 au on a reading.

Feats

The following feats are available to all characters and represent a small portion of the unique training available across the Aethera System.

Ace Mechanic

You possess extraordinary talent in repairing constructs and aethertech.

Prerequisite: Disable Device 1 rank

Benefit: By expending one use from a repair kit you may heal 1d8 points of damage to a creature with the Construct type, plus an additional 1d8+1 per hit die the creature possesses. If you beat the DC by 5 or more you also add your Dexterity modifier to the total hp healed. Doing so requires 10 minutes and a successful DC 20 Disable Device check. Failing the check by 5 or more deals 1d4 points of damage to the construct, bypassing any hardness or damage reduction, instead of repairing damage.

Special: When you repair the damage of a construct with the phalanx subtype you may use the Field Surgery rules (see page 349) with your Disable Device check as if you had the Advanced Medicine feat.

Aetherite Resonance

You are trained to use aetherite to hear the Score and gain magical insight.

Prerequisites: Ability to cast 1st-level cantor spells

Benefit: By incorporating holding a piece of refined aetherite worth at least 100 au when preparing your cantor spells at the start of your day, you can choose any cantor spell of at least one level lower than the highest level of cantor spell you can cast and add that spell to your spells known for the day.

When you cast the spell gained by use of this feat (or fail to cast the spell in a way that nonetheless expends a spell slot) it is no longer considered to be on your list of spells known. You can cast that spell only if you include the refined aetherite as an additional focus component.

Aethership Mastery

Your knowledge of how to operate an aethership borders on supernatural.

Prerequisites: Skill Focus (Fly), Fly 6 ranks

Benefit: You gain access to several new maneuvers when in the Pilot role of an aethership (see Table 4–13: Aethership Mastery).

Special: These maneuvers cannot be performed by aethership pilots without this feat.

Ancestral Epics

Your mastery of traditional okanta epics allows you to recall ancient lore through your performance.

Prerequisites: Int 13, divine performance class feature, okanta

Benefit: You can use your Perform skill modifier in place of your skill modifier on Knowledge (history) and Knowledge (local) checks.

Aria of the Soul

Your healing melody can now affect multiple targets.

Prerequisites: Healing Melody, Perform (any) 8 ranks, divine performance class feature

Benefit: Once per day, when you heal someone using Healing Melody, you can extend this healing to all allies within 30 feet who can hear your divine performance.

Armor Proficiency, Power Armor

You are proficient in the use of power armor.

Prerequisites: Base attack bonus +1

Benefit: When you wear power armor, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Augment Plant Symbiont

Your expertise in creating plant symbionts allows you to add augmentations to them.

Prerequisites: Int 13, Craft Plant Symbiont, Symbiont Handler, Knowledge (nature) 6 ranks

Benefit: When you successfully create a new plant symbiont, you may choose for it to grow one additional new augmentation.

Bite (Ex): The plant symbiont gains a bite attack appropriate to its size if it does not already have one. If the symbiont already has a bite attack, it gains the trip universal monster ability.

Claw (Ex): The plant symbiont gains a claw attack appropriate to its size if it does not already have one. If the symbiont already has one or more claw attacks, it instead doubles the threat range for all its claw attacks.

Slam (Ex): The plant symbiont gains a slam attack appropriate for its size if it does not already have one. If the symbiont already has a slam attack, it instead gains the push universal monster ability.

Tentacle (Ex): The plant symbiont gains a tentacle attack appropriate to its size if it does not already have one. If the symbiont already has a tentacle attack, it instead gains the grab universal monster special ability.

Blind Cantor

You are better able to focus on the music of the Score while blinded.

Prerequisite: Divine performance class feature

Table 4–13: Aethership Mastery

Flying Maneuver	Fly DC
Turn 180 degrees by spending 20 feet of movement (or 1 square in space)	20
Fly up at an angle greater than 45 degrees	20
Turn 180 degrees while maintaining momentum in the opposite direction for 1 round	25
Free action: reduce damage from an incoming ranged attack by half once per round	10 + attack roll result
Free action: negate damage from an incoming ranged attack once per round	20 + attack roll result

Benefit: While you are blinded (including while wearing a blindfold), you treat your Wisdom score as 2 higher for the purpose of cantor class features, including spellcasting and concentration checks. If you have not been permanently blinded (such as by blindness/deafness), you must be blinded for at least 1 minute before gaining this benefit.

Body Muffle

You use your enemies to silence the noise of your firearms.

Prerequisite: Weapon Focus with chosen one-handed firearm, Stealth 5 ranks

Benefit: When firing your chosen firearm while adjacent to your target, you may press the muzzle directly against their body to reduce noise. Doing so provokes attacks of opportunity (even if firing a ranged weapon in melee does not ordinarily do so for you) and requires a successful combat maneuver check. If you succeed, creatures in the area must succeed at a DC 10 Perception check (modified by distance as normal) to hear your firearm discharge.

Normal: The Perception DC to hear a firearm being discharged is –10.

Chief Engineer

With the right tools you can squeeze extraordinary performance out of an aethership.

Table 4–14: New Feats

Feats	Prerequisites	Benefits
Ace Mechanic	Disable Device 1 rank	Restore hp to a construct with a Disable Device check
Aetherite Resonance	Ability to cast 1st-level cantor spells	Temporarily add a cantor spell to your spells known list
Aethership Mastery	Skill Focus (Fly), Fly 6 ranks	Gain additional combat maneuvers when piloting an aethership
Ancestral Epics	Int 13, divine performance, okanta	Use Perform in place of certain Knowledge checks
Aria of the Soul	Healing Melody, Perform (any) 8, divine performance	Heal additional creatures with Healing Melody
Armor Proficiency, Power Armor	Base attack bonus +1	Gain proficiency with power armor
Augment Plant Symbiont	Int 13, Craft Plant Symbiont, Symbiont Handler, Knowledge (nature) 6	Add additional abilities when creating plant symbionts
Blind Cantor	Divine performance	Gain bonuses when blinded
Body Muffle	Weapon Focus, Stealth 5	Quiet a one-handed firearm attack with a creature's body
Chief Engineer	Int 13, Ace Mechanic, Disable Device 10 ranks	Divert power faster and grand additional bonuses on an aethership
Cleansing Bridge	Healing Melody, divine performance	Healing melody also removes certain negative conditions
Cunning Mechanic	Int 13, Craft (mechanical) 1	Use Intelligence instead of Dexterity on Disable Device checks
Daring Pilot	Cha 13, panache	Spend panache to improve your aethership piloting ability
Destined Choices	Harmony of fate divine performance	Affect unintelligent creatures with harmony of fate
Efficient Recharger	Craft (mechanical) or Knowledge (arcana) 5 ranks	Recharge non-weapon aethertech as a move-action
Elemental Cadence	Cha 13, Elemental Tuning, Perform (any) 5 ranks	Use Elemental Tuning with performances that lack audio
Elemental Tuning	Cha 13, Perform (any auditory) 5 ranks	Use a Perform check to create elemental effects
Esoteric Arts	Ability to cast 1st-level cantor spells	Add bard, cleric, or inquisitor spells to your cantor spell list
Extra Verse	Verse class feature	Gain one additional verse
Field Surgeon	Heal 1 rank	Gain access to the advanced medicine Heal skill unlock
Greater Adaptive Mimicry	Adaptive mimicry racial trait	Gain a bonus feat instead of a skill when you use adaptive mimicry
Healing Melody	Divine performance	Heal a target while maintaining a performance 1/day
Improved Adaptive Mimicry	Okanta	Emulate 2 skills with adaptive mimicry
Improved Suppressing Fire	Int 13, Combat Reflexes, Suppressing Fire, base attack bonus +8	Enemies affected by suppressing fire are flat-footed
Improved Symbiont Resilience	Symbiont Resilience, Symbiont Handler	Damage reduction gained from Symbiont Resilience is increased.
Innate Harmony	Harmony of fate divine performance, aether subtype	Use harmony of fate to reroll a check one additional time per day
Inner Light	Cha 12, infused	Cast *light* as a spell-like ability
Intership Rally	—	Grant some teamwork-related abilities to other aetherships over communication equipment
Intuitive Riff	Greater repertoire verse, phalanx	Use an unrehearsed verse 1/day
Overdrive	Power Armor Proficiency	Gain combat bonuses in power armor by draining energy reserves
Overwatch	Combat Reflexes, Squad Tactics, base attack bonus +6	Make ranged attacks of opportunity in a 45-foot cone
Pilot's Intuition	Wis 12	Use Wisdom instead of Dexterity for Fly checks

Reactor Siphon	Knowledge (arcana or engineering) 3 ranks, phalanx	Recharge aethertech with your body 1/day
Rebuilt Veteran	1st-level only	Gain a free automata prosthetic
Running on Fumes	Power Armor Proficiency, Standby Mode	Use power armor when its energy is empty
Ship Synch	Elemental focus (aether) or aether subtype	Attune yourself to an aethership to gain temporary combat bonuses
Shock Trooper	Intimidate 5 ranks, base attack bonus +5	Gain bonuses against foes not in power armor
Song of the Tritarchs	Wis 13, dream or wood hymn, erahthi	Increases the HD limit of mind-affecting spells up to your Wisdom bonus
Spell Verse	Greater verse	Cast a 1st-level cantor spell as a spell-like ability
Spirit Talker	Aether, dawn, shadow, void, or water hymn; okanta	Use Perform in place of Diplomacy and communicate with fey, outsiders, and undead
Squad Tactics	Weapon Focus, base attack bonus +3	Gain a bonus on attack and damage rolls when near allies with this feat
Standby Mode	Power Armor Proficiency	Gain limited functionality of power armor for reduced energy cost
Suppressing Fire	Int 13, Combat Reflexes	Enemies gain penalties when you fire at them
Zero-G Adaptation	Zero-G Training	Suffer no ill effects from exposure to zero gravity and can use Zero-G skill unlocks more frequently
Zero-G Training	—	Adept at fighting in zero gravity and gain access to special Zero-G skill unlocks
Item Creation		
Craft Aethertech	Craft (mechanical) 3 ranks, Knowledge (arcana or engineering) 3 ranks	Create aethertech items
Craft Automata	Craft Aethertech, Craft (mechanical) 5 ranks, Knowledge (arcana or engineering) 5 ranks	Create aethertech prosthetics
Metamagic Feats		
Warping Spell	Knowledge (planes) 5 ranks, Spellcraft 5 ranks	Cast teleportation subschool spells at a price by accessing Folded Space.
Symbiont Feats		
Create Advanced Plant Symbiont	Int 15, Create Plant Symbiont, Knowledge (nature) 10 ranks	Create an advanced plant symbiont at a lower price
Create Plant Symbiont	Int 11, Craft (alchemy) 5 ranks, Knowledge (nature) 5 ranks	Grow plant symbionts
Symbiont Bearer	Symbiont Handler, Handle Animal 3 ranks	Bond with additional symbionts
Symbiont Damage Redistribution	Symbiont Bearer, Symbiont Handler, Handle Animal 4 ranks	Spread out damage done to your symbionts
Symbiont Handler	—	Use Handle Animal to train a symbiont
Symbiont Handling Expert	—	Gain a +2 bonus on Handle Animal checks and train symbionts faster
Symbiont Healer	Con 11	Heal your attached symbionts with your own life when resting
Symbiotic Hit Points	Con 13, Symbiont Handler, Handle Animal 7 ranks	Transfer hp between yourself and symbionts as a swift action
Symbiont Resilience	Symbiont Handler, Handle Animal 4 ranks	Gain temporary damage reduction from a bonded symbiont

Prerequisite: Int 13, Ace Mechanic, Disable Device 10 ranks

Benefit: When in an engineering role on an aethership you may use the divert power option as a full-round action, or a standard action if you are in an engineering bay module. Additionally, when you divert power to another part of your aethership, you grant additional effects:

Weapons: Grant a bonus on mounted aethership weapon damage equal to your Intelligence bonus.

Propulsion: Grant a bonus on all Fly checks made by creatures in the Pilot role equal to you Intelligence bonus.

Aetheric Field: Grant the aethership DR/— equal to your Intelligence bonus.

Defense: Increase the aethership's maximum Dexterity modifier by an amount equal to your Intelligence modifier.

Cleansing Bridge

By expanding upon the composition of your healing melody, you gain the ability to cleanses other maladies.

Prerequisites: Healing Melody, divine performance class feature

Benefit: Once per day, when you heal someone using Healing Melody, you can also remove any one of the following conditions from the target: dazed, fatigued, frightened, nauseated, panicked, shaken, or sickened.

Create Advanced Plant Symbiont

You can create advanced plant symbionts without the normal cost involved.

Prerequisites: Int 15, Create Plant Symbiont, Knowledge (nature) 10 ranks

Benefit: When you create a plant symbiont, you may choose to apply the advanced simple template to it without paying the additional cost. You must still succeed on the ability check with the increased DC.

Normal: Creating an advanced plant symbiont increases the cost of the plant symbiont by 50%.

Craft Aethertech (Item Creation)

You can create unusual fusions of magic and technology known as aethertech.

Prerequisite: Craft (mechanical) 3 ranks, Knowledge (arcana or engineering) 3 ranks

Benefit: You can create aethertech, special fusions of magic and technology powered by aetheric units of energy. Crafting aethertech takes 1 day for each 1,000 au in its price. To create aethertech, you must use up raw materials costing half of its base price.

You can also mend a broken aethertech item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

See page 387 for more information on crafting aethertech.

Craft Automata (Item Creation)

You can create mechanical limb replacements, torso reinforcement, and modules for improving patients' abilities.

Prerequisite: Craft Aethertech, Craft (mechanical) 5 ranks, Knowledge (arcana or engineering) 5 ranks

Benefit: You can create automata, special aethertech that interfaces with living creatures. Creating an automata device takes 1 day for every 1,000 au in the item's price. The process requires a Craft (mechanical) check and uses up raw materials worth half of the total price of the device.

You can repair a broken automata or automata enhancement if it is one that you could make. Doing

so costs half the raw materials and half the time it would take to craft that item or enhancement from scratch.

Create Plant Symbiont

You possess the knowledge to create plant symbionts.

Prerequisite: Int 11, Craft (alchemy) 5 ranks, Knowledge (nature) 5 ranks

Benefit: You can create a wide variety of plant symbionts. Creating a plant symbiont takes 1 day for each 1,000 au in its price. Creating a plant symbiont requires raw materials costing half of its base price.

You can also revive a plant symbiont that has been dead for a number of days equal to or less than its Constitution score. Doing so costs half the raw materials and half the time it would take to create that plant symbiont.

See the plant symbiont creation rules on page 445 for more information.

Cunning Mechanic

You rely on a keen understanding rather than nimble fingers when dealing with machines.

Prerequisite: Int 13, Craft (mechanical) 1 rank

Benefit: You use your Intelligence modifier rather than your Dexterity modifier on Disable Device checks.

Daring Pilot

You perform risky aerial maneuvers that other pilots wouldn't dare.

Prerequisites: Cha 13, panache

Benefit: You may spend 1 point of panache to add you Charisma bonus to all Fly and ACMB checks for one round for every 2 hit dice you possess.

Destined Choices

You can harmonize with the tones of free will represented in the Score to influence the decisions of creatures normally unaffected by mind-affecting effects.

Prerequisite: Harmony of fate divine performance

Benefit: Foes in the area of your harmony of fate who would normally be immune to mind-affecting effects (such as plants and undead) can be affected by any mind-affecting effect you create as if they were not immune. They instead gain a +4 bonus on saving throws against your mind-affecting effects.

Efficient Recharger

Prerequisite: Craft (mechanical) or Knowledge (arcana) 5 ranks

Benefit: When you recharge a non-firearm aethertech device using an aetheric capacitor, you may do so as a move action.

Normal: Recgarging non-weapon aethertech requires a standard action.

Elemental Cadence

You can tap into primal elemental energies through more than just sound.

Prerequisites: Cha 13, Elemental Tuning, Perform (any) 5 ranks

Benefit: You may use the elemental harmony skill unlock with Performance skills that lack an auditory component. In addition, you may use the elemental harmony skill unlock in places that might not allow use of an auditory component, such as an area of silence or a vacuum.

Normal: The elemental harmony skill unlock can only be used with variations of the Perform skill that rely on an auditory component, such as Perform (Sing) or Perform (String Instruments).

Elemental Tuning

You can attune sounds to the frequency of the elemental planes to create supernatural effects.

Prerequisites: Cha 13, Perform (any auditory) 5 ranks

Benefit: You gain access to the elemental harmony skill unlock for Perform (see page 352). Choose one element: aether, air, earth, fire, water, or wood. This choice determines the types of effect you may create with elemental harmony. Once made, this decision cannot be changed. You may only use elemental harmony with a Perform skill you have ranks in, even though Perform can normally be used untrained. In addition, the skill used must have an auditory component.

Esoteric Arts

You learned divine music from esoteric traditions.

Prerequisite: Ability to cast 1st-level cantor spells

Benefit: Choose one spell each of 1st, 2nd, 3rd, 4th, 5th, and 6th levels from the bard, cleric, or inquisitor spell lists and add them to the cantor spell list. You must still select the spells as spells known in order to cast them.

Extra Verse

Through practice and study, you learn how to manipulate the Score in new ways.

Prerequisite: Verse class feature

Benefit: You gain one additional verse. You must meet all of the prerequisites for this verse. You may not select a repertoire verse with this feat.

Special: You can gain Extra Verse multiple times.

Field Surgeon

You are an exceptional physician, capable of patching up deadly injuries in dangerous situations.

Prerequisite: Heal 1 rank

Benefit: You gain access to the advanced medicine Heal skill unlock (see page 349).

Greater Adaptive Mimicry

You can emulate a wider breadth of abilities.

Prerequisite: Adaptive mimicry racial trait

Benefit: When you use adaptive mimicry you may instead choose to temporarily gain a feat known by the subject of your intuitive adaptation, provided that you meet all of the feat's prerequisites. You retain this feat for the same duration you would a skill gained through use of adaptive mimicry.

Greater Intuitive Riff

You have honed your skill at playing off the Score.

Prerequisites: Intuitive Riff, superior repertoire verse class feature, phalanx

Benefit: Once per day, you can use a verse or greater verse from a hymn you do not have rehearsed. You cannot use superior verses in this way. If the verse or greater verse's effect is ongoing, it lasts for 1 round per cantor level.

Healing Melody

You learn a potent magical melody that can heal you or your allies.

Prerequisite: Divine performance class feature

Benefit: Once per day while maintaining a divine performance, you may use a swift action to sing a melody that reinvigorates the soul, restoring a number of hit points equal to half your cantor level to yourself or one ally within 30 feet.

Special: You can take this feat multiple times. Each time you do, you gain one additional use of this ability per day.

Improved Adaptive Mimicry

You excel at learning from others.

Prerequisite: okanta

Benefit: When you use adaptive mimicry you may emulate 2 skills instead of one.

Special: If you possess Greater Adaptive Mimicry you may replace one or both skills gained through use of this feat with a feat known by the target of adaptive mimicry.

Improved Suppressing Fire (Combat)

Your automatic firearm attacks leave your enemies vulnerable.

Prerequisite: Int 13, Combat Reflexes, Suppressing Fire, base attack bonus +8

Benefit: When you use Suppressing Fire, all enemies in the line of your automatic fire are considered flat-footed against the next ranged attack to target them (other than your own) until the start of your next turn.

Improved Symbiont Resilience

You can coax additional protection out of your symbiont.

Prerequisites: Symbiont Resilience, Symbiont Handler.

Benefit: The damage reduction you gain from Symbiont Resilience now lasts for 1 minute per Hit Die of your bonded symbiont, and this damage reduction may be activated as an immediate action. If you are bonded with more than one plant symbiont, you must choose which plant symbiont you gain the damage reduction from. You must remain bonded with the plant symbiont while benefitting from its damage reduction.

Innate Harmony

You can feel the Score in your pulse.

Prerequisites: Harmony of fate divine performance, aether subtype

Benefit: Once per day, you can use harmony of fate to reroll one of your die rolls without it counting against your limit per hour.

Inner Light

Your aetheric soul burns brightly.

Prerequisites: Cha 12, infused

Benefit: You may flare your inner reserves of aetheric power to create light. A number of times per day equal to your Charisma bonus you may shed a pale blue glow as *light* with a caster level equal to your hit dice. At 10th level this effect is treated as *daylight*.

Intership Rally

You've become adept at relaying instructions or inspirational material through the communication devices of your aethership.

Benefit: You can grant the benefit of hunter's bond, tactician, teamwork feats, and similar effects via use of your aethership's communication array module. The bonuses from this ability apply to allied aetherships through their crew, as long as the allied crew maintain communication and their ships remain in line of sight, regardless of normal range limitations. All other rules relating to the specific abilities work as normal.

Special: You cannot use communication-based abilities through aetherships.

Intuitive Riff

Your aetherite core responds strongly to the music of the Score, allowing you to more easily intuit the most appropriate verse for the moment.

Prerequisites: Greater repertoire verse class feature, phalanx

Benefit: Once per day, you can use a verse from a hymn you have not rehearsed. You cannot use greater or superior verses in this way. If the verse's effect is ongoing, it lasts for 1 round per cantor level.

Overdrive (Combat)

For a short time you are able to exceed the limits of your power armor at the cost of increased energy consumption.

Prerequisite: Power Armor Proficiency

Benefit: As a swift action, you may force your power armor to increase its output by draining its entire remaining energy reserves. When overdrive is activated, you gain an additional +4 bonus to Strength and land speed while in your power armor. These bonuses last for a number of rounds equal to the remaining number of charges left in your armor. At the end of this duration, your power armor's aetheric capacitor is fully depleted and your armor gains the broken condition.

Overwatch (Combat)

You are adept at setting up kill zones with firearms.

Prerequisites: Combat Reflexes, Squad Tactics, base attack bonus +6

Benefit: As a full-round action, you designate a 45-foot cone originating from one corner of your space. Any enemies moving within or into this area provoke attacks of opportunity from you unless moving behind cover or occupied squares.

Normal: Characters do not threaten attacks of opportunity while wielding ranged weapons.

Pilot's Intuition

Your piloting skill has more to do with intuition than reflexes.

Prerequisite: Wis 12

Benefit: You use your Wisdom score to determine your total Fly modifier and ACMB when piloting an aethership rather than your Dexterity score. You still use both your Dexterity and Wisdom scores when calculating your ACMD.

Reactor Siphon

You can generate small amounts of power from your internal power source to recharge aethertech devices.

Prerequisite: Knowledge (arcana or engineering) 3, phalanx

Benefit: Once per day as a standard action you may recharge a piece of aethertech by a number of charges of aetheric energy equal to your Constitution bonus (minimum 1). These charges are temporary and any charges unused at the end of the round are lost.

Special: If you have the Efficient Recharger feat, you may use Reactor Siphon as a move action.

Rebuilt Veteran

Your time fighting in the Century War has marked you forever.

Prerequisite: Can only be taken at 1st level

Benefit: You begin play with a single full or partial automata prosthetic. Your prosthetic was hastily assembled and mass-produced for war veterans; thus it drains double the normal number of charges for use. At any time, you can spend 250 au to have the prosthetic restored to proper functionality.

Running on Fumes (Combat)

You know how to coax the last bit of energy out of a suit of power armor's aetheric capacitor.

Prerequisites: Power Armor Proficiency, Standby Mode

Benefit: When your power armor runs out of charges, you may still operate it. This functions as the Standby Mode feat, except you also lose the ability to make Dexterity- and Strength-based skill checks, you take a –5 penalty on all attack rolls, and you are considered flat-footed. This effect lasts for 1 minute, after which time your power armor shuts down as normal.

Ship Synch

Your connection to the element of aether gives you an instinctual understanding of aetherships.

Prerequisite: Elemental focus (aether) or aether subtype

Benefit: You may spend a move action to synchronize with an aethership, granting yourself a +1

insight bonus on Fly and ACMB checks made in the Pilot role of that vessel and on attack rolls made with weapon modules for 1 minute.

Shock Trooper (Combat)

You use power armor to intimidate your opponents.

Prerequisites: Intimidate 5 ranks, base attack bonus +5

Benefit: When in melee combat with a creature of equal or smaller size that is not wearing power armor, you gain a +4 circumstance bonus on Intimidate checks made to demoralize that opponent. Your further gain a +1 morale bonus on attack and damage rolls made against creatures that are shaken.

Song of the Tritarchs

You have learned the cherished erahthi songs of sleep.

Prerequisites: Wis 13, dream or wood hymn, erahthi

Benefit: Increase the Hit Dice limit of mind-affecting spells you cast by an amount equal to your Wisdom bonus. Increase your effective cantor level for the purposes of the divine performances and verses of the dream and wood hymns by 1.

Spell Verse

You can adjust the harmonics of a cantor spell to instead use it as a verse.

Prerequisite: Greater verse class feature

Benefit: Select one 1st-level spell from the cantor spell list. You can learn that spell as a verse, and can use that verse three times per day as a spell-like ability. You use your cantor level as your caster level for the spell verse. The spell verse uses your verse DC instead of its original spell DC.

If the spell is a touch spell and you miss the creature, you cannot target the creature with that spell verse again for 24 hours. If the spell allows a saving throw to negate or take a partial effect from the spell, and the target succeeds at that saving throw, it cannot be affected by the spell verse for 24 hours, even if it remains in the area of the spell verse.

Spirit Talker

You learned divine music from the spirits.

Prerequisites: Aether, dawn, shadow, void, or water hymn; okanta

Benefit: You can use your Perform modifier in place of your Diplomacy modifier on skill checks. You can understand and be understood by fey, outsiders, and undead without sharing a language for up to 1 minute per character level per day. These minutes need not be consecutive, but must be used in 1 minute increments.

Squad Tactics (Combat, Teamwork)

You excel when close to allies using firearms.

Prerequisites: Weapon Focus (any firearm), base attack bonus +3

Benefit: You receive a +1 competence bonus on attack and damage rolls with your chosen firearm as long as you are within 10 feet of an ally who possesses this feat.

Standby Mode (Combat)

By cutting off unnecessary functions, you are able to greatly reduce your power armor's aetherite charge consumption.

Prerequisite: Power Armor Proficiency

Benefit: You can operate your power armor in a limited standby mode. While in this mode, your power armor consumes only half as many charges, but you do not receive any bonuses to your ability scores from your power armor, nor can you use any accessories with a triggered activation.

Suppressing Fire (Combat)

Your automatic firearm attacks deter your enemies from returning fire.

Prerequisite: Int 13, Combat Reflexes

Benefit: When you make an automatic-fire ranged attack with a firearm with the automatic weapon quality, every creature in the line of fire suffers a –2 penalty on ranged attack rolls for 1 round. The penalty is reduced to –1 if the target is protected by any form of cover.

Symbiont Bearer

You can bond with additional symbionts.

Prerequisites: Symbiont Handler, Handle Animal 3 ranks

Benefit: You may bond with one additional symbiont regardless of your Constitution bonus.

Normal: You can bond with a number of symbionts equal to your Constitution bonus (minimum 1).

Special: You can select this feat more than once. Each time you select this feat, its effects stack.

Symbiont Damage Redistribution

Your bond with plant symbionts allows you to redistribute the damage they take.

Prerequisites: Symbiont Bearer, Symbiont Handler, Handle Animal 4 ranks

Benefit: Your enhanced empathic bond with your plant symbionts allows you to transfer damage amongst your plant symbionts. Whenever a bonded plant symbiont takes damage, as a free action you may choose to have another bonded plant symbiont take half the damage dealt. Additionally, when resting for at least 8 hours, you may choose to have one bonded plant symbiont transfer the hit points it would receive from its symbiont healing ability (even if it is at maximum hit points) to another bonded plant symbiont. The recipient symbiont cannot exceed its maximum hit points. Both plant symbionts must be bonded with you during the full 8 hours to benefit from this effect.

Symbiont Handler

You can train a symbiont to perform special tasks.

Benefit: You gain access to the Symbiont Handling skill unlock of Handle Animal (see page 347).

Normal: You cannot use the Handle Animal skill to train plant symbionts.

Symbiont Handling Expert

You are an expert in commanding plant symbionts.

Prerequisite: Symbiont Handler

Benefit: You gain a +2 bonus on all Handle Animal checks made to influence symbionts. If you have 10 or more ranks in Handle Animal, your bonus increases by +4. Additionally, when you attempt to teach a plant symbiont a command, for every 5 points by which you exceed the DC you reduce the time it takes to train the plant symbiont that command by 1 day.

Symbiont Healer

You are able to restore your symbiont's health at the cost of your own.

Prerequisites: Con 11

Benefit: When you get a full 8 hours of rest, you may transfer any number of hit points you would have recovered (even if you are not injured) to any symbiont bonded with you. If you are bonded with more than one symbiont, you may divide the hit points among them as you wish. A bonded symbiont gains these hit points at the end of the 8 hours of rest, in addition to any hit points it would normally gain from its symbiont healing ability. Excess hit points are lost. You must remain bonded to the receiving symbiont for the full 8 hours of rest.

Symbiotic Hit Points

You and your plant symbiont are harmoniously entwined, able to share your life force.

Prerequisites: Con 13, Symbiont Handler, Handle Animal 7 ranks

Benefit: You and any plant symbionts you are bonded to are able to transfer hit points between yourselves as a swift action. For every two hit points you transfer to any plant symbiont bonded to you, it gains one hit point. If you have multiple plant symbionts bonded to you, you can divide the transferred hit points amongst them. Additionally, you can transfer hit points from a single bonded plant symbiont to yourself, gaining one hit point for every two it transfers. Neither you nor the plant symbiont can exceed your or its maximum hit points.

Symbiont Resilience

Your symbiont can afford you additional protection.

Prerequisite: Symbiont Handler, Handle Animal 4 ranks

Benefit: You may gain the damage reduction from a symbiont you are currently bonded with for a number of rounds per day equal to twice the plant symbiont's Hit Dice. Activating this feat is a swift action and the effect can be ended with a free action. The rounds do not have to be used consecutively, but are used in 1-round increments. If you are bonded with more than one plant symbiont, you must choose which plant symbiont you gain damage reduction from. You must remain bonded with the plant symbiont while benefiting from its damage reduction.

Warping Spell (Metamagic)

You can re-route spells of the teleportation subschool through Folded Space rather than the Astral Plane.

Prerequisites: Knowledge (Planes) 5 ranks, Spellcraft 5 ranks

Benefit: You can cast a conjuration spell of the teleportation subschool despite it requiring access to the Astral Plane. This allows teleportation spells to function within the Aethera System. However, whenever you cast a warping spell, you and all other creatures transported by the spell must succeed at a Fortitude save (DC 25 + spell level) or be nauseated for 1 round per spell level. Additionally, if you must roll a percentage chance to miss your target, you must roll twice and use the worse result. On a roll of 100 on a percentile, you instead arrive in Folded Space. A warping spell uses a spell slot two levels higher than the spell's listed level.

Normal: Spells of the teleportation subschool do not function in the Aethera System.

Zero-G Adaptation

Zero gravity creates few problems for your body, and you can switch between areas of gravity and non-gravity at a whim.

Prerequisite: Zero-G Training

Benefit: You suffer none of the long-term effects from switching between zero-gravity conditions and areas of normal or higher gravity. In addition, you can use your Zero-G Acrobatics skill unlocks one additional time per day.

Normal: Without this feat, you suffer 2d6 points of Strength damage when switching to normal gravity after long-term exposure to zero gravity.

Zero-G Training

You master the art of maneuvering in areas of zero gravity.

Benefit: You take no penalty on attack rolls in low-gravity or zero-gravity environments (including effects such as levitate.) In addition, you do not suffer the debilitating effects of space sickness. You gain access to the Zero-G Acrobatics skill unlocks, as long as you have at least one rank in Acrobatics.

Normal: Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness. You must have a class ability which provides training in zero gravity maneuvering in order to use the Zero-G Acrobatics skill unlock.


FOES AND ENGINES ROARING;
THE CANYON CLOSES IN;
REACHING OUT TO CATCH ME;
YET POWERLESS AGAINST


WILL AND SONGS OF TRIUMPH
SUNG WITH THE AIR OF HOME
TACTICAL ADVANTAGE
AND SPEED BEHIND THE SWING.
CHAPTER 5 : GEAR & MAGIC

Magic permeates every facet of life in the Aethera System. From aethertech offering convenience for anyone, to the powerful elemental bonds of each world that manifest as kineticists, to the very sonic tapestry of the universe that is the Score, magic is ubiquitous. It is not an inherently mysterious force in the Aethera System: institutes of learning train generations of wizards, psychics supplement mundane investigators in solving crimes, occultists delve into ancient ruins in search of the hidden psychic history of long-forgotten artifacts, and living machines born of the union of technology and magic walk the streets. Magic is a quantifiable force that can be studied, understood, and with the proper dedication or twist of fate, manipulated.

The mystique of magic comes not from its supernatural nature, but in attempting to understand the "how" of the mystical, rather than the "why." Impermeable planar boundaries cut off the entire star system from other dimensions, ancient gateways connect each world with no trace of their creators, and a song as old as time itself resonates from the core of a dying sun. These mysteries and more drive the quest for understanding magic. It is an undeniable facet of reality tied to countless beliefs, styles, and traditions.

However, the proliferation of magic does not mean complete acceptance. On Akasaat the human government of the Hierarchy strictly regulates spellcasters and others who traffic in supernatural powers, demanding their compliance and carefully scrutinizing how these powers are used. Creation of undead is universally abhorred, even though the art is practiced as a "necessity" by nearly every major government when the justification can be made. Magic is everywhere and everyone has an opinion on how it should be wielded, and by whom. Discovering you have magical talent isn't always a momentous occasion. In some cultures, it is a terrible secret to be kept, lest you sacrifice your freedom.

Restrictions

Some equipment is considered illegal by most governments in the wake of the Century Accords. Items with a restriction category may not be readily available in all communities without the proper access or background. Restrictions on items only apply within major cities and population centers, while in outlaw regions (like the Akasaati Wasteland or the Amrita Asteroid Belt) restrictions are ignored entirely or may increase the cost of an item by 2 or 3 times, depending on availability.

Restrictions come in the following types:

None: This gear is not restricted for purchase or use.

Restricted: Purchase and use of these items are carefully monitored. A character must possess sufficient documentation for the item (typically in the form of a permit or license costing 1/2 the item's price) to be able to purchase it legally. Purchasing a restricted item on the black market multiplies its cost by 2 or in some cases more at the GM's discretion.

Military: Military restriction is limited to active members of a government's military, or characters with the proper military clearance or documentation (typically by means of procured documentation costing 3 times the base cost of the item). Possession of military equipment without proper documentation is illegal and punishable by local laws (usually confiscation and fine, if not imprisonment.) Purchasing a military item on the black market multiplies its cost by 5 or more.

Illegal: This equipment is outlawed by the Century Accords and cannot legally be purchased in law-abiding settlements. Purchasing an illegal item on the black market multiplies its price by 2 or more at the GM's discretion. Characters found in possession of illegal items are punished by local laws, typically resulting in jail time or other severe punishment.

Converting Costs

When making purchases of items listed in other *Pathfinder Roleplaying Game* material that uses gold pieces for currency, rather than aetheric units, treat 1 au as 1 gp for value. For smaller denominations of currency, treat these as fraction values of a whole au. One silver piece (sp) is equal to 1/10th of an au (.10 au), and 1 copper piece (1 cp) is equal to 1/100th of an au (.01 au), etc. An aetheric capacitor can have fractional values both added to it and subtracted from it. These fractional values cannot be used to power an item that requires 1 full au (or more).

GMs are encouraged to increase or reduce prices for objects from other sources as appropriate based on the industrial advancement of the Aethera System. Some objects, especially common items, may cost considerably less due to mass production availability.

Table 5–01: New Trade Goods

Goods	Value
Aetherite, raw (500 lbs.)	1 au
Aetherite, refined (1 lb.)	1,000 au

Adventuring Gear

Many pieces of adventuring gear introduced in the *Pathfinder Roleplaying Game* are available in the *Aethera Campaign Setting* for roughly the same cost equivalent. The materials and manufacturing methods may be different, but medical items like a healer's kit or attire like an artisan's outfit have obvious parallels. Below are some new pieces of gear useful for adventuring across the Aethera System.

Clothing

Clothing in the Aethera System varies widely not just from world to world, but within cultural subsets of each world. The attire of different Akasaati Wasteland clans varies greatly from the urban attire of arcology citizens, while even the fiberweave outfits of erahthi tend to have dramatic stylistic differences depending on their region of origin. The list below includes some new articles of clothing available across the Aethera System, though it is by no means all-inclusive.

Table 5–02: Clothing

Item	Price	Weight
Laborer jumpsuit	.5 au	1 lb.
Hierarchy uniform	5—100 au	1 lb.
Wasteland attire	10 au	3 lbs.
Fiberweave outfit	10 au or +50 au	2 lbs. or +1 lb.
Lead-lining	+100 au	x3 base item
Fire resistant clothing	+300 au	x2 base item
Environment suit	500 au	8 lbs.

Environment Suit **500 au**

Weight 8 lbs.

This full-body suit protects the wearer from the temperature hazards of space and pressure dangers of a vacuum (but not other environmental hazards). This suit contains only 5 minutes of breathable oxygen unless hooked up to a lifeline (see page 373). If the suit's seal is broken—such as the helmet being removed to eat or drink—all the air immediately escapes (if opened in a vacuum) and the wearer immediately suffers the effects of vacuum exposure (see the Gulf, **page 315**). If the wearer of an environment suit is struck by a critical hit from a piercing or slashing weapon, the wearer of the environment suit must succeed at a Reflex save (DC equal to the opponent's confirmation roll) or the seal breaks.

A suit with a broken seal can be repaired with a DC 18 Craft (armor) check or *make whole*. The suit does not compensate for changes in gravity. Wearing an environment suit imposes a –1 armor check penalty; this penalty stacks with those provided by other equipment (such as armor). Armor can be worn over an environment suit (but not helmets) and some versions of an environment suit can have integrated armor that is

donned as a part of wearing the suit. Such additions cost x2 what the integrated armor would cost.

Environment suits also possess small exhaust ports on the wrists used for making small maneuvers and movement in zero-gravity environments. Maneuvering thrusters are used by depressing small toggles on the suit's gauntlets near the thumb as a move action. These maneuvering thrusters only allow for either an immediate halt in movement, reorientation, or initiating movement at a speed of 10. Each of these thruster maneuvers depletes 1 minute of air supply per use.

Fiberweave Outfit — 10 au or +50 au

Weight 2 lbs. or +1 lb.

Fiberweave is an erahthi manufacturing style utilizing special symbiont creatures designed to spin living plant matter. The fibrous secretions of these symbionts can be woven into a wide variety of colorful, living clothing favored by erahthi. Fiberweave outfits come in a wide variety of shapes, sizes, styles, and colors. Fiberweave clothing worn by an erahthi integrates into the erahthi's biology by way of harmless symbiosis and gathers essential nutrients directly from its host. When not worn by an erahthi a fiberweave outfit needs 3 hours of sunlight and 1 gallon of water daily or it will become brittle and gain the broken condition. A fiberweave outfit not sufficiently fed for 48 hours dies and crumbles to dust. Other outfits can be fashioned from fiberweave for an additional +50 au to the base price, retaining any special bonuses an outfit of that type normally confers.

Fire Resistant — +300 au

Weight x2 base item

Fire-resistant clothing is woven with a blend of non-combustible fabric and treated with special alchemical reagents to slow the combustion process when exposed to fire. An outfit with the fire resistant enhancement grants a +2 circumstance bonus on saves made to resist catching on fire.

Hierarchy Uniform — 5–100 au

Weight 1lb.

Hierarchy military uniforms run a wide variety, from drab gray military fatigues to pilots' outfits complete with fur-lined leather jackets, to officer's uniforms with high-collared wool jackets, to gallant dress uniforms with gilded epaulettes and gold leaf buttons. Hierarchy uniforms prominently display rank insignia on the shoulder and detachable metal pips on the collar.

Laborer Jumpsuit — 0.5 au

Weight 1 lb.

A laborer jumpsuit is a full-body outfit made from durable fiber with abundant pockets. These jumpsuits come in a variety of colors, typically featuring a business or government emblem embroidered on the chest and shoulders.

Lead-Lining — +100 au

Weight x3 base item

Lead-lining is a process by which clothing is fortified by adding small, thin plates of lead in sewn-in insulation layers. Lead-lining is applied to a pre-existing outfit and grants the wearer a +2 circumstance bonus on Fortitude saves made to resist the effects of radiation. The lead lining of these outfits is not comprehensive enough to foil spells like *detect magic*.

Wasteland Attire — 10 au

Weight 3 lbs.

Typical Wasteland attire is a piecemeal suit fashioned from salvaged leather, metal, and other readily available materials. This suit provides no practical armor, but includes an integrated water skin backpack that holds up to 3 gallons of water and a rubber hose that exits the suit near the collar for easy drinking without needing to free a hand. A suit of Wasteland attire grants a +1 circumstance bonus on Survival checks to get along in the wilderness in desert terrain.

Adventuring Tools

The adventuring tools below are necessary pieces of equipment for explorers braving the dangers of the Gulf and other airless realms.

Table 5–03: Adventuring Tools

Item	Price	Weight
Lifeline	25 au	12 lbs.
Astrogation kit	50 au	20 lbs.
Aeronite fan	1,000 au	15 lbs.

Aeronite Fan — 1,000 au

Weight 15 lbs.

An aeronite fan is a one-foot wide, two-foot long metal barrel with a crank on one end and an aperture suitable for connecting to a lifeline on the other. Inside of this metallic housing is a gear assembly connecting the crank to aeronite fan blades. When the crank is turned (a move action) an aeronite fan produces 1 round of breathable atmosphere for a Medium-sized environment suit. Larger aeronite fans can produce increasingly larger amounts of breathable atmosphere.

Astrogation Kit — 50 au

Weight 20 lbs.

An astrogation kit contains star charts, planetary maps, and tools necessary to plot courses through space. This kit grants a +2 circumstance bonus on Knowledge (geography) checks to astrogate.

Lifeline — 25 au

Weight 12lbs.

A lifeline is a 60-ft.long, flexible, airtight hose used to supply continuous breathable atmosphere to an environment suit. Lifelines have a simple gasket on each end that can be connected to other lifelines to increase length, or connect to an environment suit, aethership hull, or other item designed to connect to a lifeline.Coupling or decoupling a lifeline requires a move action and one free hand.

A lifeline connected to an aethership shares its breathable atmosphere with whatever is connected to the other end (an environment suit, another aethership, etc.) An aethership can only share air supply with another vessel of equal size or smaller. Multiple aetherships can supply breathable atmosphere to larger vessels as if they were of larger size (two Large aetherships can share atmosphere with a Huge aethership, etc.)

A lifeline has a hardness of 2, 10 hp, and a break DC of 25. A lifeline reduced to half hp begins leaking air as a broken seal. An environment suit attached to a broken lifeline is evacuated of oxygen in 2d6 rounds. Broken lines have no effect on the air-supplying object. Aetherships receiving air from a broken lifeline lose atmosphere as a hull breach (see page 418) A damaged lifeline can be repaired with Craft (leatherworking) by spending 1/3rd the cost of the lifeline in raw materials and 1 hour of work or more quickly with spells such as *mending*. A lifeline reduced to 0 hp is completely severed and destroyed.

Instrument Weapons

Music has long been involved in warfare across the entire Aethera System, from the heroic skalds of okantan history to the combat balladeers of the Century War and the incorporation of musical instruments into weaponry is a time-honored tradition.

Instrument Weapon

Weight Special; see text

An instrument weapon is a masterwork musical instrument designed to include elements of a masterwork melee or ranged weapon. Such an item doubles as both a musical instrument and a weapon and the wielder can switch between functions as a free action. In order to be eligible to become an instrument weapon, both the musical instrument and the integrated weapon must share similar components. A flute or other long, hafted wind instrument can easily be made into a spear or lance, but a drum cannot be made into a longsword, for example. The GM is the final arbiter of what combinations of weapons

and instruments are eligible. Common examples include flute daggers, oboe spears, axe guitars, and harp bows.

An instrument weapon's price is equal to the cost of a masterwork version of both the instrument and the weapon, multiplied by 3. An instrument weapon is a more delicate piece of equipment and therefore only has half the normal hit points of an ordinary weapon of its type.

An instrument weapon is treated as the base weapon type for purposes of abilities that rely on type (such as a fighter's weapon training) but is treated as an exotic weapon for the purpose of weapon proficiency due to its unique weight and balance.

An instrument weapon is treated as a separate musical instrument and a weapon for purposes of being turned into a magic item. The musical instrument and weapon portionsare enhanced separately.

An instrument weapon's weight is equal to the base instrument plus half of the base weapon's weight.

Drugs

The Aethera System's diverse biomes and unique environments have given rise to a new world of chemically and alchemically derived substances. From Akasaat to Orbis Aurea, from the quaint to the horrifying, drugs of myriad varieties can be found on every world.

Bluegrass

Harvested from the leaves of a common scrub plant found in the Akasaati Wastelands, the bluegrass craze was in full swing when the Century War began. Its popularity and low price rendered it a staple in care packages for soldiers heading out to battle the erahthi, which in turn helped to preserve bluegrass's popularity to the current day, particularly among soldiers and veterans. Bluegrass smoke is inhaled either from a pipe or paper-wrapped cigarette.

Bluegrass — **10 au**

Type inhaled; **Addiction** minor, Fortitude DC 12

Effect 1 hour, user gains +1 alchemical bonus to saves against mind-affecting emotion effects.

Damage 1 Wis

Catapsy

A drug derived from processed netherite, catapsy is a darkly iridescent, roiling liquid that boils at room temperature unless kept under high pressure; due to this, catapsy is most often stored in pressurized vials. Catapsy was first created as a result of Paragon-sponsored research into the azaka; while it has proven effective in hindering the azaka's mind-affecting abilities, catapsy's numerous negative side effects—most notably rampant paranoia—have limited the drug's deployment.

Catapsy — **200 au**

Type ingested, inhaled, injury; **Addiction** major, Fortitude DC 20

Effect 1 hour, user gains a +4 alchemical bonus on saves against mind-affecting abilities and aetherite poisoning.

Effect 1d4 hours, user suffers from rampant paranoia and must attempt a save against any effect which allows one, even harmless or beneficial effects that comes from another creature or source other than the user of catapsy.

Effect 1d4 rounds, if the user possesses the azaka subtype, it must succeed at a Fortitude save against the drug's addiction DC or be confused. If user possesses the aether subtype, it must also succeed at a Fortitude save against the drug's addiction DC or be sickened.

Damage 1d4 Wis

Deepglow

Deepglow is a faintly luminescent powder harvested from a form of phosphorescent fungus native to the lower strata of the forest canopies of Kir-Sharaat. When ingested, deepglow makes its user more sensitive to light.

Deepglow — **25 au**

Type ingested, inhaled; **Addiction** minor, Fortitude DC 16

Effect 1 hour, user gains low-light vision.

Effect 1d4 hours, user gains the light sensitivity universal monster trait.

Damage 1d2 Wis

Echo

Originally derived as a means for treating severe post-traumatic stress, echo is still occasionally used in this capacity, though it is used far more often in its illicit capacity as a nostrum for the downtrodden and the hopeless.

Echo 50 au

Type ingested; **Addiction** severe, Fortitude DC 20

Effect 1d4 hours, user falls into state of euphoric catatonia and can take no actions, reliving memories of happier times as dreams and visions.

Effect If addicted, users must succeed at a Fortitude save with a DC equal to their current addiction DC for echo or suffer an additional 1d4 Wisdom damage as their happy dreams are infected with chaotic impressions from the aetherite used to make the drug. A creature addicted to Echo is also particularly vulnerable to the depredations of night hags and dream-based creatures, and can be targeted by a night hag's dream haunting ability regardless of alignment. In addition, the creature suffers a –4 penalty on all saving throws against dream haunting or other dream-based abilities.

Damage 1d4 Wis

Gnarl

Gnarl is a potent hallucinogen and paralytic harvested from a particularly horrifying species of ambulatory plant native to Kir-Sharaat called the eriihu. The active ingredients in gnarl are components of the venom produced by the barbed, tooth-like thorns that fill the plant's gaping maw; these thorns serve not to devour the plant's victims, but merely to hold it pinned within the flower while the acidic venom they produce dissolves the prey into a nutrient-rich slurry for easy consumption. Gnarl is brewed by harvesting these thorns, extracting the venom, and then alchemically neutralizing the more virulent components, leaving behind a somewhat more survivable compound.

Gnarl 150 au

Type ingested, injury; **Addiction** severe, Fortitude DC 24

Effect 1d4 hours, user gains +4 alchemical bonus to concentration checks and is affected as by calm emotions.

Damage 1d4 Con, 1d4 Wis

Jump

A powerful stimulant, jump is commonly used by crews on smaller aetherships for those times when sleep is not an option.

Jump 25 au

Type ingested; **Addiction** major, Fortitude DC 16

Effect 1d4 hours, user gains +2 alchemical bonus against fatigue and exhaustion; effects of fatigue and exhaustion are temporarily suppressed.

Damage 1d4 Con

Kinetic

Kinetic began as a relatively benign offshoot from the same horrific experiments that led to the creation of the infused. While kinetic was ultimately deemed a failure and the research abandoned, it would later come to the attention of the Blue Star Consortium, which recognized its potential as a recreational drug.

Kinetic 50 au

Type inhaled, injury; **Addiction** minor, Fortitude DC 16

Effect 1d4 hours, user gains the ability to cast *mage hand* as a spell-like ability at will. The caster level for this effect is equal to 1/2 the user's level (minimum 1).

Effect If addicted, users must succeed at a Fortitude save with a DC equal to their current addiction DC for kinetic in order to sleep restfully; failing this save means their sleep is wracked by night terrors, leaving them fatigued the next day. Even if they fail this save, casters may regain spells normally after eight hours of sleep.

Damage 1d2 Wis

Levin

A powerful psychotropic harvested from the inner bark of a vine found only near the pinnacles of the highest treetops on Kir-Sharaat. Levin is sometimes used by those seeking inspiration, particularly artists.

Levin 100 au

Type ingested; **Addiction** major, Fortitude DC 16

Effect 1d4 hours, user gains a +4 alchemical bonus to Perception checks, but has the fascinated condition. Conditions that would ordinarily break fascination effects do not affect the fascination effect resulting from this drug.

Damage 1d4 Con

Levo

Another product of the Century War, Levo saw widespread use as an emergency pick-me-up to keep injured combatants functioning long enough for triage.

Levo 50 au

Type ingested, injury; **Addiction** major, Fortitude DC 16

Effect 1 hour, user gains 1d8 temporary HP.

Damage 1d4 Wis

Meld

A sparkling blue powder that is created as a byproduct of processing azaka blood, meld is said to grant its users a small amount of psychic ability. The drug is particularly popular among young lovers on Orbis Aurea, and has found a growing popularity elsewhere in the system as well. Prices for meld outside of Orbis Area are quadrupled due to the rarity of azaka anywhere else in the system.

Meld 50 au

Type ingested; **Addiction** minor, Fortitude DC 16

Effect 1 hour, the user can focus to feel the thoughts of another creature within 10 ft.; user gains *detect thoughts* as a spell-like ability usable at will with a DC equal to 12 + the user's Cha modifier.

Effect 1d4 hours, user suffers -4 penalty on saving throws against mind-affecting effects.

Damage 1 Cha

Metamorph

Metamorph in its raw form is a greenish-black, malleable substance that, at high temperatures, becomes unstable in singularly disturbing ways. As it becomes warmer, it will begin to writhe about and will, given long enough, actively seek out the nearest warm-blooded creature to inject itself into. The drug is usually kept chilled, and is sold on dermal patches sealed in insulated packets to minimize the chances of a high heat incident scaring off potential users. The drug imparts users with an intense surge of cognitive abilities for a short time; it is also hallucinogenic, carcinogenic, mutagenic, and highly addictive. Worse, addicted users who die from the effects of metamorph have a chance to rise again, their twitching corpses dragging themselves blindly down to the nearest dark, quiet place as insectile horrors incubate within their dead husks.

Metamorph 150 au

Type contact, injury; **Addiction** severe, Fortitude DC 24

Effect 1 hour, user gains +4 to Int and Wis. Afterwards, user is affected by a persistent confusion effect for 1d4 hours.

Effect If a user dies while addicted to metamorph, their corpse has a 25% chance to rise within 1d4 hours; this chance increases to 50% if the user dies due to ability damage from metamorph. Upon reanimating, the corpse (use stats for a zombie of appropriate size) will instinctively seek out the nearest isolated area, where it will incubate for 1d8 days; at the end of this time, a version of the base creature with the insectile creature template will claw its way out of the corpse's skin.

Damage 1d4 Con, 1d4 Cha

Swerve

Made out of an esoteric mixture of chemical components, swerve is a powerful hallucinogen

that inspires an almost manic surge of energy and creativity.

Swerve 50 au

Type ingested; **Addiction** major, Fortitude DC 20

Effect 1 hour, user gains +2 alchemical bonus to a single Intelligence, Wisdom, or Charisma-based skill, chosen when the drug is first taken.

Damage 1d4 Wis

Medical Tools

Medical technology is significantly advanced within the Aethera System when compared to many other Material Plane worlds. This advancement reflects advances in medical research and scientific advancement. As such, the cost for alchemical items that provide medical benefit (such as antitoxin and antiplague) are reduced by 20%.

Additionally, new medical tools are available for characters to purchase. The examples below represent only a small sample of available medical technology.

Gut Cleanser: Gut cleanser is chalky white capsule, roughly the size of a songbird egg, containing a highly potent liquid antitoxin. When swallowed, a gut cleanser capsule ruptures instantly and releases its payload, immediately ending any ingested poison actively affecting the user. Gut cleanser does not remove any temporary or permanent affects created by ingested poisons, such as ability damage. Additionally, gut cleanser grants a +5 alchemical bonus to Fortitude saves against future ingested poisons for 1 hour.

Kit, Healer's: A healer's kit comes in the form of a metal or leather case filled with small surgical tools, bandages, ointments, gauze, and other supplies necessary for treating injuries and preventing infections. Using a healer's kit provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after 10 uses.

Kit, Trauma: A trauma kit is a heavy case filled with advanced surgical equipment, potent stimulants, anesthetic, and other items necessary for invasive medical procedures. Using a surgery kit grants a +2 circumstance bonus on Heal checks and reduces the time to treat deadly wounds and perform field surgery to 10 minutes. A trauma kit counts as a healer's kit for purposes of skills or abilities that require a healer's kit. A trauma kit is exhausted after 20 uses.

Table 5–04: Medical Tools

Item	Cost	Weight	Creation DC
Healer's Kit	50 au	5 lbs.	Craft (alchemy) 20
Gut Cleanser	250 au	—	Craft (alchemy) 25
Stasis Patch	300 au	1 lb.	Craft (alchemy) 20
Trauma Kit	500 au	10 lbs.	Craft (alchemy) 30
Surgical Lab	1,000 au	500 lbs.	Craft (alchemy) 30

Stasis Patch: A stasis patch is a single-use medical item that resembles a brass rectangle roughly the size of a hand, with a number of dials and glass tubes filled with a faintly glowing liquid on top and an assortment of hypodermic spikes on the bottom. When applied to a willing or helpless living creature a stasis patch renders the creature unconscious and halts all biological functions for 24 hours, or until the patch is removed. The stasis effect will halt the progression of bleed, poison, and disease effects for the duration, as well as oxygen deprivation, though additional physical harm done to the body will apply normally.

Applying a stasis patch to a corpse will halt decomposition of the body for the duration of the effect. This time is not counted against the length of death for effects such as *raise dead* or the revivification Heal skill unlock.

Applying a patch requires a full-round action and a successful DC 15 Heal check. Failure by 5 or more points inflicts 1 point of bleed damage to the patient.

Surgical Lab: A surgical lab consists of a table suitable to hold a medium-sized creature as well as surgical equipment and tools as well as stationary lights and a full compliment of basic medical supplies necessary to perform invasive surgery. Using a surgical lab grants a +2 circumstance bonus on Heal checks, and Heal checks made within a surgical lab that require use of a healer's kit or trauma kit require 1 less use (to a minimum of 0).

Armor

The level of technological advancement in the *Aethera Campaign Setting*, in addition to the heightened development of firearms, has created a demand for and supply of advanced protective items. All of the types of armor found in the *Pathfinder Roleplaying Game Core Rulebook* and other accessories are available in Aethera, in addition to the new types of armor introduced below.

Amber cuirass: This armor constructed of alchemically hardened and molded sheets of tightly woven spider-silk (or an alchemical alternative) provides the protection of a steel breastplate at a fraction of the weight. While it is typically produced in a translucent amber clamshell design, other variations include utilitarian black coloring. Because an amber cuirass isn't metal a druid may wear it without penalty.

Armored jacket: This short leather coat features a chain or web-fiber lining that offers improved protection.

Armored longcoat: Available in a number of styles, these coats share some common qualities such as reinforced web-fiber lining and lightweight armor plates or chain over vital areas on the front and back of the wearer's torso.

Ballistic enhancement: Ballistic enhancement is a catch-all term for protective enhancements that mitigate the stopping-power of firearms with methods ranging from duranite thread weaves to impact-resistant alchemical spray coatings. Armor with ballistic enhancement grants DR/– equal to half of the enhanced armor's total armor bonus against firearms that deal physical damage.

Clockwork atmosphere: This canister contains a crank-powered clockwork aeronite fan powered by a conductive aetherite-coil assembly that turns kinetic energy into temporary aetheric power. This device is joined with a connecting hose for either a radiation suit or shocktrooper armor. While attached to worn armor and activated you gain immunity to any airborne toxins or effects. It requires a full-round action to crank and activate the fan, after which it runs for 10 minutes. You may spend an additional 3 rounds cranking the fan, which will keep it going for a total of 30 minutes, before it needs to be cranked again.

Lead painting: Most armor (even flexible armors like the armored long coat) can be treated with a special alchemical lead paint. The armor becomes significantly heavier and more cumbersome but grants an bonus on Fortitude saves to resist radiation. Light armor provides a +1 bonus, medium armor provides a +3 bonus, and heavy armor provides a +5 bonus.

Leather coat: Not specifically designed as armor, this durable garment does grant you some protection whether cut as a jacket or a longcoat.

Radiation suit: This bulky suit of leather armor has a full helmet with environmental filters. It features heavy lead plates sewn into interior panels strategically placed about the suit. These plates, in conjunction with a layer of alchemical lead painting, shield the wearer from most environmental dangers, including the worst effects of aetheric radiation exposure. While wearing a radiation suit you gain a +2 bonus on Fortitude saves to resist the effects of radiation and, due to the environmental filters, a +2 bonus on Fortitude saves against inhaled toxins. Additionally, you treat radiation levels as one step lower (to a minimum of low.)

Shocktrooper armor: This heavy suit of ceramic and steel plates resembles more archaic plate mail but is environmentally sealed. While wearing shocktrooper armor with a helmet you gain a +2 bonus on Fortitude saves against radiation and inhaled toxins due to the armor's heavy-duty environmental filters.

Shocktrooper armor also features several built-in storage compartments; in total these compartments have about the same capacity as a backpack.

Table 5–05: New Armor

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight[1]
Light armor								
Leather coat	5 au	+1	—	0	0%	30 ft.	20 ft.	5 lbs.
Armored jacket	15 au	+2	+7	0	5%	30 ft.	20 ft.	7 lbs.
Web-fiber armor	40 au	+3	+6	-1	15%	30 ft.	20 ft.	10 lbs.
Armored longcoat	125 au	+4	+5	-1	20%	30 ft.	20 ft.	15 lbs.
Light trooper armor	150 au	+4	+4	-2	20%	30 ft.	20 ft.	20 lbs.
Medium armor								
Radiation suit	150 au	+3	+4	-2	30%	20 ft.	15 ft.	25 lbs.
Trooper armor	200 au	+6	+2	-4	30%	20 ft.	15 ft.	25 lbs.
Plated web-fiber armor	250 au	+6	+3	-3	25%	20 ft.	15 ft.	20 lbs.
Amber cuirass	300 au	+6	+3	-3	25%	20 ft.	15 ft.	15 lbs.
Heavy armor								
Heavy trooper armor	350 au	+7	+1	-5	40%	20 ft.	15 ft.[2]	40 lbs.
Shocktrooper armor	2,000 au	+10	+1	-6	45%	20 ft.[2]	15 ft.[2]	45 lbs.
Extras								
Lead painting	+50 au	—	—	–2	+5%	—	—	+10 lbs.
Clockwork atmosphere	+150 au	—	—	–2	+5%	—	—	+10 lbs.
Ballistic enhancement	+800 au	—	—	–1	+5%	—	—	+5 lbs.

[1] Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

[2] When running in heavy armor, you move only triple your speed, not quadruple.

When wearing shocktrooper armor you may treat your Strength as 2 points higher than normal for calculating your carrying capacity for items stored in these compartments. This does not stack with the benefits of carrying a masterwork backpack.

Trooper Armor, Heavy: Heavy trooper armor is one step below shocktrooper armor and features reinforced chest, back, and shoulder plating.

Trooper Armor, Light: This suit of armor is comprised of a leather bodysuit fitted with lightweight metallic and ceramic plates, typically enameled with an insignia indicating military or mercenary allegiance.

Trooper Armor, Medium: This is a heavier version of light trooper armor and features more comprehensive protection for the arms, legs, and back and comes with a helmet and gauntlets.

Web-fiber armor: Web-fiber armor comes in a variety of styles that are nearly indistinguishable from clothing. This armor is common across Kir-Sharaat and erahthi-dominant settlements. Woven from alchemical or natural spider silk, and specially treated, it provides sufficient protection without much loss of movement. A successful DC 20 Perception check is required to distinguish web-fiber armor from ordinary clothing.

Web-fiber armor, plated: This suit of web-fiber armor contains two thin steel plates sewn into interior pockets on the armor's upper chest and ceramic ribbing below the steel plates. Similar plating and ribbing is sewn into the back of the armor as well. This armor is not as covert as traditional web-fiber armor and onlt requires a DC 15 Perception check to differentiate from ordinary clothing.

Firearms

Firearms are a ubiquitous part of the *Aethera Campaign Setting* and were first developed on Akasaat roughly 100 years prior to the start of the Century War. The first firearms were crude, muzzle-loading black powder weapons more commonly found in other fantasy settings. Rapid technological advancements during the Century War greatly improved the quality and lethality of firearm, making these weapons easier to manufacture, more reliable, and simpler to use. The erahthi were slow to adopt the use of firearms, preferring organically grown symbiont weapons. However, the extreme cost of training symbiont users and the development of symbiont technology resulted in the erahthi slowly adopting the use of firearms. This initially began as utilizing salvaged Hierarchy weapons and later evolved into the creation of firearm models analogous to those of human design. Some rare models of erahthi-designed firearms exist, but were never widely produced and rest in the hands of their original owners or private collectors.

Manufacture of firearms is now divided between Hierarchy corporate families that produce the lion's share of all market-ready firearms, and private erahthi military installations that privately develop firearms exclusively for martial minded castes. The corporate families of the Hierarchy also include a large number of non-aligned groups operating in the Amrita Belt and Orbis Aurea, who hold no ties to the large Akasaati conglomerates. The largest weapons manufacturers are often household names and use their fortunes, gained through the bloodshed of the Century War, to forward their own agendas.

In the Aethera Campaign Setting, firearms use the following rules:

Guns Everywhere: The setting assumes a proliferation of firearms. As such, early firearms (including those found in *Pathfinder Roleplaying Game: Ultimate Combat*) are seen as antiques and advanced firearms are widespread. One and two-handed firearms are simple weapons, while heavy firearms are treated as martial weapons. Early firearms, advanced firearms, and their ammunition are bought or crafted for 10% of the cost listed in other sources. Early firearms are extremely uncommon outside of underdeveloped parts of the system, such as the Wastelands of Akasaat. Prices in the *Aethera Campaign Setting* already reflect this price difference. The gunslinger loses the gunsmith class feature (meaning that gunslingers must purchase their starting firearm) and instead gain the gun training class feature at 1st level and an additional level of gun training at 5th level.

Range and Penetration: Advanced firearms resolve their attacks against touch AC when the target is within the first five range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full-range increment. Advanced firearms have a maximum range of 10 range increments.

Additionally, firearms in the *Aethera Campaign Setting* may have the following qualities:

Capacity: When making a full-attack action with a single-shot or semi-automatic firearm, you may fire the weapon as many times in a round as you have attacks, up to the number of cartridges in the firearm (or more, if you can reload the weapon as a swift or free action while making a full-attack action).

Firing Modes: Firearms have three types of firing modes. Most weapons are restricted to using a single firing mode unless the weapon's description states otherwise.

Automatic: This weapon fires a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When

using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a –2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

Semi-Automatic: A semi-automatic weapon fires as a single shot weapon. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks). The wielder can use the Rapid Shot feat to fire yet another shot, but the penalty for all shots fired in that round increases to –6.

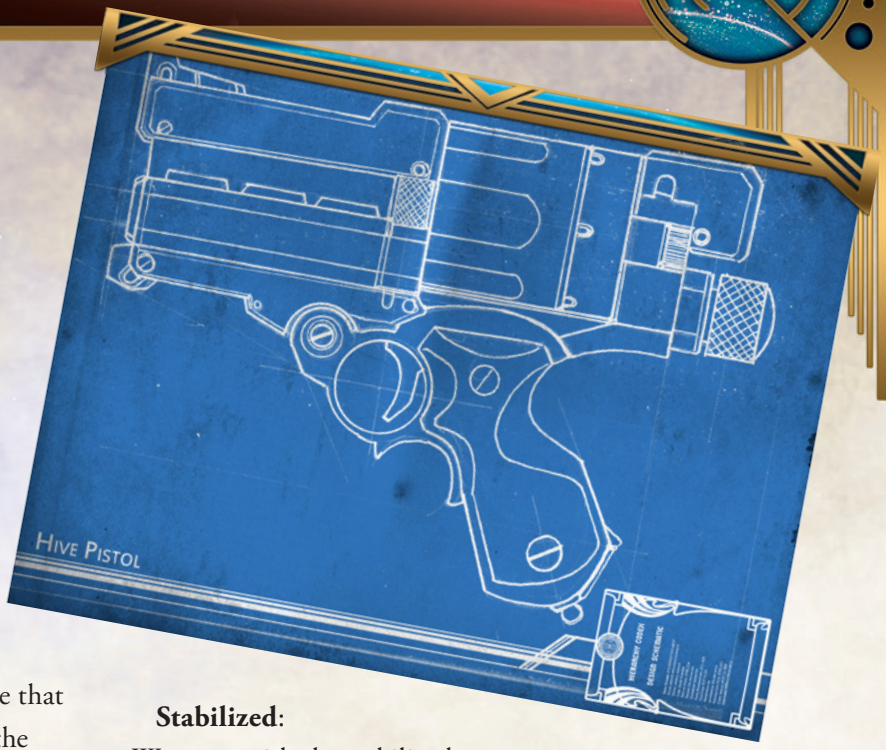
Single Shot: A single shot firearm fires once for every attack its wielder can make in a round. This is the standard firing mode for many kinds of firearms.

Optional Rule: Recoil

Some GMs may wish to add additional levels of restriction and difficulty when using firearms. Recoil represents the percussive force of a firearm, making it more unwieldly in untrained hands. When using this optional rule, each firearm gains a recoil modifier equal to the weapon's base average damage (rounded down). A firearm that deals 1d8 points of damage has a recoil modifier of –4, a firearm that deals 1d10 points of damage has a recoil modifier of –5, and so on. A firearm's recoil modifier is a penalty on all attack rolls, and increases by 1 for each successive shot fired in the same round (cumulative with penalties for semiautomatic fire and other such rules). A creature using a firearm mitigates a firearm's recoil modifier with their Strength bonus. A character with an 18 Strength reduces the recoil modifier of any firearm by 4. Additionally, gunslingers reduce this penalty by 2 on all firearms, for every level of gun training they possess. Mounted weapons, such as aethership weapon modules, do not impose a recoil penalty when fired. GMs using this optional rule may wish to introduce equipment that also helps to mitigate recoil.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks.





Magazine: The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends on its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. Reloading a box magazine is a swift action for a one or two-handed firearm and a move action for a heavy firearm.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. Reloading a cylinder magazine is a move action for a one or two-handed firearm and a full-round action for a heavy firearm.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles. Reloading a firearm with an internal magazine is a standard action for one and two-handed firearms and a full-round action for heavy firearms.

Linked: Some firearms use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets and any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed. A second character can serve as a loader for a linked weapon, spending a full-round action to keep the linked magazine firearm loaded while at the same time performing a special aid another action that grants the wielder of the linked firearm a +2 bonus on the next attack roll.

Stabilized: Weapons with the stabilized quality require a bipod or vehicle mounting on an aethership's hard point. Firing stabilized weapons without proper setup inflicts a –4 penalty on attack rolls and knocks the user prone. A successful combat maneuver check (DC 20) negates being knocked prone. Setting up or breaking down takes a move action for a bipod or tripod and 1 minute for a vehicle mount.

Combat Shotgun: This lightweight pump-action shotgun can hold up to six rounds in an internal magazine and is standard issue among law-enforcement and security personnel across the system.

Hive Pistol: A hive pistol is an advanced revolver that was once the standard-issue military sidearm for the first half of the Century War. This weapon is now seen as an outdated curiosity but retains frequent use due to its widespread availability. Unlike a standard revolver a hive pistol includes a knob at the rear which strikes all the firing pins simultaneously, expending 7 bullets to fire a 20-ft.scatter but imposing a –2 penalty on all attack rolls made that round.

A hive pistol fires as a single shot weapon or a slow-firing weapon if using the scatter function. A hive pistol must be fully loaded to gain the scatter quality.

Light Revolver: This one-handed firearm is a single-action six-shot firearm with a rotating cylinder. It is a light and easily handled weapon in high

Table 5-06: Firearms

	Cost	Dmg	Crit	Range	Misfire	Magazine	Weight	Type	Firing Mode	Special	Restriction
One-Handed Firearms											
Hive pistol	350 au	1d8	x4	50 ft.	1	7 Cyl.	7 lbs.	B, P	special	special	none
Light revolver	100 au	1d6	x4	30 ft.	1	6 Cyl.	3 lbs.	B, P	single	—	none
Scrap pistol	25 au	1d8	x3	20 ft.	1-5	6 Int.	4 lbs.	B, P	single	scrap	illegal
TA 3811A	450 au	1d8	x4	60 ft.	1	10 Box	3 lbs.	B, P	semi	—	restricted
Two-Handed Firearms											
Combat shotgun	200 au	1d6	x2	20 ft.	1	6 Int.	6 lbs.	B, P	semi	scatter	restricted
Hammersmith auto	1,500 au	1d10	x4	80 ft.	0	8 Box	11 lbs.	B, P	semi	scatter	restricted
R&R "Long Bobbie"	1,000 au	1d12	x4	250 ft.	1	4 Int.	30 lbs.	B, P	auto, semi	stabilized	military
Scrap rifle	50 au	1d10	x3	40 ft.	1–5	10 Int.	6 lbs.	B, P	single	scrap ammo	illegal
Heavy Firearms											
CA "Heavy Knight"	1,000 au	2d6	x4	100 ft.	1–2	40 Box.	20 lbs.	B, P	auto	stabilized	military
CI T26 "Woodspitter"	1,500 au	2d8	x4	120 ft.	1–2	Linked	140 lbs.	B, P	auto	stabilized	military
Scrap cannon	200 au	2d6	x3	80 ft.	1–5	8 Int.	15 lbs.	B, P	slow-firing	stabilized	illegal

circulation. Numerous arms manufacturers produce their own slight variations on the same model.

Scrap Pistol: Scrap pistols are illegal, cheaply-constructed firearms that can be quickly disassembled and reassembled. These firearms are made from readily available components found in most urban centers, like water pipes, valves, and the like. These weapons are most common among residents of the Akasaati Wastelands and slums. Scrap pistols are notorious for misfiring and typically have poor accuracy.

A scrap pistol can be disassembled into its component parts or reassembled in 1 minute. A disassembled scrap pistol resembles common engineering materials and grants a +10 circumstance bonus on any Bluff, Sleight of Hand, or Stealth checks made to conceal its true nature.

TA 3811A: The torrent armaments model 3811 autoloader is the standard sidearm for Akasaati law enforcement and military officers. The high rate of fire and sizable magazine have made it the obvious choice for professional marksmen.

Hammersmith Autoloader: The workhorse of human invasion forces landing on Kir-Sharaat, the hammersmith model 34 battle rifle earned a reputation for reliability. A hammersmith autoloader's wielder may switch between automatic and semi-automatic firing modes as a swift action.

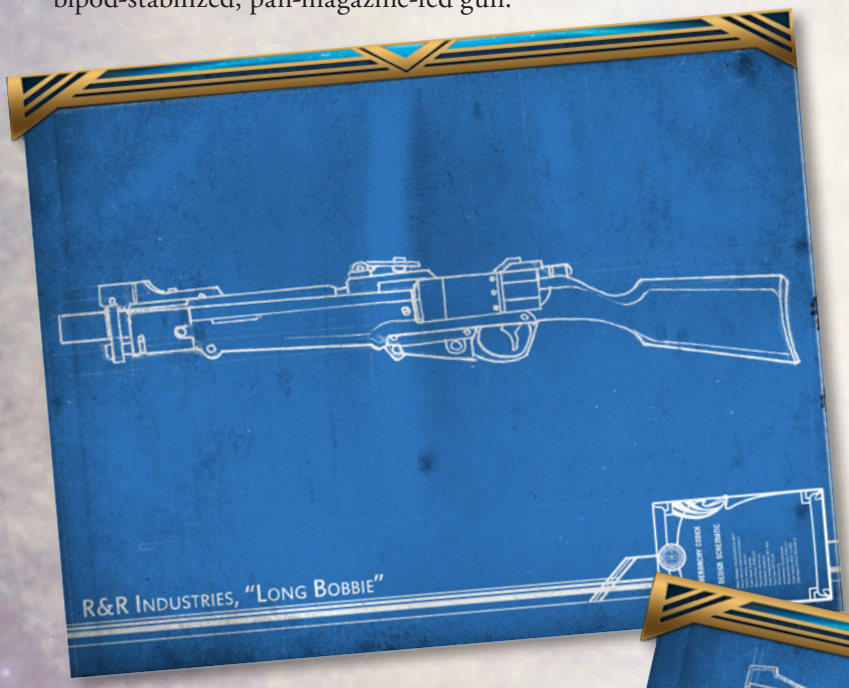
R&R Industries Type 3: The reliant and resilient Type 3, fondly referred to as "Long Bobbie", is a sharpshooter's rifle of exceptional length. Five feet from stock to muzzle, with a heavy bolt-action receiver, the long bobbie is nearly as cumbersome as it is accurate.

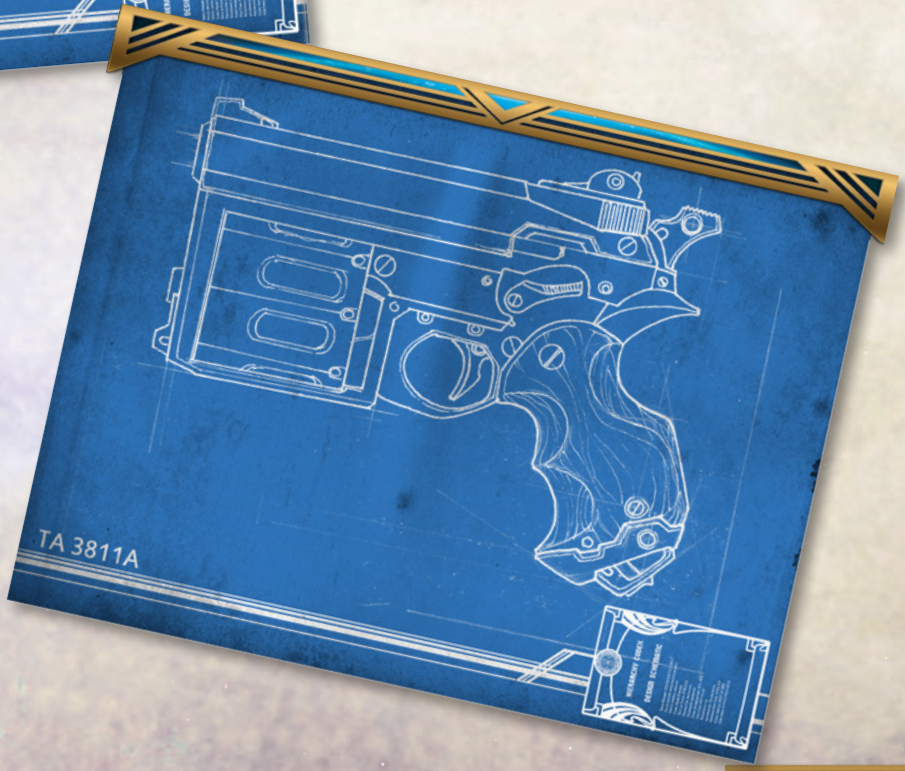
Scrap Rifle: A scrap rifle is a longer ranged and heavier-caliber version of the scrap pistol.

Cavalier Arms Heavy Knight: The heavy knight began as an improvised firearm devised by Sargent Reinan Knight when his unit was pinned and its woodsplitter machine gun was disabled, leaving it outgunned. Mating the automatic receiver of the heavy machine gun to the frame of a battle rifle provided a portable suppression weapon. This firearm was adopted by the Cavalier Arms manufacturing company which produces a refined version of the bipod-stabilized, pan-magazine-fed gun.

Central Industries T26: The central industries type 26 heavy machine gun was dubbed the "Woodsplitter" when it clear-cut a grove of erahthi infantry in seconds. Woodsplitters are enormous firearms nearly always mounted to a fortification, an aethership, or perhaps most terrifyingly, fired from the hip by okanta mercenaries.

Scrap Cannon: A scrap cannon is a heavy weapon variant of the scrap pistol. This weapon requires moving a heavy bolt-action lever to fire and is incapable of firing more than once per round.





Ammunition

Firearms in the Aethera System are all considered to use metal cartridge rounds[UC] and the prices listed reflect the "firearms everywhere" state of the *Aethera Campaign Setting*. Most ammunition in the Aethera System that is purchased in settlements is produced at massive production plants that churn out thousands of bullets daily. Private individuals who craft their own ammunition are more common in Akasaati Wasteland or other remote settlements.

Ammunition Calibers

As a default, the *Aethera Campaign Setting* does not delve into the detail of ammunition caliber or ammo variations between firearms. Some GMs may find this overly simplistic and might wish to apply a higher level of detail. For that increased specificity, it is recommended that GMs make each individual category of weapon (one-handed, two-handed, etc) have their own caliber of ammunition. So that ammo for a hive pistol can't be used in a CI T16 and so on. However, for even more specificity a GM could decide that each *type* of firearm have their own unique ammunition. There is very little standardization of ammunition design in the Aethera System, even among the hierarchy, and with weapon technology development progressing rapidly during the Century War, many forms of obsolete or exotic ammo would have been created. In this type of setting, the GM must track and specify what kind of weapon looted ammunition is suitable for. Additionally, in these circumstances, it is recommended that each specific scrap pistol or scrap rifle fire its own unique ammunition, so that they are not even interchangeable between scrap weapons.

Introducing these changes may help create a sense of immersion. Decide with your group how you want to handle the diversity of ammunition before starting play.

Purchasing Ammunition

When purchasing ammunition, treat its purchase restriction as none. In settings that use the above ammunition caliber rules, treat one-handed firearms as none, two-handed as restricted, and heavy as illegal. In high-detail settings where each weapon has its own individual ammunition type, treat its purchase restriction as that of the firearm it is used in.

Special Ammunition

Below are special types of ammunition common in the Aethera System.

Anthem: Anthems are similar to normal pulse rounds, but are composed of a singing steel shell with whistling holes bored along the rim. Firing a single anthem round has no effect beyond creating a loud shriek (–20 to any Perception check made to hear the shot fired). However, firing a burst-fire or full-auto volley of anthems causes an ululating harmonic tone that taps directly into the martial elements of the Score, granting a +1 morale bonus on all attack rolls to allies within 30 ft. of the attacker firing the anthem rounds. This bonus persists for 1 round.

Entropic: These rare bullets are fashioned from lethal netherite crystal harvested from Orbis Aurea. These black, crystal rounds are inimical to life and deal 1d6 points of piercing and slashing damage and an additional 1d6 points of negative energy damage to living creatures, rather than the firearm's standard damage. The negative energy damage is doubled against creatures with the aether subtype. Misfires with entropic rounds cause the delicate crystals to shatter, dealing 2d6 points of negative energy damage to anyone within 10 ft. of the weapon; a successful DC 15 Fortitude save halves this damage.

Explosive: An explosive round contains an internal combustive charge that detonates after impact. An explosive round deals additional damage equal to half

Table 5–07: Firearm Ammunition

Ammunition	Cost	Restriction
Anthem (10)	175 au	none
Explosive (1)	100 au	illegal
Flechette (20)	395 au	restricted
Hellbore (1)	900 au	illegal
Incendiary Tracer (20)	90 au	restricted
Pellet (20)	5 au	none
Pulse (20)	10 au	none
Rust (1)	200 au	illegal
Scrap Slug (20)	1 au	illegal
Slug (20)	5 au	none
Zombiemakers (20)	500 au	illegal

the firearm's base damage die. This additional damage bypasses damage reduction and hardness.

Flechette: Flechette rounds are jacketed shells containing two dozen tempered steel darts that explode from the shell when fired. Flechette rounds give any weapon the scatter quality, targeting all creatures within a 30-ft. cone when they are fired. Flechette rounds do not target touch AC at any range increment, but also inflict 1d6 points of bleed damage.

Hellbore: The reputation of hellbore ammo is such that hardened veterans shudder at the word. Hellbore are mechanized rounds of ammunition that derive power from a tiny aetherite reserve at their core. These rounds resemble a drill bit and bore into a target they strike for five rounds, dealing the weapon's base die damage each round. This ongoing damage bypasses both hardness and damage reduction. Hellbore rounds halve the range increment of the weapon they are fired from.

Pellet: Pellet rounds are shells that contain dozens of tiny metal pellets that scatter when fired. Pellet rounds can only be fired from weapons with the scatter quality.

Pulse: Named for the telekinetic pulse that propels them, pulse ammunition is the standard used by professional secueity forces and military. Pulse rounds are conical, copper-jacketed tin-lead alloy rounds packed with an alchemical mixture of finely ground aetherite and sulfur. When fired, the alchemical propellant releases telekinetic energy, hurling the projectile down the barrel of the loaded firearm with a blue flash and characteristic, high-pitched sonic shriek. Pulse rounds reduce the penalties on attack rolls made outside the first range increment by half.

Rust: This ammunition is an alchemical ceramic slug laced with a special powder derived from rust monster antennae. Rust rounds deal an additional 3d6 points of damage to ferrous creatures and objects (such as phalanx). Outlawed on Akasaat, these rounds were used to great effect by the erahthi against enemy aetherships and phalanx troopers.

Scrap Slugs: Crude projectiles made of melted-down scrap metals and chemical accelerants, scrap slugs or "scrappies", are used in the scrapguns popular among those who cannot acquire proper ammunition. Scrappies are easy and cheap to produce, but impose a –1 penalty to hit and increase the firearm's misfire range by 1.

Slug: Slugs are standard copper-jacketed tin and lead alloy rounds used in nearly every firearm across the Aethera System.

Incendiary Tracers: Colloquially known as "stars", incendiary tracers are jacketed rounds composed primarily of flauros, a naturally occurring starmetal that emits heat and light when agitated. Creatures struck with a star round take 1 point of fire damage and must succeed at a Reflex save (DC 13) or catch fire.

Zombiemaker: Made from aetherite processing waste, zombiemakers are named for the catatonic state induced by aetherite poisoning. Due to residual magical energy in the dark blue crystals that tip these rounds, they are treated as magic for the purposes of bypassing damage reduction. On a critical hit the round lodges inside the target and exposes the damaged creature to mild aetherite radiation poisoning (see page 442). The round is lodged in the target until extracted with a successful Heal check (as treat wounds from caltrops.)

Aethertech

Aethertech is an umbrella term covering a broad spectrum of advanced technology created from the fusion of magic and science. The first pieces of aethertech were reverse-engineered from ancient Progenitor-era technology after the discovery of aetherite's unique supernatural properties. All aethertech devices run on aetheric energy and require recharging with an *aetheric capacitor* when all charges are depleted.

As a fusion of both magic and science, aethertech operates on a unique combination of rules that blurs the line between both disciplines. Aethertech is treated as a magic item for purposes of dispelling and anti-magic effects; however, due to their primarily technological nature, the caster level for aethertech items is treated as the object's Craft DC or 20, whichever is lower. Aethertech that enters an *antimagic field* powers down while in the area and cannot be powered back on until brought out of the area.

Aethertech registers as magic of the transmutation school—regardless of spells used to create it—with regards to *detect magic* but appears to only have a caster level equal to 1/3rd its Craft DC.

Unless otherwise stated, activating a piece of aethertech is a move action. Recharging a piece of aethertech is a standard action and requires an *aetheric capacitor* in hand.

Crafting Aethertech

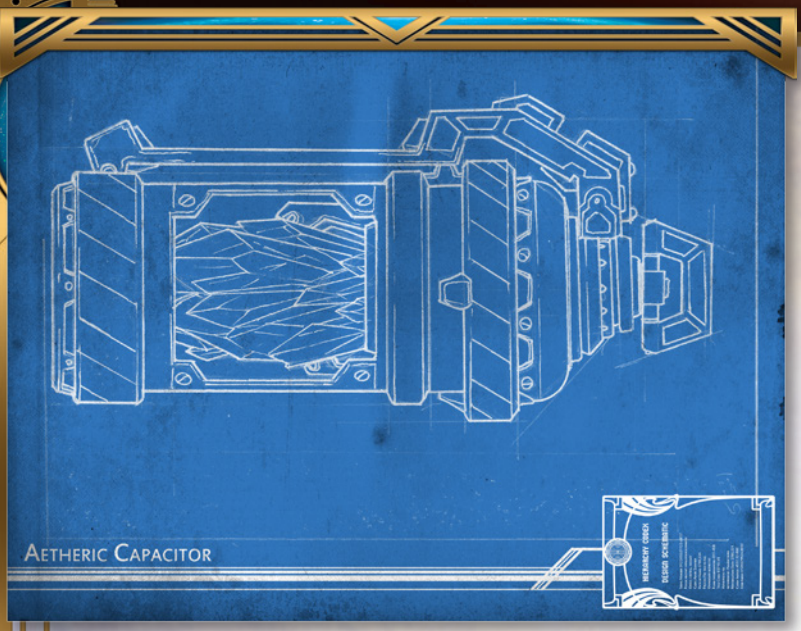
The process of building aethertech has much in common with magic item creation, though it uses different feats and skills. As with magic items, the creator invests time and money in the creation process and at the end attempts a single skill check to complete construction. Since aethertech items do not have caster levels, the DC of this check is defined in the description of each piece of aethertech. Failing this check means that the item does not function and the materials are wasted. Failing this check by 5 or more may result in a catastrophic failure, such as electrocution, an explosion, or even the creation of a piece of cursed aethertech, at the GM's discretion.

Crafting aethertech requires an expenditure of time (from a character with the appropriate crafting feat) and an expenditure of money used to secure the components and expendable resources needed for the work. Aethertech can be crafted in any space otherwise suitable for creating magic items.

Creating an aethertech item requires 8 hours of work per 1,000 au in the item's base price (or fraction thereof). The creator must spend the aetheric units at the beginning of the construction process. The process can be accelerated to 4 hours of work per 1,000 au by increasing the DC to create the item by 5. When determining the required time, ignore any fixed costs such as the weapon portion of implanted weaponry.

The creator can work for a maximum of 8 hours per day, even if she doesn't require sleep or rest. These days need not be consecutive. Ideally, the creator can work for at least 4 hours at a time uninterrupted, but if this is not possible (such as while adventuring), the creator can devote 4 hours of work broken up over the day, accomplishing a net of 2 hours of progress. Work under distracting or dangerous conditions nets only half the progress as well. If the creator can't dedicate at least 4 hours of work during a day (even if broken up or under distracting conditions), any work performed that day is wasted.

A character can work on multiple aethertech items at a time, or even in the same day as long as at least 2 hours net labor can be spent on each item. This doesn't let a creator exceed the limits on work accomplished in a single day, but does require separate power expenditures for each item (working on multiple projects at a time is not particularly energy efficient).



Aethertech items can be repaired using the appropriate crafting feats in the same way magical items can be repaired.

Hybrid Items

Aethertech can also be created with properties normally associated with traditional magic items and use a special crafting process. The creator must first succeed at a skill check at the listed DC for crafting the aethertech portion of the item, and then must succeed at a check based on the item's caster level for crafting the magical portion. Any spell or level-based prerequisites not met increase this crafting DC, as described for magic item creation. The skill used for each check is based on the item creation feats required by the item. Failure on either check ruins the item. Use the item's listed price as normal for determining crafting time, and the item's cost for raw materials. If the creator has feats or abilities that accelerate item creation, only the least favorable bonus applies. In other words, to create a hybrid item faster, the creator needs to be able to create both magical and aethertech items faster.

It is also possible to enhance aethertech armor and aethertech weaponry with armor special abilities or weapon special abilities, including magical enhancement bonuses. One could build a *+2 thundergun*, or a *+1 MK I power armor*. In theory, a magic item creator could even infuse an aethertech item with magical intelligence. To create a magical aethertech item like this, one must first secure the aethertech item itself, either via purchase, discovery, or crafting. All aethertech weapons and armor are considered masterwork for the purposes of adding magical enhancements to them (though they do not gain the other typical benefits for masterwork items). When a character crafts an existing aethertech item into a magic item in this manner, he does not need to meet the base item's crafting requirements—a wizard with Craft Magic Arms and Armor can create a *+1 phineas resonator* from a normal *phineas resonator* without having Craft Aethertech. In a situation where a character wishes to craft the entire item from scratch, the aethertech item must be fully crafted and completed before work on magically enhancing it can begin.

Pricing and Creating New Aethertech

New aethertech items can and should be created, using existing items for inspiration. A new item may resemble an existing magic item, such as how jet packs function like winged boots, but there should be differences beyond just aetheric power to keep aethertech distinct. When pricing a new aethertech item, use the existing guidelines for estimating magic item value. There's no extra cost associated with aethertech items since they have extra weaknesses to go along with their advantages. Items that use charges should be priced as if they were use-activated, not as if they were charged in the way a wand or ring of the ram is charged, unless the item is disposable and has 50 or fewer charges, as the assumption is that a newly crafted aethertech item can be recharged with relative ease.

Aethertech Statistics

Each piece of aethertech detailed here has a full description, including a set of abbreviated statistics.

This information is organized as follows. Some aethertech have additional statistics.

Price: This value is the cost in au for the PCs to purchase the item—if it's available for sale. As with magic items, a technological item can be sold by PCs for half of this amount.

Slot: This is the part of the body the item must be worn on, if any. If the item's slot matches one of the existing magic item slots, wearing the item prevents the user from wearing or gaining the benefit from a magic item in the same slot.

Weight: This entry lists the weight of the item in pounds.

Capacity: This is the maximum number of units of aetheric energy the item can hold. One unit of aetheric energy (au) is equal to 1 charge.

Usage: This value lists the number of charges the item consumes from its capacity each time it is activated or on a recurring basis, as described with the item.

Description: This section describes the gear's appearance and abilities.

Construction: This section describes the requirements that must be met for a character to craft the item. These requirements generally consist of having a feat and access to a manufacturing facility.

Craft: This is the Craft (aethertech) DC required to create the item. It is also the Knowledge (arcana) or (engineering) DC to correctly identify the item. Some aethertech requires specific spells to be cast during its creation, as a magic item. Failing to supply a required spell imposes a cumulative –5 penalty on the Craft check to create the item.

Cost: This amount is the cost in au to create the item. Generally, this cost is equal to half the price of the item.

Basic Aethertech Equipment

These common aethertech items are utilized in everyday life throughout the Aethera System and are ubiquitous pieces of equipment.

Table 5–08: Basic Aethertech Equipment

Item	Price	Weight
Aetheric capacitor, standard	10 au	2 lbs.
Handlight	20 au	2 lbs.
Aetheric capacitor, greater	100 au	2 lbs.
Floodlight	100 au	15 lbs.
Aeronite turbine	2,500 au	30 lbs.

Aeronite Turbune — 2,500 au

Capacity 10; **Usage** 1/hour; **Weight** 30 lbs.; **Restriction** none

An *aeronite turbine* functions as an aeronite fan (see page 373) except it cranks itself automatically when powered on. These statistics are for a Medium-sized *aeronite fan*. Multiply the cost by 2 and double the au cost for each size category above Medium. An *aeronite turbine* without power can be cranked by hand as an *aeronite fan*.

Construction

Craft DC 20; **Cost** 1,250 au; Craft Aethertech

Aetheric Capacitor — 10–100 au

Capacity see text; **Usage** see text; **Weight**2 lbs.; **Restriction** none

An *aetheric capacitor* is a cylindrical device containing a refined piece of aetherite specially modified to house an abundant amount of aetheric units of energy (or au). *Aetheric capacitors* rely on warping magic to contain vast amounts of energy in extradimensional spaces, allowing a single crystal to hold vast amounts of power. A standard *aetheric capacitor* can hold up to 100 au, and a *greater aetheric capacitor* can hold up to 1,000 au.

As a standard action a character can plug an *aetheric capacitor* into any aethertech device and refill it to a number of charges equal to the item's capacity rating.

Construction

Craft DC 25 (standard), 28 (greater); **Cost** 5 au (standard), 50 au (greater); Craft Aethertech

Floodlight — 100 au

Price 100 au; **Capacity** 20; **Usage** 1/minute; **Weight** 15 lbs.; **Restriction** none

A *floodlight* functions as a handlight, except it provides bright light in a 300-ft. cone and increases the light level by one step in the area beyond that, out to a 600-ft. cone. You can carry a floodlight in two hands.



Construction

Craft DC 20; **Cost** 50 au; Craft Aethertech

Handlight — 20 au

Capacity 10; **Usage** 1/hour; **Weight** 2 lbs.; **Restriction** none

A *handlight* is a two-foot long metal cylinder with a glass-encased light bulb on one end (sometimes protected in a thin metal cage) and a single activation switch. A *handlight* provides bright light in a 60-ft. cone and increases the lightlevel by one step in the area beyond that, out to a 120-ft. cone (darkness becomes dim light and dim light becomes normal light). You can carry a *handlight* in one hand.

Construction

Craft DC 20; **Cost** 15 au; Craft Aethertech

Communication Equipment

Broadcast communication equipment was first designed by the humans of Akasaat, though this technology was reverse-engineered by Erahthi scientists during the Century War and introduced to the people of Orbis Aurea by human survivors of the Requiescat. Today this technology is ubiquitous and a common part of everyday life across the system.

Table 5-09: Communication Equipment

Item	Price	Weight
Effigraph	16,000 au	25 lbs.
Effigraph disc	1,000 au	1 lb.
Farcaster	varies	varies
Farcaster, portable	varies	varies
Signal booster	varies	varies
Voxograph	100 au	15 lbs.
Voxograph disc	10 au	1 lb.
Voxograph disc, portable	30 au	1 lb.
Voxograph, recorder	1,000 au	20 lbs.

Effigraph — 18,000 au

Capacity 100; **Usage** 1/round; **Weight** 25 lbs.; **Restriction** none

An *effigraph* is a media player that reads both *voxogram discs* and *effigraph discs* and functions identically to a *voxograph*. An *effigraph* is a highly advanced aethertech device capable of recording and playing both audio and visual components. The images displayed by an *effigraph* are very obviously illusory in nature to even a casual observer and appear translucent and occasionally with visual artifacts or imperfections in the display.

The visual display of an *effigraph* is restricted to a six inch diameter field. Unlike a *voxograph*, an *effigraph* may record on blank discs as well as play recorded information. When activated and switched to record and loaded with a blank *effigraph disc*, the user of a *effigraph* may direct the aetheric sensor cone to record all audio and visual information within a designated 5-foot square that is within 15 feet of the *effigraph*. The *effigraph* records all audible sound from its location.

Construction

Craft DC 40; **Cost** 8,000 au; Craft Aethertech, *silent image*

Effigraph Disc — 1,00 au

Capacity—; **Usage**—; **Weight** 1 lb.; **Restriction** none

An *effigraph* disc functions as a *voxograph disc*, except it is fashioned out of a single plate of refined aetherite. An *effigraph* disc may be recorded with both audio and visual information, but a single *effigraph* disc may only contain up to 1 minute of combined audio and visual information.

Table 5–10: Farcaster Ranges

Type	Size	Range	Effective Performance Level	Cost	Capacity	Usage	Weight
MK I	Medium	1 mile	-6	50 au	5	1 charge/hour	200 lbs.
MK II	Large	10 miles	-3	200 au	10	2 charges/hour	400 lbs.
MK III	Huge	100 miles	-1	2,500 au	40	4 charges/hour	800 lbs.
MK IV	Gargantuan	1,000 miles	–	8,000 au	80	8 charges/hour	1,600 lbs.
MK V	Colossal	5,000 miles	–	20,000 au	160	16 charges/hour	3,200 lbs.

The cost listed is for a blank disc, while those containing recorded information can range anywhere from 1,200 au and up depending on the rarity or importance of the recording.

Construction

Craft DC 30; **Cost** 500 au; Craft Aethertech

Farcaster 50–20,000 au

Capacity see text; **Usage** see text; **Weight** varies.; **Restriction** none

A *farcaster* is a common aethertech device that broadcasts and receives radio waves, allowing its user to send and receive audio messages instantaneously over long distances. Farcasters come in different shapes and sizes from desktop *farcaster*s with a narrow broadcast range to colossal *farcaster*s designed to transmit radio signals for hundreds of miles. Farcasters broadcast across a frequency of sound waves and feature an analog tuning device that locks the *farcaster* into a specific bandwidth of sound for transmission and receiving. There are thousands of frequencies denoted numerically, and scanning through the entire farcast spectrum for signals takes 10 minutes, though a *farcaster* operator who knows the signal of the frequency they wish to tune into can do so as a move action.

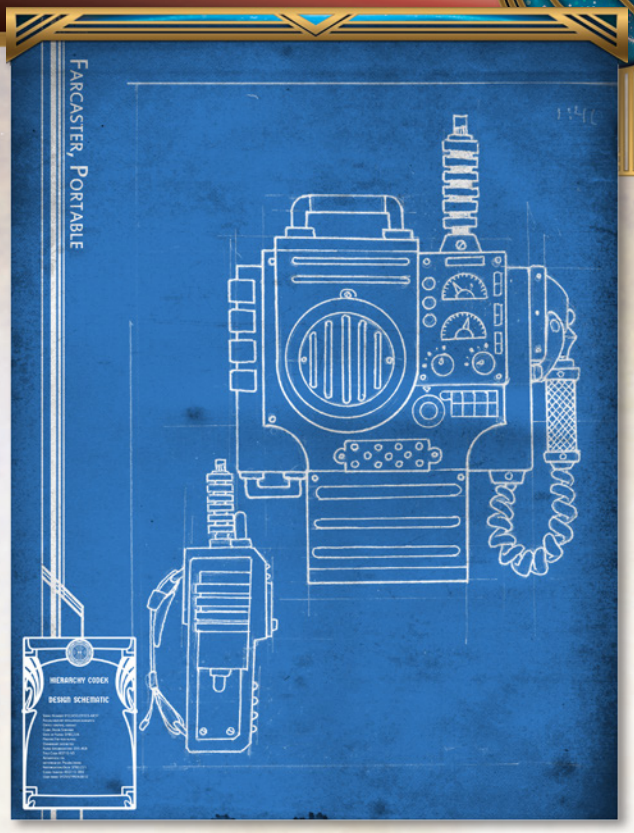
More powerful *farcaster*s can overwhelm the broadcast power of others operating on the same signal frequency, reducing the broadcast range by a multiple equal to the difference between *farcaster* levels. For example, an *MK I farcaster* broadcasting on frequency 101 within range of an MK V *farcaster* broadcasting on the same frequency has its effective broadcast range reduced by a factor of 4.

Certain types of terrain reduce a *farcaster*'s overall broadcast range due to interference from solid objects. A *farcaster* in Mountain or Urban terrain has all broadcast ranges halved unless the user has line of sight to the horizon.

A *farcaster* can dramatically increase the range of bardic performances (or similar abilities) that rely on auditory components. However, the fidelity of these broadcasts means that the effect of a bardic performance broadcast through a*farcaster* has diminished effect depending on the quality of the *farcaster*, reducing the bard's effective level by the amount noted under effective performance level on the table below. If the effective performance level would reduce the performer's level below where they would normally have access to a specific bardic performance, that performance has no effect when broadcast through a *farcaster*.







A *farcaster*'s size represents the bulk of the device and its relative portability. A Medium-sized *farcaster* is roughly desk-sized and each subsequent increase doubles the size of the device.

Construction

Craft DC 20 (*MK I*), 22 (*MK II*), 24 (*MK III*), 26 (*MK IV*), 28 (*MK V*); **Cost** 25 au (*MK I*), 100 au (*MK II*), 1,250 au (*MK III*), 4,000 au (*MK IV*), 10,000 au (*MK V*); Craft Aethertech

Farcaster, Portable — 100–400 au

Capacity see text; **Usage** see text; **Weight** 25 lbs.; **Restriction** none

A *portable farcaster* is a backpack-sized piece of equipment designed and deployed during the Century War by Akasaati military forces. Access to salvaged *portable farcaster*s allowed Erahthi scientists to reverse-engineer *farcaster* technology on Kir-Sharaat. Since the end of the war, *portable farcaster*s have seenmore use in civilian operations throughout the system.

A *portable farcaster* has the same range, effective performance level, capacity, and charge usage of its base *farcaster* model. However, current aethertech science limits the power of *portable farcaster*s to only MKI and MKII models. More powerful *portable farcaster*s would be unique items not yet developed.

Construction

Craft DC 25 (*MK I*), 28 (*MK II*); **Cost** 50 au (*MK I*), 200 au (*MK II*); Craft Aethertech

Signal Booster — 500–16,000 au

Capacity see text; **Usage** see text; **Weight** see text.; **Restriction** none

A *signal booster* is an aethertech transmitting device that amplifies and relays the broadcast signal of a *farcaster*. When purchased a *signal booster* can be either a public relay, which will amplify any *farcaster* signal within its vicinity, or an encrypted relay which will only amplify the signal of a *farcaster* equipped with a special encryption component (which is included with the price of the *signal booster*.) Multiple *signal booster*s can be chained together by overlapping their broadcast radius to increase overall range of transmissions.

Signal boosters come in multiple sizes that represent the radius at which they are able to broadcast a signal that they can receive. A *signal booster* is normally anchored to a solid object such as the ground or a building, but special *signal booster*s can be designed to be deployed on open water or even the depths of space. Water and space-based *signal booster*s are called signal buoys and contain an additional aetheric drive that anchors the buoy in place, requiring a DC 20 Strength check to move while powered on.

Construction

Craft DC 20 (*MK I*), 22 (*MK II*), 24 (*MK III*), 26 (*MK IV*), 28 (*MK V*); **Cost** 250 au (*MK I*), 500 au (*MK II*), 1,000 au (*MK III*), 2,000 au (*MK IV*), 4,000 au (*MK V*), 8,000 au (*MK VI*); Craft Aethertech

Table 5–11: Signal Booster

Type	Size	Range	Cost	Capacity	Usage	Weight
MK I	Small	10 miles	500 au	10	1 charge/day	20 lbs.
MK II	Medium	100 miles	1,000 au	20	2 charges/day	100 lbs.
MK III	Large	1,000 miles	2,000 au	40	4 charges/day	400 lbs.
MK IV	Huge	2,000 miles	4,000 au	80	8 charges/day	800 lbs.
MK V	Gargantuan	4,000 miles	8,000 au	160	16 charges/day	1,600 lbs.
MK VI	Colossal	8,000 miles	16,000 au	320	32 charges/day	3,200 lbs.
Buoy	As Base	As Base	Base x2	As Base	Base x2	As Base

Voxograph — 100 au

Capacity 10; **Usage** 1/day; **Weight** 15 lbs.; **Restriction** none

A *voxograph* is a portable audio player that reads voxogram discs that are encoded with impressions of sound. Voxographs come in multitudes of shapes and sizes. Standard *voxograph*s are found throughout the system and are used for both professional and personal purposes. The quality of audio that a *voxograph* emits is based on the material quality of the voxogram disc it plays. The disc used in a *voxograph* is telekinetically stabilized to prevent skipping or wobbling by the miniature aetherdrive that powers the spindle and audio connections. Portable *voxograph*s cost 10 times more than a standard *voxograph* and are the size of a buckler and typically weigh 5 lbs. Portable *voxograph*s utilize specially cut portable voxogram discs of considerably smaller size. A voxograph comes with special auxiliary cables that allow it to be directly connected to any kind of *farcaster* and when connected to such a device, directly broadcasts any voxograph discs it plays,

No *voxograph* has yet been constructed that possesses the audio fidelity to contain the actual power of a bardic performance or other extraordinary, supernatural, or spell-like ability with auditory components. The audio can be played, but it is not exceptional in nature.

Construction

Craft DC 25 (DC 28 for portable); **Cost** 50 au (500 au for portable); Craft Aethertech

Voxogrph Disc — 10–50 au

Capacity—; **Usage**—; **Weight**1 lb.; **Restriction** none

Voxograph discs are circular discs of steel plated with a thin coating of softer materials for use in a *voxograph*. Basic models are 12-inch wide discs of steel coated with copper and etched with fine grooves that allow the needle of a *voxograph* to pick up impressed sound waves. Some exotic materials produce higher fidelity sound for double, triple, or even quadruple the cost. Portable *voxogram discs* are 4-inch wide circular discs of identical composition as standard *voxogram discs* and weigh 1/3rd of a standard *voxogram disc*. A *voxograph disc* can contain up to 30 minutes of audio on each side (10 minutes on each side for a portable disc.) The cost listed is for a blank disc, while those containing musical or oratory performances or instructional material can range anywhere from 10 au to 1,000 au depending on the rarity or importance of the recording.

Construction

Craft DC 20 (30 for portable discs); **Cost** 5 au (25 au portable); Craft Aethertech

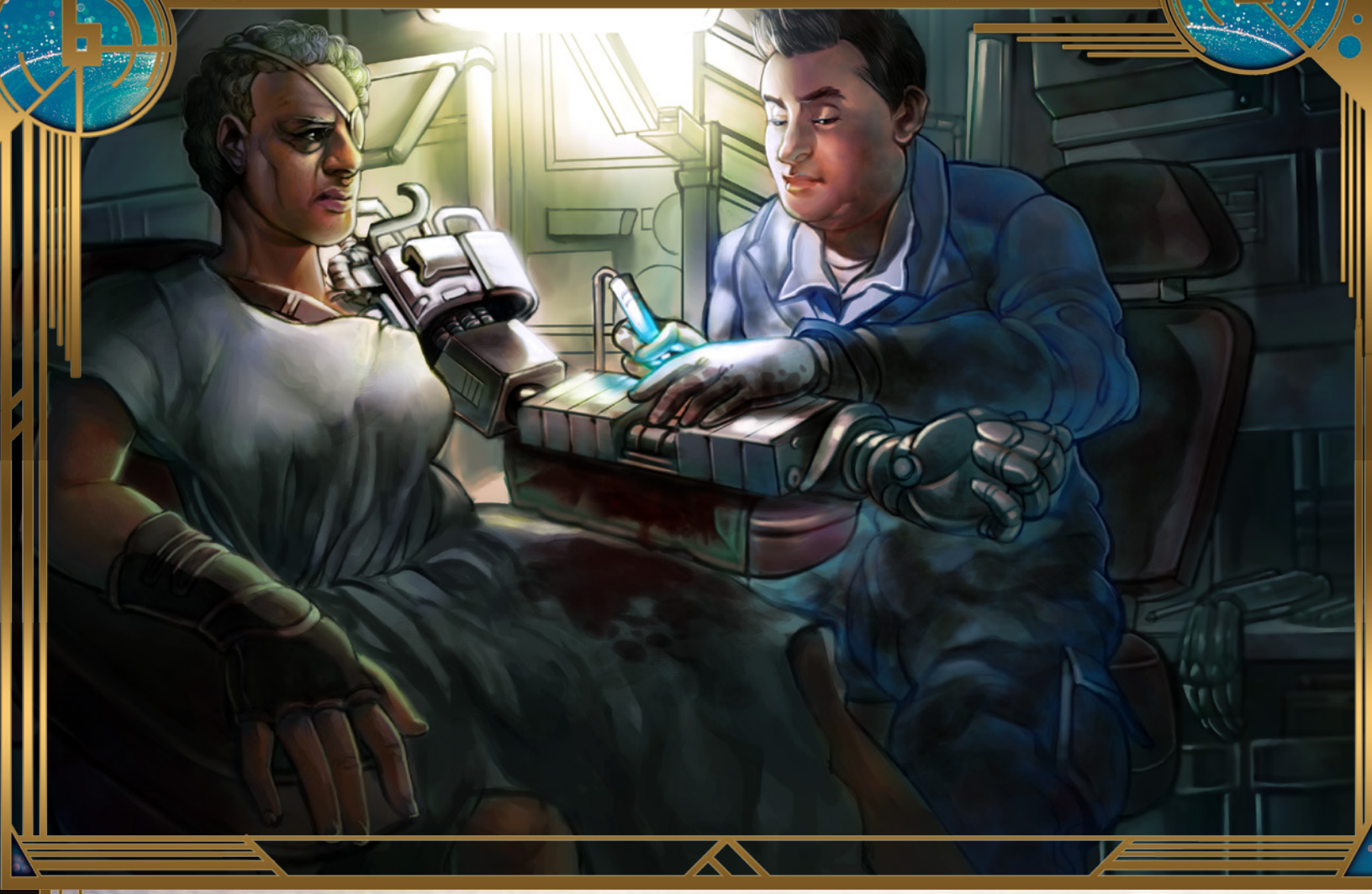
Voxograph Recorder — 1,000 au

Capacity 100; **Usage** 1/round; **Weight** 20 lbs.; **Restriction** none

A *voxograph recorder* engraves blank *voxograph* discs with audio. When activated, a *voxograph recorder* records all audible sound onto any blank *voxograph* disc loaded within. Like a *voxograph*, a voxograph recorder can directly connect to a *farcaster* to record incoming broadcasts.

Construction

Craft DC 30; **Cost** 500 au; Craft Aethertech



Automata

Automata is a catch-all term for any aethertech that directly interfaces with a creature's body. The first pieces of automata were bulky, crude prosthetics designed prior to the Century War to restore functionality of amputees. The technology was adapted and expanded during the Century War to encompass a wide array of both civilian and military applications.

The process of grafting automata onto a living creature is an arduous one, requiring hours of surgery where the prospective user's body is bolted, riveted, wired, or otherwise bound to the new piece of hardware. The aethertech used in creating automata connects directly to the recipient's consciousness through a spiritual bond with the less understood properties of aetherite and its interaction with a soul.

Each piece of automata has an implantation value that indicates how invasive the implant is. The total combined implantation values of all automata implanted in a single creature can't exceed either that creature's Constitution score or Charisma score—a creature's Constitution sets the physical limit of what its body can accept in the form of automata implants, while the creature's Charisma sets the mental limit of what its spirit can control. An implant whose implantation value would cause the total to exceed either of these two scores does not function but still takes up a body slot. In addition, as long as a character has automata implants installed whose combined implantation exceeds his Constitution or Charisma, he takes a –4 penalty on all saving throws.

A creature with neither a Constitution score nor a Charisma score cannot receive benefits from automata, but a creature with only one of these scores can.

Installing a piece of automata takes a number of hours equal to the automata's implantation value if the installation is done by hand—certain aethertech items can speed this installation time. The target must be willing or helpless during the entire installation, at the end of which the installer attempts a Heal check

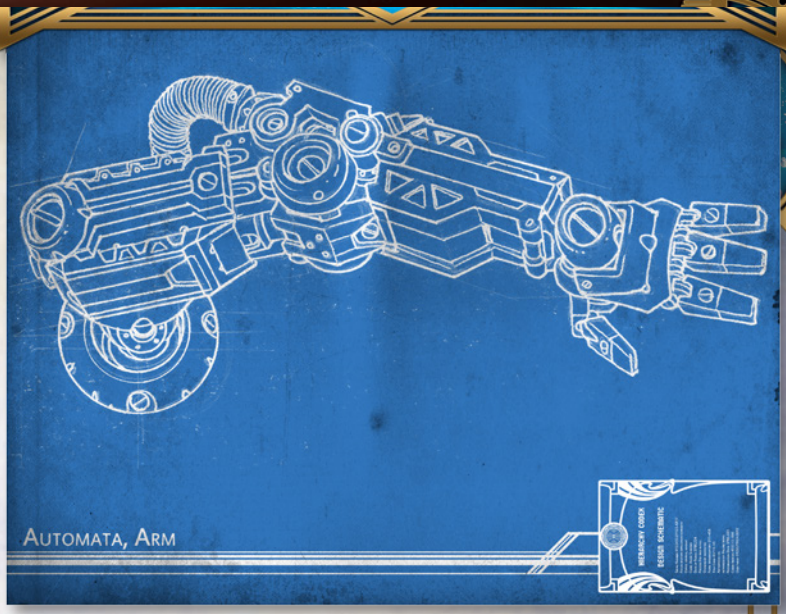
Table 5–10: Automata

Automata	Price	Implant	Install
Phalanx Battery	500 au	2	26
Prosthetic Limb, Full	500 au	2	28
Prosthetic Limb, Partial	250 au	1	25
Quickstrider Legs	8,750 au	4	28
Enhancement	**Price**	**Implant**	**Install**
Aether Thruster	2,250 au	1	28
Implanted Weaponry	5,000 au	2	26
Prosthetic Claw	550 au	1	25
Surefoot Talons	1,000 au	1	25
Strength Boost (MK I)	6,000 au	2	24
Strength Boost (MK II)	24,000 au	4	28
Strength Boost (MK III)	42,000 au	8	32

against the automata's Install DC—this specific value is listed for each automata. On a success, the target takes Constitution damage equal to the automata's implantation value and the automata immediately activates. On a failed check, the target still takes the Constitution damage but the installation fails; a new attempt to install the automata can be made, although it's wise to wait for the Constitution damage to heal before trying again.

Automata can be extracted using the same procedure as implanting it, with a failed Heal check indicating the attempt to extract the item failed. Failure by 5 or more indicates the subject takes Constitution damage as though it were a failed implant. Fortunately, extraction is a simpler task than installment, and Heal checks to remove automata gain a +10 bonus. Extracting a piece of automata from a dead body requires no Heal check but takes a number of rounds equal to the automata's implantation value. You can only install or extract a single piece of automata at a time.

Installing or removing an automata enhancement (a piece of automata designed to augment an existing implant) requires a Craft (mechanical) check rather than a Heal check. A single piece of automata may only possess one enhancement.



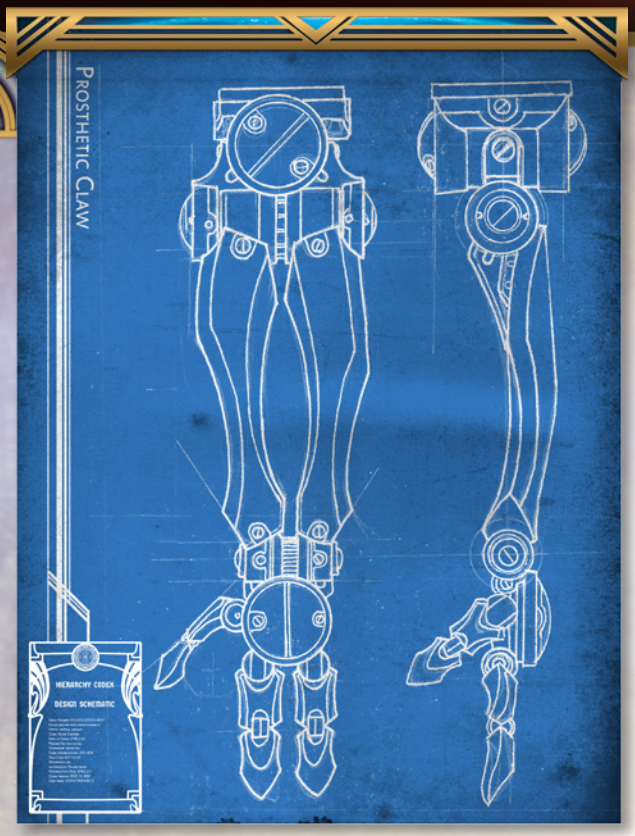
Creatures with the phalanx subtype treat their Constitution and Charisma scores as doubled for the purpose of determining the maximum number of automata implants they may have. Additionally, creatures with the phalanx subtype never take Constitution damage from installing or removing a piece of automata and all Heal checks made to install or remove a piece of automata from a phalanx are made with a +10 bonus. Additionally, automata components can be installed in phalanx in half the normal time. Also, creatures with the phalanx subtype may install automata enhancements directly into their bodies without the need of the requisite replacement automata, but must possess the phalanx battery automata to power such devices.

Creatures with the aether subtype treat their Charisma scores as doubled for the purpose of determining the maximum number of automata implants they may possess.

An NPC generally charges an amount equal to 1/10 the total price of a piece of automata for the service of installing the item.

Due to their primarily metallic construction, implanted pieces of automata count as wearing metal armor for the purpose of classes (such as the druid) that lose access to class features when wearing metal armor.

Each piece of automata has a full description, including a set of abbreviated statistics at the start. This information is organized as follows. Automata



with [Enhancement] listed in their description are components that enhance other pieces of automata

Slot: This is the part of the body into which the automata must be implanted. A single slot can only ever host a single piece of automata. Automata slots are separate from normal magic item slots and do not count as being used for the purpose of worn magic items.

Weight: This is the weight of the automata in pounds. Once installed, the automata's weight does not count against a creature's encumbrance or maximum load.

Install: This is the Heal check DC required to successfully implant or remove the automata from a creature.

Implantation: A numerical value indicating how invasive the automata is. The higher the number, the more invasive the grafting process. Implantation influences the time and difficulty of installing and removing the automata.

Capacity: Automata run on aetheric energy and have built-in aetheric capacitors for storing power. This entry lists the maximum capacity for each piece of automata.

Usage: This entry notes the cost in charges of aetheric units that a piece of automata requires. Automata that do not have sufficient power to meet their usage requirements immediately cease functioning. Automata enhancements add additional energy costs to an implanted piece of automata.

Craft: This is the Craft (automata) DC required to create the automata. It is also the Knowledge (arcana) or (engineering) DC to correctly identify the automata.

Aether Thruster [Enhancement] 2,250 au

Slot hands; **Weight** 4 lbs.; **Install** DC 28; **Implantation** 1; **Capacity** none; **Usage** 5 charges/round

Aether thrusters are special aether resonance chambers contained in the hands of automata prosthetics. These enhancements must be installed in pairs and the cost for aether thrusters reflects this. *Aether thrusters* are activated as an immediate action and grant a fly speed of 20 ft. with good maneuverability. Their user can ascend at half speed and descend at double speed. While flying, a creature with aether thrusters who attempts to use its hands for any purpose (such as to attack or cast a spell with somatic components) falls immediately.

An *aether thruster* can be fired offensively as a ranged touch attack with a range of 10 ft. that consumes 5 charges per shot fired. A creature struck by an *aether thruster* takes 1d4 points of bludgeoning damage and is pushed back 5 ft. A successful DC 13 Fortitude save negates the push effect. The damage from this attack is considered a force effect and affects incorporeal creatures normally.

Construction

Craft DC 28; **Cost** 1,125 au; Craft Automata

Implanted Weaponry [Enhancement] 5,000 au

Slot arm; **Weight** 1 lbs. (special); **Install** DC 26; **Implantation** 2; **Capacity** special; **Usage** special

A single light melee weapon or one-handed firearm can be implanted in a prosthetic arm. Melee weapons extend or retract as a swift action. Ranged weapons are fired from the forearm through a port in the palm or by disassembling the hand to form part of the barrel. Either type of weapon has statistics identical to its normal form. Firearms reload through a breach in the arm, increasing the reloading time of the weapon to a full-round action, or

Table 5–11: Strength Boost Enhancement Automata

Strength Boost	Enhancement Bonus	Implantation	Install	Usage
Mark I	+2 Str	2	DC 24	5 charges/round
Mark II	+4 Str	4	DC 28	10 charges/round
Mark III	+6 Str	8	DC 36	15 charges/round

Construction	Craft (varies)	Cost (varies)
Mark I	DC 24	3,000 gp
Mark II	DC 28	12,000 gp
Mark III	DC 32	42,000 gp



doubling reloading times that already take a full round or longer. Implanted weapons are well concealed; detecting one requires a thorough search (Perception DC 25). Implanted weaponry can be damaged or destroyed by sundering, but cannot be disarmed. Weaponry installed in a prosthetic arm does not count against a creature's implantation limit. The cost, price, and weight of the weapon to be implanted are added to the cost, price, and weight listed in this stat block.

Sheathing or unsheathing an implanted weapon drains 1 charge from the automata it is attached to.

Construction

Craft DC 25; **Cost** 2,500 au; Craft Automata

Phalanx Battery [Enhancement] — 500 au

Slot torso; **Weight** 4 lbs.; **Install** DC 26; **Implantation** 2; **Capacity** 60; **Usage** special

A *phalanx battery* is a special automata augmentation that can be implanted into any creature with the phalanx subtype. This battery acts as an *aetheric capacitor* and can store up to 60 units of aetheric energy. A phalanx battery has a standard induction port, allowing the battery to recharge any standard aethertech device.

A phalanx with this enhancement may power any other automata enhancements with a charge from this source as a free action.

Construction

Craft DC 25; **Cost** 250 au; Craft Automata

Prosthetic Limb, Full — 500 au

Slot arm or leg; **Weight** 12 lbs.; **Install** DC 28; **Implantation** 2; **Capacity** 30; **Usage** 1 charge/day

Automata prosthetics have come quite far since their invention nearly 200 years ago. A full prosthetic limb completely replaces an ordinary limb with arms connecting at the shoulder and legs at the hip. A basic prosthetic limb automata provides no additional function beyond restoring a lost limb, but can be upgraded with prosthetic limb enhancements for additional cost.

Construction

Craft DC 20; **Cost** 250 au; Craft Automata

Prosthetic Limb, Partial — 250 au

Slot hand or foot; **Weight** 4 lbs.; **Install** DC 25; **Implantation** 1; **Capacity** 25; **Usage** 1 charge/day

A partial prosthetic limb replaces a missing hand or foot, granting full functionality back to the lost appendage. A basic prosthetic limb automata provides no additional function beyond restoring a lost limb, but can be upgraded with prosthetic limb enhancements for additional cost.

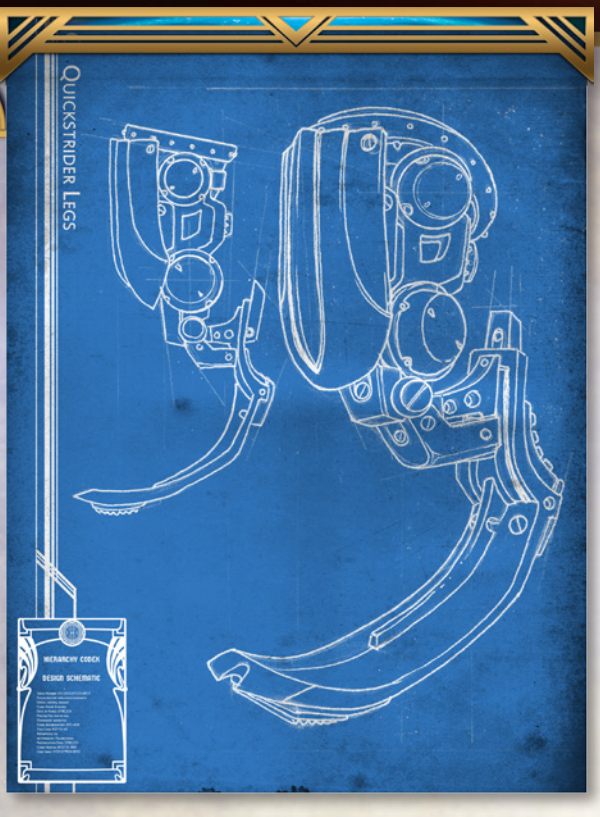
Construction

Craft DC 20; **Cost** 125 au; Craft Automata

Prosthetic Claw [Enhancement] — 550 au

Slot hand; **Weight** 4 lbs.; **Install** DC 25; **Implantation** 1; **Capacity** none; **Usage** none

A *prosthetic claw* is an enhancement for a full or partial automata prosthetic, replacing the hand with a clawed



appendage. A prosthetic claw grants one claw natural attack that deals damage appropriate to its user's size (1d4 for a Medium-sized creature, 1d3 for Small.) A prosthetic claw is a cumbersome enhancement and imposes a –2 penalty on attack rolls made with melee or ranged weapons wielded in the prosthetic claw.

Construction

Craft DC 15; **Cost** 225 au; Craft Automata

Strength Boost [Enhancement] — varies

Price varies; Mark I 6,000 au; Mark II 24,000 au; Mark III 42,000 au;; **Slot** arm; **Weight** +10lbs.; **Install** varies; **Implantation** varies; **Capacity** none; **Usage** varies

Automata limbs can be enhanced with additional strength by improving the servos and aetheric amplifiers installed in them. These modifications dramatically increase the energy required to maintain the limbs and the strength enhancements are not always considered to be active in order to conserve power. A *strength boost* enhancement is activated as a swift action and can be deactivated as a free action. The bonus provided by this enhancement modifies the cost and other variables. These enhancements only apply to the automata limb that they are installed in and are not multiplied for additional limbs. A creature must have two automata limbs to gain a bonus to carrying capacity for its increased Strength.

Strength boost enhancements in an automata limb are always obvious whenever the limb is visible. Such limbs are unusually bulky or possess external components. By increasing the cost of this enhancement by 25% the enhancement uses cutting edge components that can only be noticed with a successful DC 30 Perception or Craft (mechanical) check.

Construction

Craft DC 20 (*MK I*), 25 (*MK II*), 30 (*MK III*); **Cost**3,000 au (*MK I*), 12,000 au (*MK II*), 21,000 au (*MK III*); Craft Automata

Surefoot Talons [Enhancement] — 1,000 au

Slot feet; **Weight** 4 lbs.; **Install** DC 25; **Implantation** 1; Capacity none; **Usage** none

This enhancement replaces the feet of a pair of prosthetic legs with three-toed talons like those of a bird. The wide sides of the feet and sturdy composition grants a +5 enhancement bonus to land speeds and allow the user to ignore the adverse movement effects of difficult terrain, including granting the ability to take a 5-foot step in difficult terrain. This enhancement is only sold and installed in pairs and its price is reflective of this.

Construction

Craft DC 20; **Cost** 500 au; Craft Automata

Quickstrider Legs — 8,750 au

Slot legs (2); **Weight** 17 lbs.; **Install** DC 28; **Implantation** 4; **Capacity** 60; **Usage** see text

Quickstrider legs are specially constructed automata legs only sold and installed in pairs. These limbs consist of flexible steel bows replacing the calf of an automata leg, creating a characteristic curved appearance. This automata grants a +10 enhancement bonus to land speed, a +20 enhancement bonus to Acrobatics checks made to jump, and the implanted creature is always considered to have a running start when making Acrobatics checks to jump.

Construction

Craft DC 24; **Cost** 4,375 au; Craft Automata

Table 5–12: Aethertech Weapons

Weapon	Price	DMG	Critical	Misfire	Range	Capacity	Usage	Special	Weight	Restriction
One-Handed Firearms										
Arc Cutter	500 au	1d6 plasma	x2	1 (10 ft.)	10 ft.	10	1	see text	5 lbs.	none
Spark Launcher	1,000 au	1d8 fire	x4	1 (5ft.)	60 ft.	10	1	FA	4 lbs.	restricted
Thundergun	1,000 au	2d6 electricity	x4	1 (5 ft.)	50 ft.	10	Special	SA, see text	4 lbs.	restricted
Two-Handed Firearms										
Netherbeam Rifle	9,000 au	3d8 neg	x2	1–2 (5 ft.)	40 ft.	50	10	slow; see text	15 lbs.	illegal
Heavy Firearms										
Flame Lance	3,000 au	4d6 fire	x2	1 (10 ft.)	30 ft.	40	1 (5)	SA, see text	45 lbs.	military
Phineas Resonator	4,750 au	2d4 sonic	x2	1–2 (5 ft.)	60 ft.	50	10	automatic	25 lbs.	restricted
Sap Cannon	4,250 au	2d6 acid	x2	1–2 (15 ft.)	80 ft.	6	1	slow, stabilized	30 lbs.	military

Aethertech Weapons

Hierarchy science focused resources into developing aetherite into weaponry since the day its properties were discovered. Aethertech weapons are the culmination of that development. Each technological weapon has a full description, including a set of abbreviated statistics. This information is organized as follows.

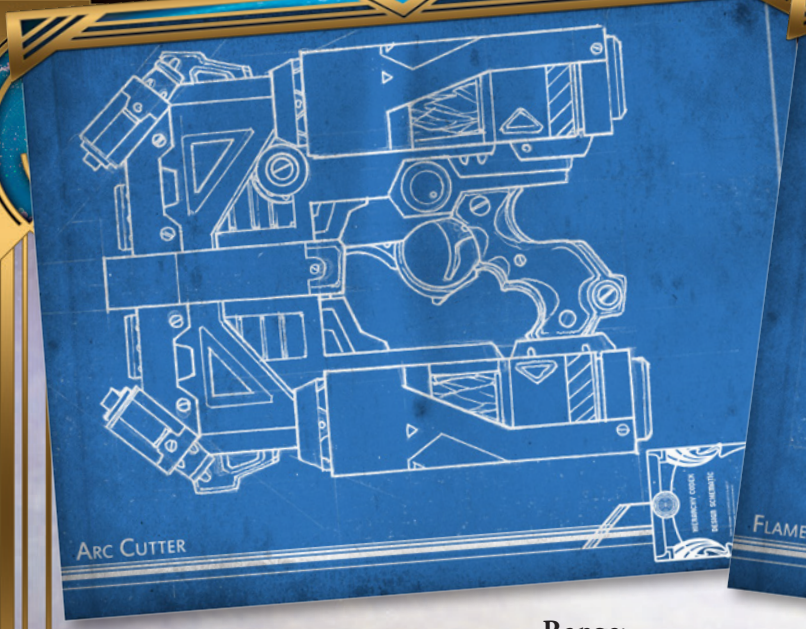
Price: This is the cost (in aetheric units) to purchase the weapon if it's available for sale. As with magic weapons, an aethertech weapon can be sold by PCs for half this value.

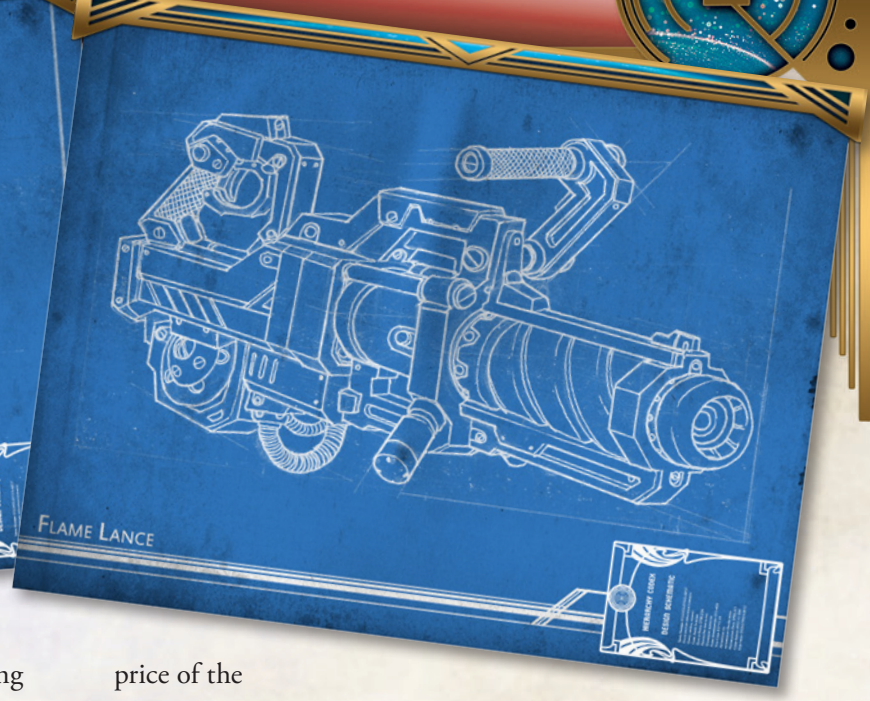
Type: This indicates whether the weapon is a one-handed, two-handed, or heavy firearm.

Damage: This is the weapon's base damage. The type of damage dealt by the weapon is listed after the damage value. Most weapons list the damage dealt by Medium and Small versions of the weapon; weapons with only one damage entry deal the same amount of damage regardless of size.

Critical: This entry lists the weapon's critical threat range and critical damage multiplier.

Misfire: Aethertech firearms have a chance to misfire only when they have the broken condition or if you are wielding the weapon and do not have the proper weapon proficiency feat. If the natural result of your attack roll falls within an aethertech firearm's misfire value, that shot misses, even if you would have otherwise hit the target. When an aethertech firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases by 4, unless you have gun training in the particular type of firearm. In that case, the misfire value increases by 2 instead of 4. If an aethertech firearm with the broken condition misfires again, it explodes. When an aethertech weapon explodes, pick one corner of your square—the explosion creates a burst from that point of origin. Each firearm has a burst size noted in parentheses after its misfire value. Any creature within this burst (including you) takes damage as if it had been hit by the weapon plus one additional point of damage per charge remaining in the weapon—a DC 12 Reflex save halves this damage. An aethertech weapon that explodes is wrecked, and can't fire until it is fully restored (which requires either the *make whole* spell or the Craft Aethertech feat).





Range: This lists the weapon's range increment; no listing is given for melee weapons that cannot be thrown. Unless otherwise noted, all firearms in this chapter are treated as projectile weapons for the purpose of determining their maximum range.

Capacity: Unless otherwise specified, this value is the maximum number of aetheric energy charges the weapon can hold.

Usage: This value lists the number of charges the weapon consumes from its capacity each time it is activated.

Special: This entry lists any special weapon qualities the weapon might have, including firing modes.

Weight: This is the weight of the weapon in pounds. The weights given are for Medium weapons. A Small weapon weighs half as much; a Large weapon weighs twice as much.

Restriction: The legal restriction to purchasing or owning the weapon. See Equipment Restrictions at the beginning of this chapter for more information.

Description: This section describes the weapon's abilities and appearance.

Construction: Certain requirements must be met for a character to craft an aethertech weapon. Generally, this is represented by prerequisite feats.

Craft: This is the Craft DC required to create the weapon. It is also the Knowledge (arcana) or (engineering) DC to correctly identify the weapon.

Cost: This is the cost in aetheric units to create the weapon. Generally, this cost is equal to half the price of the weapon.

Recharging a one or two-handed aethertech firearm is a move action. Recharging a heavy aethertech firearm requires a full-round action, which may be performed by the wielder or an assistant.

Arc Cutter — 500 au

Type one-handed firearm; **Dmg** 1d6 plasma.; **Critical** ×2; **Misfire** 1 (10 ft.); **Range** 10 ft.; **Capacity** 10; **Usage** 1 charge; **Special** see text, semi-automatic, touch; **Weight** 5 lbs.; **Restriction** none

An arc cutter is a specialized cutting torch that gained popularity as an impromptu sidearm during the Century War. An arc cutter fires a condensed beam of plasma, dealing half fire and half electricity damage on each shot. When an arc cutter deals damage to an object it ignores the first 10 points of hardness.

Construction

Craft DC 18; **Cost** 500 au; Craft Aethertech

Flame Lance — 3,000 au

Type heavy firearm; **Dmg** 4d6 fire; **Critical** ×2; **Range** 30 ft.; **Misfire** 1 (10 ft.); **Capacity** 40; **Usage** 1 (5) charges; **Special** slow-firing, touch, scatter; **Weight** 45 lbs.; **Restriction** military

A flame lance is a heavy cylinder containing flauros coils that, when primed, conjure fire which is contained in an aetheric field and projected out of the flame lance's muzzle. Before a flame lance can be fired it must be primed, a process that takes 3 rounds as the flauros coils heat up and rippling waves of heat and flame emanate from the barrel. The flame lance has two firing modes which the wielder may switch between as a swift action.

Firing the flame lance in beam mode (1 charge) projects a single, thin ray of heat with a range increment of 30 ft. that deals 4d6 points of fire damage.

Firing the flame lance in wide-angle mode (5 charges), the weapon projects multiple jets of flame within a 20-ft. cone. Make a ranged touch attack against each creature in the area as if the weapon possessed the scatter firearm quality. All creatures hit by this weapon take 4d6 points of fire damage and must succeed at a Reflex save (DC 20) or catch on fire.

Construction

Craft DC 21; **Cost** 1,500 au; Craft Aethertech

Netherbeam Cannon — 9,000 au

Type two-handed firearm; **Dmg** 3d8 negative energy; **Critical** x2; **Misfire** 1–2 (5 ft.); **Range** 40 ft.; **Capacity** 50; **Usage** 10 charges; **Special** see text, slow-firing; **Weight** 15 lbs.; **Restriction** illegal

A netherbeam cannon is a terrifying weapon reverse-engineered from salvaged taur weapons. The body is made of dark metal and emblazoned with radiation warnings. When fired, an arc of black energy lashes out from the tip of the weapon. The chaotic path of the beam imposes a –4 penalty on attack rolls made with this weapon. After successfully hitting a creature the beam "locks on" and will twist around intervening objects. Subsequent attacks against that target no longer suffer the –4 penalty on attack rolls, ignore concealment and cover (except total cover), and do not provoke attacks of opportunity from the victim. These bonuses last until the user changes targets, or the original target is out of range. Precision damage cannot be added to netherbeam cannon attacks.

A netherbeam cannon deals an additional 2d8 points of damage against creatures with the aether subtype.

Construction

Craft DC 28; **Cost** 4,500 au; Craft Aethertech

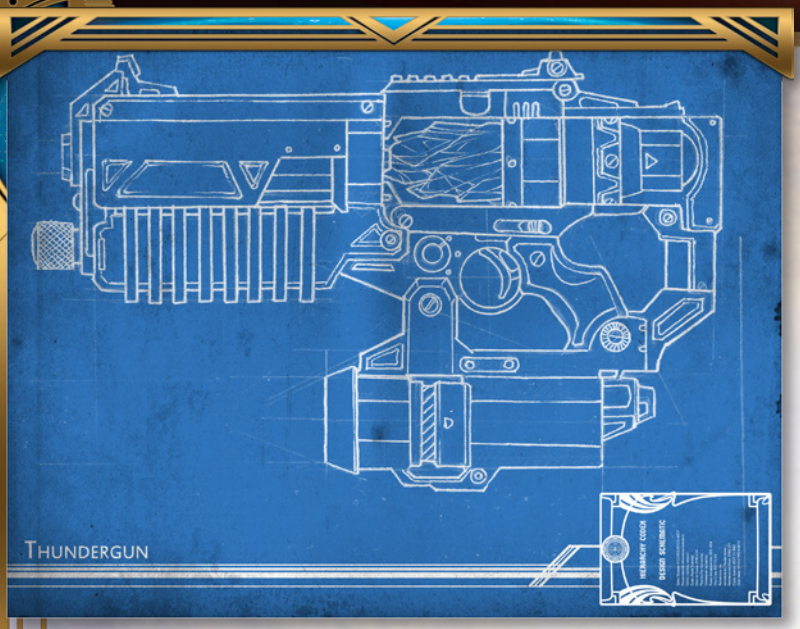
Phineas Resonator — 4,750 au

Type heavy firearm; **Dmg** 2d4 sonic.; **Critical** x2; **Range** 60 ft.; **Misfire** 1–2 (5 ft.);**Capacity** 50;**Usage** 10 charges; **Special** automatic; **Weight** 25 lbs.; **Restriction** restricted

Named after the unfortunate researcher who discovered the effect, the phineas resonator is a series of high-frequency sound transmitters which feed through a songsteel resonating chamber to a large conical projector, reminiscent of a gramophone. The phineas resonator is a support weapon fielded by Akasaati riot control officers. Its effectiveness in a suppression role earned it the nickname "Gut-Blaster."

The resonator may only be fired in automatic mode. In addition to damage, a creature hit by the sonic pulse must make a DC 18 Fortitude save or become nauseated for 1 round. A critical hit increases the save DC to 20.





Creatures that succeed at their save are immune to this effect for 1 minute.

Construction

Craft DC 23; **Cost** 2,375 au; Craft Aethertech

Sap Cannon — 4,250 au

Type heavy firearm; **Dmg** 2d6 acid.; **Critical** x2; **Range** 80 ft.; **Misfire** 1–2 (15 ft.); **Capacity** 6; **Usage** 1 charge; **Special** slow-firing, stabilized; **Weight** 30 lbs.; **Restriction** military

Prototype biotech weapons derived from erahthi symbiont technology, sap cannons are roughly tubular bundles of living roots with an ominous yellow glow emanating from an egg-sac like aether-chamber within. As a standard action, roots snake out and grip the nearest surface, acting as a tripod.

When fired, the weapon lobs a shower of caustic resin spheres. Choose a square and make a ranged touch attack roll as per the automatic weapon rules, against each creature within 10 ft. of that chosen square. Creatures that are hit take damage and are also affected as if hit by a tanglefoot bag.

Construction

Craft DC 25; **Cost** 2,125 au; Craft Aethertech

Spark Thrower — 1,000 au

Type one-handed firearm; **Dmg** 1d8 fire.; **Critical** ×2; **Misfire** 1 (10 ft.); **Range** 60 ft.; **Capacity** 10; **Usage** 1 charge; **Special** automatic, touch; **Weight** 5 lbs.; **Restriction** restricted

A spark thrower is a lightweight firearm that shoots a concentrated blast of fire. A creature damaged by a spark thrower must succeed at a DC 15 Reflex save or catch fire.

Construction

Craft DC 18; **Cost** 500 au; Craft Aethertech

Thundergun — 1,000 au

Type one-handed firearm; **Dmg** 2d6 elec.; **Critical** ×4; **Misfire** 1 (5 ft.); **Range** 50 ft.; **Capacity** 10; **Usage** 1 charge or 5 charges, see text; **Special** see text, semi-automatic, touch; **Weight** 4 lbs.; **Restriction** restricted

A thundergun energizes a conductive coil within its frame to discharge a crackling bolt of electricity. Thunderguns can deal both lethal and nonlethal electricity damage. As a swift action the wielder of a thundergun can switch between lethal and nonlethal modes of fire. Nonlethal shots consume 1 charge per round fired and lethal shots consume 5 charges per round fired.

Construction

Craft DC 18; **Cost** 500 au; Craft Aethertech

Power Armor

During the industrial revolution of the Hierarchy's aetherite rush, large aetherite-powered suits of armor were designed to help construction and mining operations. These early predecessors of modern power armor, though extremely effective for their tasks, were too large and unwieldy to be used outside of civilian applications. However, as aetherite technology advanced, smaller and more specialized versions of these suits were created, eventually leading to power armor not just designed for industrial use, but also for commercial and even military applications. While each suit of power armor can be of a different, specialized nature, they all share the same common traits.

Entering and Exiting Power Armor: Power armor is an articulated suit of pistons and gears held together by clamps and locks. When sufficiently powered, power armor can be donned or removed as a full-round action by unlocking the rear hatch and climbing inside the armor as it closes around you. Power armor without sufficient power requires a DC 20 Strength check to open from the outside (DC 15

Table 5–13: Power Armor

Type	Cost	Str Bonus	Con Bonus	Armor Bonus	Max Dex	Armor Check Penalty	Capacity	Usage	Accessory Slots	Speed	Weight
MK I	2,000 au	+2	—	+10	+1	–7	24	2/hour	2	20 ft.	600 lbs.
MK II	4,000 au	+4	+2	+12	+0	–6	36	4/hour	4	20 ft.	675 lbs.
MK III	16,000 au	+4	+4	+14	+0	–5	48	8/hour	6	20 ft.	700 lbs.
MK III	36,000 au	+6	+4	+16	+0	–4	60	12/hour	8	20 ft.	750 lbs.

internally) and requires 1 minute to enter or exit. While occupied, power armor may not be opened from the outside unless the wearer is helpless.

A character may wear normal armor beneath power armor, but the power armor's wearer does not gain any benefit from the additional armor (including magical effects) until they exit their power armor. Armor check penalties from standard armor stack with the armor check penalty from wearing power armor.

Power: Each suit of power armor is charged by a personal aetheric capacitor installed on the back of the armor under a hardened plate. Due to its defensive placement, this capacitor can only be recharged by another character (or by the power armor's wearer when disembarking from the armor), making charging a suit of power armor a tactical decision. This aetheric capacitor can be targeted by sunder combat maneuvers and has a hardness of 10, and 25 hit points. If this capacitor is reduced to half its maximum hit points the power armor operates as if it had the broken condition. Power armor is treated as both armor and a weapon for the purpose of penalties. If this capacitor is reduced to 0 hit points it burns out in an eruption of aetheric plasma dealing 2d6 points of damage (half of which is electricity and half of which is fire) to the wearer of the power armor and any adjacent creatures. Adjacent creatures that succeed on a successful Reflex save (DC 15) halve this damage.

When not powered on, power armor is immobile and a creature wearing insufficiently powered armor is considered flat-footed.

Proficiency: Power armor is treated as heavy armor in all respects, but requires a special Power Armor Proficiency feat to utilize without penalty.

Strength Bonus: All power armor grants an enhancement bonus to Strength while powered on. Additionally, all power armor doubles the carrying capacity of its wearer.

Constitution Bonus: More advanced suits of power armor grant an enhancement bonus to their wearer's Constitution.

Max Dex: As with normal armor, power armor limits the maximum Dexterity bonus to AC of its wearer.

Armor Check Penalty: This penalty is applied to all Dexterity and Strength-based skill checks.

Capacity: This is the maximum number of aetheric units the power armor holds when fully charged.

Usage: This is the number of aetheric units the power armor frame consumes for each hour it is powered on. Additional accessories can increase this number.

Accessory Slots: Each power armor frame has a number of accessory slots that allow for the installation of interchangeable components for modular customization. Each accessory takes up a number of accessory slots listed in its description and adds additional units of au required to keep the suit operational while attached.

Speed: The unencumbered speed of a creature with a 30 ft. base speed while wearing the power armor frame.

Weight: Power armor is incredibly heavy, but this weight does not count against a character's encumbrance when worn, as power armor carries its own weight.

Table 5–13: Power Armor Accessories

Type	Cost	Slot	Usage
Toxin filter	250 au	head	+1
Ammo storage	1,000 au	belt or chest	+2
Ballistic armor plating MK I	2,000 au	body	+4
Power armor speed booster	2,000 au	feet	+5
Emergency trauma system	2,500 au	shoulders	+4
Environmental seal	3,250 au	body and head	+4
Injector system	3,500 au	wrists	+2
Boost thrusters	4,250 au	hands and feet	+4
Redundant power supply	4,500 au	chest	—
Agile frame	4,750 au	body	—
Heavy weapon stabilizer	5,550 au	belt	+1
Ballistic armor plating MK II	8,000 au	body	+8
Redundant power supply, large	10,000 au	chest	—

Power Armor Frame — Varies

Price 2,000 au (MK I), 4,000 au (MK II), 16,000 (MK III), 36,000 (MK IV); **Capacity** see text; **Usage** see text; **Weight** see text.; **Restriction** restricted (MK I), military (MK II–IV)

A frame represents the basic exoskeleton of power armor upon which armor and accessories are attached. A power armor frame comes in four categories ranging from MK I to MK IV. Each frame category grants increased strength and accessory slots but also has a higher base cost and consumes more units of aetheric energy while in use. Any creature, other than okanta, wearing a power armor frame is treated as having the powerful build okanta racial trait (see page 19).

A power armor frame has the following accessory slots as noted on the table below.

Type	Accessory Slots
MK I	Body, Head
MK II	Body, Head, Feet, Shoulders
MK III	Body, Chest, Hands, Head, Feet, Shoulders
MK IV	Belt, Body, Chest, Hands, Head, Feet, Shoulders, Wrists

Construction

Craft DC 25 (*MK I*), 30 (*MK II*), 35 (*MK III*), 40 (*MK IV*); **Cost** 1,000 au (*MK I*), 2,000 au (*MK II*), 8,000 au (*MK III*), 18,000 au (*MK IV*); Craft Aethertech

Power Armor Accessories

All power armor accessories are aethertech components that integrate directly into a suit of power armor's wiring rig. These components take up slots on the power armor in the same way that magic items do on a creature. Power armor accessories are powered on at the same time as the powered armor and continuously draw power. A power armor accessory can be installed into a suit of power armor with a successful DC 15 Craft (mechanical) or Knowledge (engineering) check and takes 10 minutes per accessory.

Agile Frame — 4,750 au

Slot body; **Weight** 15lbs.; **Usage** none; **Restriction** none

An *agile frame accessory* fully replaces a frame's servos and joints with smaller, segmented plates granting increased mobility and range of motion. This accessory reduces a frame's armor check penalty by 3 and increases its Max Dex Bonus by 2.

Construction

Craft DC 25; **Cost** 2,375 au; Craft Aethertech

Ammo Storage — 1,000 au

Slot belt or chest; **Weight** 35lbs.; **Usage** +2; **Restriction** restricted

An *ammo storage accessory* adds quick-access ammo carrying components to the power armor frame that can store up to 50 lbs. of ammo and magazines. Ammunition stowed in these compartments may be retrieved as a swift action for reloading.

Construction

Craft DC 25; **Cost** 1,250 au; Craft Aethertech

Ballistic Armor Plating — 2,000–8,000 au

Slot body; **Weight** 150lbs.; **Usage** +4 (MK I), +8 (MK II);

Restriction military

Ballistic armor plating allows the wearer of power armor to benefit from some or all of his power armor's armor bonus to AC against firearm attacks. *MK I ballistic armor plating* allows the power armor to confer half its total armor bonus to its wearer's touch AC versus firearms. *MK II ballistic armor plating* allows the power armor to confer its total armor bonus to its wearer's touch AC versus firearms.

Construction

Craft DC 24 (MK I), 28 (MK II); **Cost** 1,000 au (MK I), 4,000 au (MK II); Craft Aethertech

Boost Thrusters — 4,250 au

Slot hands and feet; **Weight** 20lbs.; **Usage** +4; **Restriction** none

Boost thrusters grant a suit of power armor a +2 circumstance bonus on Acrobatics checks made to jump and reduce damage from falling as if the wearer of the power armor frame had fallen 10 fewer feet. In zero gravity, *boost thrusters* give the wearer of the power armor frame a fly speed of 10 with clumsy maneuverability.

Construction

Craft DC 25; **Cost** 2,125 au; Craft Aethertech

Emergency Trauma System — 2,500 au

Slot shoulders; **Weight** 25lbs.; **Usage** +4; Restriction none

An *emergency trauma system* adds blood pressure sensors into the chest cavity of the power armor frame and a single slot that can contain one potion. When the frame's wearer drops below 0 hp, the frame injects the potion into the wearer's body through a pressurized pneumatic injection port at the start of the following round.

Construction

Craft DC 25; **Cost** 1,250 au; Craft Aethertech

Environment Seal — 3,250 au

Slot body and head; **Weight** 225lbs.; **Usage** +4; **Restriction** none

An *environment seal accessory* adds a layer of airtight gaskets around the frame's joints and tiny aeronite fans capable of generating breathable air when powered on. This *accessory* protects the wearer of the installed frame from atmospheric effects such as the vacuum of space or



inhaled poisons and allows the wearer to breathe in any environment, even underwater.

Construction

Craft DC 25; **Cost** 1,625 au; Craft Aethertech

Heavy Weapon Stabilizer — 5,550 au

Slot waist; **Weight** 125lbs.; **Usage** +1; **Restriction** military

A *heavy weapon stabilizer* is an articulated arm with an integrated gyroscopic stabilizer. The wearer of power armor with this accessory can attach the *stabilizer* to any wielded heavy weapon as a move action. The arm grants a +2 bonus to CMD to resist disarm attempts, negates the attack roll penalty for firing an automatic weapon, and counts as a bipod for firearms with the stabilization quality.

Construction

Craft *DC 20;* **Cost***2,775 au; Craft Aethertech*

Injector System — 3,500 au

Slot wrists; **Weight** 10lbs.; **Usage** +2; **Restriction** restricted

An *injector system* adds slots in the power armor frame's arms that can hold up to 2 potions. The wearer of the power armor frame can activate each potion as a move action, pushing it through a pressurized pneumatic injection port to gain one or both potions' effects.

Changing out these integrated potions requires 10 minutes and the power armor frame to be unoccupied.

Construction

Craft DC 25; **Cost** 1,750 au; Craft Aethertech

Power Armor Speed Booster — 2,000 au

Slot feet; **Weight** 35lbs.; **Usage** +5; **Restriction** none

A *power armor speed booster* adds improved leg hydraulics and shock absorbers as well as redundant power cabling to the frame's aetheric capacitor. As a swift action the wearer of power armor with this accessory can engage an overdrive mode that grants a +20 enhancement bonus to speed. Each round of this enhanced speed drains 10 au from the armor's total capacity. This overdrive mode can be disengaged as a free action.

Construction

Craft DC 25; **Cost** 1,000 au; Craft Aethertech

Redundant Power Supply — 4,500 au

Slot chest; **Weight** 50lbs.; **Usage** none; **Restriction** none

A *redundant power supply* adds a second aetheric capacitor to a power armor's frame. This aetheric capacitor has an au capacity of 25 and automatically activates when the primary power system is fully depleted.

Construction

Craft DC 25; **Cost** 2,250 au; Craft Aethertech

Redundant Power Supply, Large — 10,000 au

Slot chest; **Weight** 75 lbs.; **Usage** none; **Restriction** none

A *large redundant power supply* adds a second aetheric capacitor to a power armor's frame. This aetheric capacitor has an au capacity of 200 and automatically activates when the primary power system is fully depleted.

Construction

Craft DC 30; **Cost** 5,000 au; Craft Aethertech

Toxin Filter — 500 au

Slot head; **Weight** 10lbs.; **Usage** +1; **Restriction** none

A *toxin filter accessory* adds aeronite filters in the helmet's respirator, granting a +4 bonus on Fortitude saves versus inhaled poisons while powered on.

Construction

Craft DC 20; **Cost** 250 au; Craft Aethertech

Crafting Stations

The widespread use of aetherite has brought about tremendous advances in almost every field of industry imaginable; when it comes to the fields of crafting and manufacture, aetherite's biggest impact has been through the advent of crafting stations—large, heavy workstations which utilize the force-generating properties of aetherite to aid in the production and manufacture of varying types of items, significantly reducing the amount of time and effort required to produce a quality product. The widespread use of crafting stations is one of the factors that allowed Akasaat to endure the tremendous economic and material drain imposed by nearly a century of continuous warfare.

While crafting stations come in different shapes and sizes, all have certain basic features in common: The first is the presence of mechanized assembly actuators, automated mechanical limbs programmed by punch cards that perform basic, menial construction tasks that assist in the creation of complex items and reduce the time it takes for fabrication. The second is a gravity nullifying "assembly field", which allows components to be freely placed, moved, held, and manipulated for easy assembly; this allows complex mechanisms to be assembled easily and efficiently, without the hindrances of gravity or inertia.

However, while the basic functions of crafting stations are fairly standardized, a variety of different types and qualities of crafting station exist. The most basic model is the mundane crafting station, which can be used to work on virtually any type of nonmagical or nonaethertech device, from battleaxes

to iceboxes. Even this most basic type of crafting station comes in several different qualities; more advanced variants possess more finely-tuned and accurate aetherite arrays to allow for production of more complex parts as well as more sensitive and intuitive controls, allowing faster crafting times… but even the oldest and most archaic of crafting stations can offer a significant reduction in time required to complete an item.

In addition to mundane crafting stations, a more specialized variant also exists: the aetheric crafting station. An aetheric crafting station is a still more complex and elaborate version that not only has all the functionality of a mundane crafting station, but also boasts a secondary, highly specialized aetherite array. This specialized array is much more refined and precise; rather than generating telekinetic force, it is instead used to channel and project magical energies, allowing an aetheric crafting station to channel the energies of spells into suitable items, though this process requires a significant infusion of refined aetherite to provide sufficient energy. However, because of the precision required in this sort of work, aetheric crafting stations tend to be much more specialized devices. An aetheric crafting station can be used to perform non-magical work on any sort of item (such as removing the broken condition from an item), but when performing magical or aethertech-related work—such as applying enchantments or enhancements, or crafting an aethertech item—an aetheric crafting station only provides its benefit if being used for the type of item it is optimized for.

Crafting Station I — 1,250 au

Restriction None **Weight** 500 lbs.

This heavy, desk-sized device is a tremendous asset to any craftsperson. When using the *crafting station* to craft or repair a nonmagical and nonaethertech item, the total amount of time required is reduced by 50%.

Construction Requirements

Craft DC 25, Craft Aethertech, *fabricate*, *make whole*; **Cost** 625 au

Crafting Station II — 10,000 au

Restriction None **Weight** 700 lbs.

A more advanced version of the *crafting station*, featuring greater precision and more intuitive controls. When using a *crafting station II* to craft or repair a nonmagical and nonaethertech item, the total amount of time required is reduced by 100%.

Construction Requirements

Craft DC 30, Craft Aethertech, *fabricate*, *make whole*; **Cost** 5,000 au

Crafting Station III — 40,000 au

Restriction None **Weight** 900 lbs.

The latest version of the *crafting station*, the *crafting station III* is a more streamlined and efficient model, capable of reducing the time required to complete item crafting still further. When using a *crafting station III* to craft or repair a nonmagical and nonaethertech item, the total amount of time required is reduced by 200%.

Construction Requirements

Craft DC 35, Craft Aethertech, *fabricate*, *make whole*; **Cost** 20,000 au

Aetheric Crafting Station I — 5,000 au

Restriction Restricted **Weight** 500 lbs.

An *aetheric crafting station I* has all the functionality of a *crafting station I*, but is also optimized to work on a specific class of magical or aethertech item: arms and armor, rings, rods, staves, or wondrous items. When using an *aetheric crafting station I* to craft or repair any nonmagical and nonaethertech item, or to enchant, enhance, or craft any magical or aethertech item, the total amount of time required is reduced by 25%.

The specific item creation feat required to create an *aetheric crafting station* is determined by the class of item it is to be optimized for; for example, an *aetheric crafting station* optimized for rings requires Forge Ring, and so on.

Construction Requirements

Craft DC 30, Craft Aethertech, appropriate item creation feat, *fabricate*, *make whole*; **Cost** 2,500 au



Aetheric Crafting Station II — 40,000 au

Restriction Restricted **Weight** 700 lbs.

A more advanced version of the *aetheric crafting station*, this type utilizes a more refined design, allowing for further reduction of time required to craft. When using an *aetheric crafting station II* to craft or repair any nonmagical and nonaethertech item, or to enchant, enhance, or craft any magical or aethertech item, the total amount of time required is reduced by 50%

Construction Requirements

Craft DC 35, Craft Aethertech, appropriate item creation feat, *fabricate*, *make whole*; **Cost** 20,000 au

Aetheric Crafting Station III — 160,000 au

Restriction Military **Weight** 900 lbs.

This type of *aetheric crafting station* marks the cutting edge in large scale manufacture. When using an *aetheric crafting station III* to craft or repair any nonmagical and nonaethertech item, or to enchant, enhance, or craft any magical or aethertech item, the total amount of time required is reduced by 75%.

Construction Requirements

Craft DC 40, Craft Aethertech, appropriate item creation feat, *fabricate*, *make whole*; **Cost** 80,000 au

Autonomous Assembly Engine — 350,000 au

Restriction Restricted **Weight** 2,000 lbs.

This huge, immensely heavy piece of equipment is a marvel of aetheric engineering, as far beyond a *crafting station* as a *crafting station* is beyond a hammer and anvil. Like a *crafting station*, an autonomous assembly engine is a device that aids work on a single specific type of item for which it is optimized; however, while a *crafting station* is a mere tool, an *autonomous assembly engine* is an intelligent machine capable of designing and assembling magical or nonmagical items of a single type, either autonomously or with the aid of a skilled craftsman. Additionally, it is capable of storing up to 10 levels of spells (as a *ring of spell storing*), which it can use to facilitate the creation of magical items. While the expense of owning and maintaining an *autonomous assembly engine* is far beyond the means of the average citizen, they are used extensively by organizations like the Hierarchy in building and maintaining an interplanetary fleet of aetherships, as well as by large manufacturing consortiums.

Treat an *autonomous assembly engine* as an intelligent item with Intelligence, Wisdom, and Charisma of 10. It also has 10 ranks in the Craft skill appropriate to the type of item it is geared towards, 10 ranks in Spellcraft, and the Craft Aethertech feat, as well as one other item creation feat (Craft Magic Arms and Armor for an *autonomous assembly engine* geared for any type of weapon or armor, Craft Rod for an *autonomous assembly engine* geared towards rods, etc). An *autonomous assembly*'s user must still supply all material components necessary to create an object, but need not participate in the actual creation.

An *autonomous assembly engine* also reduces the total amount of time required to craft, repair, or magically enhance an item of the appropriate type by 100%.

Construction Requirements

Craft DC 50, Craft Aethertech, appropriate item creation feat, *animate objects*, *fabricate*, *make whole*, *imbue with spell ability*; **Cost** 175,000 au

Aetherships

The advent of aetherships is one of the major defining traits of the Aethera setting. Aetherships are flying vehicles, ranging in size from a single-person speeder, to atmospheric shuttles, all the way to interplanetary warships. All aetherships are powered by raw aetherite—crystalized magical energy, used by the races of the Aethera System for a myriad of purposes. Other forms of aetherite powered vehicles, dubbed aethercraft, also exist but this section only details the specifics of aetherships.

Aetherite interacts with specially constructed engines, telekinetically holding aetherships aloft, even in the face of atmospheric and gravitational pressures. In the vacuum of space, aetherite is unrestrained, allowing aetherships to achieve incredible speeds. Aerodynamics and many defined sciences are simply ignored by the magical nature of aetherite-powered engines. The size of these engines is the determining factor in the scale of hulls which they can properly propel and power.

The acquisition of an aethership is a significant moment—traders with access to an aetherite-powered speeder quickly expand into regional trade moguls, while atmospheric aethership shuttles greatly increase the range of mercenary groups. The possession of an aetherite-powered starship is the height of such ownership, allowing for relative ease of travel between the numerous planets of the Aethera System. From a player perspective, some archetypes, such as the aethertech pilot (see page 81), allow for the immediate inclusion of an aethership among party members.

This section details rules for using aetherships in your game. These rules are meant to provide a robust yet simple system, allowing for easy use of aethership combat and travel. In many respects, aetherships are treated as unique creatures, similar to how one would treat an animal companion or summoned eidolon. Along with these rules are a summarized version of example aethership equipment, as well as base hulls ready for immediate equipping and use in your game. GMs are encouraged to create and modify their own base hulls as needed.

Aetherships In Play

The rules presented in the following section are meant to facilitate the adjudication and management of aetherships during the course of play. These rules by no means encompass the full spectrum of what might occur when aethership rules interact with other rules systems. As always, it falls to the GM to adjudicate any 'corner case' situations that may arise as a result of aethership rules.

The Basics of Aetherships

The below terms are key components to aetherships:

- **Crew:** Crew are any creatures involved in operating an aethership. There are five crew roles (detailed below) which work in unison aboard an aethership as a team. Not all aetherships can support five simultaneous crew members, so on some ships these responsibilities are shared between one or two crew members, or crew members must shift responsibilities from time to time depending on the needs of their ship.
- **Dogfighting**: Non-capital class aetherships participating in one-on-one engagements can enter a type of combat known as dogfighting. This more abstract version of ship-to-ship combat rules focuses on single engagements, with dogfighting aetherships primarily using fore and aft weaponry.
- **Facing**: Unlike the combat used in the *Pathfinder Roleplaying Game* the battles between aetherships are heavily impacted by the facing of individual ships. Facing is treated as a 45-degree cone, coming from each respective side of the ship (fore and aft) and extending to an unlimited range.
- **Initiative**: Aetherships act in an initiative order

similar to the initiative of normal creatures, except the bonus is derived from a crew member in the Pilot role, modified by a crew member in the Copilot role (see Aethership Crew, page 410).

- **Maneuverability**: Raw speed is one thing, but aetherships also wildly vary in their ability to successfully navigate the rigors of movement in combat. Maneuverability mimics the maneuverability classes linked with the Fly skill, ranging from ships with clumsy maneuverability to those with perfect maneuverability.
- **Modules**: Numerous types of modules exist that can be fitted into the open slots of an aethership. Modules give aetherships additional flexibility in the form of improved engines, shields, weapons, and other miscellaneous improvements.
- **Movement**: The act of moving an aethership is handled in an identical manner to movement for creatures with fly speeds. Ship movement is handled by moving in squares, with maneuverability and appropriate skill checks determining exactly how many squares a ship can move, or which direction a ship can maneuver to.
- **Passengers**: Any creature onboard an aethership, but not involved in the piloting the ship, is considered part of the crew. Some ships offer different modules allowing passengers to contribute to the overall effectiveness of the aethership.
- **Shooting**: Combat between aetherships is typically performed with long or short ranged salvos of different weapons. The rules for firing these weapons are similar to the rules for ranged combat, with the addition of skill-based adjustments for crew to take part in during the chaos of space combat.
- **Slots**: Each ship has a set number of module slots in the aft, broadsides, and fore. This represents the number and size of modules that can be installed on the respective sections of the ship. Most ships possess a special set of slots reserved for internally mounted modules.
- **Space**: Aetherships take up space on a combat grid according to their creature size. However, aetherships with the capital subtype take up more squares on a grid, as noted on Table 5–16: Capital Sizes.
- **Speed**: The speed of an aethership depends on whether it's traveling within the atmospheric bubble of a planet, or within the vacuum of space. Atmospheric movement is recorded as a standard fly speed, while spaceflight is listed as a space speed.

Aethership Crew

Aetherships have one or more crew members to handle the requirements of flying the ship and managing key systems. Larger aetherships can house multiple crew, each adding their respective skills to the management of ship operations.

Crew Roles

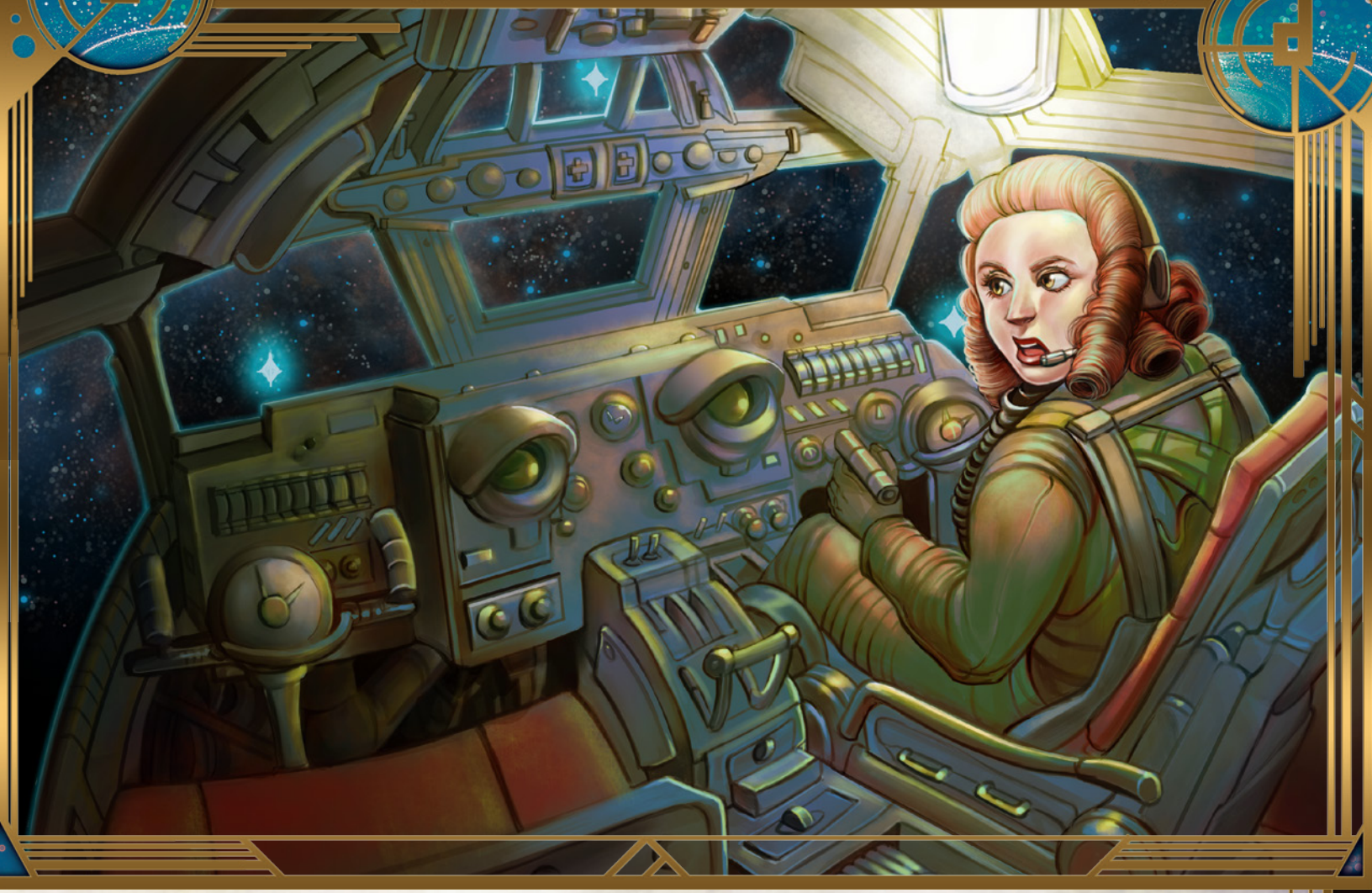
As long as a creature is within the cockpit (or command deck of larger ships) for its action, it can contribute to the aethership's operation as a crew member. The Engineer role is the exception to this rule. Aetherships without crew are considered helpless and can take no actions.

Each crew member can contribute in different ways to the management of the craft. At the beginning of every round, an aethership crew member can select one of the following roles for the ship. Unless otherwise noted in the description only a single crew member may occupy a designated role at one time. Changing crew roles during combat requires a move action, representing moving to different stations on the bridge. The GM may rule that this takes longer, depending on the layout of the ship.

Copilot

A crew member in the Copilot role grants the aethership a +1 bonus to Initiative for every 2 ranks in Fly they possess.

Additionally, a crew member in the Copilot role can attempt to dodge an incoming attack as an immediate



action, granting the aethership a 10% miss chance against the attack, plus an additional 10% for every 4 ranks in Fly they possess. This miss chance is cumulative with other sources of miss chance, such as from concealment or the blockade runner special ability.

Engineer

A crew member adjacent to one of the ship's aetherdrives (or in an engineering bay module) may act as Engineer. An Engineer grants a +1 bonus to their aethership's Fortitude save for every 2 ranks in Disable Device they possess.

As a full-round action an Engineer can divert and redirect a fraction of power from one system drawing power from the ship's aetherdrive into another, increasing one part of the ship's performance at the sake of another. Without a functioning engineering module, the Engineer may divert and redirect power by spending two full-round actions and succeeding at a DC 20 Disable Device check at any one of the ship's functional aetherdrives. Failure by 5 or more on this check causes the aetherdrive to be depleted of 1d6 au for every point beyond 5 that the check was missed by.

When an Engineer chooses to divert and redirect power, he must choose a system to divert power from and a recipient system that power is redirected to. An Engineer may only attempt to divert power to and from one set of systems per round. Power may not be diverted from the same system more than once and multiple redirections to the same system do not stack. Multiple creatures in the Engineer role may work together to divert power from multiple systems simultaneously if the aethership has an engineering bay module, otherwise an aethership can only sustain a number of Engineer roles equal to its total number of aetherdrives.

Divert Power: An Engineer may divert power from any of the below systems, inflicting the listed penalty on the aethership until normal power is restored:

- *Aetheric Field*: Diminish the aetheric field and life-support; Treat the interior of the aethership as

Table 5–14: Space Travel Distances In Feet (and Space Squares)

Short	Medium	Long	Extreme
0–1,500 (0–5)	1,501–3,000 (6–10)	3,001–7,500 (11–25)	7,501–15,000 (26–50)

low-gravity (see page 318). Living creatures that must breathe take a –2 penalty on all attack rolls, saves, skill checks, and ability checks.

- *Defense*: Lessen power to stabilizers and thrust repulsors; –2 penalty to the aethership's Reflex save and a –2 penalty to AC.
- *Propulsion*: Sacrifice mobility and responsiveness; Reduce all aethership speeds by 1/2 and all Fly checks made by characters in the Pilot role suffer a –4 penalty.
- *Weapons*: Reduce all power to mounted weapons; –2 penalty on all attack and damage rolls made with aethership-mounted weapons.

Redirect Power: An Engineer may redirect power to the below options, granting the listed benefit until normal power is restored:

- *Aetheric Field*: Increase power to the aetheric field, strengthening its reflective capabilities; +2 deflection bonus to AC.
- *Defense*: Increase power to stabilizers and thrust repulsors; +2 bonus to the aethership's Reflex save and a +2 dodge bonus to AC.
- *Propulsion*: Increase power to engines and maneuvering thrusters; Increase all aethership speeds by 1/2 and grant a +2 bonus on all Fly checks made by a creature in the Pilot role.
- *Weapons*: Increase power to weapon responsiveness and power output; +2 circumstance bonus on all attack rolls made with aethership-mounted weapons.

Once divert power is used it remains so until a creature in the engineer role diverts power again.

Pilot

A Pilot crew member controls the movement of the aethership, granting the aethership a Dexterity score equal to that of the Pilot's (modified by the aethership hull's maximum Dexterity score) and uses their Reflex save in place of the aethership's base Reflex save. Crew in this role make any required Fly checks as part of maneuvering the vessel. The act of piloting an aethership uses movement rules as normal, except that the Pilot does not move, the aethership does. As such the Pilot may move, double move, and make other movement-related maneuvers (see Movement and Combat, page 414). A Pilot applies the aethership's size modifier to Fly checks.

Special Note: An aethership is considered helpless if it has no active crew member in the pilot role.

Tactical

A crew member in the Tactical position may, as a move action, grant either a +1 dodge bonus to the aethership's AC or a +1 circumstance bonus to all attack rolls made by crew and passengers with ship weapons for 1 round. These bonuses increase by +1 for every 4 ranks in Fly the Tactical crew member possesses.

Weapons

A crew member choosing this role can operate a single fore-mounted weapon on an aethership using the crew member's own attack bonus, applying ranged combat feats and abilities as normal. Additional crew can operate additional fore-mounted available weapons. Weapons that are not fore-mounted are operated by passengers who act on their own turns during Initiative.

Entering & Exiting Aetherships

In order to get on board of an aethership a character must be adjacent to the aethership's entrance and spend a full-round action to board. This presumes the entrance to the aethership is unlocked and the character is not being prevented from entering the ship in any way. The larger an aethership is the more likely it is to have multiple entrances on different areas of the ship and GMs are encouraged to design aetherships with this in mind. Speeder hull aetherships do not

possess not sealed compartments and are typically mounted rather than driven (see Speeder Hulls, page 421).

Aerthерships capable of space travel always possess locking entrance hatches that seal from the inside. Ordinary hatches use the statistics for an iron door (*Pathfinder Roleplaying Game Core Rulebook*) and are not intended to be unlocked from the outside and require a successful DC 40 Disable Device check to open. These hatches must remain closed when an aethership is in space or the aethership immediately begins to decompress (see page 417).

Aetherships of Gargantuan size or larger possess airlocks at their external hatches. An airlock is typically a 5x5 ft. to 10x10 ft. space between the external hatch and an internal hatch. When both doors are shut, a character adjacent to the internal hatch inside of the aethership may compress or decompress the airlock as a full-round action, provided the aethership has a functioning and powered aetherdrive and is not disabled. Compression and decompression normally take 1 minute per 5-foot space of the airlock. Compressing an airlock returns atmospheric pressure inside to normal, decompression gradually turns the airlock into the atmosphere outside of the ship (typically a vacuum). Unprotected characters in an airlock that is decompressed are exposed to the external atmosphere outside of the aethership.

Moving Within an Aethership

Aethership interiors are generally not mapped unless specifically important to an adventure or encounter. As such, for ease of play, moving about the ship requires an average of time based on the ship's size. Since aetherships take up space on a battle map as a creature of their respective size, moving from one part of the ship to another is as easy as moving from one square to the next. Non-capital aethership are always considered difficult terrain, due to having cramped passages. Additionally, nearly all aethership are designed for Medium-sized creatures, so creatures of Large size or larger inside of a non-capital class aethership are always treated as squeezing unless otherwise stated in the ship's design.

Crashing and Dice

Given the tremendous speeds aetherships travel at, sometimes the dice required to determine the damage of a crash is excessive and rolling that many dice will considerably slow down game play. It is recommended that if a crash requires more than 20d6 to determine damage that an average damage is instead assigned as the roll's result. This is done by multiplying the average result of a roll on a d6 (3.5) by the number of dice.

Plant Aethercraft

Aethercraft developed on Kir-Sharaat are atypical and possess unique capabilities beyond that of ordinary aethercraft. Erahthi plant aetherships are living, sentient creatures as opposed to inanimate objects. While they possess no means of independent locomotion or independent senses, they possess an acute intuition of their surroundings and crew.

When a character assumes a crew role on a plant aethercraft, they are connecting to the consciousness of the ship, more so than manipulating mechanical controls. Non-erahthi find this process remarkably unsettling and take a –4 penalty on ACMB and ACMD when piloting a plant aethership for the first time (see Movement and Combat, page 414). After 24 hours non-erahthi are able to acclimate to that ship, but suffer the same adaptation period upon piloting a different plant aethership.

While plant aethercraft are usually not as sturdy as their mechanical counterparts, plant aethercraft all possess fast healing, allowing them to rapidly recover from combat encounters and re-engage their enemies after brief periods of rest. Plant aethercraft cannot be repaired with the Disable Device skill, but can be

healed with the Heal skill, as well as positive energy and other such effects like any living creature.

Plant creatures with the aethercraft subtype gain the mindless quality: no Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Additionally, pilots in the tactical role of a plant aethership may use their own Wisdom modifier for Perception checks or the ship's Wisdom modifier (whichever is higher.)

A plant aethercraft rendered unconscious by ability score damage or drain to Wisdom or Charisma is disabled. Pilots or crew attempting to make a skill check to move the aethership or use a module must succeed at a DC 20 Knowledge (nature) check or lose their action. However, crew and gunners of a disabled plant aethership may still fire all mounted weapons normally.

So long as a plant aethership has a powered and functioning aetherdrive it does not need to eat or breathe and is sustained by the aetherdrive. A plant aethership without an aetherdrive must eat and breathe as normal and is harmed by vacuum exposure as a living creature.

Aethercraft and Adventuring

Aetherships are powerful aids to any adventuring party. Use of an aethership should never adversely affect the XP awards a party receives unless they are utilizing an aethership with a CR higher than the average party level. In this case, GMs are encouraged to ad-hoc adjust the XP earned depending on how sigificant an advantage the aethership provided the PCs. In published *Aethera Campaign Setting* adventures, these adjustments are already accounted for in the written adventure text. It is important for GMs to remember that aetherships are expensive to maintain and upgrade, and parties who do so are likely going to be weakened in other areas.

Movement and Combat

Movement and combat in aetherships primarily uses the same rules as in the *Pathfinder Roleplaying Game Core Rulebook*. Exceptions to these rules are described below.

Aethership Movement

There are two primary types of movement for aetherite-powered ships: atmospheric or space. Travel outside orbital proximity of large celestial bodies (such as planets) is far-less impeded, granting space-capable aetherships access to a second speed used when moving in such environments. A ship with both fly and space speeds can move between these types of terrain, and is capable of achieving orbit.

Atmospheric Travel: Most aetherships possess some form of atmospheric travel, which is listed in their stat block as a normal fly speed. This speed is treated as a magical flight, using the speed listed. In cases where no fly speed is listed, the aethership is unable to maneuver within a planetary atmosphere. Ships without a fly speed that enter the orbit of a planet must make a DC 20 Fly check. Success indicates the ship is able to move away from the planet's gravity; failure indicates the ship is pulled in to the planet's gravity and begins to fall and must succeed at a DC 30 Fly check on the next round or be unable to break free. A ship that fails to break free from a planet's orbit begins to crash (see page 413).

Space Travel: Aetherships unrestricted by a planetary envelope reach far more impressive speeds than their terrestrial counterparts. The space speed of an aethership is measured in squares rather than a specified value in feet. The size of these squares is generally abstract, representing relative distance and position between vessels and is solely meant to give a rough estimate of spatial awareness in combat encounters. For purposes of overland movement, 1 square of space travel is equivalent to roughly 300 ft. When it is necessary to know exact distances, such

as determining weapon range, refer to Table 5–14: Space Travel Distances in Feet. For uses of the Fly skill that cost additional feet of movement, treat every 5 feet of movement as 1 square of space speed.

Movement Speeds: Aetherships in both atmosphere and space move in three ways: strafing speed, cruising speed, and all-out. Strafing speed is the base speed of the aethership, and is treated like normal movement with the fly speed listed for the aethership. Moving an aethership at strafing speed requires a crew member in the Pilot role to spend a move action. A Pilot can spend a full-round action to move twice.

Cruising speed is a higher velocity than strafing speed and can be attained after an aetherdrive sufficiently charges up. After at least 1 minute of continuous movement a Pilot can increase the ship's speed to x3 at a cost of 10 au per aethership HD (this cost is paid again at the start of each hour of cruising speed). After 2 minutes of travel at x3 speed, a Pilot may increase cruising speed to x4 at no additional cost. Moving an aethership at cruising speed requires a Pilot to spend a full-round action.

All-out speed is equivalent to a creature in full run. In order for an aethership to travel at this speed, it must first be traveling at x4 cruising speed. A Pilot can increase its movement multiplier by 1 by spending 40 au per HD of the aethership. After each minute of all-out speed, the Pilot may continue to increase the speed multiplier by 1 at no additional cost up to a maximum of x8. Once an aethership begins an all-out movement, it loses any Dex modifiers granted by its Pilot to AC and is considered flat-footed. Moving an aethership at all-out speed requires a Pilot to spend a full-round action.

Stopping and Momentum: When in flight, aetherships are wrapped in a field of kinetic energy that bears them aloft. As such, creatures and objects contained within the hull of an aethership do not experience strong sensations of momentum or additional gravity, making sudden hard stops and rapid ascent out of a planet's orbit less taxing than they would normally be. An aethership without a functioning aetherdrive (such as a crashing ship) has no such protection and uses the rules for sudden stops[UC].

Crashing: When an aethership collides with a solid object both the aethership and the object take 1d6 points of damage for every 5 ft. of the ship's speed. If an aethership is not reduced to 0 hit points and still has a functioning aetherdrive at the end of this crash, the occupants inside take no damage from the crash and remain unmoved. If the crashing aethership instead has no functioning aetherdrive or has its total hit points reduced to 0, all creatures and unattended objects inside the aethership take the same damage as the crashing ship (except attached modules and weapons, see Damage & Destruction below). Creatures with the ability to ignore falling damage (such as a creature affected by *feather fall* that is inside the aethership when it crashes may attempt a Reflex save to take half damage. The DC of this save is 20 + the HD of the crashing aethership.

If an aethership survives a crash into a stationary object and remains able to move it may continue its movement, treating the space of the object it collided into as difficult terrain, provided it reduced the stationary object to 0 hp.

Ramming: Ramming an aethership into a stationary object uses the same rules as crashing. However, a ram is a controlled collision and deals less damage to the ramming aethership than an uncontrolled crash. Against a stationary or unattended object a Pilot only needs to move the aethership into the target's space to ram it. If the Pilot then succeeds at a DC 20 Fly check the rammed object or ship takes full damage from the impact as a crash, but the ramming aethership only takes half damage. Against a creature, a Pilot attempting a ramming maneuver must succeed at an aethership combat maneuver check against the creature's CMD (or ACMD if it is another aethership).

Aetherships and Interior Space

How much space an aethership possesses internally, and how that space is laid out, is left largely to the discretion of the GM and players with some guidelines. Generally aetherships should conform to, at a maximum, the number of squares they take up on a map. A huge aethership is a total of 9 squares, though the ship is likely not necessarily be arranged as a square. It should, however, fit within a 15 foot by 15 foot space. Larger vessels, like dreadnoughts, may have an internal design more like a city rather than a vehicle. Players and GMs alike are encouraged to customize the interior layouts of their aetherships.

Aethership Initiative

At the start of combat, each aethership makes an initiative check. Aethership initiative is equal to the Initiative modifier of the crew member in the Pilot role, plus any Initiative bonus provided by a character in the Copilot role. Ships act in order, counting down from the highest result to the lowest. In every round that follows, the ships act in the same order (unless a ship takes an action that results in its initiative changing, such as delay.)

If two or more ships have the same initiative check result, the ships that are tied act in order of the ship with the highest Initiative modifier. If there is still a tie, the tied ships should roll to determine which one of them goes before the other.

Crew & Passengers: Any creature acting as a crew member for an aethership acts at the same Initiative check of the Pilot. Multiple crew on a single aethership can choose what order they wish to resolve their actions in any order. For example, one crew memeber may start by moving the ship, while the second crew member follows up by firing a weapon system at a nearby enemy. On the following round, the crew may switch their order, having the weapons expert fire a follow-up shot before the Pilot maneuvers the ship out of danger.

Passengers onboard an aethership can still contribute to the ongoing battle, potentially operating modules (such as a turret-mounted weapon) or using skills such as Disable Device to perform quick repairs. In these cases, passengers always roll their own Initiative check, as they cannot maintain the same coordination as ship crew.

Note on Flat-Footed and Surprise for Capital Ships: Capital class aetherships are never considered surprised or flat-footed unless they are uncrewed.

Aethership Combat Maneuvers

An aethership pilot in the movement role can perform any movement-based combat maneuver (bull rush, overrun, etc.) as normal but uses a special combat maneuver bonus to perform these tasks. Likewise, when an aethership is subjected to a combat maneuver check a pilot in the movement role uses a special combat maneuver defense to determine the success of the combat maneuver.

An aethership combat maneuver check (ACMB) is equal to the pilot's total ranks in the Fly skill + the pilot's Dexterity modifier.

Aethership combat maneuver defense (ACMD) is equal to 10 + the pilot's total ranks in the Fly skill + the pilot's Dexterity and Wisdom modifiers. Both of these values are modified by a special size modifier for CMB and CMD as if the ship were a creature of the appropriate size. Capital ships instead apply the aethership's size penalty and maneuverability modifier to ACMD.

Shooting & Targeting

The multi-crew nature of many aetherships means that they use somewhat unique rules for firing weapons at opposing vessels.

Targeting: A pilot or crew member manning a weapon mounted on an aethership can only fire on targets if they're within range and if there is line of sight to the target. Mounted weapons must be installed on a specific section of the aethership (typically aft/broadside/fore). Depending on the

mount used, the installed weapon can only attack targets located within a 45-degree cone out from the facing it was installed on. Broadside weapons are unique, as weapons installed on this section of the ship must indicate if they're installed on the port (left) or starboard (right) side.

Aethership weapons mounted on a turret module can fire in any direction and are not limited by facing.

Shooting: In order to actually shoot an aethership weapon, a gunner is needed. There are two types of gunners for aetherships; a pilot or a crew member. Pilots can fire any single fore-mounted weapon on the aethership, taking their normal actions (attack, full-attack, etc.) during the initiative round of the aethership. Aethership weapons follow the same rules as firearms unless otherwise noted.

Threatened Spaces and Attacks of Opportunity: An aethership does not threaten any spaces around it unless an ability, feat, module, or other feature allows it to (such as the Snap Shot[UC] feat). As such, aethership crew cannot benefit from attacks of opportunity made against creatures outside the ship unless expressly stated.

The exception to this rule are capital ships. A capital-class ship outfitted with a battery weapon (see Table 5–23: Aethership Weapons, page 439) may make attacks or opportunity at any aethership moving within close range. Each battery withn range may make one attack per round (or more if the battery gunner has Combat Reflexes).

Crew & Passenger Cover

Unless otherwise stated in their base hull entry, all aetherships provide cover to pilots and crew in the cockpit and gunner positions, and provide total cover to creatures located anywhere else inside.

Line of Effect and Aetherships

Aetherships of Light hull size and larger are considered closed spaces and do not allow for line of effect into or out of the aethership. Some special modules (see Aethership Modules, below) allow for spellcasters to gain line of effect to targets outside of their aethership.

Damage & Destruction

Most aetherships have hit points similar to constructs. Like constructs, an aethership cannot heal damage normally, nor can it be affected by effects or spells that heal with positive energy (such as *cure light wounds* or channeling positive energy). Effects and spells like *make whole* repair damage to an aethership normally, as do specialized uses of the Disable Device skill (see Chapter 4: Feats and Skills.)

Aetherships with the plant creature type do not gain bonus hit points based on size, but rather gain bonus hit points from their Constitution modifier. Additionally, plant aetherships can be healed by positive energy effects and the Heal skill (but cannot be repaired with effects such as *make whole* or use of the Disable Device skill.)

Decompression: Aetherships are designed to contain breathable atmosphere and regulated pressure created by the ship's aetherdrive. If an aethership operating in space takes more than half its total hit points in damage it decompresses and loses oxygen. Treat this as immediate exposure to the vacuum of space (see page 321). Once the aethership has been repaired to more than half its total hit points the ship will pressurize in 1 minute, provided its aetherdrive has at least 1 au of power remaining.

Disabled: Aetherships reduced to 0 hit points or less are considered disabled. A disabled aethership cannot perform any action until repaired to at least 1 hp and is considered helpless. A disabled aethership's aetherdrive continues to provide power normally (unless it too is disabled or destroyed), but pilots and crew cannot use any attached modules or weapons.

Destruction: An aethership reduced to a number of negative hit points equal to double its total Hit Dice (or double its Constitution score for plant aetherships, whatever is higher) is destroyed. All creatures within 5 ft. per HD of the aethership are affected by its destruction. Unless otherwise stated, the destruction of an aethership creates an explosion that deals 1d10

points of bludgeoning/piercing/and slashing damage per HD the aetherships possesses. A Reflex save (DC 10 + 1/2 the aethership's HD) halves this damage. Creatures traveling in or on an aethership when it explodes do not get a save to reduce this damage.

In the confines of space, the destruction of an aethership inevitably exposes the crew to the hazards of a vacuum (see page 321).

Salvage: When an aethership is destroyed, each attached module and weapon must succeed at a Fortitude save (DC 10 + the aethership's Hit Dice) or be destroyed. An aetherdrive that is destroyed in this way also explodes (see Aetherdrives, page 431).

Boarding & Breaching Actions

Aetherships with the capital subtype are divided into different sections. It's possible to create breaching points on ships of this size, through which, a boarding party can access the ship's interior. The exact requirements for breaching vary based on the type of hull; plant-based ships have entire sections of inaccessible interior made up of thick umbilical vines feeding nutrients throughout the vessel which make such transits difficult. The ability to breach a specific aethership should always be made at the GM's discretion, though players should know well in advance if such a task is achievable. Typically a successful DC 20 Knowledge (arcana or engineering) check is sufficient to determine this information. Other knowledge checks may also be applicable, such as Knowledge (nature) for plant-based aetherships.

Simple Breach Rules: While the exact means of breaching an enemy aethership will vary, the most common method is to blow out a section of hull. If a section of a capital ship is reduced to half hp and decompresses this creates an aperture that can be exploited by other aetherships. In order to "dock" at a breach, an aethership must end its movement adjacent to the decompressed section and the Pilot must succeed at a Fly check against the enemy ship's ACMD. Failure to succeed at this check means that the aethership fails to connect with the opposing vessel, while success means the two ships maintain contact for 1 round and subsequent checks may be made each round the Pilot wishes to remain in boarding position. Alternatively, an aethership can create a breach by crashing or ramming. An aethership that successfully causes damage to breach a hull through one of these means automatically docks with the breached ship, but is stuck in the breaching space and unable to move until a Pilot succeeds at a DC 20 Fly check. Ships stuck in such a fashion are considered helpless.

Dogfighting

Aetherships can engage in a special maneuver referred to as dogfighting. Dogfights are similar to grapples for creatures, except the dogfighting ships use their respective Pilot's Fly skill to determine who's in control of the dogfight. Capital-class aetherships cannot become engaged in a dogfight.

A dogfight is initiated by a Pilot ending their aethership's movement in the same location as the desired target. The pilot of the initiating ship makes an ACMB check against the target of the dogfight's ACMD. If the initiating Pilot succeeds, the two aetherships become locked in a dogfight with the initiator of the dogfight now considered the pursuer, and the target being considered chased. Failing to successfully initiate a dogfight leaves the initiating craft flat-footed until the start of its next turn in the last adjacent space it occupied.

Being the Pursuer: The benefit of controlling a dogfight is that the pursuer can target the chased aethership with its fore and broadside weapons and gains a +2 bonus on all attack rolls with these weapons. Unless the chased target breaks free of the dogfight (see below) the pursuer immediately follows the chased target during its movement.

If the pursuing aethership's speed is not equal to or greater than the chased target, the dogfight immediately endsat the conclusion of the pursuer's turn.

Being Chased: The chased can only target its pursuer with its aft weapons. The chased aethership also suffers a –4 penalty on all ACMB checks. This penalty does not apply to attempts made to break away.

Breaking Away: A chased aethership Pilot must succeed on an ACMB check against the pursuer's ACMD in order to break free of its pursuer. This check is made during movement as part of a move action, and can only be made if the chased aethership moves at least half its full speed. If the check succeeds, the chased aethership breaks free from the dogfight and the pursuer does not follow it from the chased aethership's starting position of the round. If the check fails, the pursuer moves to follow the chased (regardless of any prior movement) and remains in control of the dogfight.

There are three alternative means to break away from a dogfight. Rather than moving and making an ACMB check, the pursued Pilot may make a Bluff check against the pursuer's ACMD. If successful the chased aethership successfully feints and the pursuing craft overshootsthe chased craft and immediately moves into a square of the Pilot's choosing, so long as it is adjacent to the formerly chased craft. Successfully completing this maneuver grants the Pilot of the formerly chased aethercraft a +2 bonus to initiate a dogfight with the Bluffed ship on their next turn.

The second alternative method to break a dogfight is by means of Stealth. In order to use Stealth to escape a dogfight, the chased aethership must have concealment sufficient to hide and perform a Stealth check opposed to both the Pilot's Perception and any crew in the Tactical role. Provided this Stealth check is successful, the chased aethership breaks free of the dogfight and is hidden.

The third means to break from a dogfight involves maneuvering. If the chased aethership moves in such a way that it would require a Fly check to successfully complete the maneuver, it makes the check as normal. If the chased aethership fails this check it provokes attacks of opportunity (even though aetherships do not normally threaten adjacent squares) from all pursuing ships in the dogfight.

If the chased aethership succeeds its check and moves in such a way that the pursuing vessel would need to make a Fly check to pursue, the Pilot of the pursuing vessel must succeed at the same Fly check. If the pursuer's check fails, the pursuer drops out of the dogfight in the location the check was made, while the chased target is freed from the dogfight and can continue its actions for the round as normal.

Creature Subtype: Aethercraft

The aethercraft subtype is used for the base hulls of aetherships. As not all aethercraft are constructs (such as the plant ships of the erahthi), this subtype is used to add appropriate adjustments:

- Aethercraft with the construct creature type, have no ability scores of their own and, as a result, are immune to any form of ability score damage or drain.
- Aethercraft possess no skills or feats.
- Aethercraft don't have low-light or darkvision and cannot make Perception checks.
- Aethercraft with the construct creature type are repaired by spells such as *make whole* and via specialized uses of the Disable Device skill (see page 344).
- Aethercraft possess a number of module slots located in the fore, aft, broadside, and internal.

Aethership Statistics

The following are the base hulls for numerous different aetherships. This is not a full list, but offers a scaling view of the different primary hulls seen throughout the Aethera System. In addition, example base hulls are provided for some of the plant-based aetherships of the erahthi. Unlike ordinary creatures, aetherships have some unique qualities in their entries, as described below:

Table 5–15: Aethership Base Hulls

Base Hull	Cost	Module Slots	Minimum Aetherdrives
Speeder Hulls			
Speeder	1,500 au	3	1
Speeder, plant	2,000 au	3	1
Light Hulls			
Shuttle, plant	6,200 au	5	1
Fighter	8,970 au	6	2
Medium Hulls			
Gunship	16,400 au	9	2
Troop transport	18,500 au	8	2
Gunship, plant	21,320 au	8	2
Corvette	28,000 au	12	2
Capital Hulls			
Frigate	46,250 au	14	3
Destroyer	60,000 au	14	3
Heavy Capital Hulls			
Battlecruiser	210,000 au	20	4
Battleship	342,500 au	25	4
Carrier	550,000 au	45	6
Dreadnought	795,000 au	66	8

CR: The listed CR for an aethership is a rough approximation of its strength for purposes of determining if it is appropriate to encounter. However, an aethership's XP award is not determined by its base CR alone. PCs who defeat an aethership in combat must determine the average CR of the aethership base hull plus its pilots and any crew actively engaged in combat, and are awarded XP accordingly. In Aethera adventure modules, this calculation is done for the GM in encounter stat blocks. PCs do not get experience for non-combatant crew killed in the destruction of an aethership and non-combat crew are not calculated as a part of the aethership's average CR.

Crew: This entry indicates the number of creatures that may fill a crew role on the vessel. A ship may not have more active crew than the listed amount.

Type: Most aetherships are constructs and follow the rules for constructs as normal (however, see Plant Aethercraft on page 413).

Passengers: This entry indicates the number of additional passengers the ship can safely contain without penalty. Pilots of an aethership that has more passengers on board than this listed value suffer a –4 penalty on all attack rolls, skill checks, and saving throws. An aethership cannot hold more than double its listed passengers. Large creatures count as 2 passengers for the purposes of this limit, huge count as 4, and so on.

AC: An aethership with a functional aetherdrive and a space speed treats its touch AC against physical ranged attacks (such as bullets from a firearm) as its normal AC bonus.

Saves: A crewed aethership uses its base saves or in some cases those of its respective crew member (see page 413). An aethership without appropriate crew only uses its base saves.

Speed: An aethership lists its Fly speed (for atmospheric travel) and a space speed (for non-atmospheric travel.) An aethership that does not list one of these kinds of speeds cannot travel in that environment (see Aethership Movement, page 414.)

Slots: This section lists the number of module slots an aethership possesses. Fore (mounted on the front of the vessel), aft (mounted on the rear), special broadside slots (located in either the fore, center, or aft of an aethership), and internal (modules located inside the aethership.) All ships also have at least 1 aetherdrive slot which must be filled. See aetherdrives (below) for more information on required aetherdrives. Each aethership base hull also lists a maximum Dexterity bonus to AC, much like armor.

Ability Scores: Most aetherships do not possess ability scores of their own and instead derive them from their aetherdrive (for purposes of Strength-checks) or their Pilot (for Dexterity). Aetherships without listed ability scores cannot benefit from spells or effects that grant bonuses to ability scores. However, plant aetherships have some ability scores of their own and can benefit from spells or effects that enhance ability scores (such as *bear's endurance*).

Speeder Base Hulls

Speeders are one-pilot exposed aetherships. Unlike standard aetherships, speeders provide little in the way of protection from enemy attacks directed against the pilot. Speeders range from agile, single-passenger vehicles to sturdier and slower multi-passenger vehicles common in urban settlements.





Speeder Hull, Plant — CR 3

Large plant (aether, aethercraft)

Pilot 1; **Crew** 1

Defense

AC 14, touch 9, flat-footed 14 (+5 natural, –1 size)

hp 38 (4d8+20); fast healing 2

Fort +9, **Ref** —, **Will** +2

Immune mindless, plant traits

Offense

Speed fly 80 ft. (average; see limited mobility)

Statistics

Aetherdrive 1, **Fore Slots** 1; **Aft Slots** 0; **Broadside Slots** 0; **Internal Slots** 2; **Max Dex** —

Str —, **Dex** —, **Con** 20, **Int** —, **Wis** 13, **Cha** 10

Special Abilities

Limited Mobility (Ex) A plant speeder hull can move up to its listed fly speed as though it were flying. At the end of a speeder's movement, it returns to the ground as though affected by feather fall.

Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.

Speeder-Cycle Hull Speeders with the cycle hull provide no cover to their pilot, and instead are treated like mounts. Pilots gain the benefits of mounted combat related feats while piloting a speeder and may use the Fly skill to use the guide with knees, stay in saddle, soft fall, and fast mount/dismount Ride skill functions.

Speeder Hull — CR 3

Large construct (aether, aethercraft)

Pilot 1; **Crew** 1

Defense

AC 15, touch 9, flat-footed 15 (+6 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** —, **Will** +1

Defensive Abilities DR 2/–

Immune construct traits

Offense

Speed fly 100 ft. (average; see limited mobility)

Statistics

Aetherdrive 1, **Fore Slots** 1; **Aft Slots** 0; **Broadside Slots** 0; **Internal Slots** 2; **Max Dex** —

Special Abilities

Limited Mobility (Ex) A speeder hull can move up to its listed fly speed as though it were flying. At the end of a speeder's movement, it returns to the ground as though affected by feather fall.

Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.

Speeder-Cycle Hull Speeders with the cycle hull provide no cover to their pilot, and instead are treated like mounts. Pilots gain the benefits of mounted combat related feats while piloting a speeder and may use the Fly skill to use the guide with knees, stay in saddle, soft fall, and fast mount/dismount Ride skill functions.

Light Aethership Base Hulls

Light aetherships maintain the single-pilot aesthetic of speeders, but are enclosed spaces. These ships generally constitute fighters and shuttles.





Fighter Hull — CR 6

Huge construct (aether, aethercraft)

Pilot 2; **Crew** 0

Defense

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)

hp 67 (5d10+40)

Fort +1, **Ref** —, **Will** +1

Defensive Abilities DR 5/–

Immune construct traits

Offense

Speed fly 300 ft. (average); **space** 20 sq. (good)

Statistics

Aetherdrive 2, **Fore Slots** 2; **Aft Slots** 1; **Broadside Slots** 0; **Internal Slots** 3; **Max Dex** +10

Special Abilities

Evasive Maneuver (Ex) A pilot of a fighter aethership may perform a special evasive maneuver as part of a move action. Performing a barrel roll requires a successful Fly check 20, costs 10 feet of movement (or 2 squares of movement for space speed) and grants the aethership a 20% miss chance against ranged attacks until the start of its next turn. This bonus increases to 40% if the aethership is being chased in a dogfight.

Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.

Fighter aetherships are reliable combat-oriented aetherships with high maneuverability and great speed.

Fighter Hull, Plant — CR 6

Huge plant (aether, aethercraft)

Pilot 1; **Crew** 0

Defense

AC 16, touch 8, flat-footed 16 (+8 natural, –2 size)

hp 52 (5d8+30); fast healing 3

Fort +10, **Ref** —, **Will** +1

Immune plant traits

Offense

Speed fly 300 ft. (average); **space** 20 sq. (average)

Statistics

Aetherdrive 2, **Fore Slots** 2; **Aft Slots** 1; **Broadside Slots** 0; **Internal Slots** 3; **Max Dex** +12

Str —, **Dex** —, **Con** 22, **Int** —, **Wis** 11, **Cha** 1

Special Abilities

Protective Pod (Ex) If this aethership is destroyed, the pilot is encased in a thick vegetal pod that occupies a single 5 or 10-ft. square (depending on the size of pilot) within the area where the ship was destroyed. Within an atmosphere, this pod falls as though affected by feather fall, until it reaches the ground. Once opened the pod crumbles into dead plant matter within 1 minute. In a vacuum, the pod contains enough breathable air to last for 24 hours and is environmentally sealed, protecting the pilot from the hazards of entering a vacuum. The pod has 15 hp and a hardness of 10.

Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.





Shuttle Hull CR 5

Huge construct (aether, aethercraft)

Pilot 1; **Crew** 6

Defense

AC 18, touch 8, flat-footed 18 (+10 natural, –2 size)

hp 73 (6d10+40)

Fort +2, **Ref** —, **Will** +2

Defensive Abilities DR 4/–

Immune construct traits

Offense

Speed fly 100 ft. (average)

Statistics

Aetherdrive 1, **Fore Slots** 1; **Aft Slots** 0; **Broadside Slots** 1; **Internal Slots** 3; **Max Dex** +8

Special Abilities

Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.

Space Capable (Ex) Shuttles are capable of atmospheric exit and reentry, but lack a space speed. Typically this restricts a shuttle to docking with a larger vessel or orbiting body.

Shuttle aetherships are the workhorses of the Aethera System. These vessels vary from luxury private transports to industrial cargo haulers. These aetherships are sturdy but ill-suited for combat applications without significant modification and military shuttlecraft usually focus on defensive enhancements.

Shuttle Hull, Plant CR 5

Huge plant (aether, aethercraft)

Pilot 1; **Crew** 6

Defense

AC 17, touch 7, flat-footed 17 (+9 natural, –2 size)

hp 57 (6d8+30); fast healing 2

Fort +10, **Ref** —, **Will** +2

Immune plant traits

Offense

Speed fly 90 ft. (average)

Statistics

Aetherdrive 1, **Fore Slots** 1; **Aft Slots** 0; **Broadside Slots** 1; **Internal Slots** 3; **Max Dex** +9

Str —, **Dex** —, **Con** 20, **Int** —, **Wis** 11, **Cha** 10

Special Abilities

Heavy Hauler (Ex) A plant shuttle doubles the weight of its light load (and all other loads) provided by its aetherdrive.

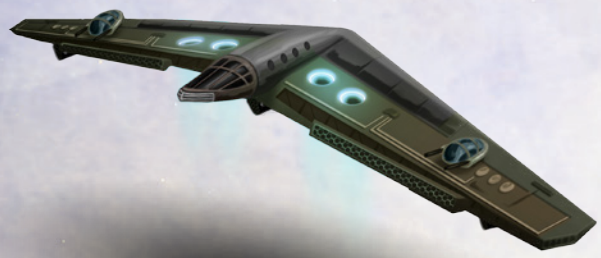
Lone Pilot (Ex) A pilot for this aethership does not select a piloting role at the start of each round. Instead, the pilot counts as fulfilling every role.

Space Capable (Ex) Shuttles are capable of atmospheric exit and reentry, but lack a space speed. Typically this restricts a shuttle to docking with a larger vessel or orbiting body.

Plant shuttles are strikingly similar to their mechanical counterparts in function, but are renowned for their ability to haul additional cargo.

Medium Aethership Base Hulls

This category of aethership is where multiple crew members and pilots become the norm. Medium aetherships are meant to accommodate larger crews, fulfilling the role of smaller-sized troop transports and mobile bases of operation for small groups. These are the largest non-capital-sized aetherships.



Corvette Hull — CR 10

Colossal construct (aether, aethercraft)

Pilot 5; **Crew** 16

Defense

AC 24, touch 2, flat-footed 24 (+22 natural, –8 size)

hp 151 (13d10+80)

Fort +4, **Ref** —, **Will** +4

Defensive Abilities DR 10/–

Immune construct traits

Offense

Speed fly 200 ft. (average), **space** 10 sq. (average)

Statistics

Aetherdrive 2, **Fore Slots** 2; **Aft Slots** 1; **Broadside Slots** 2; **Internal Slots** 7; **Max Dex** +5

Special Abilities

Blockade Runner (Ex) If a corvette moves its full speed during its turn it gains a 20% miss chance against any incoming ranged attack until the start of its next turn. This concealment increases to 50% if it moves more than its listed speed (such as through double move actions).

Corvettes are hybrid hulls that straddle the line between capital and non-capital aetherships. Corvettes were widely produced prior to the development of capital-class aetherships, though their costly production meant that they fell to the wayside in favor of more cost-effective capital-class vessels towards the war's end.

Gunship Hull — CR 8

Gargantuan construct (aether, aethercraft)

Pilot 3; **Crew** 8

Defense

AC 21, touch 6, flat-footed 21 (+15 natural, –4 size)

hp 115 (10d10+60)

Fort +3, **Ref** —, **Will** +3

Defensive Abilities DR 10/–

Immune construct traits

Offense

Speed fly 100 ft. (average), **space** 8 sq. (average)

Statistics

Aetherdrive 2, **Fore Slots** 2; **Aft Slots** 1; **Broadside Slots** 1; **Internal Slots** 5; **Max Dex** +6

Special Abilities

Last Resort (Ex) So long as the gunship's aetherdrive is still powered and functional, a gunship's weapon modules may continue to be fired, even after the gunship is disabled.

Modular (Ex) Select one section of the gunship (fore, aft, or broadside) when configuring modules on a gunship hull. Count the selected section as having 1 additional slot. This extra slot can only be filled with modules with a slot cost of 2 or less.

Gunships are a relatively new class of aethership. These combat-focused vessels are designed for flexibility across multiple battlefields. Gunships are capable of adapting to the needs of the scenario they are deployed in and saw heavy use in the final years of the Century War. Most gunships were operated a single squad during their entire lifetime and were given unofficial call signs by their crew. Following the war, many gunships were decomissioned by the Hierarchy and sold to private buyers to recouperate financial losses.



Gunship Hull, Plant CR 8

Gargantuan plant (aether, aethercraft)

Init +0; **Pilot** 2; **Crew** 8

Defense

AC 20, touch 9, flat-footed 17 (+11 natural, –4 size)

hp 105 (10d8+60); fast healing 5

Fort +13, **Ref** —, **Will** +3

Immune plant traits

Offense

Speed fly 100 ft. (average), **space** 8 sq. (average)

Statistics

Aetherdrive 2, **Fore Slots** 2; **Aft Slots** 0; **Broadside Slots** 1; **Internal Slots** 6; **Max Dex** +6

Str —, **Dex** —, **Con** 22, **Int** —, **Wis** 13, **Cha** 10

Special Abilities

Artillery Platform (Ex) Any pilot role may also use the Gunner pilot role in addition to their primary designated role.

Modular (Ex) Select one section of the gunship (fore, aft, or broadside) when configuring modules on a plant gunship hull. Count the selected section as having 1 additional slot. This extra slot can only be filled with modules with a slot cost of 2 or less.

Plant gunships were only developed in the last five years of the Century War as a response to Hierarchy-designed mechanical gunships. These vessels served as little more than mobile artillery platforms designed to break Hierarchy blockades and engage capital ships.

Troop Transport Hull CR 9

Gargantuan construct (aether, aethercraft)

Pilot 2; **Crew** 24

Defense

AC 23, touch 6, flat-footed 23 (+17 natural, –4 size)

hp 115 (10d10+60)

Fort +3, **Ref** —, **Will** +3

Defensive Abilities DR 15/–

Immune construct traits

Offense

Speed fly 80 ft. (clumsy), **space** 5 sq. (clumsy)

Statistics

Aetherdrive 2, **Fore Slots** 2; **Aft Slots** 0; **Broadside Slots** 2; **Internal Slots** 4; **Max Dex** +4

Special Abilities

Long Haul (Ex) A troop transport hull may hold up to twice its listed crew compliment without penalty.

Fast Deploy (Ex) Troop transport hulls feature an enormous rear bay door that any pilot may remotely open as a move action. When opened, creatures may enter or leave the troop transport as part of a normal move action. Additionally, this entrance is large enough for a single aethership of Large size or smaller to be safely stored inside as if it was crew.

Troop transports are bulky and utilitarian aetherships designed to safely mobilize squads of combatants to battlefields at a moment's notice. During the Century War, troop transport vessels equally moved soldiers and aethercraft to terrestrial battlefields. However, these craft are notoriously slow moving and cumbersome to pilot, and became nicknamed as "flying caskets" by jaded veterans who witnessed one too many shot out of the skies of battleground moons and worlds.

Troop transports may also be retrofitted into mobile medical stations, research facilities, or special cargo transports for use in hazardous environments. Civilian model troop transport aetherships are commonly used by large Akasaati corporations for mobilizing security.

Creature Subtype: Capital

Capital class aetherships work differently than their smaller counterparts. These ships are massive in scale, dwarfing the standard size classifications associated with creatures. To represent this difference in scale, capital ships operate in a few different ways than regular aethercraft:

- Capital ships are divided into sections. Each section is represented independently within the statblock of the ship. Once a section is destroyed, a ship losses access to all slots linked within that section of the ship.
- Each section of a capital ship with the construct creature type receives a hit point bonus similar to all other constructs. The smallest capital ships may have a smaller than normal hit point bonus. Significantly larger ships receive a bonus in excess of the normal maximum (+80 for colossal constructs). Capital ships with other creature types (such as plant) add their Constitution bonus for hit points generated on each section of the ship.
- Module slots are linked to different sections of a capital ship, as detailed within the statistics section. A module cannot 'cross over' between ship sections, meaning that installed modules must conform to the number of slots available on the specific section they're installed on.

Table 5–16: Capital Sizes

Capital Type	Spaces	
	5-foot squares	Space squares
Frigate	20 x 20	1 x 1
Destroyer	40 x 40	1 x 1
Battlecruiser	60 x 60	1 x 1
Battleship	120 x 120	2 x 2
Carrier	500 x 500	8 x 8
Dreadnought	1,050 x 1,050	17 x 17

Capital Combat

Capital class aetherships (base hulls with the capital subtype) deviate from the standard combat sequence, and instead operate in a series of cinematic rounds. The longer rounds for capital ships represent the intense coordination required to pilot and operate these incredibly large vessels. For the purposes of combat, one round in capital combat is equivalent to 10 normal rounds (or 1 minute).

The sequence of aethership combat involving capital ships is as follows:

1. All capital ships roll initiative.
2. Capital ships act in initiative order (highest to lowest)
3. At the end of capital class combat round, resolve 1 minute of events for all non-capital creatures involved.
4. When every capital ship has had a turn and non-capital rounds are concluded, the next round begins with the capital ship with the highest initiative.

Capital Combat Round

Each capital aethership combat round represents 1 minute of time in the game world; meaning that a round of aethership combat consists of 10 normal combat rounds during which regular creatures could act. Each round of capital aethership combat begins with the ship with the highest initiative acting, and then continues in order. Once every ship has acted during the capital aethership combat round, the GM resolves 10 combat rounds for every creature involved in combat actions involved in the capital aethership combat. This represents events such as boarding actions or the actions of creatures during the course of capital aethership combat.

Capital Aethership Base Hulls

Capital aetherships are unique in that they consist of multiple sections of hull, and operate under different rules than other aetherships. Most base capital ships possess two to three hull sections at most.



Destroyer Hull CR 12

Colossal construct (aether, aethercraft, capital)

Init +0; **Crew** 5 (5 fore); **Passengers** 60 (20 aft, 40 fore)

Sections Aft, Fore

Defense

AC 27, touch 2, flat-footed 27 (+25 natural, –8 size)

hp 290 (30d10+80)

Aft Section hp 122 (15d10+40)

Fore Section hp 168 (16d10+80)

Fort +5, **Ref** —, **Will** +5

Defensive Abilities hardness 15

Immune construct traits

Offense

Speed space 10 sq. (poor)

Statistics

Aetherdrive 3, **Fore Slots** 3 (fore); **Aft Slots** 1 (aft); **Broadside Slots** 4 (2 aft, 2 fore); **Internal Slots** 6 (2 aft, 4 fore) ; **Max Dex** +3

Special Abilities

Leading Fire (Ex) Once per round as a free action, a destroyer hull can re-roll a single attack roll made while a crew member or passenger is operating a ship weapon. This re-roll must occur before the GM reveals the result of the attack roll, and the attacker must take the result of the new roll even if it is worse.

Frigate Hull CR 11

Colossal construct (aether, aethercraft, capital)

Init +0; **Crew** 5 (5 fore); **Passengers** 60 (20 aft, 40 fore)

Sections Aft, Fore

Defense

AC 25, touch 2, flat-footed 25 (+23 natural, –8 size)

hp 244 (30d10+80)

Aft Section hp 122 (15d10+40)

Fore Section hp 122 (15d10+40)

Fort +5, **Ref** —, **Will** +5

Defensive Abilities hardness 10

Immune construct traits

Offense

Speed space 10 sq. (average)

Statistics

Aetherdrive 3, **Fore Slots** 2 (fore); **Aft Slots** 1 (aft); **Broadside Slots** 3 (1 aft, 2 fore); **Internal Slots** 8 (3 aft, 5 fore) ; **Max Dex** +4

Special Abilities

Tactical Repositioning (Ex) As long as a frigate has two active crew, it can make an additional move action as a free action each round.

Frigates were among the first capital-class aetherships ever constructed. These resiliant vessels were designed to overcome the shortcomings of corvettes (namely limited armaments and light hulls) and were shortly thereafter followed by destroyer-class hulls. Frigates and destroyers were regularly deployed in tandem during the Century War and coordinate offensive and defensive capabilities to great result. It was only after the advent of heavy capital aetherships that the production of frigates and destroyers began to decline, but these vessels are still remarkably reliable and produced in shipyards across Hierarchy-controlled worlds in limited number.

Heavy Capital Aethership Base Hulls

Larger than their base capital class brethren, heavy capitals are the pinnacle of Aetheran aethership design. These vast ships operate as flagships for the largest of military organizations.

Battlecruiser Hull CR 14

Colossal construct (aether, aethercraft, capital)

Crew 5 (5 fore); **Passengers** 140 (20 aft, 40 center, 80 fore)

Sections Aft, Center, Fore

Defense

AC 29, touch 2, flat-footed 27 (+27 natural, –8 size)

hp 474 (50d10+200)

Aft Section hp 122 (15d10+40)

Center Section hp 184 (19d10+80)

Fore Section hp 168 (16d10+80)

Fort+6, **Ref**—, **Will**+6

Defensive Abilities hardness 15

Immune construct traits

Offense

Speed space 10 sq. (Average)

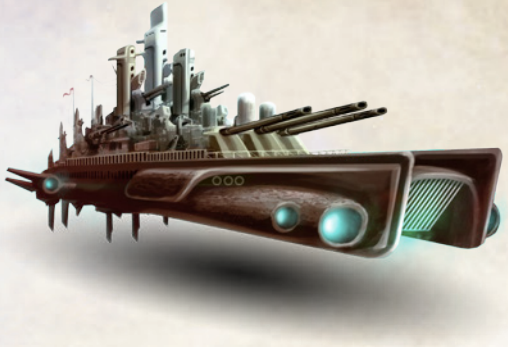
Statistics

Aetherdrive 4, **Fore Slots** 4 (fore); **Aft Slots** 2 (aft); **Broadside Slots** 6 (2 fore, 3 center, 1 aft); **Internal Slots** 8 (2 aft, 4 center, 2 fore) ; **Max Dex**+1

Special Abilities

Efficient Engines (Ex) Battlecruisers reduce their aetherdrive's daily au cost by half.

Battlecruisers are considered by many aethership pilots to be the best balance between the maneuverability of standard capital ships and the sheer stopping power of a heavy capital aethership. Battlecruisers are tremendously expensive to produce and, like most capital ships, are relatively few in number compared to their non-capital cousins. However, the ability for a battlecruiser to change the tide of a conflict cannot be understated. A battlecruiser is both highly mobile and able to shrug off most light artillery fire thanks to its reinforced hull. The efficient designs of these vessels also allows for them to operate for prolonged periods of time at minimal power cost.



Battleship Hull CR 16

Colossal construct (aether, aethercraft, capital)

Crew 5 (5 fore); **Passengers** 190 (30 aft, 60 center, 100 fore)

Sections Aft, Center, Fore

Defense

AC 31, touch 2, flat-footed 27 (+29 natural, –8 size)

hp 567 (56d10+260)

Aft Section hp 168 (16d10+80)

Center Section hp 215 (21d10+100)

Fore Section hp 184 (19d10+80)

Fort+7, **Ref** —, **Will** +7

Defensive Abilities hardness 20

Immune construct traits

Offense

Speed space 8 sq. (Poor)

Statistics

Aetherdrive 4, **Fore Slots** 6 (fore); **Aft Slots** 2 (aft); **Broadside Slots** 7 (1 aft, 4 center, 2 fore); **Internal Slots** 10 (2 aft, 5 center, 3 fore) ; **Max Dex** +1

Special Abilities

Reinforced Hulls (Su) At the beginning of its turn, a battleship can redirect some power from the aetherdrive to improve the defense of the ship. Select a single ship section and increase the hardness of that section by 5. A battleship can change the affected section by having an Engineer spend a move action at the beginning of the battleship's turn.





Carrier Hull CR 18

Colossal construct (aethercraft, capital)

Crew 8 (4 fore, 4 center); **Passengers** 800 (200 aft, 450 center, 150 fore)

Sections Aft, Center, Fore, Port, Starboard

Defense

AC 31, touch 2, flat-footed 27 (+29 natural, –8 size)

hp 858 (91d10+360)

Aft Section hp 184 (19d10+80)

Fore Section hp 215 (21d10+100)

Center Section hp 215 (21d10+100)

Port Section hp 122 (15d10+40)

Starboard Section hp 122 (15d10+40)

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

Defensive Abilities hardness 25

Immune construct traits

Offense

Speed space 8 sq. (Poor)

Statistics

Aetherdrive 4, **Fore Slots** 6 (fore); **Aft Slots** 4 (aft); **Broadside Slots** 10 (5 port, 5 starboard); **Internal Slots** 15 (2 aft, 10 center, 3 fore) ; **Max Dex**+0

Special Abilities

Carrier Online (Ex) Reduce the slot cost of any modules that allow for the housing of smaller vessels (such as the carrier bay and shuttle bay) by 1, to a minimum of 1.

Carriers are mobile battlestations designed to settle into a combat zone and allow for total dominance over a region. With heavy firepower and the ability to deploy numerous aethercraft from installed hangar bays, the arrival of a carrier aethercraft signifies an establishment of control by the aligned party that is difficult to refute.

Dreadnought Hull CR 20

Colossal construct (aethercraft, capital)

Crew 16 (4 aft, 8 fore, 4 center); **Passengers** 3,000 (700 aft, 1,750 center, 550 fore)

Sections Aft, Center, Fore, Port, Starboard

Defense

AC 36, touch 2, flat-footed 27 (+34 natural, –8 size)

hp 1,323 (121d10+660)

Aft Section hp 215 (21d10+100)

Center Section hp 370 (31d10+200)

Fore Section hp 370 (31d10+200)

Port Section hp 184 (19d10+80)

Starboard Section hp 184 (19d10+80)

Fort+10, **Ref**+10, **Will**+10

Defensive Abilities hardness 30

Immune construct traits

Offense

Speed space 8 sq. (Clumsy)

Statistics

Aetherdrive 8, **Fore Slots** 10 (fore); **Aft Slots** 6 (aft); **Broadside Slots** 20 (10 port, 10 starboard); **Internal Slots** 30 (2 aft, 20 center, 4 fore, 2 port, 2 starboard) ; **Max Dex** +0

Special Abilities

Unstoppable Behemoth (Ex) A dreadnought continues fighting well beyond normal tolerance, possessing a unique center section for internal components. The center section of the dreadnought can only be targeted after at least one other section has been destroyed. Incoming attacks must have line of sight to the destroyed section in order to damage the center section.

Table 5–17: Aethership Aetherdrive and Engine Modules

Module	Price	Size	Weight	Restriction
Aetherdrive Booster	100 au	1	25 lbs.	None
Aetherdrive I	250 au	1	200 lbs.	None
Aetherdrive II	500 au	1	300 lbs.	None
Aetherdrive Tuner	1,000 au	1	25 lbs.	None
Enhanced Speeder Thruster	1,200 au	2	40 lbs.	Restricted
Small Aetherdrive Filter	1,500 au	1	35 lbs.	None
Aetherdrive III	3,000 au	1	400 lbs.	Restricted
Speeder Gravitic Stabilizer	3,500 au	2	35 lbs.	Restricted
Aetherdrive Stabilizer	5,000 au	1	50 lbs.	None
Aetherdrive IV	8,500 au	1	900 lbs.	Military

Table 5–18: Aethership Fuel Consumption

Base Drain (Strafing Speed)	Fuel Consumption
Strafing (base speed)	10 au x HD / day
Higher Aethership Speeds	**Fuel Consumption**
Cruising (x4)	10 au x HD / hour
All-out (x8)	40 au x HD / hour

Aethership Modules

Every aethership possesses a series of externally mounted modular hardpoints referred to as 'slots'. Slots exist on the fore, aft, and broadsides of aetherships. The amount of slots available determines the number and size of modules that a ship can mount in that section of their hull. Larger, more power intensive modules take up multiple slots, while smaller modules may only take up a single slot. Most aetherships possess a series of slots listed as internal. Module descriptions indicate if they are externally or internally-mounted systems (or both in some cases).

Targeting Modules: All external modules can be targeted by attacks in aethership combat. Targeting a specific module with a ranged attack imposes a –5 penalty on the attack roll against the aethership's AC. An external module has a number of hp equal to 5 x the number of HD the aethership possesses and has a hardness of 10. A module reduced to 0 hp is disabled and ceases functioning, but can be repaired (see the Disable Device skill in Chapter 4: Skills and Feats.) A module reduced to negative hit points equal to the total HD of the aethership is destroyed and must be replaced.

A summary of modules available to aetherships is presented over the following pages. These modules represent aethertech upgrades available to the various base hulls presented in this chapter. Modules can be crafted by using the Craft Aethertech feat (see page 360).

Aethership modules are treated as aethertech for all abilities and effects that target aethertech and interact with spells that detect or affect magic as aethertech.

Each aethership module has a full description, including a set of abbreviated statistics. This information is organized as follows.

Mount: Indicates if the specific module is mounted externally or internally. External mounting means the module can be installed in the aft/broadside/fore slots of the aethership. Internal mounting indicates that it must be mounted in one of the slots marked as internal. Some modules can be installed on either mount, as indicated in their description. This section of the module description may also include specific restrictions on the module, such as size or type limitations. Modules listed as unique can only be installed once on a given aethership. Modules with an internal mount have total cover from attacks originating outside of the aetherships.

Power: This number indicates an additional daily power drain on an aetherdrive by having this module attached. The power draw is paid as soon as the module is successfully attached and then again at the start of each day. Some modules draw additional power based on special use, as noted in their description.

Table 5–19: Aetherdrives

Module	Price	Weight	Restriction
Aetherdrive I	250 au	200 lbs.	None
Aetherdrive II	500 au	300 lbs.	None
Aetherdrive III	3,000 au	400 lbs.	Restricted
Aetherdrive IV	8,500 au	900 lbs.	Military

Restriction: The legal restriction to purchasing or owning the module. See Equipment Restrictions at the beginning of this chapter for more information.

Size: This represents the number of slots the module occupies. A module can only be installed in one location; a module can't be spread over multiple sections (aft/broadside/fore/internal) of a ship.

Weight: A module's weight is not tracked when equipped to an aethership, but is noted for salvage purposes.

Type: The type of module indicates the purpose it serves or a generalization of the effect it imparts on the attached ship. Certain module effects, or other abilities, may specify a specific module type in their application.

Craft: This is the Craft DC required to create the module. It is also the Knowledge (arcana) or (engineering) DC to correctly identify the module.

Cost: This is the cost in aetheric units to create the module. Generally this cost is equal to half the price of the module.

Aetherdrives

Aetherdrives are complex pieces of aethertech that store vast amounts of au, grant an aethership the ability to move, provide power to all of the ship's modules, generate a mild field of kinetic energy around the ship that creates gravity, dampens internal momentum, and protect the aethership against tiny, fast-moving particles in space. An aethership without an aetherdrive is considered an object and not an aethercraft of any kind and can take no actions.

Each ship has at least one dedicated aetherdrive slot independent of all the vessel's other module slots. In order to maintain flight, an aethership must have at least one aetherdrive installed in each available aetherdrive slot (or an equivalent level of improved aetherdrives.) For example, a fighter base hull aethership requires two aetherdrives, but could also be powered by one *aetherdrive II*.

Additional "back up" aetherdrives can be installed using internal module slots and are linked systems that share a total pool of au. If a ship has multiple aetherdrives and one is disabled, another automatically engages to maintain ship functions.

Activation: Activating or deactivating an aetherdrive is a standard action and can be performed by a creature adjacent to the aetherdrive in the ship or by any crew. Depowering an aethership in mid-flight causes it to no longer be able to move or power attached modules, but the aethership is not treated as an object as if it did not possess an aetherdrive. A deactivated aetherdrive maintains any stored aetheric units, but does not radiate an aura of magic.

Armor Class: An aetherdrive wraps an aethership with a space speed in a field of kinetic energy that deflects high-speed particles in space, preventing aetherships from being torn apart by tiny meteorites and other small space debris. This field also reinforces the hull of space-capable aetherships against firearms and other weapons that fire physical ammunition and target touch AC. An aethership capable of space travel

Table 5–20: Engine Modules

Module	Price	Size	Weight	Restriction
Aetherdrive Booster	100 au	1	25 lbs.	None
Aetherdrive Tuner	1,000 au	1	25 lbs.	None
Enhanced Speeder Thruster	1,200 au	2	40 lbs.	Restricted
Aetherdrive Filter, Small	1,500 au	1	35 lbs.	None
Speeder Gravitic Stabilizer	3,500 au	2	45 lbs.	Restricted
Aetherdrive Stabilizer	5,000 au	1	50 lbs.	None

with a powered-up aetherdrive adds its natural armor bonus to touch AC against attacks made by firearms or similar physical projectile weapons.

Fuel Consumption: A powered-up aethership depletes a base amount of au from its aetherdrive every day of operation. A powered-up aethership may move at its base (strafing) speed without limitation while powered-up, provided that the ship has at least 1 au remaining in its aetherdrive. An aethership drains 10 au per Hit Die per day of basic operation. An additional cost of 10 au per HD per hour is added when traveling at cruising speed, and further increases to 40 au per HD per hour when moving at all-out speed.

Power drain for movement speeds is made the moment a speed threshold is crossed, and traveling at these speeds for less than the listed time still drains the listed amount of au. For example, a pilot enters cruising speed (x4) and immediately depletes 10 au from the aetherdrive. Even though the ship drops out of cruising speed 20 minutes later, the 10 au remains spent. Should the ship instead continue at cruising speed for more than an hour, an additional 10 au is drained from the aetherdrive at the start of the second hour. However, the aetherdrive is not charged an additional amount for moving between cruising speeds (x4 to x5, or x5 to x4, for example.)

If there is insufficient power to reach a desired speed the ship does not accelerate. An aethership that cannot pay its energy upkeep ceases to move and is considered helpless. If the aethership is in a planet's gravity, it begins to crash, otherwise the aethership floats adrift.

Refueling: Refueling an aetherdrive functions identically to refueling any aethertech device. Most ships may be refueled internally and externally. However, some modules provide faster refueling access.

Strength and Cargo Capacity: Aetherdrives grant an aethership an effective modifier for performing Strength-related checks (such as pulling a locked hatch open with an attached tow cable.) Additionally, an aethership operating in an area of gravity may carry a light loud of 500 lbs. x the rating of its aetherdrive (for example, an *aetherdrive II* grants a light load of 1,000 lbs.) An aethership's medium load is 2x its light load, and its maximum heavy load is 4x its medium load. An aethership carrying a medium or heavier load is considered encumbered and suffers the ordinary penalties for encumbrance.

Aetherships operating in a zero gravity environments are not limited in the weight they may carry and suffer no encumbrance, but simply by available cargo space. Treat a ship's maximum cargo capacity as equal to its maximum heavy load.

Targeting Engines: Despite occupying an internal module slot, an aetherdrive's propulsion system extends to the outside of an aethership and can be targeted by enemy attacks (see targeting modules, above.) An aetherdrive can only be disabled (not destroyed) unless the attacker can also target the interior of the aethership. A disabled aetherdrive still provides power to all the ship's systems, but a Pilot cannot maneuver the ship. For vessels without a perfect maneuverability, this means they will cease flying and (if in an area of gravity) begin to crash. Aetherships with disabled aetherdrives in space drift out of control.

When attacked internally, an aetherdrive has the following stats: **AC** 10, **hardness** 10, **hp** 10 x aetherdrive level.

An aetherdrive that is reduced to 0 hp is destroyed and explodes, dealing 1d6 points of damage for every 100 au stored to all creatures and objects within a 30-ft.radius (to a maximum of 10d6 points of damage.) Half of this damage is fire damage; the other half is electricity damage. A successful Reflex save (DC 25) reduces this damage by half. Note that an exploding aetherdrive also deals damage to the ship it is attached to, and any damage done by an exploding aetherdrive ignores any hardness the ship may possess.

When purchased, an aetherdrive is depleted of all fuel. However, most markets will sell fully-filled aetherdrives for the respective additional cost in au required to fill its reserves.

Aetherdrive I — 250 au

Type Engine

Mount Internal **Size** 1 slot **Weight** 200 lbs.
Power —
Restriction None

This is a base aetherdrive found on most common aetherships. It can store up to 500 au to power the aethership it is attached to and any modules the aethership may possess.

An *aetherdrive I* grants an aethership a +10 bonus for the purposes of making Strength-based checks.

Construction Requirements — 125 au

Craft DC 20, Craft Aethertech, *animate objects*

Aetherdrive II — 500 au

Type Engine

Mount Internal **Size** 1 slot **Weight** 300 lbs.
Power —
Restriction None

An *aetherdrive II* can store up to 1,000 au to power the aethership it is attached to and any modules the aethership may possess.

An *aetherdrive II* grants an aethership a +15 bonus for the purposes of making Strength-based checks.

Construction Requirements — 250 au

Craft DC 25, Craft Aethertech, *haste*

Aetherdrive III — 3,000 au

Type Engine

Mount Internal [Huge or larger aetherships only]
Size 1 slot **Weight** 400 lbs.
Power —
Restriction Restricted

An *aetherdrive III* can store up to 5,000 au to power the aethership it is attached to and any modules the aethership may possess.

An *aetherdrive III* grants an aethership a +25 bonus for the purposes of making Strength-based checks.

Construction Requirements — 2,500 au

Craft DC 30, Craft Aethertech, *animate objects*

Aetherdrive IV — 8,500 au

Type Engine

Mount Internal [Huge or larger aetherships only]
Size 1 slot **Weight** 900 lbs.
Power —
Restriction Military

An *aetherdrive IV* can store up to 10,000 au to power the aethership it is attached to and any modules the aethership may possess.

An *aetherdrive IV* grants an aethership a +40 bonus for the purposes of making Strength-based checks.

Construction Requirements — 4,250 au

Craft DC 35, Craft Aethertech, *haste*

Table 5–21: Aethership Miscellaneous Modules

Module	Price	Size	Weight	Restriction
Shuttle Bay	500 au	2	2,400 lbs.	None
Astrogation Center	6,000 au	2	3,600 lbs.	None
Engineering Bay	10,000 au	2	4,600 lbs.	None
Kinetic Shield Generator I	10,000 au	2	1,200 lbs.	Military
Sick Bay	16,000 au	2	2,300 lbs.	None
Kinetic Shield Generator II	20,000 au	2	1,400 lbs.	Military
Kinetic Shield Generator III	30,000 au	2	1,600 lbs.	Military
Kinetic Shield Generator IV	120,000 au	2	2,200 lbs.	Military
Carrier Bay	18,500 au	4	120,000 lbs.	None

Engine Modules

Engine modules enhance an aetherdrive's performance when installed on an aethership.

Aetherdrive Booster — 100 au

Type Engine

Mount Internal **Size** 1 slot **Weight** 25 lbs.
Power —
Restriction None

This module consists of several self-charging aetherite injectors, plugged directly into the engine of the aethership. This module builds its own independent charge by absorbing kinetic energy from flight and uses this charge to power its enhancements. Once per day,

the aethership pilot can activate this module as a swift action, doubling the Fly speed of the aethership for the subsequent 1d4+1 rounds. Additional installations of this module increase the number of uses per day by one.

Construction Requirements 50 au

Craft DC 20, Craft Aethertech, *haste*

Aetherdrive Tuner 1,000 au

Type Engine

Mount Internal [non-capital only]
Size 1 slot **Weight** 25 lbs.
Power 2 au x HD/day
Restriction None

This series of streamlined cabling and power conduits improves the engines of the aethership they're installed in. An aethership with an aetherdrive tuner increases its base fly speed by 10 ft. for every 50 ft. of speed the base hull possesses.

Construction Requirements 500 au

Craft DC 20, Craft Aethertech, *expeditious retreat*, *fly*

Aetherdrive Stabilizer 5,000 au

Type Engine

Mount Internal [non-capital only]
Size 1 slot **Weight** 50 lbs.
Power 2 au x HD/day
Restriction None

This module consists of a layer of overlapping aetherite-infused brackets that are attached to the engine of an aethership. An aethership with an atmospheric engine stabilizer upgrades its Fly maneuverability to the next highest category (clumsy to poor, poor to average, etc.).

Construction Requirements 2,500 au

Craft DC 20, Craft Aethertech, *fly*

Enhanced Speeder Thruster 1,200 au

Type Engine

Mount Internal [Speeder only]
Size 2 slots **Weight** 40 lbs.
Power —
Restriction Restricted

This module consists of several self-charging aetherite injectors. Once per day, the aethership pilot can activate this module as a swift action, tripling the Fly speed of the aethership for the subsequent 1d3 rounds. The speeder does not suffer the effects of its 'limited mobility' special rule during the duration of the boost, if it possesses this special rule. Additional installations of this module increase the number of uses per day by one.

Construction Requirements 600 au

Craft DC 25, Craft Aethertech, *haste*

Small Aetherdrive Filter 1,500 au

Type Engine

Mount Internal [Huge or smaller aetherships only]
Size 1 slot **Weight** 35 lbs.
Power 1 au x HD/day
Restriction None

This assembly of tiny aeronite fans and flauros heating coils allows for the proper filtration of magical energies emitted from an aetherite-powered engine and keeps most aetherships running in peak conditions. An aethership with this module gains a +2 bonus on Reflex saves.

Construction Requirements 750 au

Craft DC 20, Craft Aethertech, *expeditious retreat*

Speeder Gravitic Stabilizer 3,500 au

Type Engine

Mount Internal [Speeder only]
Size 2 slots **Weight** 45 lbs.
Power 2 au x HD/day
Restriction Restricted

A bulbous sphere of hardened glass encompasses the engine of the speeder once this module is installed. This module gives limited flight stability to the aethership it's installed on. The attached aethership loses its limited mobility restriction. A speeder with this module can ascend to a maximum of 30 ft. above a surface. If a pilot spends movement to make their speeder ascend above this height, the speeder begins to fall at the end of the pilot's turn as if affected by *glide*[APG].

Construction Requirements 1,750 au

Craft DC 25, Craft Aethertech, *feather fall*

Miscellaneous Modules

Miscellaneous modules cover a wide gamut of purposes, from generating defensive shields to adding on entire service bays.

Astrogation Center — 6,000 au

Type Miscellaneous

Mount External or Internal [Gargantuan or larger aethership only]
Size 2 slots **Weight** 3,600 lbs.
Power 4 au x HD/day
Restriction None

This module acts as a primary hub for travel planning within the aethership and provides all the benefits of an astrogation kit. The *center* can accommodate a number of creatures up to 1/2 the total HD of the aethership. Creatures using the information collected in this chamber gain a +4 circumstance bonus on Knowledge (geography) checks made to astrogate, as well as Survival checks made to track opposing aetherships. Astrogation checks made in the center take only 10 minutes (divided by the total number of crew members tasked with astrogation).

In addition, when installed, this module allows for the addition of one extra piloting slot for the attached aethership. The additional pilot is located in this module instead of the command deck of the vessel—an important factor for situations like boarding actions.

Construction Requirements — 3,000 au

Craft DC 35, Craft Aethertech, *know direction*, *find the path*

Carrier Bay — 18,500 au

Type Miscellaneous

Mount External [Capital aethership only]
Size 4 slots **Weight** 120,000 lbs.
Power 10 au x HD/day
Restriction None

This module serves as a bay capable of housing up to four non-capital aethercraft of huge or smaller size or their equivalent (eight large aethercraft, two gargantuan, etc). Docked ships gain total cover so long as the bay doors are closed. If the aethership (or associated section) is destroyed, any docked vessels are likewise damaged by the destruction.

Construction Requirements — 9,250 au

Craft DC 35, Craft Aethertech

Engineering Bay — 10,000 au

Type Miscellaneous

Mount External or Internal [Gargantuan or larger aethership only]
Size 2 slots **Weight** 4,600 lbs
Power 4 au x HD/day
Restriction None

This module opens up elements of the aethership's interior for more efficient management. A character with Disable Device can make any repair attempts (both long-term and jury-rigged) from inside this module and receives a +4 circumstance bonus to the checks. The *engineering bay* can accommodate a number of creatures up to 1/2 the total HD of the aethership.

In addition, engineers manning this *bay* can prevent critical damage to an aethership in combat by spending a standard action each round to maintain systems. Doing so grants the installed aethership a cumulative 10% immunity to critical hits and precision damage for each engineer participating in the action.

Construction Requirements — 5,000 au

Craft DC 35, **Craft** Aethertech, *make whole*

Farseeker Array — 5,000 au

Type Miscellaneous

Mount Internal and External
Size 2 slots (1 internal, 1 external) **Weight** 1,000 lbs.
Power 4 au x HD/day **Restriction** None

A *farseeker array* is a group of sound-emitting sensors fashioned from songsteel that can detect the presence of creatures, structures, and objects at a distance. When powered on, a *farseeker* emits a high-frequency sound burst each round in a 1,000-ft. radius around the installed aethership. The *farseeker array* listens for echoes from objects or corporeal creatures struck by the sound waves and displays headings and distance by means of analog dials and meters on an internal console. This ability functions as the blindsense universal monster ability, but interpreting the readings to benefit from this ability requires a pilot or crew member to operate the *array*. A successful DC 20 Knowledge (arcana) or Knowledge (geography) check made as a move action each round provides the user of a *farseeker array* information about the surroundings of the aethership (including distance to creatures and objects within range).

A *farseeker's* effective range is quadrupled underwater, and a *farseeker array* does not function at all in a vacuum.

Solid objects block a *farseeker*, so creatures or objects on the other side of such objects cannot be detected.

Construction Requirements **9,250 au**

Craft DC 35, Craft Aethertech

Kinetic Shield Generator I — 10,000 au

Type Miscellaneous

Mount External or Internal [Huge or larger aethership only]
Size 2 slots **Weight** 1,200 lbs.
Power 2 au x HD/day (plus special)
Restriction Military

This module can be activated by any pilot to boost the kinetic field generated by the ship's aetherdrive. Once active, the module generates an invisible and intangible field of force around the aethership. The force field blocks solids and liquids, but not gases or energy.

Activating a force field consumes 20 au, after which point the field consumes 1 additional au every round it remains active. While a force field is active, the attached aethership gains 15 temporary hit points. All damage dealt to the aethership is subtracted from the temporary hit points first. As long as the force field is active, the aethership is immune to critical hits. Force fields are automatically reduced to 0 hp by disintegration effects.

Only one *kinetic shield generator* may be active at a time on any single aethership.

A force field has fast healing that replenishes its temporary hit points at a fixed rate each round, but if the force field's temporary hit points are ever reduced to 0, the force field shuts down and cannot be reactivated for 24 hours.

This variant of the *kinetic shield generator* has fast healing 3.

Construction Requirements **5,000 au**

Craft DC 30, **Craft** Aethertech, *shield*

Kinetic Shield Generator II — 20,000 au

Type Miscellaneous

Mount External or Internal [Huge aetherships or larger only]
Size 2 slots **Weight** 1,200 lbs.
Power 4 au x HD/day (plus special)
Restriction Military

This module acts as *kinetic shield generator I*, save that it has the following changes:

- Consumes 40 au when activated.
- Grants 40 temporary hit points.
- Grants fast healing 6.

Construction Requirements **10,000 au**

Craft DC 35, **Craft** Aethertech, *shield*

Shield Generator III — 40,000 au

Type Miscellaneous

Mount External or Internal [Huge aetherships or larger only] **Size** 2 slots **Weight** 1,200 lbs.
Power 16 au x HD/day (plus special)
Restriction Military

This module acts as *kinetic shield generator I*, save that it has the following changes:

- Consumes 60 charges when activated
- Grants 100 temporary hit points
- Grants fast healing 10

Construction Requirements **20,000 au**

Craft DC 40, Craft Aethertech, *shield*

Shield Generator IV — 120,000 au

Type Miscellaneous

Mount External or Internal [Huge aetherships or larger only]
Size 2 slots **Weight** 1,200 lbs.
Power 32 au x HD/day (plus special)
Restriction Military

This module acts as *kinetic shield generator I*, save that it has the following changes:

- Consumes 100 charges when activated
- Grants 200 temporary hit points
- Grants fast healing 20

Construction Requirements **120,000 au**

Craft DC 45, Craft Aethertech, *shield*

Shuttle Bay — 4,500 au

Type Miscellaneous

Mount External or Internal [Gargantuan aetherships or larger only]
Size 2 slots **Weight** 2,400 lbs.
Power 2 au x HD/day
Restriction None

You install a bay capable of housing one aethercraft of huge or smaller size or their equivalent (two Large aetherships count as one Huge, etc). Docked ships gain total cover so long as the bay doors are closed. If

the aethership (or associated section) is destroyed, any docked vessels are likewise damaged by the destruction.

Construction Requirements **2,250 au**

Craft DC 25, Craft Aethertech

Sick Bay **16,000 au**

Type Miscellaneous

Mount External or Internal [Gargantuan aetherships or larger only]
Size 2 slots **Weight** 2,300 lbs.
Power 4 au x HD/day
Restriction None

This module is a fully equipped medical center for treating the sick and injured. The bay can comfortably hold a number of crew equal to the HD of the aethership it's installed on. Characters using this medical center gain a +4 circumstance bonus on all Heal checks made while within. Creatures resting within a medical bay, regain an additional number of hit points equal to their level after a full-night of rest.

In addition, a sick bay comes with numerous powered medical tools, which can be used for emergency treatments. Treat this as a trauma kit with 40 charges. These charges replenish automatically at a rate of 1 charge per day, as long as the aethership is powered.

Construction Requirements **8,000 au**

Craft DC 25, Craft Aethertech, *lesser restoration*, *stabilize*

Hull Modules

Hull modules represent the hardening or increasing of armor for an aethership. These types of modules generally change the defensive properties of an aethership.

Speeder Armor Plating **1,000 au**

Type Hull

Mount Internal [Speeder only]
Size 1 slot **Weight** 500 lbs.
Power — **Restriction** None

This module consists of duranite alloy plates overlaid on the hull of the speeder, set in place to reinforce the speeder's aetherite engine. Speeders with this module increase their maximum hit points by 15. This module can be taken multiple times, each time increasing the hit point maximum by an additional 15.

Table 5–22: Aethership Hull Modules

Module	Price	Size	Weight	Restriction
Speeder Armor Plating	1,000 au	1	500 lbs.	None
Light Armor Plating	5,000 au	2	1,000 lbs.	None
Medium Armor Plating	8,500 au	2	2,000 lbs.	Restricted
Heavy Armor Plating	12,000 au	3	4,000 lbs.	Military
Super-Heavy Armor Plating	24,000 au	4	10,000 lbs.	Military

Construction Requirements **500 au**

Craft DC 20, Craft Aethertech

Light Armor Plating **5,000 au**

Type Hull

Mount Internal [Huge or smaller aetherships only]
Size 2 slots **Weight** 1,000 lbs.
Power — **Restriction** None

This module is made up of several specially prepared metallic or wooden frames, each overlaid onto the aethership they're installed in. Aetherships with this module increase their maximum hit points by 25. This module can be taken multiple times, each time increasing the hit point maximum by an additional 25.

Construction Requirements **2,500 au**

Craft DC 20, Craft Aethertech

Medium Armor Plating **8,500 au**

Type Hull

Mount Internal [Colossal or Gargantuan aetherships only]
Size 2 slots **Weight** 2,000 lbs.
Power — **Restriction** Restricted

This module is made up of several specially prepared metallic or wooden frames, each overlaid onto the aethership they're installed in. Aetherships with this module increase their maximum hit points by 40. This module can be taken multiple times, each time increasing the hit point maximum by an additional 40.

Construction Requirements **4,250 au**

Craft DC 25, Craft Aethertech

Heavy Armor Plating **12,000 au**

Type Hull

Mount Internal [Capital aethership only]
Size 3 slots **Weight** 4,000 lbs.
Power — **Restriction** Military

This module is made up of several specially prepared metallic or wooden frames, each overlaid onto the aethership they're installed in. Aetherships with this module increase the maximum hit points on each section by 60. This module can be taken multiple times, each time increasing the hit point maximum of each section by an additional 60.

Construction Requirements 6,000 au

Craft DC 30, Craft Aethertech

Super-Heavy Armor Plating 24,000 au

Type Hull

Mount Internal [Capital aethership only]
Size 4 slots **Weight** 10,000 lbs.
Power — **Restriction** Military

This module is made up of several specially prepared metallic or wooden frames, each overlaid onto the aethership they're installed in. Aetherships with this module increase the maximum hit points on each section by 100. This module can be taken multiple times, each time increasing the hit point maximum of each section by an additional 100.

Construction Requirements 12,000 au

Craft DC 35, Craft Aethertech

Weapon Modules

Aethership weapons are heavy firearms (or larger aethership-specific firearms) installed on weapon mounts that utilize any external module slot. Weapon mounts come in two classifications: static (only able to fire one direction) and turret (capable of firing in any direction). A disabled static mount prevents the mounted weapon from being fired unless the gunner directly charges the mounted weapon using an *aetheric capacitor* or similar device each time it is fired, as they have no internal aetheric capacity of their own. A destroyed static mount cannot be used to fire. A disabled turret mount becomes a static mount and may continue to fire, but only in one direction. Turret mounts have more efficient power cabling and continue to draw power from the aetherdrive if disabled. A destroyed turret mount cannot be used to fire a mounted weapon.

Installing or uninstalling a weapon on a mount requires 1 minute for a heavy firearm and 10 minutes per weapon class for aethership weapons. Some specific aethership weapons take up additional internal slots when installed on a weapon mount due to complex design or power source needs. The aethership weapons below use the same rules as aethertech firearms and do not have a misfire chance.

The range increment for an aethership's weapon for non-space tactical movement is listed in feet and the range listed in parentheses is a special "space range" that determines the maximum space range a weapon may fire at without penalty in space. For every space range beyond the listed maximum a ship attempts to fire, the attack suffers a cumulative –10 penalty. Attacks beyond extreme range are impossible without the aid of magic items, modules, or spells that allow the attacker to see at great distances.

Weapons without a listed space range (which includes all heavy firearms) can only fire at close range targets in space before suffering range penalties.

Aethership weapons also possess certain descriptors that possess specific attributes, as described below.

Battery: A crew member or passenger firing a battery can make attacks of opportunity at any creature or aethership that moves through a space within the first range increment of the weapon (or close range in space).

Cannon: When a cannon deals damage to a target its round explodes dealing damage to all adjacent creatures equal to half the weapon's base damage. A successful Reflex save (DC 10 + 1/2 ship CR) halves this damage further.

Gravitic: An aethership weapon with the gravitic descriptor fires physical rounds enveloped in a field of aether. These weapons deal damage to incorporeal creatures as if it was a force effect.

Table 5–23: Aethership Weapons

Weapon	Cost	DMG	Type	Critical	Range	Internal Slots[1]	Firing Mode	Ammo	Weight	Restriction
Class I (Speeder) Weapons										
Cryo Blaster	4,500 au	3d6	cold	x2	60 ft.	1	Auto	4 au	50 lbs.	Military
Fire Blaster	3,000 au	3d6	fire	x2	60 ft.	—	Semi	2 au	50 lbs.	Military
Gravitic Thruster	6,000 au	4d6	B	x3	20 ft.	—	Single	2 au	50 lbs.	Restricted
Heavy Rifle	2,000 au	2d8	B/P	x4	300 ft. (short)	—	Semi	Linked	145 lbs.	None
Shock Blaster	3,000 au	3d6	electricity	x2	100 ft.	—	Slow	2 au	50 lbs.	Restricted
Class II (Small) Weapons										
Cryo Repulsor	5,500 au	4d6	cold	x2	100 ft. (short)	1	Auto	6 au	375 lbs.	Military
Fire Repulsor	4,800 au	6d6	fire	x2	100 ft. (short)	—	Semi	4 au	250 lbs.	Military
Gravitic Repulsor	12,000 au	8d6	B	x3	50 ft. (short)	—	Single	4 au	500 lbs,	Military
Heavy Auto Rifle	5,500 au	4d8	B/P	x3	600 ft. (long)	—	Auto	Linked	800 lbs.	Restricted
Shock Repulsor	6,000 au	6d6	electricity	x2	300 ft. (medium)	—	Slow	4 au	250 lbs.	Military
Super Heavy Rifle	7,000 au	8d8	B/P	x3	800 ft. (long)	—	Slow	Linked	900 lbs.	Restricted
Class III (Sub-Capital) Weapons										
Arc Cannon	12,500 au	8d6	electricity	x2	600 ft. (long)	1	Auto	10 au	2,500 lbs.	Military
Assault Battery	8,800 au	8d8	B/P	x3	1,200 ft. (long)	—	Auto	Linked	1,200 lbs.	Military
Gravitic Battery	16,000 au	10d6	B	x3	100 ft. (short)	—	Semi	25 au	3,500 lbs.	Military
Pyro Battery	11,000 au	10d6	fire	x2	600 ft. (long)	1	Auto		3,500 lbs.	Military
Pyro Cannon	8,500 au	12d6	fire	x2	300 ft. (medium)	—	Slow	20 au	3,000 lbs.	Military
Class IV (Capital) Weapons										
Heavy Arc Cannon	16,500 au	15d6	electricity	x2	1,000 ft. (long)	1	Auto	35 au	6,500 lbs.	Military
Heavy Battery	12,500 au	15d8	B/P	x3	2,500 ft. (long)	—	Auto	Linked	3,500 lbs.	Military
Heavy Pyro Cannon	16,500 au	20d6	electricity	x2	600 ft. (long)	—	Slow	35 au	6,500 lbs.	Military
Plasma Cannon	20,000 au	20d6	aetheric plasma	x2	800 ft. (long)	1		100 au	7,000 lbs.	Military

[1] Installing this type of weapon on a weapon mount requires additional internal slots from the ship, as listed in this column.

Speeder Static Weapon Mount — 300 au

Type Weapon

Mount External [Speeder only]
Size 1 slot **Weight** 15 lbs.
Power — **Restriction** Military

This mount can hold a single Class I weapon. The weapon has a static facing on the section of the aethership it is mounted on.

Construction Requirements 150 au

Craft DC 20, Craft Aethertech

Speeder Turret Weapon Mount — 600 au

Type Weapon

Mount External [Speeder only]
Size 1 slot **Weight** 25 lbs.
Power — **Restriction** None

This mount can hold a single Class I weapon. The mounted weapon may be fired in any direction, but may not be operated by the pilot; it must be operated by a dedicated crew member.

Construction Requirements 300 au

Craft DC 20, Craft Aethertech

Small Static Weapon Mount — 1,000 au

Type Weapon

Mount External [Non-Speeder]
Size 1 slot (2 slots for Class II weapon) **Weight** 55 lbs.
Power — **Restriction** Restricted

This mount can hold a single Class I or II weapon. Increase the number of slots required by this weapon when mounting a Class II weapon. The weapon has a static facing on the section of the aethership it is mounted on.

Construction Requirements 500 au

Craft DC 25, Craft Aethertech

Small Turret Weapon Mount — 1,000 au

Type Weapon

Mount External [Non-Speeder]
Size 1 slot (2 slots for Class II weapon) **Weight** 55 lbs.
Power — **Restriction** Restricted

This mount can hold a single Class I or II weapon. Increase the number of slots required by this weapon when mounting a Class II weapon. The mounted weapon may be fired in any direction, but may not be operated by the pilot; it must be operated by a dedicated crew member.

Construction Requirements 500 au

Craft DC 25, Craft Aethertech

Small Magic Mount — 3,000 au

Type Weapon

Mount External [Non-Speeder]
Size 1 slot **Weight** 55 lbs.
Power 5 au x HD/day **Restriction** Restricted

Rather than holding a weapon, this mount channels the magical energies of a single pilot on the aethership. The pilot must use the piloting role to operate this module. The pilot can cast spells through the aethership, affecting targets outside the aethership along the same facing the mount is installed on. This effectively allows the spellcasting pilot to use the aethership to determine line of effect for spells. Only spells of 3rd level or lower can be used through this size of mount.

Construction Requirements 1,500 au

Craft DC 30, Craft Aethertech, *imbue with spell ability*

Small Magic Turret — 6,000 au

Type Weapon

Mount External [Non-Speeder]
Size 1 slot **Weight** 55 lbs.
Power 5 au x HD/day **Restriction** Restricted

Rather than holding a weapon, this turret seats a single creature of up to Large size. The creature within the turret can cast spells through the aethership, affecting targets outside the aethership in any direction. This effectively allows the spellcaster to use the aethership to determine line of effect for spells. Only spells of 3rd level or lower can be used through this size of mount.

Construction Requirements 3,000 au

Craft DC 30, Craft Aethertech, *imbue with spell ability*

Heavy Static Weapon Mount — 3,000 au

Type Weapon

Mount External [Non-Speeder]
Size 3 slots **Weight** 200 lbs.
Power — **Restriction** Military

This mount can hold a single Class III weapon. The weapon has a static facing on the section of the aethership it is mounted on.

Construction Requirements 1,500 au

Craft DC 35, Craft Aethertech

Heavy Turret Weapon Mount 6,000 au

Type Weapon

Mount External [Non-Speeder]
Size 3 slots **Weight** 200 lbs.
Power — **Restriction** Military

This mount can hold a single Class III weapon. The mounted weapon may be fired in any direction, but may not be operated by the pilot; it must be operated by a dedicated crew member.

Construction Requirements 3,000 AU

Craft DC 35, Craft Aethertech

Heavy Magic Mount 12,000 au

Type Weapon

Mount External [Non-Speeder]
Size 1 slot **Weight** 155 lbs.
Power 10 au x HD/day **Restriction** Military

As a small magic weapon mount, except as above. Spells of 7th level or lower can be used through this size of mount.

Construction Requirements 6,000 au

Craft DC 35, Craft Aethertech, *imbue with spell ability*

Heavy Magic Turret 24,000 au

Type Weapon

Mount External
Size 3 slots **Weight** 55 lbs.
Power 5 au x HD/day **Restriction** Restricted

As the small magic turret mount, except as above. Spells of 7th level or lower can be used through this size of turret.

Construction Requirements 12,000 au

Craft DC 35, Craft Aethertech, *imbue with spell ability*

Super-Heavy Static Weapon Mount 7,000 au

Type Weapon

Mount External [Non-Speeder]
Size 4 slots **Weight** 500 lbs.
Power — **Restriction** Military

This mount can hold a single Class IV weapon. The weapon has a static facing on the section of the aethership it is mounted on.

Construction Requirements 3,500 au

Craft DC 40, Craft Aethertech

Super-Heavy Turret Weapon Mount 14,000 au

Type Weapon

Mount External [Non-Speeder]
Size 4 slots **Weight** 500 lbs.
Power — **Restriction** Military

This mount can hold a single Class IV weapon. The mounted weapon may be fired in any direction, but may not be operated by the pilot; it must be operated by a dedicated crew member.

Construction Requirements 7,000 au

Craft DC 40, Craft Aethertech

Super-Heavy Magic Mount 24,000 au

Type Weapon

Mount External [Non-Speeder]
Size 4 slots **Weight** 800 lbs.
Power 20 au x HD/day **Restriction** Military

As a small magic weapon mount, except as above. Spells of 9th level or lower can be used through this size of mount.

Construction Requirements 12,000 au

Craft DC 40, Craft Aethertech, *imbue with spell ability*

Super-Heavy Magic Turret 48,000 au

Type Weapon

Mount External [Non-Speeder]
Size 4 slots **Weight** 800 lbs.
Power 20 au x HD/day **Restriction** Military

As a small magic turret mount, except as above. Spells of 9th level or lower can be used through this size of turret.

Construction Requirements 24,000 au

Craft DC 40, Craft Aethertech, *imbue with spell ability*

Special Materials

Due to the advent of modern mining processes, the special materials listed in this section are readily available in any settlement that has a sufficient purchase limit. These materials are frequently sold and traded and utilized in high-volume mass production of weapons and armor. While many are expensive, it does not uniformly speak to their rarity, but rather the difficulty in harvesting and refining the material.

Of note, materials often considered valuable in other settings have dimished value in the Aethera System. Gold is worth noting as having no intrinsic monetary value and no civilizations traffic in gold as a currency. For purchasing gold ore, treat its value in au as approximately equal to that of silver in the *Pathfinder Roleplaying Game Core Rulebook*. Though gold has no intrinsic value, it is appreciated (like silver) for its aesthetic qualities and its cost represents both that and the challenging in finding and mining gold.

Beyond the special materials found in the *Pathfinder Roleplaying Game Core Rulebook* and other sources, the below materials are commonly found across the Aethera System.

Aeronite: Mined from the asteroids of Seraos's rings, aeronite is an uncommon ore found in brittle, crystal-like formations. Considered vital to aethership design, it possesses the strange ability to create breathable air when struck or moved rapidly. Aeronite is typically fashioned into the fan blades used on aetherships to create breathable air and flush away potential airborne toxins; other uses have been found for the ore, including weaponsmithing.

A character wielding an aeronite melee weapon gains a +1 circumstance bonus on Fortitude saves against airborne toxins and effects (such as smoke). If the weapon is two-handed, the wielder may take a full-round action to create an area of clean air within her reach, except while in a vacuum or underwater. This effect lasts as long as the wielder performs a full-round action to clear the air. Ammunition crafted from aeronite stays aloft longer, increasing its range by 50%, but is always destroyed upon impact. Due to vital needs on aetherships and its fragility, aeronite weapons are uncommon.

Aeronite has 20 hit points per inch of thickness and hardness 5.

Aetherite, depleted: Depleted aetherite is specially refined aetherite that has been alchemically tailored to be as hard as steel, and lacks the ability to act as a capacitor for aetheric energy. Weapons forged from depleted aetherite count as magic weapons for the purpose of bypassing damage reduction. Also, adding any magical enhancements to a depleted aetherite weapon costs 10% less than normal. This decrease is applied the first time the item is enhanced, not once per ability added. Weapons, armor and tools forged from refined aetherite are considered masterwork and weapons count as magic for overcoming damage reduction.

Depleted aetherite has a hardness of 10 and 20 hp per inch of thickness.

Aetherite, raw: Aetherite is a supernatural mineral forged from the destruction of ancient ley lines during the Collapse. Naturally occurring or "raw," aetherite appears as growths of brightly phosphorescent blue crystals that shed light as a torch. Aetherite in its natural form has the following qualities:

Morphic qualities: When exposed to at least 1 point of electricity damage or 30 points of fire damage from a single attack, aetherite sublimates into a cloud of highly-charged plasma. Each point of electricity damage (or every 30 points of fire damage) is enough to transform 1 cubic foot of aetherite into 5 cubic feet of aetheric plasma. This plasma cloud sheds light like a torch and persists for 1 round per cubic foot of space. Any creature caught in the cloud or that enters the cloud must succeed at a DC 15 Reflex save or suffer 6d6 points of damage per round that is half fire and half electricity damage. Creatures adjacent to

Table 5–24: Special Materials

Type of Item	Item Cost Modifier
Aeronite, object	+100 au/lb.
Aeronite, weapon	+1,500 au
Aurite, armor	+1,000 au
Aurite, object	150 au/lb.
Depleted aetherite, ammunition	+10 au/missile
Depleted aetherite, object	+150 au/lb.
Depleted aetherite, weapon	+500 au
Duranite, ammunition	+25 au/missile
Duranite, heavy armor	+15,000 au
Duranite, light armor	+5,000 au
Duranite, medium armor	+10,000 au
Duranite, weapon	+1,250 au
Flauros, object	100 au/lb.
Flauros, weapon	+50%
Refined aetherite, object	1,000 au/lb.
Singing steel, musical instrument	+1,000 au
Singing steel, object	100 au/lb.
Singing steel, weapon	+1,000 au

the plasma cloud are exposed to moderate aetherite radiation, while those inside the cloud are exposed to high aetherite radiation. This cloud affects incorporeal creatures as if it were a force effect. At the end of the plasma cloud's duration, it rains down into a cobalt-colored liquid slurry traced with veins of vibrant azure that fills a volume equal to half the total size of the solid aetherite that sublimated.

Liquid aetherite slurry sheds light like a candle and is no longer radioactive, but is highly toxic (see below). After exposure to 1 point of cold damage (or 1 hour at normal temperature, the slurry hardens back into loose aetherite crystals that weigh half as much as they did before sublimation. These crystals are no longer radioactive and are worth twice the market value of raw aetherite. Aetherite slurry will remain in liquid form if kept at a temperature of 70 degrees or higher.

Radioactive: Unrefined aetherite emits a dangerous form of radiation that can potentially strip the soul from a living creature. Small amounts of unrefined aetherite emit low radiation that only affects creatures holding or carrying it. However, in larger quantities

Table 5–25: Aetherite Radiation

Radiation Level	Fort Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Cha damage/day
Moderate	17	1d4 Con drain	1d4 Cha damage/day
High	22	2d4 Con drain	1d6 Cha damage/day
Severe	30	4d6 Con drain	2d6 Cha damage/day

aetherite radiation has a wider area. For every 5-foot space occupied by raw aetherite, there is a cumulative 10-foot radius of low radiation. Aetheric radiation is blocked by a thin sheet of lead, and raw aetherite is commonly transported in special sealed, lead-lined containers for safety purposes.

Aetherite poison—contact, ingested, injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage and 1d4 Charisma damage; *cure* 2 consecutive saves.

Creatures reduced to 0 Constitution by aetherite radiation or poison are slain and have a 50% chance to rise as a corporeal undead with the aetherwarped template (see page 474). However, living creatures reduced to 0 Charisma fall into a dreamless catatonia. While in this state an affected creature cannot save against possession effects (such as *possession*[OA] or a ghost's malevolence ability.)

Raw aetherite in its solid form has a hardness of 5 and 10 hp per inch of thickness, takes double damage from bludgeoning attacks, and takes no damage from force effects.

Aetherite, refined: Refined aetherite comes from raw aetherite that has been exposed to aetherite's morphic states thousands of times in an industrial aetherite refinery. The process requires the aetherite to be compressed and compounded with new aetheric crystals created from the same procedure and exposed to a continuous electrical current. Refined aetherite is of an extremely high quality and is used in all aethertech devices, including aetheric capacitors. Refined aetherite no longer sublimates and is locked

in its crystalline state. Instead, when exposed to heat or electricity the crystal releases stored aetheric energy and can even be recharged to contain new energy when combined with the proper equipment. Refined aetherite is neither radioactive nor toxic and sheds light like a candle when charged with units of aetheric energy.

Refined aetherite has 30 hit points per inch of thickness hardness 10.

Aurite: Found only in small pockets on Orbis Aurea and among that planet's satellites, this metal surface is covered in a thin frost of whirling snowflake designs, but seemingly warm to the touch. Aurite absorbs ambient cold rather than radiating heat, but the effects are strikingly similar. Despite its apparent warmth, aurite cannot melt ice and snow.

Because aurite absorbs cold, a character wearing armor crafted mostly of aurite gains a +2 bonus on any saving throws made to resist cold effects or spells. Also when in cold conditions, the character may treat the temperature as though it were 20 degrees warmer. This effect never makes it more uncomfortable for the wearer than if the ambient temperature were about 60 degrees Fahrenheit.

Aurite has 30 hit points per inch of thickness and hardness 10.

Duranite: This unusual metal has never been found occurring naturally, only as scrap metal littering Pre-Collapse ruins and wastes across all of the Aethera System. Believed to be an alloy of one or more unknown ores, this dull-bronze colored metal is heavy—double the weight of steel—and possesses the durability of adamantine. Unlike adamantine however, Duranite is ill-suited to creating weapons and does not hold an edge any better than steel.

Duranite armor is considered to be masterwork and grants its wearer damage reduction: for light armor this DR is 1/–, for medium armor 2/–, and for heavy armor 3/–. Weapons and armor created from duranite have double their normal hardness and hit points.

Duranite has 40 hit points per inch of thickness and hardness 20.

Flauros: Mined from the asteroids orbiting Ashra, flauros is a coal-black metal with faintly luminous, orange veins and is warm to the touch. A creature that holds on to at least 1 point of flauros gains a +1 circumstance bonus to resist cold environmental effects. Striking flauros (a standard action) causes its veins to flare brightly and cast illumination like a torch for 10 minutes. After that time the veins dim to candle brightness for 5 minutes and then no longer sheds any light. Flauros is normally warm to the touch, but when it is shedding light after being struck, flauros inflicts 1 point of fire damage each round of direct contact.

In addition to providing illumination when struck, ammunition and weapons forged from flauros are considered masterwork and inflict 1 additional point of fire damage on a successful hit.

Flauros has 30 hit points per inch of thickness and hardness 8.

Steel, Singing: The music of tolling bells and sonorous hums fill the mines of Akasaat and its moon Prima as drills, hammers, and picks fall on the silvery ore mined only on those celestial bodies. Called singing steel, this metal naturally harmonizes with sounds to produce the strange alien music of the mines. This quality, combined with the refined metal's bright blue-silver hue, makes it a popular choice for the artisans who craft musical instruments.

A musical instrument crafted from singing steel is considered masterwork and confers a +4 circumstance bonus to any Perform checks the character makes. If the performance is a component of a spell or another level-dependent supernatural effect, such as bardic performance, treat the performing character as 1 level higher when determining any effect.

A musical instrument or weapon crafted from singing steel costs an additional 1,000 au.

In most other respects singing steel is little different from normal steel: it has the same weight and requires the same care to avoid rusting.

Singing steel has 30 hit points per inch of thickness and hardness 10.

Plant Symbionts

Long ago, during one of the awakenings of Tritarch Erathlias, the erahthi learned the secrets of creating symbiotic plant life. Though mindless plant-like creatures, plant symbionts can physically bond to an intelligent host creature to provide a wide range of unique abilities. The abilities vary according to the manufacturing techniques used in creating these creatures; because plant symbionts cannot reproduce, each one must be specially grown and cultivated. The first plant symbionts were relatively simple in purpose and function, but as the arcane science used to create these wondrous creatures advanced so did the diversity and power of the symbionts. This allowed them to serve in all manner of functions, from goggles that can see in a range of light spectrums, to suits which allow the erahthi to explore space. The basic principles of this technology were extrapolated to other areas, such as undersea travel, and even to erahthi aetherships which sail among the stars.

The erahthi originally designed plant symbionts to aid with the massive construction efforts required in building metropolis-sized cities within the trees of Kir-Sharaat. These early, simple plant symbionts, industrial in nature, enhanced the speed and stamina of erahthi workers and also provided them protection while performing dangerous tasks.

It wasn't until the awakening of Tritarch Athrakarus during the Century War that the erahthi began researching how to turn plant symbionts into weapons of war. Further developments would see the erahthi experimenting with plant symbionts used as methods of mental control, using them to enslave elementals and other creatures to use as living weapons. This dramatic turn of plant symbionts from infrastructure to war caused schisms within erahthi scientific communities. Many felt that using plant symbionts in combat violated their original purpose as outlined by Erathlias, in which the plant symbionts were to aid the erahthi in creating a better world for themselves. Plant symbionts, being living creatures, were seen as more than just tools, but as embodiments of the erahthi's ability to create new life—much like the Era-Sharaat created the erahthi—and their corruption was viewed an affront to all the erahthi people stood for. Ultimately, wartime pragmatism and the will of Tritarch Athrakarus wore the detractors down and some dissenters entered self-imposed exile or simply disappeared without a trace.

During the Century War, human spies were able to steal the secret of symbiont crafting from captured erahthi scientists, and this information quickly found its way into private hands through black market channels. While the majority of production of plant symbionts is still performed on Kir-Sharaat, nurseries exist on Akasaat, the Amrita Belt, and beyond. Few erahthi still view plant symbionts with anything approaching their ancestors' reverence, and those who manufacture plant symbionts seek only to create new and more marvelous strains. In the post-war climate, debates sometimes arise as to whether or not erahthi scientists should continue the creation of weaponized symbionts, but with the secret for symbiont creation having escaped Kir-Sharaat, the arguments are entirely academic. Hotter fires of debate rage concerning the theoretical creation of plant symbionts with sapience and the ethics of both creating and potentially enslaving these free-willed creatures. Speculation abounds that such experimentation has already occurred, but no confirmed reports of intelligent symbionts have yet emerged.

Plant symbionts vary widely in appearance and size, yet generally have a few common characteristics. A typical plant symbiont lies closer to an average plant in that it uses a vascular system to transport nutrients and water. Each plant symbiont features an elaborate cilia-like root system which it uses to attach to its host. Because of its symbiotic nature, the host and the plant symbiont share food and nutrients

with one-another. Healthier creatures with a robust constitution can bond with more plant symbionts this way. A plant symbiont root system is usually attached to a central stem which contains several, to possibly thousands, of vines. The vines do most of the work of the plant symbiont, whether augmenting strength or wrapping around the host as a protective armor. They also usually serve as the plant symbiont's weapons in combat when it isn't bonded with a host. Finally, nearly all plant symbionts have some sort of leaf-like structure to aid in photosynthesis (the process that plant symbionts use to turn sunlight into energy when not bonded) as sunlight is crucial to the plant symbiont's survival. These leaves might be very small or even node-like in appearance. Beyond this, plant symbionts can have other features such as thorns and even flowers, though the latter is usually chosen by its creators for cosmetic and stylistic reasons, and usually only for noncombat plant symbionts. Because of the massive amount of eldritch engineering performed on a symbiont, any of the common features of these creatures can be altered in hundreds of different ways, from creating thin membranes between vines that act like sails, to fostering resistance to certain elements such as cold or fire.

When not bonded with a host, most plant symbionts use a combination of their root system and vines to engage in locomotion, and many will plant themselves in a suitable spot that provides both water and sunlight. Through genetic engineering, they can appear widely different with many diverse modes of attack, with some symbionts capable of bipedal locomotion. A symbiont's vines can be created to serve as whip-like tendrils to lash out and ensnare prey or batter them with crushing force. Certain plant symbionts feature structures modeled after carnivorous plants, like two snapping leaves shaped like a mouth, attached to a short stem called a petiole. This creates a hinged, jaw-like structure allowing the plant symbiont to bite creatures. Some plant symbionts are created with unique features such as secreting acids, creating poisons, and even the ability to generate various elemental attacks such as fire or electricity. As the arcane science of the plant symbionts evolves, what a plant symbiont can and cannot do becomes only limited by the creator's innovation.

On Kir-Sharaat, the cultivation of plant symbionts occurs in large laboratories in the upper boughs of the trees forming the megalopolis. The laboratories contain vats of mineral-enriched water and are temperature controlled. The roofs consist of either glass-like windows made from specialized tree sap, though certain strains need continuous sunlight, which is provided artificially through magic or, in some cases, aethertech. Outside of Kir-Sharaat, laboratories vary from large warehouses to small, one-vat rooms which can only create the smallest of plant symbionts. The selling of items and equipment used in creating plant symbionts is a lucrative business itself. Throughout the Aethera System, engineers of plant symbionts seek to perfect the science of plant symbiont creation using a variety of new techniques and equipment. Prominent laboratories known to produce excellent plant symbionts often spend a small fortune on security measures. The work done there is considered to be of vital importance and kept secret. Espionage and sabotage of rival laboratories is rare on most worlds, but more common across the disparate satellites of the Amrita Belt. More often, the laboratories seek to actively and aggressively recruit each other's best scientists and engineers.

Creating Plant Symbionts

Creating a plant symbiont is similar to creating a magic item. To create a plant symbiont, a character must possess the Cultivate Plant Symbiont feat. The intensive process requires a character to spend at least 8 hours a day per 1,000 au of the plant symbiont's cost attending to the feeding and cultivation of the growing creature. Spending additional time does not decrease the time it takes to create a plant symbiont. The cost of the plant symbiont represents the various materials used in its creation—the specialized tanks,

Table 5–26: Symbiont Statistics

CR	HP	AC	High ATK	Low ATK	High DMG	Low DMG	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5t

mineral-enriched water, various temperature devices, and food. To grow, the plant symbiont needs at least 12 hours a day of constant light, either natural or specially created grow lamps (included in the base cost). If the character does not spend the 8 hours a day or provide the 12 hours of sunlight, the fledgling plant symbiont begins to wither and die. Each day these conditions are not met until the cost of the plant symbiont is reached, there is a 10% cumulative chance the plant symbiont dies. Plant symbionts are assumed to be created for a medium-sized host. Plant symbionts for larger hosts require an additional 50% of the plant symbiont's cost for each additional size category.

At the end of the process, the player must succeed on a Symbiont Handling check equal to 10 + the plant symbiont's Hit Dice. On a failure, the plant symbiont is not successfully created and all the materials and costs associated with its creation are lost. The player cannot be assisted by another creature in this attempt.

Players are encouraged to create new plant symbionts other than the ones in this book. First, players should work with their GM to determine the exact powers and cost of a brand new plant symbiont. The GM has the final say in what the powers and cost are. It is advised that players compare the plant symbiont to other similar magic items to derive the appropriate powers and cost. Additionally, plant symbionts differ slightly from magic item creation in that they must follow separate rules.

- Plant symbionts must use a slot on the body as per the magic item rules for slotted items. The plant symbiont's host abilities should match the slot on the body that makes the most sense (for example, a plant symbiont increasing a host's base speed would likely occupy the feet slot instead of the neck slot).
- Plant symbionts can only provide alchemical, armor, circumstance, dodge, enhancement, insight, natural armor, and resistance bonuses. They cannot provide sacred, profane, or any specific racial or magical bonus.
- Plant symbionts cannot have a finite number of uses or charges.
- Plant symbionts cannot be created in conjunction with magic item creation feats.
- A plant symbiont's total price cannot exceed 105,000 au and a CR of 6. Symbionts above CR 6 are considered artifacts and beyond the capabilities of players to create.
- Plant symbionts are always creatures of the plant type with the plant symbiont subtype.

Determine Size

A plant symbiont's size corresponds with the type of slot it occupies. Because a plant symbiont is an organic creature, usually composed of roots and numerous vines which wrap around the host, it may, if the character desires, be one size category larger than the standard size listed below (which assumes a medium sized host—adjust one size category up for each size category of the host creature). It still assumes the size listed on the table when it bonds to a host but assumes its larger size when it is not attached.

Slot	Size
Belt	Tiny
Body	Small
Chest	Small
Eyes	Fine
Feet	Tiny
Hands	Diminutive
Head	Diminutive
Neck	Diminutive
Ring	Fine
Shoulders	Small
Wrists	Diminutive

Determine Challenge Rating

Every plant symbiont has a challenge rating based on its total price (its cost x2). The challenge rating is to assist the player and GM in generating the plant symbiont's monster stat block and powers.

Price (in au)	CR
1,000–5,000	1
5,001–15,000	2
15,001–30,000	3
30,001–50,000	4
50,001–75,000	5
75,001–105,000	6

Create Symbiont Stat Block

The last step is to create the plant symbiont's stat block. Monster creation is not an exact science, however, and the player and GM are encouraged to work together in developing it, using the rules for monster creation in the *Pathfinder Roleplaying Game: Bestiary* and applying the plant symbiont subtype. The guidelines use an average of where its stats should fall. Once you generate the plant symbiont's general stats (AC, hit points, attacks), develop one or two primary special abilities or attacks for it. These abilities should tie in thematically with the abilities it grants to its host. It is a good ideato compare the finished plant symbiont stat block to other monsters of a similar CR as well as one CR above and below to ensure the plant symbiont is appropriately balanced. GMs are encouraged to work with the player to adjust the plant symbiont's stat block if, during play, it's too weak or too strong.

As plant creatures, plant symbionts gain d8 Hit Dice, have a 3/4 Base Attack Bonus, and good Fortitude saves as well as the following traits:

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Breathes and eats, but does not sleep.
- DR/slashing equal to their total hit dice.

Because plant symbionts do not have an Intelligence score, they don't receive Feats or skill points.

The following table gives the basic stats for the plant symbionts characters will be creating.

CR	HD
1	2
2	3
3	4
4	5
5	7
6	9

As a plant creature, the plant symbiont uses the following table to determine its approximate number of Hit Dice. Remember, these aren't hard numbers but guidelines.

Additional Options

The engineering of plant symbionts allows a lot of room for experimentation. Particularly among non-erahthi, the creators of plant symbionts have become known for the unique elements in their designs. Some of these are trade secrets and jealously guarded, while

other techniques benefit from wide distribution. It is up to the GM to decide which of the options listed below are immediately known to the players. While a character may have heard of a new way to create plant symbionts—knowing and actually being able to utilize the option can be entirely different.

The following options can be used to customize plant symbionts to the creator's taste. Any number of options can be chosen when creating a new plant symbiont. These options cannot be used on a plant symbiont that has already been created.

Option	Cost	DC
Ability Increase	20%	3
Advanced	50%	4
Camouflage	15%	2
Feat	30%	3
Regeneration Increase	30%	4

Ability Increase: The plant symbiont has one physical and mental stat (except Intelligence) increased by +2.

Advanced: The plant symbiont creature gains the advanced creature template. This allows a player character to advance a CR 6 plant symbiont to a CR 7.

Camouflage: When bonded, the plant symbiont changes its color and shape to match the host's clothing. The plant symbiont retains all its properties (including weight) when it is so disguised. It can be detected through magical means, such as *true seeing*, as well as a Perception check with the DC = 20 + the plant symbiont's Hit Dice.

Feat: The plant symbiont gains one of the following feats as a bonus feat: Improved Initiative, Toughness, or Weapon Focus. The option can be selected more than once but each time, it selects a different feat.

Regeneration Increase: The plant symbiont regenerates faster at a rate of three times its total Hit Dice.

Cost: The additional cost is a percentage of the original base cost. For example, a player creating a plant symbiont normally costing 1,000 au and adding the advanced and camouflage options will create a plant symbiont costing 1,650 au (500 au for the advanced option and 150 au for the camouflage option).

DC: Adding options increases the DC of the Symbiont Handling check used to create the plant symbiont. DCs from multiple options stack.

Summary

Creating new plant symbionts, whether by a player character or GM, represents the growing diversity in this field of science. To summarize, these are the following steps to create new and different plant symbionts:

1. Develop the types of host abilities the plant symbiont has.
2. Determine the cost of the plant symbiont by comparing it to existing, similar magic items.
3. Decide the slot on the body the plant symbiont will occupy.
4. Select additional options for the plant symbiont or items used in its growth.
5. Pay the cost of the new plant symbiont and the time taken to grow it.
6. Determine the plant symbiont's CR.
7. Generate the plant symbiont's stat block and special abilities. Remember to compare it to existing monsters to aid in balancing it.

Unique Plant Symbionts

The erahthi have created a large number of plant symbionts to assist with all facets of life, though their main function since the Century War has been for warfare. Sample plant symbionts can be found in Chapter 6: Bestiary (see page 538).

Music and Magic

Out of all the mysterious forces at work in the Aethera System, the powers inherent in music are among the most universal and accessible. Music represents an individual's will to change her environment, a will guided by innate talent, cultural heritage, and even cosmic influence on the grandest scales. While some disparage music's value in comparison to academic magic and technology, the wise recognize that music is among the only manifestations of magic found across nearly all cultures, be they continents or even planets apart, and it has held a fundamental role in shaping the identities of entire populations.

Music's unique power originates from its dynamic, reciprocal nature: as a temporal art form, music is completely influenced by the conditions of its environment throughout the connected moments of its performance. Like a physical force, the music pushes back against the environment affecting it, in turn exerting its own influence on space and time. The instrument being played, the will of the performer, and the acoustic environment all interact to give the music agency, sometimes stabilizing its surroundings with consonant harmonies and steady beats, or disrupting them with dissonance and shifts in tempo. The delicate balance of physical and magical forces throughout the Aethera System render it particularly susceptible to changes caused by music, and the greatest performers can tap this power to alter or reinforce predicted events to their liking.

Evidence of music's practice dates back to the Progenitors. Archaeological expeditions have uncovered wondrous instruments, early efforts at notating and recording music, and numerous allusions to music in art and literature. When the study of these artifacts led to humans' discovery of the interdimensional tapestry known as the Score, scholars postulated that the Progenitors' musical endeavors may have been among their first efforts to tap the cosmic power they eventually obtained via the Gate Hubs. Some of the earliest Progenitor technical schematics comprehensively detail the power of music in science, but the regularity of these documents eventually waned to make way for technological advancements. Some believe this is because the Progenitors acknowledged music's latent power, but did not fully grasp the supernatural mechanism by which to access it.

Human Music

Among the present Aethera races, humans' mastery and reverence of music stands unmatched. Every human tribe developed its own style of music over the course of its growth, and was music one of the few traditions that survived the Collapse. Clans with the most popular musical styles exerted substantial influence over those with more obscure tastes, oftentimes either subsuming the smaller tribe into their own cultural momentum or driving them to cling to their style so fiercely that their musical traditions would remain unchanged for centuries. The most accomplished musician in a human community wields the most influence among his peers almost without exception.

Humans' admiration of music proved so complete that when Luthias used Progenitor artifacts and writings to piece together and verify the existence of a colossal sonic tapestry that spanned galaxies and even planes of existence, his discovery became the common ground that enabled him to unify the entire species under one banner. From that point forward, humankind found purpose in deciphering the Score, dedicating its existence to interpreting the prophecies hidden within its form, and using that knowledge to guide their race to greatness. Akasaat saw an outpouring of musical genius, with some possessing an inherent gift for directing musical forces in themselves and their environment (skalds, sorcerers, and most

notably song oracles, who almost always derive their power from the Score itself), while others (bards, cantors, and wizards) studied musical elements and form, allowing them to access its power by recognizing and manipulating its patterns.

Humans compose music in a variety of styles, but they favor massive symphonic works more than any other people. These grand pieces frequently derive many of their musical ideas from established motifs gleaned from the humans' study of the Score. Oftentimes this is just for public recognition or artistic intent, but select composers who claim to hear the distant voices of the Score supposedly possess the ability to create prophetic masterworks, interpreted by "divine listeners" from Symphonium in ways that guide the trajectory of human society. Scholars of these works (called "maestros") connect the dots between the composer, the piece itself, and the myriad different forces at play in the multiverse to determine the legitimacy of the work's clairvoyance and the impact it makes in the course of history.

Erahthi Music

Although music doesn't carry the same social weight with the erahthi as with humans, the natives of Kir-Sharaat still harbor a vibrant musical culture (indeed, music was a part of the foundation upon which the erahthi and the humans first built their tentative shared language) and hold music in a more reverent and spiritual nature than humanity. Erahthi delight in finding music in nature, capturing the effects of bird song, running water, and rustling leaves in their unwritten compositions. Sometimes erahthi musicians carry instruments on their plant-like bodies, such as hollow tendrils that can be fashioned into flutes, pipes, or other wind instruments.

Given the music's significant influence over Tritarch in the song of slumber that the Council of Song commands, most erahthi believe that the Tritarch can hear the echoes of the Score, responding to its harmonies in ways that make them appear almost omniscient. Whether or not these speculations are true remains a mystery, but the fact that erahthi use patterns in the stars as inspiration for much of their music's form lends credence to the theory. Erahthi scholars believe music and astronomy to be two sides of the same coin, and look to the movement of celestial bodies to find meaning in their music's shape.

Phalanx Music

Having been built by the overtly musical humans, the phalanx possess a fundamental knack for music themselves (some believe that their builders knew their creations had achieved intelligence once they started making meaningful music). Like the erahthi, some phalanx have musical instruments built into their bodies, although these are deliberately fashioned out of their component parts rather than occurring naturally. Phalanx also possess an innate knack for playing aetherite-powered instruments, making them valuable performers for contemporary works.

Phalanx have an impeccable ability to reproduce music that they have read or heard before, and excel beyond all other races in improvisation and creation of new musical forms. Ensembles of human composers directing skilled phalanx players are extremely common, with the humans writing music that can be learned, memorized, and reproduced almost immediately by the bio-mechanical performers. Less common are phalanx "samplers," who mentally catalogue thousands of existing songs and tunes, then reorganize them into novel combinations and patterns.

Every once in a while, a particular piece of music will resonate extremely strongly with a phalanx listener, driving it to behave erratically or spontaneously act out of character. Many believe that this response is connected to the phalanx's aetherite core. Whether the aetherite possesses its own

consciousness that is triggered by the music, however, or whether the substance's magical nature is somehow responsive to sonic energies, remains a mystery.

Okanta Music

Music plays a tremendous role in okanta folk traditions (although not to the same extent as it does for humans). Nearly every major okanta religious service or cultural ceremony includes singing, and powerful spirits are said to live inside the songs themselves. Beyond these dogmatic uses of music, however, the okanta are the race most likely to perform music for its own sake, simply reveling in its beauty and energy with no desire to access its magical power. The distinctive rhythmic character of okanta music makes it lively, surprising, and great for dancing (especially when accompanied by the borumbos—traditional okantan drums).

Since their arrival on Orbis Aurea, human tastes and musical styles have dramatically shaped the form of traditional okanta music and expanded their repertoire to new instruments and sound styles. Humans quickly developed a taste for the complex rhythms and catchy melodies of okanta folk music, adapting it into their own compositions and arrangements to great acclaim among their peers.

Infused Music

Although they came from human stock, the experiments that warped bodies of the infused also corrupted their minds with regard to music. When infused transmit thoughts and feelings between each other, the thoughts frequently manifest as musical passages, although the perception of the thought of each unique infused can sometimes render it a maddening cacophony when it passes through too many minds. Several infused possess perfect pitch, making the subtle variations in tonality throughout the cosmos unbearably dissonant. The cultural heritage of an infused prior to transformation makes music a fundamental value, but the changes to neurobiology frequently make preserving that value an agonizing endeavor.

Curiously, the tortured minds of the infused have also yielded some of the most brilliant compositions in the system. Infused composers maintain vivid, uncompromising visions of their artistic intent, and they work painstakingly to realize their visions in notation, sometimes even inventing new instruments to produce the timbres they want. Symphonic pieces by infused are among the most popular masterworks across all cultures, although the composers can rarely stand to hear their creations performed due to their hyper-specific conceptions of how they should sound.

Taur Music

Of all the Aethera System's races, only the taur afford no cultural value to the power of music. To the taur, music is simply another mechanism of exerting power, one that requires more time, effort, and sensitivity than mere physical or mental prowess. The only time a taur actively pursues music is when it devours the corpse of a formidable bard, cantor, or other musician, believing that it has absorbed its victim's musical aptitude (and its affiliated power). Even then, the taur performs its music devoid of any cultural affiliation or personal connection, wielding it like any other weapon—with machine precision.

Zahajin Music

Zahajin are unusually sensitive to music. Some speculate that this is due to their prolonged exposure to aetherite, similar to the bizarre responses to music exhibited by certain phalanx. The zahajin do not understand their reaction to music, but engage in euphoric reveries where masterful compositions are spontaneously recorded that sometimes end in unexpected bloodshed or strange visions.

Due to their intimate connection to the Fey Lords of Kir-Sharaat, zahajin music tends to emulate fey styles with powerful emotional resonance and often times alien compsition.

Music Technology

Most of the Aethera System's more basic instruments originated from connections between music and the elements: percussion instruments symbolized earth, wind instruments embodied air, and string instruments represented wood. Some innovative human and erahthi musicians have even composed music that calls for water-based instruments, such as rain tubes and singing glasses. The Aethera System's peoples have played these types of instruments for generations. Some Progenitor writings tell of an ancient experiment to turn elemental fire into a musical instrument, but the fruits of these endeavors appear to have shifted to technological developments and breakthroughs in weaponry, leaving the fire music project unresolved.

Humans' discovery and industrialization of aetherite advanced music technology even further, with several instrument architects designing versatile instruments powered by aetherite. Innovators learned how to use the energy exuded by aetherite to power devices that could transfer sound vibrations into electrical signals, then modify and reproduce the sound remotely—thus the *farcaster* was born, along with recorded and synthesized sound.

Aethertech instruments are a newly burgeoning field of discovery among musicians, whereby formerly acoustic instruments are fashioned as pieces of aethertech and directly connected to *farcasters*. These instruments produce as-of-yet unheard of sounds bordering on otherworldly. The technology itself only came into its own in the years following the Century War and, by and large, are not widely available publicly.

Recordings of musical performances from all cultures are the current rage among collectors and listeners alike. Compilations of performances inscribed on *voxogram discs* find regular play across public *farcaster* stations and musical celebreties are becoming more widely renowned as a result.

Spells

Magic in the *Aethera Campaign Setting* works largely as it does across the *Pathfinder Roleplaying Game*. However, certain aspects of the Aethera System prevent some types of magic from functioning normally, and increase the versatility of others. Read the information below before GMing or playing to understand how magic functions differently in Aethera.

No Teleportation

The Material and all transitive planes that touch it (the Ethereal, the Shadow, and the Evermorn), out to an unknown distance beyond the orbit of Orbis Aurea, are under the effect of *dimension lock*. As such, access to the Astral Plane is permanently prevented and spells from the conjuration school with the teleportation subschool do not function. Spells such as *dimension door* and *teleport* do not work and are largely unknown by spellcasters in the *Aethera Campaign Setting*.

Because of this change, spells and effects that typically allow adventurers to get across vast distances in a short period of time are fewer in number. This change puts further emphasis on physical means of travel, like aetherships, and spells that accelerate traditional travel such as *shadow walk*. Some effects similar to teleportation spells exist in the form of spells from the transmutation school with the warping subtype (see below).

It is recommended that GMs allow players of classes with teleportation-based abilities (such as wizards specialized in the conjuration arcane school that possess the dimensional step spell-like ability) to substitute these abilities by way of archetypes or other variant class abilities, so as to not short-change these classes.

No other subschool of magic is affected by this change, and the *dimensional lock* effect does not

prevent summoned creatures from returning to their home planes, though called creatures (such as those conjured by spells like *planar binding*) are trapped if they come from the Outer Planes. This dynamic is discussed more in Chapter 6.

When using creatures that have a teleportation spell as a supernatural or spell-like ability, consider replacing this ability with a spell of equal level.

Warping Subschool

Warping is a new subschool of transmutation magic that deals with spells that fold space and time in order to shorten the distance between two points. Warping spells replicate some of the effects of previously extant teleportation spells, but tend to be of higher level or have consequences for traveling in such a manner. Spells with the warping subtype use the plane of Folded Space to shorten these distances.

Spells with the warping subschool do not function normally when cast from inside Folded Space. A spellcaster attempting to use a warping spell inside Folded Space must succeed at a caster level check (DC 20 + the spell's level) or the spell fails, causing the caster and all creatures targeted by the folding spell to take 1d6 points of damage per spell level. A successful Will save (DC equal to the effective DC of the warping spell being cast) reduces this damage by half.

Characters who learn spells from the conjuration school with the teleportation subschool can cast them with the Warping Spell metamagic feat (see page 367). Spells cast in this manner risk permanently stranding the caster and their allies in Folded Space.

Aetherite Components

While the rules for spell components are not changed in the *Aethera Campaign Setting* there are additional options for spellcasters needing to use expensive material foci or material components. All expensive material components can be substituted for an equal value of aetheric units, provided the requisite object or objects containing the aetheric units are on hand (such as an *aetheric capacitor*). Additionally, these items can serve as any expensive material focus, provided that their value is equal to or greater than the focus.

Blood Sacrifice

Instead of the material components for necromancy spells that animate, create, or summon undead or spells that resurrect the dead (such as *raise dead*) a spellcaster may sacrifice a number of hit dice worth of helpless or willing, living creatures with an intelligence of 4 or higher as part of casting the spell. These creatures must be killed within 1 round of casting the spell in direct line of effect to the spellcaster. Blood sacrifices must be of a combined hit dice equal to the creature being animated, created, raised, resurrected, or summoned or the spell fails. Creatures slain as part of a blood sacrifice cannot be raised or resurrected. Performing a blood sacrifice as part of casting a spell is an evil act.

New Spells

Amplifying Aura

School transmutation; **Level** bard 4, cantor 5, cleric 5, magus 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft.-radius emanation centered on you

Duration concentration, up to 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no

You attune your body to the vibrations of sound, and grant yourself the ability to channel sonic power to destructive levels and dampen incoming noise. This spell reduces harmful sonic effects that enters its area, granting your allies within the area of your aura a +4 bonus on all saving throws against sonic effects.

In areas where sound does not travel, such as the vacuum of space, this spell cloaks sonic effects in a protective barrier, allowing them to function where they

normally would not. Allies within your *amplifying aura* that cast spells, or use spell-like abilities or effects with the sonic descriptor can affect their intended targets normally so long as the effects are generated while they are within the *amplifying aura's* radius.

Lastly, you may dispel this spell at any time as an immediate action to enhance the effect of a spell, spell-like abilitity, or effect with the sonic descriptor (or that deals sonic damage) cast within the radius of *amplifying aura* as if it was maximized via the maximize spell metamagic feat.

Controlled Singularity

School transmutation [warping]; **Level** sorcerer/wizard 9

Casting Time 1 full-round action

Components S, M (1 flawless black diamond worth at least 5,000 au)

Range long (500 ft. + 50 ft./level)

Effect one singularity 50 ft. in diameter

Duration concentration + 1 round/level

Saving Throw see text; **Spell Resistance** no

You focus on a point in space and all ambient light around you drops by one level. Streaks of illumination point in the direction of your target,and reality tears open to form a singularity. When conjured, the singularity has an epicenter 50 ft. in diameter which is considered supernatural darkness. The singularity also has an event horizon that extends out to a range of 150 ft. from the middle of the epicenter.Creatures and objects in the event horizon of a controlled singularity are treated as though under the effects of *blur* due to intense gravitational distortions.

Ranged attacks that pass through the event horizon are made with a –20 penalty to the attack roll and any ranged attack that passes through the event horizon and misses its target is redirected to a random creature inside of the epicenter using the original attack roll (without the –20 penalty.) Ranged attacks targeted at the epicenter automatically target a random creature within the epicenter.

Any creature or unattended object within the epicenter when the spell is cast takes 20d6 points of damage. A successful Reflex save halves this damage. Each subsequent round a creature remains within the epicenter deals an additional 20d6 points of damage and requires another Reflex save. Creatures reduced to 0 hp by this damage are crushed into an infinitely small point along with their gear and may not be resurrected except by *miracle* or *wish*. Creatures within the epicenter are immobilized until they make a successful Reflex save and become immobilized again if they end their turn still within the epicenter of the singularity.

Creatures and objects that are caught within the area of the event horizon when the spell is cast, or who end their turn in the event horizon, must succeed at a Fortitude save or be pulled toward the epicenter. On a failed save, creatures are pulled 5d10 feet toward the epicenter each round. On a successful save targets in the event horizon are not moved.

Dawnwalk

School transmutation [warping]; **Level** bard 6, cantor 6, druid 6, sorcerer/wizard 6

Casting Time 1 round

Components V, S, DF, M (a fossil or broken timepiece), F (any bit of matter from the Evermorn)

Range personal and touch

Targets you plus up to 8 willing creatures

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** yes

You bend the fabric of spacetime, transporting targets to the edge of the Evermorn coexistent to your location and allow them to move quickly through the warped space and time of that realm. You can travel up to 60 miles in the Material Plane for every mile you travel on the border of the Evermorn. However, the spell exposes you to the temporal storms wracking the Evermorn. When you emerge in the Material Plane, there is a chance you find time there has passed at a different rate than you experienced it while in the Evermorn. Roll on the table below to determine how long it has been. At any time, you may dismiss this spell and choose to arrive in the Material Plane or the Evermorn. This spell functions only on the Material Plane and the Evermorn. When cast

on the Evermorn, dawnwalk immediately deposits the caster on the Material Plane within 1d100 miles of the corresponding location in the Evermorn.

d%	Time Passed in Material Plane
01–02	1 Material week per 1 hour
03–12	1 Material day per 1 hour
13–40	2d4 Material hours per 1 hour
41–75	1 Material hour per 1 hour
76–95	10 Material minutes per 1 hour
96–99	1 Material minute per 1 hour
00	1 Material round per 1 hour

Divine Concordance

School universal; **Level** cantor 2

Casting Time 1 standard action

Components V, S, DF (a piece of aetherite)

Range close (25 ft. + 5 ft./2 levels)

Target one willing divine spellcaster

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** no

You amplify the target's ability to influence reality with divine power. The target can roll twice and take the better result on caster level checks and concentration checks for divine spells.

Divine Concordance, Greater

School universal; **Level** cantor 4

This spell functions as divine concordance except that the target's effective caster level is also increased by 2 for all divine spells she casts (for all purposes, potentially including range, duration, and damage dealt).

Enduring Hull

School conjuration (creation) [earth]; **Level** cantor 2, sorcerer/wizard 2

Casting Time 1o minutes

Components V, S, M (a piece of duranite worth 2,000 au)

Range touch

Target aethership touched

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You imbue a touched aethership with the enduring strength of the elemental plane of earth. The affected aethership gains damage reduction 5/adamantine. This damage reduction increases by 2 points per 5 caster levels.

Environment Sphere

School conjuration (creation) [air]; **Level** cleric 3, druid 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components S, M (an empty glass bottle)

Range personal

Area10 ft./level radius emanation

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You conjure an area of breathable air and normalized air pressure centered on yourself. This area moves with you and allows you to breathe within the vacuum of space. Environment sphere partially screens against airborne toxins, such as a *stinking cloud* spell or the toxic conditions of terrestrial worlds. Creatures within the spell's area gain a +4 bonus on saves made to resist inhaled toxins. This spell cannot be cast underwater.

This effect can be made permanent with a *permanency* spell.

Gambler's Bend

School transmutation [warping]; **Level** alchemist 4, bard 4, cantor 4, bloodrager 4, cleric 4, sorcerer/wizard 5, witch 6

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round

You warp spacetime to reshape reality to avoid attack. You gain a 5% chance per caster level (maximum 95% at 19th level) to ignore one single attack or targeted effect made against you. This is not a miss chance, and thus cannot be defeated by *true seeing*, tremorsense, or the like, but is a literal reshaping of your physical form to avoid the attack. You may decide to use this spell after a hit is confirmed against you but before the damage or

effect has been determined. Failure means the attack hits as it originally intended but it is also treated as a critical threat, as your attempts to alter reality to avoid peril have, instead, left you more vulnerable to damage. Effects that normally reduce or negate critical hits, such as armor with the *fortification* property do not function against this critical threat.

If you are an incorporeal creature or are incorporeal due to some other spell or effect, this spell has no effect on you.

Glimpse the Score

School divination; **Level** bard 6, cantor 5, inquisitor 6

Casting Time 1 minute

Components V, S, F/DF (a piece of aetherite)

You magically dampen your other senses to more clearly hear the Score. This spell functions like moment of prescience but you are blinded until you choose to apply the insight bonus. You are then not blind while applying the bonus.

Gravity Armor

School abjuration; **Level** bloodrager 2, cleric 3, magus 2

Casting Time 1 standard action

Components V, S, M (a small piece of armor from an aethership)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no

You cloak yourself in an inertia-dampening shell of warped and bent light. This field grants you DR 5/–, and prevents damage until it has absorbed 5 points of damage per caster level to a maximum of 75 points. You can end the spell as an immediate action, redirecting its captive inertia with a single concentrated blast. This acts as a bull rush against a single adjacent target, but you do not provoke attacks of opportunity and you may use the attribute that governs your spellcasting ability instead of your Strength score to determine the results. For every 5 points of damage that the spell can absorb you gain a +2 bonus on the bull rush effect.

Gravity Armor, Mass

School abjuration; **Level** cleric 6

Target one creature/level

This spell functions as *gravity armor*, except as noted above.

Gravity's Victim

School transmutation; **Level** magus 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (small lead ingot)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

You intensify gravity around a single creature, hampering your foe's movement and making it easier to damage and move that enemy. A creature targeted by this spell is affected as if by *slow*. In addition, for the spell's duration, any force effect that deals damage against the target is empowered as if modified by the Empower Spell metamagic feat with respect to damage against the target of *gravity's victim* only. Damage-dealing force effects that are already empowered are instead maximized, as if modified by the Maximize Spell metamagic feat.

In addition, the spell's target takes a –4 penalty to CMD against any bull rush, drag, reposition, or trip combat maneuvers.

Flying targets must make a successful Fly check against the spell's DC every round to avoid falling, and any creatures that fall while under the effects of *gravity's victim* take damage as if the fall's height were doubled. A creature who attempts to cast a spell (or attempts to maintaining concentration on a spell) while affected by *gravity's victim* must make an immediate Concentration check with a DC equal to 15 + the level of spell being cast.

Gravity's Victim, Mass

School transmutation; **Level** sorcerer/wizard 7, witch 7

Target one creature/level

This spell functions as *gravity's victim*, except as noted above.

Hear the Score

School divination; **Level** bard 6, cantor 6, cleric/oracle 8

Casting Time 1 standard action

Components V, S, F (a tuning fork)

Range personal

Target you

Duration 1 hour/level or until discharged.

You attune yourself to the rhythm of the Score and perceive a moment of its prophetic tapestry. Upon casting this spell you are deafened as the sound of the Score overwhelms your senses, but gain a +1 insight bonus on all attack rolls, saving throws, skill checks, and ability checks for the duration of the spell.

At any time during the spell's duration, you may spend a full-round action to enter a prophetic trance. During this time you are flat-footed as you focus on the Score's divine melodies. During this action you may look for one piece of information in the Score for every 4 caster levels you possess. Each piece of information you search for while in a prophetic trance is revealed as if by *legend lore,* but the information focuses on events currently happening, rather than past or future events. At the GMs discretion you may also see potential future outcomes of these events related to your inquiry. At the end of this full-round action the spell is discharged.

Nebula

School illusion [glamer]; **Level** cantor 2, mesmerist 2, sorcerer/wizard 2

Casting Time 1 full-round action

Components S, M (a small meteorite)

Range 100 ft. + 10 ft./level

Areaone 50 ft. cube/level

Duration 1 min. /level

Saving Throw none or Will disbelief (if interacted with); **Spell Resistance** no

You create the illusion of a colorful cloud of interstellar gasses of any shape that fits within the total area of the spell. Creatures and objects within the nebula gain total concealment to creatures outside of the nebula, but creatures within the nebula can see out clearly and perceive the nebula as a barely-visible border of shimmering colors.

If a divination is attempted against creatures or objects within the nebula, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + your caster level. This spell does not prevent scrying via magical means. Creatures observing the nebula can make a Survival check (DC 20 + your caster level) to recognize the nebula as an unnatural effect. This spell can only be cast in the vacuum of space.

Repair Critical Damage

School transmutation; **Level** alchemist 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

As *repair light damage*, except that it repairs 4d6 points of damage +1 per caster level (maximum +20).

Repair Light Damage

School transmutation; **Level** alchemist 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target construct touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you touch a damaged (but not destroyed) creature with the construct type you repair 1d6 points of damage +1 point per caster level (maximum +5).

Repair Moderate Damage

School transmutation; **Level** alchemist 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

As *repair light damage*, except that it repairs 2d6 points of damage +1 per caster level (maximum +10).

Repair Serious Damage

School transmutation; **Level** alchemist 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

As *repair light damage*, except that it repairs 3d6 points of damage +1 per caster level (maximum +15).



Repulsing Burst

School evocation [force, sonic]; **Level** cantor 5, bloodrager 6, magus 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range 10 ft.

Area 10-ft.-radius spread centered on you

Duration instantaneousand see below

Saving Throw Reflex partial; **Spell Resistance** yes

You tear a small invisible gash in the fabric of space around you, creating an effect similar to the gravitational draw at the center of a black hole, and then immediately reverse it, causing a shockwave of force and sound to burst from your body. Creatures and objects within the spell's area take 1d6 points of damage per two caster levels (maximum 10d6) and are knocked prone. Half of the spell's damage is sonic in nature and half of it is force damage. A successful Reflex save halves the damage and does not cause the target to fall prone.

You can increase the spell's potency by increasing its casting time. Casting the spell as a full-round action -increases the spell's range to a 20 ft.radius and increases its damage to 1d8 per two caster levels (maximum 10d8). Spending two rounds casting the spell increases the spell's area to a 30 ft .radius and increases the spell's damage to 1d8 per level (maximum 20d8). Regardless of the time spent casting the spell, a successful Reflex save halves the damage and prevents targets from falling prone.

Shadow Walk, Greater

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

As *shadow walk* except you move at a rate of 300 miles per hour and at any time during your travel you may choose to end the spell and move completely into the Shadow, arriving at a point within 1d100 miles of where your present location would be on the Material.

Starwalk

School transmutation [warping]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a shard of refined aetherite worth 1,000 au)

Range personal

Duration 1 day/level

Saving Throw none **Spell Resistance** no

This spell may only be cast in the vacuum of space. You move through the Gulf as thoughin aetheric currents. You may travel from one point in space to another utilizing interplanetary travel times (see page 316).

Store Recollection

School divination; **Level** bard 3, cantor 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 3, spiritualist 2, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target one piece of aetherite

Duration concentration, up to 1 min./level

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You store a memory in a shard of aetherite. The memory can include any number of your senses and can last a maximum of the spell's duration in minutes. Once the spell is complete, the memory is a permanent part of the aetherite and you may choose to erase the imparted information from your own mind. Anyone who successfully reads the aetherite with the psychometry occult skill unlock[OA] experiences the memory as if it were their own.

Verdant Embrace

School transmutation; **Level** druid 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft.-radius spread + 5 ft. every 4 levels.

Duration 1 hour/level (D)

Saving Throw Reflex partial; **Spell Resistance** no

Your spell encourages plants on all horizontal surfaces within 30 ft., causing even microscopic spores to grow into undergrowth. The area is difficult terrain for all other creatures. Each creature that begins its turn within 5 ft. of affected plants must succeed at a Reflex saving throw or become entangled until it moves at least 10 ft. The plants revert when the spell ends, unless the terrain can support them normally. This spell does not work in a vacuum.

Warp

School transmutation [warping]; **Level** bard 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M (lodestone)

Range touch; see text

Target creature touched

Duration instantaneous

Saving Throw Will negates; see text **Spell Resistance** no

You touch a creature or object and forcibly warp them through folded space to another location within 30 ft. plus an additional 10 ft. per caster level. Creatures targeted with this spell may make a Will save to avoid the movement. Any creature that is moved by this spell suffers 1d6 points of damage per caster level (to a maximum of 15d6, half of which is cold damage and half of which is slashing damage) as they travel unprotected through folded space. Creatures with the aetherships subtype targeted by this spell do not take damage from the movement, nor do any creatures or objects inside an aethership that is moved by this spell. This spell is considered harmless when targeting creatures with the aetherships subtype.

If this spell is cast in the vacuum of space the distance affected creatures travel is equal to 1,000 ft. plus an additional 100 ft. per caster level.

Warp, Greater

School transmutation [warping]; **Level** sorcerer/wizard 8

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

As *warp* except it may target multiple creatures. Additionally, any creature moved by this spell suffers 1d6 points of damage per caster level (to a maximum of 20d6,

half of which is cold damage and half of which is slashing damage).

If this spell is cast in the vacuum of space the distance affected creatures travel is equal to 10,000 ft. plus an additional 1,000 ft. per caster level.

Whispers of the Score

School divination; **Level** bard 5, cantor 4, cleric 4, inquisitor 5

Casting Time 1 minute

Components V, S, F/DF (a piece of aetherite)

You magically dampen your other senses to more clearly hear the Score. This spell functions like *moment of prescience* but you are blinded until you choose to apply the insight bonus. You are then no longer blind while applying the bonus.

Wormhole Strike

School transmutation [warping]; **Level** bloodrager 3, magus 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one 5 ft. square within range

Duration 1 round/level

You bend space and time, ripping a pocket in the universe that allows you to extend your attacks to seemingly impossible places. When casting this spell you designate one 5-ft.square within the spell's range, causing that area to glow with a faint, opalescent luminance (DC 25 Perception check to notice). Once designated you may treat that square as if you were standing in it (in addition to your current space) for the purposes of threatening adjacent squares and may attack from that location so long as you remain within the spell's range. You can see targets that you threaten from the spell's designated square, thus barriers interposed between your casting location and your targets do not grant them cover, or concealment, but cover or concealment generated from effects like *blur*, or *displacement* function normally. This also allows you to cast spells requiring a line of effect through the wormhole, using that square as the point of origin for a spell cast. Casting a spell using the wormhole's space as a point of origin collapses the wormhole and ends the spell at the end of your turn.

As a move action that provokes attacks of opportunity you can change the spell's designated square and pick another square within the spell's range. Attempting to pick a square outside of the spell's range immediately ends the spell.

Zero Gravity Field

School transmutation [warping]; **Level** sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. +5 ft./level)

Area 30-ft.-radius emanation

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You create a localized area of zero gravity (see page 318) that moves with you. Creatures or objects that leave the area of this spell are immediately subjected to the normal ambient gravity of their location and may take falling damage as appropriate. A creature who enters an area of zero gravity maintains its momentum, and as such, this spell has no effect on creatures that are falling or flying. Thrown ranged weapons and ranged weapons that fire physical projectiles treat spaces within an area of zero gravity as half their total distance for purposes of determining range penalties.

Zero Gravity Field, Greater

School transmutation [warping]; **Level** sorcerer/wizard 7, summoner 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. +5 ft./level)

Area 100-ft.-radius per level

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

As *zero gravity field* except it is focused on a fixed area of space. This spell may be made permanent with *permanancy.*

Artifacts

Relics of the ancient past can be found across the Aethera System. The majority of these artifacts are pieces of Progenitor technology that somehow survived the Collapse. A few Progenitor artifacts still function due to inexplicable sources of power, while some are retrofitted to function as aethertech, as Progenitor technology architecture was reverse-engineered to create the first aethertech designs. Other artifacts date back to a younger era, from the first okantan clans to the emergence of the Tritarchs. Even more mysterious are artifacts that do not appear to be of contemporary or Progenitor design, but from an even more ancient and unknown historical age.



Minor Artifacts

Breastplate of the Legion

Slot Armor; **Aura** none; **CL** none; **Weight** 20 lbs.

This unusual suit of armor was found in the vaults of Prima along with the deactivated chassis of the first phalanx. It is a non-magical device that functions normally in areas of antimagic. The armor was kept under Hierarchy control during the war for study, but was lost in the Amrita Asteroid Belt during a test deployment. This armor functions as a masterwork breastplate, but when worn by a phalanx gains additional powers. Three times per day the *breastplate's* wearer can cast a modified, quasi-real version of the spell *mirror image* with an effective caster level of 20. This *mirror image* effect is not magical in nature and cannot be dispelled.

The images generated by the *breastplate* are semi-solid, allowing the wearer to project thoughts through the allied duplicates. For each image generated by the armor, the wearer counts as having a space and reach 5 ft. greater than normal. The images can be destroyed normally, and for each image destroyed the *breastplate* wearer's reach reduces by 5 ft., back to the wearer's normal reach.

Lastly, while under this *mirror image* effect the *breastplate's* wearer can transfer consciousness into one of the copies, potentially avoiding harm. When subject to a critical hit, but before damage is determined, the wearer can choose to take the place of one of the duplicates as an immediate action. Doing so negates the effects of the critical hit (although the attack still functions as an otherwise normal attack) and leaves the wearer in a random square at the extent of the augmented reach. Using the *breastplate* in this fashion ends the mirror image effect.

Destruction

If the wearer of the *breastplate of the Legion* is subject to an electricity effect that deals at least 50 points of

damage to them at the moment they try to shunt into an allied image (such as by readying an action to cast lightning bolt), the *breastplate* loses all power for 1d4+1 rounds. If it or its wearer are destroyed during that time the *breastplate* collapses on itself and shrinks into nothingness.

Major Artifacts

Essencite Matrix

Slot None; **Aura** strong abjuration, conjuration, and necromancy; **CL** 20th; **Weight** 50 lbs.

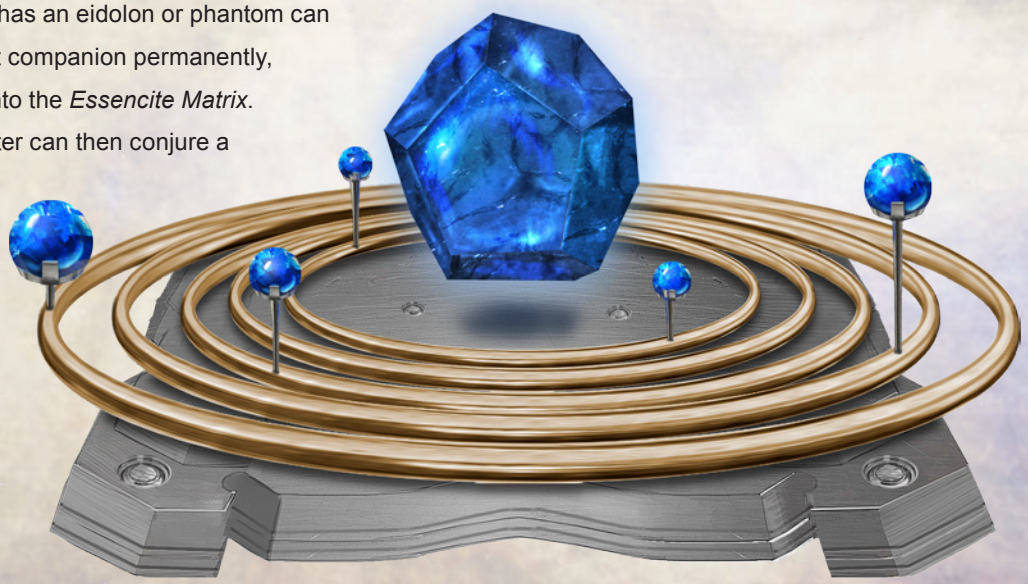
A dodecahedron of polished aetherite is set inside of a complex mechanical orrery of Progenitor design. The *Essencite Matrix* is a fabled relic of okantan design dating back to the lost city of Haj-Harmarandh. The orrery itself once charted the movement of the planets during the time before the Collapse and may have had powers all its own. No longer functional, the orrery now serves as a seat for a multifaceted piece of aetherite called essencite that contains powerful spiritual forces that can be drawn out to serve its user.

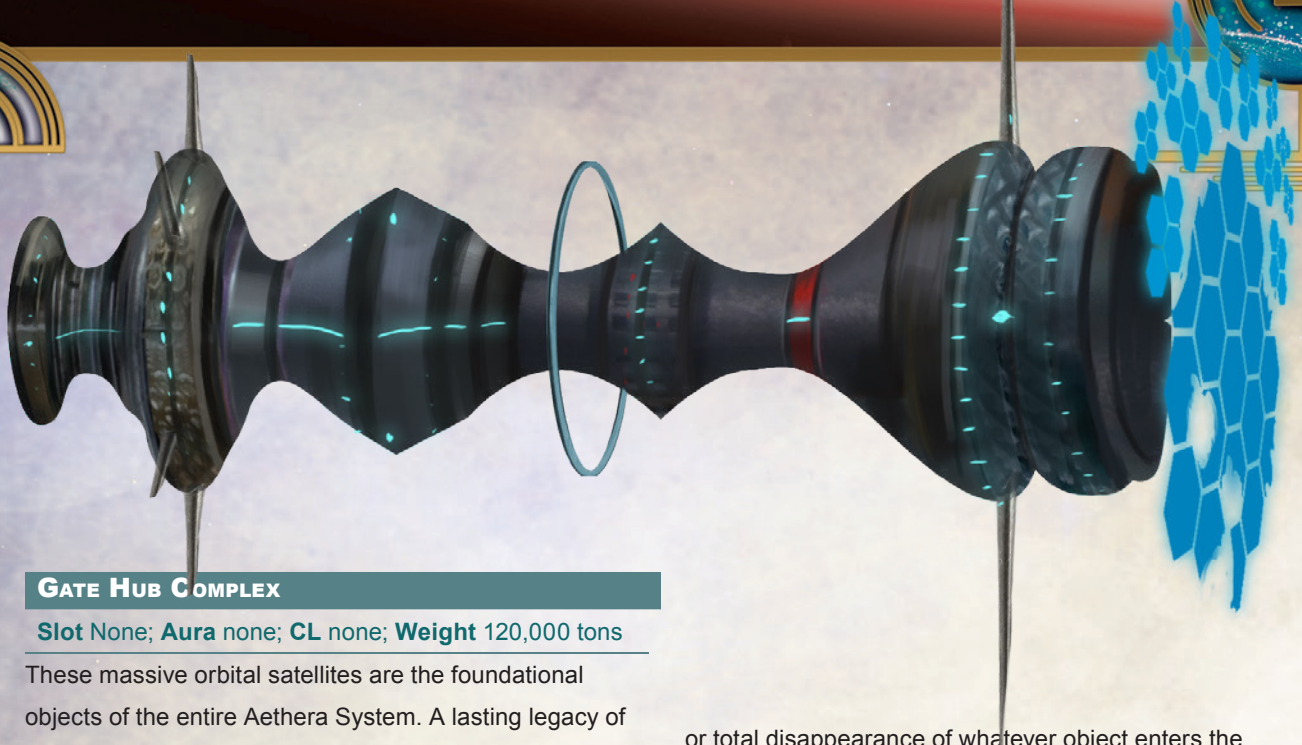
A character may use the *Essencite Matrix* as a standard action to duplicate the following effects at will: *banishment*, *call spirit*[OA], *entrap spirit*[OA], *magic jar*, and *purge spirit*[OA]. The *Essencite Matrix* is considered the focus for any of these effects.

Additionally, a character using the *Essencite Matrix* who has an eidolon or phantom can dismiss that companion permanently, sending it into the *Essencite Matrix*. The character can then conjure a new eidolon or phantom from within the *Essencite Matrix*, effectively recreating the eidolon or phantom. This can be performed any number of times, granting the character an unlimited number of variations that can be summoned. However, each use of the *Essencite Matrix* in this fashion imposes 1 permanent negative level which cannot be undone under any means except for the destruction of the *Essencite Matrix*. The body of a character that dies because of level loss from the *Essencite Matrix* is utterly destroyed and the soul is imprisoned within the essencite crystal eternally.

Destruction

The *Essencite Matrix* must be used to entrap the spirit of a spellcaster with a caster level of 20 or higher who readies an action to cast *mage's disjunction* at the moment of binding. All spirits trapped within the *Essencite Matrix* are immediately released upon its destruction.





Gate Hub Complex

Slot None; **Aura** none; **CL** none; **Weight** 120,000 tons

These massive orbital satellites are the foundational objects of the entire Aethera System. A lasting legacy of the Progenitors, the secrets of these enormous sentinel structures are lost to the whispers of time and the darkest corners of the universe and yet never have they ceased to function. A *Gate Hub Complex* is a non-magical device that functions normally in areas of antimagic.

A *Gate Hub Complex* is a massive space station roughly 1,000 ft. wide and 3,050 ft. long, resembling an enormous spindle. Hovering over one end of the station is a honeycombed panel of hexagon-shaped portals, many of which are destroyed. These gate hexes are each 250 ft. wide but automatically combine with one-another to create larger gates capable of transporting wider vessels.

Upon approach from any angle, these hexagons do not show open space through their open interior, but a shimmering field of electric blue light. A ship within 100 ft. of a hex can see the curvature of another world faintly visible through the energetic haze. Anyone looking through the hexagonal apertures of a *Gate Hub* can identify the planet beyond with a DC 15 Knowledge (geography) check. Any craft or vessel piloted through such a hub is pulled into the lightless realm of folded space as they are pulled across the Aethera System. The time spent in Folded Space varies based on destination (see page 318 for details on this travel time). After a ship's journey through folded space it exits through an entirely different *Gate Hub* above the connected world.

Attempts to travel through a gate hex without the protective barrier of an aethership—whether animate or inanimate objects—results in the absolute destruction or total disappearance of whatever object enters the hex. Spells cast into the hexes dissipate at the energetic barrier and projectiles or effects fired into the hexes have no effect.

Long ago sealed, the superstructure of *Gate Hubs* are as near inaccessible as they are dangerous. Legends persist of deadly sentry technology, still online and prepared to eliminate intruders. Other stories claim the super structures still crawl with the restless dead of those that first tried to understand the Progenitors ancient gateways. Fortunately, the *Gate Hubs* operate continuously and have without interference since before memory of any of the current races of the Aethera System.

Even so, time unattended has taken its toll and all *Gate Hubs* have begun a long process of unstable breakdown and decay. Travel through such gates comes with great risk. A swirling maze of solar wind-like eddies of gravity necessitates a DC 15 Fly check for anyone piloting a spacecraft through the apertures. The DC for this Fly check increases by 5 for every size category above large for the ship navigating a decaying *Gate Hub*. Failure indicates that the ship has veered too close to the gate's edges and may trigger a mishap per Table 5–27: Decaying Gate Hub Mishap.

Destruction

Although the *Gate Hubs* are clearly breaking down, no attempts to destroy these remnants of Progenitor technology have ever been successful.

Table 5–27: Decaying Gate Hub Mishap

d100 Result	Effect
01-10	No Mishap
11-25	Disturbance of intervening force from an elemental plane. 1d4 aether elementals (Pathfinder RPG Bestiary 5) of the same size as the ship piloting the Gate Hub appear adjacent to and inside the vessel and begin to attack crew and ship alike (determine elemental type at random.)
26-40	A surge of necromantic energy infuses the ship. All passengers must make a DC 25 Fortitude Save or take 5d6 points of negative energy damage. Any passengers killed by this energy immediately reanimate as shadows, intent on killing all other life on the ship.
41-55	Regardless of the original destination, the ship exits at another planet not normally connected to this Gate Hub.
56-70	A massive surge of randomly determined energy (acid, cold, electricity, fire, or sonic) bombards the vessel, doing 10d8 points of damage, bypassing any hardness or resistances the craft typically has. A DC 30 Fly check by the vessel's pilot can halve the incoming damage.
71-85	The ship's pilot and any other crew members assisting in the pilot's Fly check at the time of the mishap must succeed ata DC 25 Will save or become permanently confused. However, in place of the "babble incoherently" result, the pilot does everything possible to turn the ship around and immediately attempt to fly back through the Gate Hub.
86-100	Aethership and crew become trapped in folded space.

Prophet's Mask

Slot head; **Aura** overwhelming divination; **CL** 20th; **Weight** 3 lbs.

This mask of metal bares the countenance of an eyeless human with a placid expression. The *Prophet's Mask* is a mysterious artifact worn by the prophet Luthias and is believed to be instrumental in his discovery of the Score. The *mask's* origin is largely debated, as it is not a technological Progenitor device and appears to be hand-made. The *mask* is a symbol of office greedily protected by the Symphonium.

Capable of discerning much more than its eyeless countenance may imply, the *Prophet's Mask* is a potent instrument of divination magic. Anyone wearing the *mask* is physically blinded but gains blindsense out to 500 ft. and gains a +6 insight bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of the wielder's choice. Once allotted the bonus can be changed through ten minutes of concentration in communion with the *mask*. In addition, the *mask's* wearer gains a +5 insight bonus on all Appraise, Perception, and Sense Motive checks.

Three times per day the *mask's* wearer can cast any spell of third level or lower from the divination school as a spell-like ability with a caster level of 20th. In cases where the spell has multiple levels from different class lists the highest spell level is used to determine whether it can be cast through the *mask*.

In the hands of a character with the bardic performance, divine performance, or similar class ability the *mask's* powers increase exponentially, granting the bearer a +6 insight bonus to all three mental ability scores. When making an Appraise, Perception, or Sense Motive check the *mask's* wearer may always take 20 even if stress and distractions would normally prevent this. Lastly, the *mask's* ability to cast divination spells increases, allowing the bearer to pick any spell from the divination school, regardless of the spell's level, up to three times per day.



Destruction

The *Prophet's Mask* must be subjected to 500 points of sonic damage in a single attack.



The Spear of Athrakarus

Slot None; **Aura** strong abjuration and transmutation; **CL** 20th; **Weight**16 lbs.

This spear of wood, coral, chitin and other organic material bears a broad-bladed head inset with whorls of pink coral and throbs at the touch like a living creature. It was lost in the Darkwild during a pivotal battle with the zahajin centuries ago.

This *+5 impervious guardian huntsman spear* is a terrifying weapon of war in its own right, but when wielded by a creature of the plant type it becomes a force of primal cosmic power. The weapon can grow or shrink on command as a free action, becoming a shortspear, spear, or longspear as needed. When subject to an effect that allows a saving throw, the *spear's* wielder may use another attribute modifier for the save, even if that attribute does not normally modify that saving throw type, such as Strength for a Will save. This power functions as part of making a saving throw, requires no additional action, and can be suppressed at will.

In addition, three times per day the *spear's* wielder can cast *communal resist energy* as an immediate action.

Lastly, once per day the *spear's* wielder can cast either *greater siege of trees*[UC] or *wooden phalanx*[UM].

If sundered or granted the broken condition, the *Spear of Athrakarus* can repair itself, regrowing to its full strength in 8 hours, although it retains the broken condition until fully repaired. The *spear's* head must still be attached to a portion of the shaft for this regeneration to occur. Any other pieces of the weapon lose all magic power immediately after being separated from the spearhead.

If the *Spear of Athrakarus* is used to kill an era-sharaat, the *spear's* wielder is bestowed any and all mythic tiers that era-sharaat possesses.

Destruction

The *Spear of Athrakarus* withers and rots to nothingness in an instant if an erahthi uses it to strike a killing blow against an amerta.



Terraforming Console, Portable

Slot None; **Aura** none; **CL** none; **Weight** 6 lbs.

This heavy metallic bracer contains a digital display and is orbited by several softly-humming metallic spheres with topographical engravings on their surface that also look unsettlingly like the whorls of a human fingerprint. This is a non-magical device that functions normally in an area of antimagic.

The bearer of a *Portable Terraforming Console* can instruct the device to perform a series of analytical functions. On command, the *console* releases its five metallic spheres that move at a speed of 300 ft. out to a distance of 1 mile away from the *console*, moving around any obstructions and ignoring any creatures. Once these spheres reach their maximum range they transmit topographical information to the wearer of the *Terraforming Console*, which displays a perfectly accurate topographical map of a 1-square mile region, centered on the wearer. The spheres then return at the same speed and the map remains stored on the *console* until the wearer chooses to generate a new map. This map provides a +10 circumstance bonus to Knowledge (geography) checks regarding local terrain and Survival checks to avoid becoming lost. The map does not indicate the location or presence of creatures.

Once a geographical map has been generated, the wearer of a *Portable Terraforming Console* may touch the screen with varying degrees of pressure and finger gestures to warp the map, creating elevations, depressions, or the like. Performing this action can duplicate the effects of *move earth*; additional gestures can alter water in the area as per *control water*; plants in the area are affected as per either *plant growth* or *diminish plants*; or the average temperature in the area is raised or lowered by 10 degrees Fahrenheit. Only one such adjustment may be made at at ime and requires the *console's* spheres to move to the designated area where they release powerful supersonic vibrations and flashes of light. The *Portable Terraforming Console* has a caster level of 20 for these effects. Once made these adjustments are permanent.

Once per day the *Terraforming Console* can duplicate the effects of *terraform* [MA] out to a range of 1 mile with a permanent duration.

Lastly, the *Terraforming Console* can be pointed at an amerta, wood elemental, or erahthi and instructed to command the target as if they were affected by *dominate monster* (DC 25) or *possession* (DC 21) with a caster level of 20. This effect bypasses any immunities to mind-affecting effects. Once a creature targeted by this ability successfully saves against the domination effect it is immune to the domination ability of that *Terraforming Console*.

Destruction

A *Terraforming Console* is destroyed if it is ever worn by an erahthi and ordered to possess the wearer.


I CAN'T TAKE ANOTHER HIT LIKE THAT!
I'M RUNNING LOW AS WELL.
RRRAAAAGH!!
CCRAACKK
THIS ENDS NOW!


I FEAR THIS WAS A FOOL'S ERRAND. WE'LL NEVER FIND HIM ON A VESSEL THIS SIZE.
WE STARTED THIS AND WE CAN FINISH IT.


I'M SO GLAD YOU MADE IT THIS FAR.


YOUR PERSEVERANCE SAYS MUCH ABOUT YOUR PAIN THRESHHOLD.
BUT NOW YOU MUST JOURNEY FURTHER, OVER THAT THRESHOLD AND BEYOND.
I WILL COMPOSE SUCH A SYMPHONY FROM YOUR SCREAMS.
CHAPTER 6 : BESTIARY

Introduction

From the inscrutable consciousness of elementals to the depredations of the taur menace, the *Aethera Campaign Setting* is filled with diverse and unusual creatures. One of the immediate differences in this setting is a shift in focus on which monsters are given the spotlight and which ones either fall to the wayside, or are simply not known to exist. These changes are primarily thematic; by removing a fantasy staple it shifts the narrative from traditional storytelling tropes, giving the opportunity for unusual or uncommon monsters to fill their role.

The monsters discussed below are popular and widely-used across *Pathfinder Roleplaying Game* tables, but feature differently—or not at all—in the *Aethera Campaign Setting*.

Dragons

Dragons serve a pivotal role in nearly every fantasy story. However, true dragons are unknown in the *Aethera Campaign Setting*, having no discernable impact on the past or present of the setting. These majestic and powerful creatures may have existed in the distant past prior to the Collapse, but now dragon-kind is purely represented by lesser members of their species, such as drakes and linnorm. Any true dragon encountered in the Aethera System is a traveler from another plane or Material Plane world and should be a unique and monumental encounter.

Constructs

Constructs are everywhere in the *Aethera Campaign Setting*, most notably in the presence of aetherships. These vessels are treated as constructs much in the way an animated object is, though with more complex options for their use. Chapter 5: Gear and Magic, has more rules on how aetherships function and sample aetherships.

Aside from aetherships, phalanx represent the most widely recognized constructs across the Aethera System. With millions of phalanx awoken and activated during the Century War, these tireless creatures are now spread far and wide across the system, and millions more unactivated phalanx chassis rest in storage within heavily guarded vaults on Akasaati's moon, Prima.

Other costructs of note are clockworks (first introduced in *Pathfinder RPG Bestiary 3*) and robots (first introduced in *Pathfinder RPG Bestiary 5*). Clorkwork constructs represent an intermediary level of technological development prior to the advent of aethertech. Clockwork constructs were primarily constructed on Akasaat in the years between the founding of Central and the discovery of aetherite. Development of clockworks continued through the aethertech rush as tireless—but unskilled—laborers. These machines were gradually replaced by phalanx by the time of the Century War, but have recently come into something of a revival with the emancipation of phalanx and the desire to discover new means of tireless labor and new ground is being broken on integrating aethertech into clockwork constructs.

Fey

While fey are present across the Aethera System, most are not native to the Material, but rather hail from the time-wracked shores of the Evermorn (see page 333). When using fey, consider applying the extraplanar subtype to represent this difference. Fey are most common on the forest world of Kir-Sharaat and while they remain primarily extraplanar entities, the most powerful of their number—the Fey Lords—originate entirely Material Plane. The Fey Lords are enigmatic, ancient fey creatures that predate the Collapse, but suffered such catastrophic fates during the event that they lost all recollection of the worlds of old. More

information on the Fey Lords can be found on pages 216 and 217.

Of special note, lampads and nymphs are believed to be extinct examples of fey kind. The only two known members of their kind remaining are Fey Lords on Kir-Sharaat.

Minotaur

The standard minotaur found in the *Pathfinder Roleplaying Game: Bestiary* are not present in the Aethera System. The dreaded taur—distant and more intelligent cousins of minotaur—are the system's first encounter with such creatures.

Outsiders

With access to the Outer Planes cut off, most outsiders common to fantasy games (angels, demons, devils, and their ilk) are virtually unknown in the Aethera System. Worse yet, outsiders from the Outer Planes can become trapped on the Material and warped by their severance, gaining the Living Idol template (see page 523). The one exception to this classification are aeons (first introduced in *Pathfinder Roleplaying Game: Bestiary 2*.) Aeons in the *Aethera Campaign Setting* are treated as natives of the transitive planes (the Ethereal, Shadow, and Evermorn) and cannot gain the Living Idol template. These enigmatic creatures are commonly encountered through the setting as both allies and enemies.

Without access to plane shift, many outsiders do not risk coming to the Aethera System, though some, such as elementals find their way through fissures between the planes. The more intelligent kin of the elementals, genies, marid, efreet, etc., tend to view the Aethera System with a wary eye and remain distant. Few, if any, pay this treacherous region of the Material much heed.

Outsiders from other planes such as kytons, manasaputra[B5], and sahkil[B5] have a more pronounced presence in the setting due to many of their common enemies having a diminished—or entirely absent—presence. Kytons, specifically, have a heightened presence in the Aethera System and are discussed in more detail later in this chapter.

Plants

Kir-Sharaat is rife with plant-life of all kinds, so much so that many forms of life critical to a balanced ecosystem were supplanted by plantlife during the tumultuous years following the Collapse. Many examples of native flora and fauna are directly impacted by this change, and at times it appears like new forms of ambulatory plantlife simply sprang into existance in order to fill critical gaps in the planet's ecosystem. Such creatures can be represented using the pod spawned creature template (*Pathfinder RPG Bestiary 3*) and removing the evil alignment and emotionless qualities. Plant-like versions of many otherwise extinct animals and magical beasts can be found across Kir-Sharaat.

Plant creatures native to Kir-Sharaat are also known to be highly invasive. Seedlings of such creatures rapidly take root on any world—even harsh planets like Akasaat and Orbis Aurea—though tend to develop adaptative mutations to help them survive in such varied climates. Importing plants and plant creatures from Kir-Sharaat to other worlds is typically not permitted, but even airborne spores can find a way to take root, even in the airless reaches of the Gulf.

Common Creatures

The *Pathfinder Roleplaying Game* offers hundreds of creatures across its *Bestiary* line. Below is a list of each planet in the *Aethera Campaign Setting* and coinciding *Bestiary* entries. This is not a complete list of creatures, but should help you build your own encounters. If a creature isn't listed under a specific planet, it doesn't mean that they can't appear there, just that they are more likely to be considered rare or unique on that world.

Pathfinder Roleplaying Game Bestiary

Aethera: animated object, ghost, spectre

Ashra: fire elemental, salamander

Akasaat: ankheg, behir, bulette, chimera, cockatrice, cyclops, devourer, dust mephit, earth elemental, fire beetle, gargoyle, gorgon, harpy, lizardfolk, manticore, ogre, roc, purple worm, wyvern

Kir-Sharaat: basilisk, ettercap, giant mantis, girallon, hydra, ochre jelly, phase spider, satyr, treant, will-o-wisp, yellow musk creeper

Amrita: gray ooze, mimic, russet mold, will-o-wisp

Seraos: air elemental, air mephit, ice mephit, invisible stalker

Orbis-Aurea :black pudding, cave fisher, choker, cloaker, crag linnorm, ettin, frost giant, giant squid, gibbering mouther, ice mephit, kraken, ice linnorm, morlock, neothelid, purple worm, sea serpent, tarn linnorm, troll, water elemental

The Gulf: ghost, shadow, spectre, wraith

Pathfinder Roleplaying Game: Bestiary 2

Aethera: banshee

Ashra: ifrit, rast

Akasaat: aurumvorax, brimstone ooze, crystalline ooze, dust digger, flame drake, krenshar, magma ooze, oread, poisonous ooze, pugwampi gremlin, sandman, thunderbird, totenmaske, vexgit gremlin, yrthak

Kir-Sharaat: amphisbaena, brownie, bunyip, forlarren, giant dragonfly, giant tick, hangman tree, korred, quickwood, quickling, tentamort, twigjack, vampiric mist, witchfire, xtabay

Amrita: akata, attic whisperer, banshee, carnivorous blob, faceless stalker

Seraos: belker, lightning elemental, mihstu, mu spore, scylla, sylph

Orbis-Aurea: achaierai, charybdis, destrachan, draugr, frost drake, frost worm, giant jellyfish, grick, gug, ice elemental, ice troll, jinkin gremlin, kelpie, moonflower, nereid, nuglub gremlin, phycomid, reefclaw, rock troll, sea drake, shantak, taiga giant, undine, water orm, wendigo, winterwight

The Gulf: akata, banshee, sceaduinar, wendigo

Pathfinder Roleplaying Game: Bestiary 3

Aethera: plasma ooze, shinigami, unfettered eidolon

Amrita: allip, brain ooze, yuki-onna

Ashra: plasma ooze

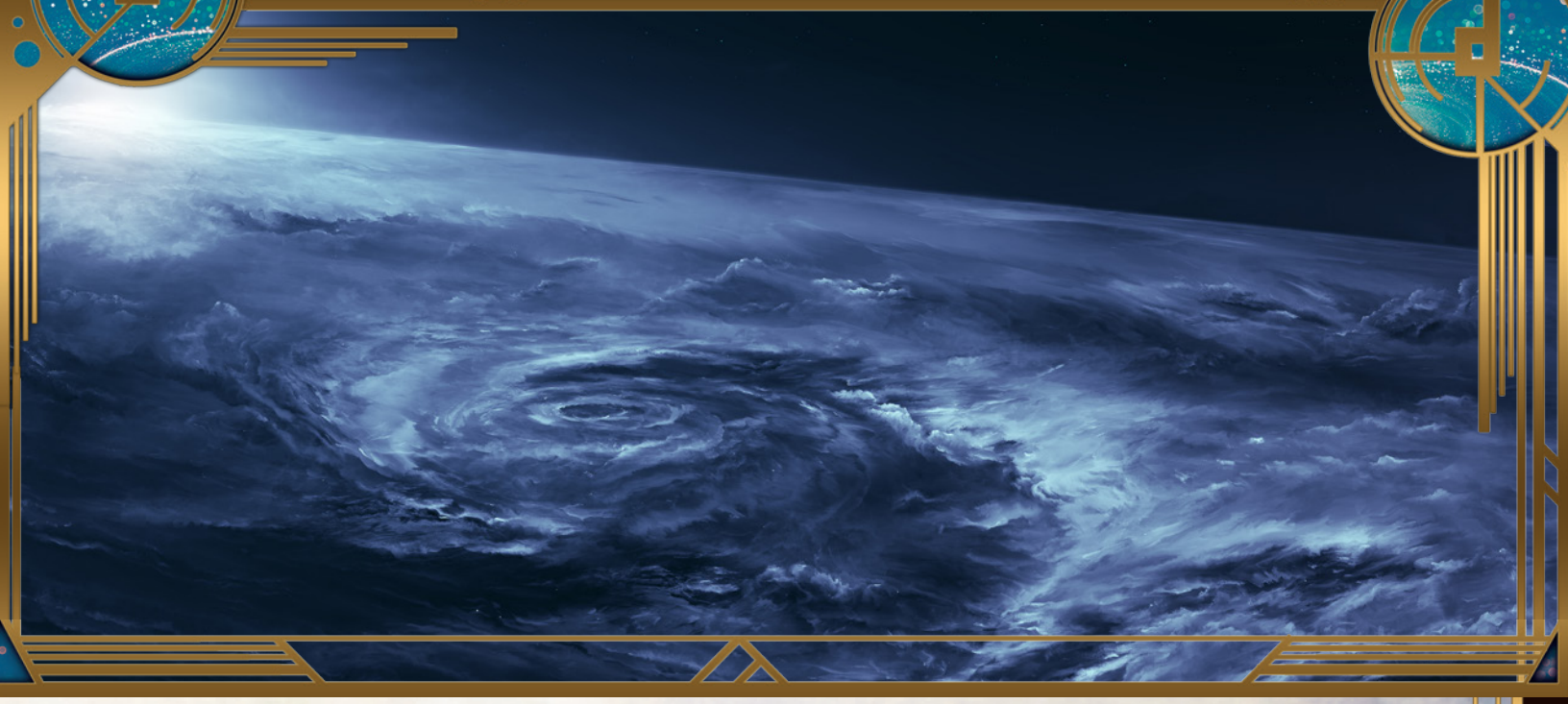
Akasaat: ant lion, ash giant, axe beak, desert drake, festrog, girtablilu, hungry fog, jackalwere, kamadan, pale stranger, ratfolk, rift drake

Orbis-Aurea: adlet, cairn linnorm, cave giant, cold rider, fjord linnorm, jotund troll, megafauna, moon beast, myceloid, sargassum fiend, siyokoy, thunder behemoth, tor linnorm,voonith, yuki-onna

Kir-Sharaat: alraune, atomie, bandersnatch, bogeyman, carbuncle, cerebric fungus, deathweb, fungus leshy, gourd leshy, garden ooze, hodag, leaf leshy, sabosan, sprite, wolf in sheep's clothing, zoog

Seraos: hungry fog, tempest behemoth

The Gulf: allip, plasma ooze, tzitzimitl



Pathfinder Roleplaying Game: Bestiary 4

Aethera: ectoplasmic creature

Akasaat: elmiraj, gearghost, mummified creature, lava drake, pard, peluda, rukh, shadow drake, shard shriezyx, slag, spire drake, tuatara, warsworn, xenopterid,yaoguai

Amrita: shadow creature

Kir-Sharaat: alpluchra, barometz, irminsul, jinmenju, leaf ray, leanansidhe, living topiary, lorelei, mindslaver mold, pipefox, tooth fairy

Orbis-Aurea: bakekujira, ijiraq, mist drake, ocean giant, oceanid,river giant

Seraos: brethedan, flying polyp, geist, mi-go, oma, warsworn

The Gulf: color out of space, lunarma, oma, warsworn

Pathfinder Roleplaying Game: Bestiary 5

Aethera: aether elemental, aether wysp, ether drake, maharishi manasaputra, manu manasaputra, rishi manasaputra, solar pitri manasaputra, thought eater, turul, twilight pitri manasaputra,

Ashra: fire veela, fire wysp

Akasaat: ahkhat, ahool, amphipthere, apallie, brain mole, cherufe, delgeth, earth veela, earth wysp, eclipse giant, fext, gegenees, gunpowder ooze, hobkins gremlin, karkadaan, kurobozu, living mirage, mummy lord, mutant, plankta, pyrausta, roiling oil, shadow collector, shasalqu, su, sun giant, vilderavn, wakandagi

Kir-Sharaat: assassin bug, blightspawn, corpse lotus, fastachee, flytrap leshy, glaistig, griefgall, jungle drake, kawaakago, leechroot, liminal sprite, lotus leshy, lotus tree, nulmind, nuno gremlin, psychepore, trench mist, tsaalgrend

Amrita: cytillipede, etiainen, mutant, psychemental, saxra, somalcygot,

Seraos: aerial servant, air veela, air wysp, anemos, gray goo, papinijuwari, storm hag, trench mist

Orbis-Aurea: ahkhat, amarok, bagiennik, bishagatsuku, cameroceras, cetus, cuero, deep merfolk echeneis, firbolg, hag eye ooze, house spirits, isonade, kikimora, mngwa, moon giant, nemhain, ningen, skinwalker, stormghost, tiyanak, ursikka, ved, water veela, vukodlak, wolliped, water wysp

The Gulf: bone ship, caller in darkness, duppy, hundun, rhu-chalik, yangethe

Aetherwarped Creature (CR +1)

A human woman riddled with glowing blue veins clutches her head and lurches wildly. Unattended objects float around her without heed to gravity.

Aetherwarped Factory Worker **CR 1**

XP 400

Human expert 1

CN Medium aberration (aether, augmented, human)

Init +1; **Senses** darkvision 60 ft., thoughtsense 60 ft., Perception +6

Defense

AC 15, touch 14, flat-footed 13 (+1 armor, +2 deflection, +1 Dex, +1 dodge)

hp 10(1d8+6)

Fort +2, **Ref** +1, **Will** +4

Immune aetherite radiation



Offense

Speed 30 ft.

Melee club +0 (1d6)

Special Attacks telekinetic thrust (1d6, 10 ft. of movement; 4/day, DC 12)

Statistics

Str 10, **Dex** 12, **Con** 15, **Int**2, **Wis** 14, **Cha**13

BaseAtk +0; **CMB**+0; **CMD** 13

Feats Toughness, Dodge

Skills Climb +4, Perception +6, Survival +6, Swim +4

SQ burn out, shun gravity

Languages Hymnas (can't speak)

Creatures that spend too much time near aetheric radiation typically experience blackouts, fatigue, weariness, and then a catatonic state as their soul is slowly separated from their body. However, aetheric radiation has a subtler effect if experienced in low dosages over a prolonged period of time. Aetherwarped creatures tend to congregate in locations suffused with aetherite radiation. Curiously, they are also drawn to sources of music and can spend hours listening to the same voxophone recording.

The bodies of aetherwarped creatures twist and mutate due tolong term aetherite radiation poisoning, gaining hideous deformities and bizarre supernatural powers. The nature of aetherwarped creatures causes their lifespans to dramatically shorten, though some who perish from their sickened state often rise again as aetherwarped undead.

Across Hierarchy-controlled territories, public discussion of and admission to the existance of aetherwarped creatures is taboo. The Hierarchy disavows that aetherwarped creatures are anything other than extremely rare byproducts of unregistered magic use gone awry and take great lengths to hide any evidence that prolonged exposure to low levels of aetherite radiation is harmful.

Creating an Aetherwarped Creature

"Aetherwarped" is an acquired template that can be added to any living, corporeal creature or undead that does not possess the aether subtype (referred to hereafter as the base creature). An aetherwarped creature uses all the base creature's statistics and special abilities except as noted below.

Challenge Rating: As base creature +1

Alignment: Any (usually chaotic)

Type: The creature's type changes to aberration and it gains the aether and augmented subtype. Do not recalculate base attack bonuses, saves, or skill points.

Senses: As base creature plus darkvision 60 ft. plus thoughtsense (see below).

Thoughtsense (Su): An aetherwarped creature can hear thoughts within a 60-ft.radius. The received thoughts are a susurrus of disjointed words and emotions and cannot be understood, but allow the aether-warped creature to locate thinking creatures within its detection radius as though it had blindsense, with the following exceptions. Thoughtsense functions through solid objects, but *nondetection*, *mind blank*, and similar effects can block the effect. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects. Creatures without Intelligence scores cannot be detected with thoughtsense.

Armor Class: The blossoming telekinetic abilities of an aetherwarped creature grant it a +2 deflection bonus to armor class.

Defensive Abilities: An aetherwarped creature is immune to aetherite radiation.

Special Qualities: An aetherwarped creature gains the following special qualities.

Burn Out (Ex): Once created, an aetherwarped creature lives for a maximum of 2d10 days, after which time it dies and cannot be resurrected except by *true resurrection* or greater magic.

An aetherwarped creature does not count time spent within an area of aetheric radiation against the maximum number of days they may live and may persist indefinitely (without needing to eat or sleep) in such areas.

Shun Gravity (Su): Aetherwarped creatures are so in thrall to the aetheric energy flowing through them that they are released from the clutches of gravity. An aetherwarped creature can choose to hovers one foot above any solid or liquid surface while moving, unhindered by difficult terrain. Additionally, as long as the aetherwarped creature is within 1 foot of a sufficiently stable solid or liquid surface, it can change its personal gravity with a thought (free action). As a result, it can move on walls, ceilings and other surfaces as if they were level floors, including being able to run, jump, and take 5-foot steps.

Special Attacks: An aether-warped creature gains the following special attack:

Telekinetic Thrust (Su): As a standard action an aetherwarped creature can project a blast of kinetic energy at a single target within 30 ft. A creature struck by the blast takes 1d6 points of bludgeoning damage and is pushed back 10 ft., plus an additional 5 ft.for every three hit dice the base creature has. A successful Fortitude save (DC 10 + 1/2 the aetherwarped creature's hit dice + its Charisma modifier) negates the movement effect and halves the damage. This is considered a force effect.

This ability may be used a number of times per day equal to 3 + the aetherwarped creature's Charisma bonus (minimum 1.)

Abilities: An aetherwarped creature's Intelligence is reduced to 2. Aetherwarped creatures with an Intelligence lower than 2 are unaffected. Additionally, aetherwarped creatures retain any languages they knew prior to being afflicted but cannot speak. Their ability to comprehend complex concepts is limited by their stunted Intelligence.

Amerta

A massive serpent of living vegetation twists weightlessly through the air. On close inspection its body is formed from thousands of erahthi.

Amerta **CR 20**

XP 307,200

N Colossal plant (erahthi)

Init +8; **Senses** low-light vision, tremorsense 60 ft.; Perception +44

Aura fascinate (300 ft., DC 32)

Defense

AC37, touch 11, flat-footed 33 (+4 Dex, +5 deflection, +36 natural, -8 size)

hp391 (34d8+238); regeneration 5 (fire)

Fort +26, **Ref** +11, **Will** +20

Defensive Abilities divine shield; **DR** 15/—; **Immune**plant traits; **SR**26

Offense

Speed 50 ft., climb 30 ft., fly150 ft. (perfect)

Melee bite +34 (4d6+24 plus grab), 2 slams +34 (2d8+16 plus implant roots), tail slap +32(4d6+24)

Space 25 ft.; **Reach** 20 ft. (30 ft. with tail)

Special Attacks breath weapon (80 ft. cone, DC 34, 24d6 piercing), constrict, crush (4d8+24, DC 34), trample, tail sweep (up to Medium size, 40 ft. radius, 2d8+24)

Spell-Like Abilities (CL 17th; concentration +24)

At will—*detect thoughts* (DC 34), *dominate monster* (DC 36) (erahthi only)

Spells Known (CL 17th; concentration +24)

8th (4/day)—*control plants* (DC 25), *euphoric tranquility*[APG](DC 25)

7th (6/day)—*animate plants*, *heal*, *true seeing*

6th (6/day)—*mass bull's strength*, *mass cure light wounds* ,*transport via plants*

5th (6/day)—*commune with nature*, *cure critical wounds*, *tree stride*, *wall of thorns* (DC 22)

4th (6/day)—*command plants* (DC 21), *freedom of movement* (DC 21),*life bubble*, *reincarnate* (into erahthi only) (DC 21)

3rd (6/day)—*greater thunderstomp*[ACG] (DC 20), *plant growth*, *quench* (DC 20), *thorny entanglement*[ACG] (DC 20)

2nd (6/day)—*animal messenger*, *fog cloud* (DC 19), *owl's wisdom*, *sickening entanglement*[ACG], *spider climb*, *wood shape* (DC 19)

1st (6/day)—*calm animals* (DC 18), *faerie fire*, *goodberry*, *obscuring mist* (DC 18), *pass without trace* (DC18)

0 (6/day)—*create water*, *guidance*, *know direction*, *light*, *mending*, *purify food and drink*, *resistance*, *stabilize*, *virtue*

Statistics

Str 43, **Dex**18, **Con**24, **Int** 17, **Wis**24, **Cha**20

Base Atk +26; **CMB** +52; **CMD**62 (cannot be tripped)

Feats Awesome Blow, Combat Reflexes, Eschew Materials, Flyby Attack, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Silent Spell, Snatch, Still Spell, Vital Strike

Skills Knowledge (geography) +37, Knowledge (nature) +37, Knowledge (planes) +37, Fly +37, Perception +44

Languages Erahthi (cannot speak); *speak with plants*, telepathy 100'

SQ natural magic

Ecology

Environment forest (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Aura (Ex) An amerta radiates an aura of awe which fascinates creatures for 2d4 rounds (Will DC 32 negates).

Breath Weapon (Ex) An amerta can expel a cone of jagged splinters as a standard action. The amerta must

wait 1d4 rounds before using its breath weapon again. The save is Constitution-based.

Divine Shield (Su) An amerta's incredible supernatural power creates a palpable wave of force around its body that deflects incoming attacks, granting it a deflection bonus to AC equal to its Charisma bonus. Additionally, whenever the amerta would be damaged by an attack it may expend one spell slot as an immediate action to increase its damage reduction by an amount equal to twice the spell slot's level.

Implant Root (Ex) When an amerta hits with a slam attack, tiny roots burrow into the victim, remaining behind and growing into thick vines within seconds. The target is automatically affected by *entangle*, as the spell, and takes an additional 2d6 points of damage per round (which ignore damage reduction) until the vines are removed (as a full-round action). Removing the vines causes2d6 bleed damage to the target. A creature that dies without removing these vines rapidly undergoes a metamorphosis into a tree of equal size and cannot be raised or resurrected except by *true resurrection*, *miracle*, or *wish*.

Natural Magic (Ex) An amerta casts spells as a sorcerer with a class level of half its HD, but uses the druid spell list instead of the wizard/sorcerer spell list, and uses Wisdom instead of Charisma for all spell-related effects. It casts all spells as if they were affected by the Still Spell and Silent Spell feats without altering the spell's casting time.

Amerta are enigmatic and little-understood protectors of the erahthi, arising from the impenetrable forests of the world when its people are threatened or in dire need. Appearing as a twisting, serpentine form of melded vines and plants resembling a dragon, the



amerta is actually composed from the amalgamated bodies of thousands of erahthi, and is believed to contain a gestalt of all of its constituent bodies' experiences.

Erahthi history speaks of the amerta as being much more active in the ancient past during the war with the zahajin. Erahthi tales tell of dozens of amerta crashing into the depths of the Darkwild, doing battle with ancient and unspeakable fey allies of the zahajin. Perhaps because of this tremendous activity and sacrifice, few amerta are believed to exist in the modern day. It is assumed that amerta hibernate for long periods of time, only awakening when called by forces and purpose only an amerta understands. It is also possible that the amerta wake only during certain alignments of the cycles of moons on Kir-Sharaat. Given the fact that no amerta has been seen since the taur stole Kir-Sharaat's moon, Thycalese, the latter hypothesis seems likely, but the creatures are so shrouded in mystery that not even the eldest of the erahthi can say.

The Tritarch claim that the amerta are extensions of their divine will, representing the more destructive and primal forces of nature and are only partly under their control. However, like much pertaining to the full extent of the Tritarchs' power, little proof has been afforded to these claims, and most erahthi are content to take this notion at face value. On the handful of occasions an amerta appeared during the Century War, the losses suffered by Hierarchy forces were catastrophic. However, there seemed to be no rhyme or reason to the timing or nature of these attacks. Amerta were nowhere to be seen during the Scourge of Kir-Arkhal, which claimed more than ten thousand erahthi lives.

An amerta is generally peaceful and slow to anger, though once threatened it is relentless in its wrath. Once roused, these implacable hunters do not pause until the offending foe has been destroyed; no quarter is given to one who has slain erahthi within its sight. In combat, an amerta usually begins by flying around the foes, casting preparatory spells such as *animate plants* to entangle the enemy while it observes their capabilities. It then uses its breath weapon and charges into melee, using its slam attacks to further entangle foes.

Erahthi practicing occult mysticism and divination have sought the counsel of amerta for centuries to no avail. Cabals of knowledge-seeking erahthi operating within Kir-Sharaat desperately cling to the notion that the secrets of their people's genesis and the very power the Tritarch command is contained within these enigmatic entities, and go as far as to claim that by ensnaring the power of an amerta, they could control the very Tritarch themselves.

A cabal of erahthi known as the *Oe-Laladorin* (High Seekers) formed during the Century War with the expressed purpose of finding an amerta and permanently binding it to the war effort. These erahthi worked independently of the Council of Song and Chamber of War and were not authorized to venture into the regions of Kir-Sharaat that they—rightly—believed a dormant amerta may lair in.

The *Oe-Laladorin* discovered the amerta slumbering within an Progenitor ruin bound within a web of roots and branches suspended a half mile above the Darkwild nearly five thousand miles away from San-Kaishan. Full reports of what the Oe-Laladorin discovered in this ruin are still classified by the Chamber of War, but upon their return to Kir-Sharaat all members of the Oe-Laladorin were apprehended by the Thornguard and brought into the Dreaming Throne, never to return.

Stories of unverified nature regarding their expedition began to emerge after the signing of the Century Accords, claiming that the Oe-Laladorin discovered not only a dormant amerta within the Progenitor ruin, but a secret of the Tritarch's origins.

Azaka

The world of Orbis Aurea is home to a ravenous plague of ancient origin. Dwelling deep beneath the crust of this icy world a prolific race of insectile creatures known as the azaka tunnel and search relentlessly, transforming thousands of miles of earth into crystalline tunnels and honeycombed hives seething with their kind. These voracious creatures feed on the rich deposits of aetherite in the world and seek out sources of aetheric power to nourish themselves and bring more of their own kind into being. Little is known or understood about the azaka, from the structure of their society, to their true numbers, to even their motivations. Captured azaka taken from their hive have savage, animalistic intelligence and impart little knowledge of their kind. What little is known of the azaka is a mixture of educated guesses, supposition, and facts gleaned from divination magic.

The most widely-believed origin of the azaka posits that they are survivors of the Collapse, hailing from the now destroyed world of Amrita. Evidence of azaka-like fossils found in asteroids in the Amrita belt, as well as orbiting the system's binary stars lend credence to this idea. The most ancient of okanta epics speak of a time when the stars rained from the sky and covered the world in darkness, giving rise to the veil that now shrouds the sky. The azaka are believed to have traveled to Orbis Aurea on these falling stars, having drifted through the lightless void of space for untold centuries. Neither okanta nor giants have any historic records of encounters with the azaka. The azaka were first encountered following the Requiescat and the arrival of humanity to Orbis Aurea. Since then azaka have raided human, giant, and okanta settlements with increasing regularity.

For azaka, the desire to subjugate other organisms is second only to their drive to consume aetherite. The azaka have the ability to entrap other creatures within aetherite-infused cocoons that transform their victims into mindless, insectile versions of their former species to serve as mindless slaves to the ever-moving machinations of the hive.

Azaka society is divided into three known groups: the insectile slaves, who perform a variety of tasks; azaka warriors, who serve as laborers and combatants; and azaka thought-seekers, who act as hubs for azaka hive-minds. Azaka are not believed to have culture or leaders, but make decisions as a hive mind. This belief, however, is highly human-centric and is based upon years of dismissal regarding evidence from first-hand encounters that suggest the azaka may indeed have an alien culture all their own, far beyond human understanding of the concept.

Azaka thrive on aetherite, but the material netherite (see page 287) poses great danger to them. If an azaka fails a Fortitude save against netherite poisoning it suffers the additional effect of temporarily losing all benefit of the azaka hive mind and any psychic magic abilities. This persists until the azaka is no longer affected by the netherite poisoning. Azaka mercilessly kill any of their own who are even temporarily affected by netherite, even if the effects would be temporary.

Azaka raids on Orbis Aurean settlements focus on the capture of living subjects and the collection or consumption of aetherite. These actions have put the azaka in direct confrontation with every sentient race on Orbis Aurea and to date no attempt at diplomacy has ever been attempted by the azaka—or at least no attempt was recognized as such.

The greatest loss to date to the azaka was Paragon Seshimin, who disappeared near what is called the "No Fly Zone" on the continent of Pah. Seshimin was performing research into the origins of the azaka and attempting to plot their movements and population centers when he and his custom atmospheric flight-capable dreadnought, *P.A.V. Scryer*, disappeared without a trace.

Table 6–01: Azaka Hive Mind Abilities

Hive Size	Minimum Intelligence	Disruptive Aura	Powers*
Small (2 to 8)	15	20%; –2	CL 2; *mind thrust I*[OA], *mindlink*[OA]
Medium (9 to 30)	17	40%; –4	CL 4; as below plus *inflict pain*[OA], *mind thrust II*[OA], *paranoia*[OA]
Large (31 to 80)	19	60%; –6	CL 6; as below plus *mind thrust III*[OA], *synaptic pulse*[OA]
Huge (81+)	21+	80%; –8	CL 9 or greater; as below plus *mind thrust IV*[OA], *mindwipe*[OA], *possession*[OA], *synaptic scramble*[OA], *thoughtsense*[OA]

*Power DCs are equal to 10 + the level of the power + the hive's Intelligence modifier and are treated as supernatural abilities. A hive's powers may vary from these. Particularly large hives can possess additional intelligence, abilities, and even mythic powers, at the GM's discretion.

Azaka Hive Minds

The strength and powers of an azaka hive mind depend on the number of azaka in the hive. For purposes of this ability, an azaka hive is defined as the number of creatures with the azaka subtype within a 1-mile radius of an azaka thought seeker. In combat an azaka hive mind acts on its own initiative count as a separate entity using its Intelligence modifier to determine its effective initiative, provided at least two azaka remain linked in the hive mind. If the number of azaka drops to one or fewer, the hive mind dissipates and can take no more actions. An azaka hive mind may take one standard action each round and may cast any of its available psychic magic powers through any azaka currently in the hive mind, using that azaka as the point of origin for the effect.

Azaka bonded into a hive mind gain a collective, distributed intelligence that increases with each azaka added to the hive mind collective. This collective consciousness is not only reflected back into individual azaka, granting them a temporary boost in mental acumen, but also serves as a separate gestalt entity that exists entirely inside the collective consciousness, serving as a guide and director for the networked azaka.

The nature of this consciousness, its wants, and desires is not understood but seems to be the driving force guiding the azaka's consumption of aetherite and their rapid expansionism.

Other Rumored Azaka

While azaka warriors and thought-seekers are the most commonly encountered members of their species (along with gruesome insectile creature slaves) there are feverish stories of other azaka that may roam the frozen wastes of Orbis Aurea.

Aetherweaver: Three reports originating from southern Pah claim that groups of azaka smaller than a human were breaking down aetherite into plasma and re-weaving it as a crystalline fiber to create organic hive-like structures in the remains of an abandoned Ascendancy colony. These creatures were described to be three to four feet in height with spindly legs nearly twice as long and capable of fabricating structures from raw aetherite.

Dream Eater: One of the latter settlements on Pah that collapsed following the emergence of the Azaka was Shiven's Crossing, a whaling community located in a fjord surrounded by hot springs and rich surface-level aetherite. Nearly all of the surviving residents of Shiven's Crossing claim to have experienced a shared nightmare of a multi-tentacled insect-like creature burrowing its tendrils into their skulls. These survivors awoke terrified and reported vivid hallucinations of azaka inside their compound. These hallucinations reached a fever pitch when members of the Shiven's Crossing militia began opening fire on figments, resulting in a nearly complete massacre of the entire settlement.

Harvester: Reported by a band of okanta scouts during a blizzard in a petrified forest on the continent of Pah, the purported azaka harvester is at least gargantuan in size and capable of flight. The scouts were not able to get a clear look at the creature, but reported seeing bright aetheric radiance coming from inside the creature's chitinous body. This alleged azaka gained its name after the scouts discovered an itinerant stone giant village devoid of all life. The scout team professes that the azaka "harvested" all of the stone giants, but how one such creature was able to perform such a task is unknown.

Necropolis: Of all the rumored azaka sightings, the azaka necropolis is the most harrowing. Spotted from the air by the Tactical officers of the *P.A.V. Disruptor* on a long-term perimeter sweep of Pah, the azaka necropolis is a potentially colossal azaka that resembles a cross between a praying mantis and a centipede with thousands of scythe-like legs. This creature was described as being followed by a rolling wake of reanimated dead—humans, giants, and okanta—across an open tundra. The crew of the Disruptor were able to follow the azaka necropolis for eight miles before being driven back by a powerful storm. The necropolis was sighted by at least three tactical officers on board the vessel as well as the ship's captain and copilot. However, their description of the creature included it issuing an exhaust of black smoke from its mouth and eyes, leading members of the Ascendancy intelligence community to suggest that it may actually be some form of mechanical construct cobbled together from the remains of fallen azaka. Further complicating this report is that the azaka have no reported ability to control, or affinity towards, the undead. Especially due to the fact that azaka mind-affecting powers have no effect on undead creatures.

Reaper: Azaka reapers exist, but whether they are an independent form of the species of a warrior azaka with specialized psychic magic capabilities is unknown. Reaper azaka are reported to be of roughly the same size and shape as warrior azaka, with scythe-like forelimbs and the ability to utilize warping spell-like abilities to teleport short distances. These hit and run attacks are uncommon and no reaper azaka corpse has ever been retrieved from an encounter site, nor has one been taken alive.

Azaka Traits

Azaka possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 ft.
- **Disruptive Aura (Ex)** Aethertech activated within 30 ft. of an azaka has a 10% chance to consume charges but not function. This percentage increases based on the size of the azaka's hive, as determined by Table 6–01. A successful Will saving throw by attended aethertech negates this effect. Unattended aethertech does not get a save versus this effect. Additionally, creatures with the aether subtype (but not the azaka subtype) in the aura suffer a –1 penalty to attack rolls and skill checks with no save to resist. This penalty increases as with the size of an azaka's hive mind. The save DC for this ability is Charisma-based.
- **Hive Mind (Ex)** All azaka within 1 mile of an azaka thought-seeker form a single hive mind. Individual azaka in a hive can be further than 1 mile from one another so long as other thought-seekers form a link between them with no gaps greater than 1 mile. Members of a hive-mind share their awareness and senses freely, and cannot be caught flat-footed or flanked. Any azaka in a hive mind treats their effective Intelligence score as equal to the minimum intelligence offered by the hive mind, unless their own intelligence score is greater. An azaka hive mind manifests special psychic powers, as described in the azaka bestiary entry.
- Immunity to aetherite poisoning and all mind-affecting effects.

Azaka Thought-Seeker

This giant creature resembles a praying mantis with crab-like pincers and two blue-white tendrils extending from between its mandibles.

Azaka Thought-Seeker **CR 6**

XP 2,400

LE Large aberration (azaka)

Init +6; **Senses** darkvision 60 ft.; Perception +17

Aura disruptive aura (30 ft.; DC 16)

Defense

AC 17, touch 11, flat-footed 17 (+2 Dex, +6 natural, –1 size)

hp 67 (9d8+27)

Fort +8, **Ref** +5, **Will** +10

Immune azaka immunities



Offense

Speed 40 ft.

Melee 2 pincers +9 (1d6+4), 2 claws +9 (1d6+4), and 2 psychic lashes +4 touch (1d6 nonlethal plus sleep)

Space 10 ft.; **Reach** 5 ft.

Special Attacks aether cocoon, collective invasion, sleep (DC 16)

Psychic Magic (CL 9th; concentration +11)

10 PE—*mind probe* (4 PE, DC 17), *mindlink* (1 PE, DC 14), *mindwipe* (4 PE, DC 17)

Statistics

Str 19, **Dex** 14, **Con** 16, **Int** 17, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +8; **CMD**23 (27 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Acrobatics +14, Climb +16, Intimidate +14, Knowledge (geography) +15, Perception +17, Stealth +10, Survival +14

Languages Azaka, Common, Giant, Okanta, telepathy 180 ft.

SQ hive mind, sense aetherite

Ecology

Environment any underground (Orbis Aurea)

Organization solitary, pair, swarm (5–8 azaka warriors plus 1–2 azaka thought-seekers and 3–15 insectile creature slaves), or hive

Treasure incidental

Special Abilities

Aetheric Cocoon (Ex) As a full-round action, an azaka thought-seeker can entrap a helpless creature in a cocoon of aetherite-infused threads. The cocoon has hardness 8 and 30 hit points, and half of any damage that overcomes the cocoon's hardness is also dealt to the entrapped creature. While cocooned, the creature enters a form of stasis and does not need to eat or breathe, is aware of its surroundings, but can take no actions. A cocooned creature slowly undergoes a horrific transformation, taking 1d4 points of Constitution damage each day it remains trapped. When the

cocooned creature reaches 0 Constitution, it emerges as an insectile creature (see page 508). Creatures with the aether subtype are immune to the Constitution damage of aetheric cocoon and cannot be transformed into insectile creatures. The azaka thought-seeker and any member of its hive can give telepathic commands to the creature as a free action. The number of HD worth of insectile creatures that an individual azaka thought-seeker can control is determined by the size of its hive-mind: up to 2 HD (individual azaka thought-seeker); 4 HD (small); 8 HD (medium); 16 HD (large); or 32 HD (huge).

Collective Invasion (Su) Three azaka thought-seekers working in tandem can increase the power of their psychic magic. Each azaka thought-seeker must be within 30 ft. of the others and spend a full-round action casting the same psychic magic spell. Each azaka thought-seeker expends PE to cast the spell, but the target of the spell is only affected once and makes any save at a –6 penalty.

Sense Aetherite (Su) An azaka thought-seeker can sense the direction of the nearest source of aetherite within 50 miles as if by *locate object*.

Sleep (Su) A creature damaged by an azaka thought-seeker's psychic lash must succeed at a Will save (DC 16) or fall asleep for 1 minute as if affected by *sleep*.

Azaka thought-seekers are the most advanced form of azaka reliably encountered on the surface of Orbis Aurea. While the exact function of these creatures within an azaka hive is unknown, their psychic powers and ability to transform other creatures into servile insect life-forms are well documented. The presence of an azaka thought-seeker usually indicates the nearby presence of other azaka within a one-mile radius.

Azaka thought-seekers were once thought to be singular creatures that were the source of the azaka menace. But after the destruction of an azaka hive by Ascendancy forces in 4998 and the discovery of four such azaka within the hive, they were reclassified. Common theory is that thought-seekers may not be the highest echelon of azaka and that, much as warriors are networked into a collective consciousness by thought-seekers, other forms of azaka may exist to serve as hubs for entire groups of thought-seekers.

Azaka thought-seekers are 10 feet tall and weigh about 2,200 pounds.

Ecology

Azaka have evolved to ensure the continuation of their species even in the direst of circumstances. If a hive loses too many of its thought-seekers, it chooses a small number of azaka warriors to undergo a transformation into thought-seekers. This transformation requires one hundred pounds of raw aetherite per HD of the azaka warrior (typically 400 lbs.) and nine days, after which time the azaka warrior must succeed at a DC 20 Fortitude save or be reduced to a mildly toxic slurry. On a successful save the newly born thought-seeker emerges from its cocoon.

Habitat & Society

Thought seekers are aggressively territorial and community-minded creatures, typically tasked with caring for the well being of dozens of warrior azaka. With their aetheric cocoon ability, thought-seekers are capable of building an entire servant race from harvested life-forms, utilizing these drones to perform maintenance on hives or to act as sentries far on the perimeter of azaka hives.

When encountered in a group, other azaka uniformly attempt to protect thought-seekers and hedge them out of direct confrontations.

Azaka Warrior

This enormous insectile abomination resembles a horrific cross between praying mantis and crab. Its multi-faceted eyes glow with blue-white light.

Azaka Warrior **CR 3**

XP 800

LE Large aberration

Init +6; **Senses** darkvision 60 ft.; Perception +8

Aura disruptive aura (30 ft.)

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 30 (4d8+12)

Fort +4, **Ref** +3, **Will** +5

Immune azaka immunities

Offense

Speed 40 ft.; burrow 10 ft.

Melee 2 pincers +5 (1d8+2 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks death throes, paralytic grasp

Statistics

Str 15, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)

Feats Combat Reflexes, Improved Initiative

Skills Climb +9, Intimidate +8, Perception +8, Stealth +5

Languages Azaka, telepathy 120 ft.

SQ hive mind

Ecology

Environment any underground (Orbis Aurea)

Organization solitary, pair, clutch (3–6), swarm (5–8 plus 1–2 azaka thought-seekers and 3–15 insectile creature slaves), or hive

Treasure none

Special Abilities

Death Throes (Ex) When killed, an azaka warrior explodes in a burst of supercharged aether that deals 3d4 points of force damage in a 10-ft. radius and leaves a disruptive aura in the area that lasts for 2d4 rounds. This aura functions as the azaka's disruptive aura ability, with the strength of a medium-sized hive. Any aethertech in the radius of the original explosion is disabled for as long as the aura remains, even if removed from the area. A successful DC 14 Reflex save halves the damage and prevents aethertech from being disabled. The save DC is Constitution-based.

Paralytic Grasp (Ex) An azaka warrior can attempt to paralyze a grappled creature as a standard action. By grasping the creature with both pincers it secretes a neuro-toxin into the grappled victim. The creature must succeed at a DC 14 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based. This is a poison effect.

Azaka warriors serve as the rank-and-file grunts and workers of their hives. Their formidable pincers serve as both deadly weapons and efficient digging implements. While azaka thought-seekers serve to help the hive find aetherite and transform other lifeforms into insectile slaves, azaka warriors do the actual labor of digging out aetherite crystals and subduing victims for the thought-seekers to entrap. When encountered outside their tunnels, azaka warriors are typically together on a mission to accomplish one or both of these tasks. They almost never work individually.

Azaka warriors stand about 7 feet tall and weigh nearly 1,500 pounds.

Ecology

The life-cycle of azaka is poorly understood, though information so far gleaned by the Paragon Ascendancy indicates that the azaka are wholly incapable of reproduction among their own species. Rather, it appears that azaka are individually grown to set specifications though a means still unknown. Autopsied azaka possess physical pigmentation markers on their organs and the interior of their chitinous exoskeletons that appear to be a form of unknown language (perhaps even the written form of

the azaka language itself).

Azaka also do not appear to grow or age in any recognizable manner, showing none of the signs of physical growth or age that other insects do, such as molting. Azaka likewise do not need to sleep or eat in a conventional sense, but instead derive sustenance from aetherite in the same way phalanx do, though they consume the material in its raw, crystalline form rather than through its plasma energy state.

Habitat & Society

Azaka warriors are the most commonly encountered of their species. Within the observed structure of azaka hives, warriors' roles are more multifaceted than their name may indicate. While they primarily serve as physical protection for their hive and for thought-seekers, azaka warriors also serve as collectors of "raw materials" for thought-seekers to be used in the creation of insectile thralls. Azaka warriors are also required to maintain and upkeep azaka hives in the absence of appropriate insectile creature servants for the task.

Outside of a hive mind, azaka warriors are degenerate creatures with limited cognitive capabilities. Lone azaka warriors rarely last long as they maintain their typical azaka aggressiveness and ferocity, lending themselves to fatal encounters with non-azaka. In these encounters, the stunted and nearly feral azaka care little for tactical assaults and will initiate combat with any creature without provocation.

The Paragon Ascendancy has captured a handful of azaka warriors to date, interring them in scientific research facilities remotely located across Orbis Aurea where their biology and psychology is closely studied. The Paragons are careful not to transport captive azaka off of Orbis Aurea, for fear of this exposure somehow spreading their species to other worlds.

A group of isolated azaka warriors typically choose to perform a special ritual that transforms one of their number from a warrior into a thought-seeker, though the cognitive function to not only conceptualize but also perform such a ritual is far beyond what a typical azaka warrior is capable of, lending credence to the notion that this may be some pre-programmed behavior that lies dormant within the azaka subconscious.



Corrupted Elementals

The worlds of the Aethera system were once linked to a natural cycle of elemental association prior to the Collapse, with each world slowly shifting from one element to another over many thousands of years or more. The events of the Collapse shifted that course in mere days, with monstrous ramifications to the elemental creatures that inhabited these elementally-aligned worlds.

More than the obvious carnage occurred during the chaotic changes of the Collapse, with elementals being warped and twisted by the sudden and traumatizing change in their environment and shifting of the worlds' elemental associations. Corrupted beyond recognition, these former elementals cluster near to where natural portals to their original native element existed prior to being wrenched away. Over time these stranded, pitiable things have likewise corrupted the very landscape around them as if in their own, agonized way they were seeking to reverse the changes which birthed them.

Bone elementals are the warped remains of former wood elementals, now wearing physical bodies of splintered bone and petrified wood. The hulking monstrosities dwell almost exclusively on Orbis Aurea where they primarily exist locked within glaciers and the planet's frozen oceans. The ice, however, only traps them fully during the colder months, and when they do surface during the summer thaw, they rampage against any living thing that crosses their path. Because of the frozen world's seasons, bone elementals are primarily a threat along the equatorial band, but they remain a dire problem for aetherite mining on the surface. Smaller numbers of bone elementals are also intentionally released by azaka hives which seem capable of either controlling or warding away the creatures, only to redirect them toward okanta settlements.



Twisted into viscous, crimson abominations, blood elementals are the remains of water elementals left stranded behind, following the shift of their native Akasaat from Water to Earth. Most of the violent, rampaging creatures are blessedly trapped, locked away within salt formations like bruises in the bones of the earth and not in association

with the precious and all-too-rare underground aquifers. Blood elementals are most often encountered by mining operations that accidentally drill or tunnel into the salt domes that most frequently serve as their prisons, releasing them to wreak their own manner of poisonous havoc.

Vacuum elementals are all that remains of the air elementals formerly associated with a pre-ignition Ashra. Following their planet's consumption by fire and transformation into a newborn star, most of the broken elementals fled their former home entirely for the cold and airless depths of space. Few remain associated with Ashra at all, but seem spread out almost evenly within the void between the worlds. Those encountered by aetherships in-transit are an incredible danger as they possess the ability to consume atmosphere, leading to more than one ship drifting to its destination with only the bloody-eyed corpses of its suffocated crew left to bear witness to their killers.

Radiation elementals are the brilliant, deadly evolution of corrupted fire elementals. Originally linked to elemental fire, when Kir-Sharaat shifted to wood, the elementals of its core largely fled the surface to dwell within the still burning core to hold on to one vestige, however different, of their former environment. When they surface, they blighted and warped stretches of the heavy forest cover, leaving it bleached and dead. More common however is their appearance within the planet's subsurface oceans, where they emerge from deep-sea vents and rifts, brilliantly illuminating the water with an eerie ghost-light of burning, blinding blue-white radiation.

Former earth elementals, ruin elementals are found adrift on their own, or enveloped in solid rock within the innumerable component objects of the Amrita asteroid belt. Bereft of their original planet, the ruin elementals seem obsessed with destroying any newly built structures, making them a bane upon settlements in the Belt, as well as miners in search of metals or aetherite. Presumably larger numbers of their kind exist deep within the gas giant, Seraos, but the storm-lashed atmosphere that stunts exploration likewise hides them as well.

The rarest of the corrupted elementals are those formerly associated with the mysterious element of aether. These once bright, ethereal and mysterious creatures are now reduced to things of darkness, like clouds of nothingness with fangs and claws of black glass. The wraith-like abominations sow ruin in their wake and, most dangerously to every sentient race in the Aethera system, they corrupt aetherite into bizarre, toxic forms such as the undead-spawning netherite. Blessedly, the creatures are exceptionally few in number, but their appearance seems almost random, with no specific world laying claim to their origin, since Aethera remains associated with aether, and never shifted during the Collapse. Their origin and appearance remains a mystery that few are eager to explore.

Corrupted Elemental, Bone

This shambling amalgamation of bone and petrified wood seems a twisted mockery of the humanoid form. Sickly light seeps through the otherwise hollow eye sockets of its assorted craniums.

Languages Sylvan

Ecology

Environment any (Plane of Wood)

Organization solitary, pair, or charnel (3-8)

Treasure none

Special Abilities

Bone Break Aura (Ex) The elemental radiates an aura that affects bones and wood, gnawing at their structural integrity. Creatures within a 20-ft. radius are exhausted as long as they remain within the aura and for one round after unless they succeed at a Fortitude save. Additionally, creatures that fail the save subsequently

take 1 point of Dexterity damage each time they take damage from a bone elemental while still exhausted. Creatures without bones that are also not of the plant type are immune to this ability.

Shattering Stride (Ex) A bone elemental can move at its full speed through undergrowth and other plant-based difficult terrain similar to a wood elemental's plant stride. In addition, it can burrow through bones, wood or plant matter, living or dead, as easily as a fish swims through water. Its burrowing leaves behind no tunnel, nor does it create any bulge or other sign of its presence. Additionally, when a bone elemental emerges from any material it traversed using its shattering stride, it does so amid a spray of splinters, bone fragments, or shards of petrified wood, dealing 1d4 points of piercing damage for every 2 hit dice it possesses to any creature in an adjacent square.

Small Bone Elemental CR 1

XP 400

NE Small outsider (elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 30ft.; Perception +4

Aura bone break aura (30 ft., DC 11)

Defense

AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size)

hp 13 (2d10+2)

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

DR 5/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft.; shattering stride

Melee slam +6 (1d4+2 plus bone break aura)

Statistics

Str 14, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

BaseAtk +2; **CMB** +3; **CMD** 12

Feats Weapon Focus (slam)

Skills Climb +6, Intimidate +4, Knowledge (planes) +1, Perception +4, Stealth +7, Survival +4

Medium Bone Elemental CR 3

XP 800

NE Medium outsider (elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 30ft.; Perception +5

Aura bone break aura (30 ft., DC 12)

Defense

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +3, **Will** +1

DR 5/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft.; shattering stride

Melee slam +10 (1d6+5 plus bone break aura)

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Power Attack, Weapon Focus (slam)

Skills Climb +10, Intimidate +5, Knowledge (planes) +2, Perception +5, Stealth +4, Survival +5

Large Bone Elemental CR 5

XP 1,600

NE Large outsider (elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +11

Aura bone break aura (30 ft., DC 14)

Defense

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +5, **Will** +2

DR 10/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., shattering stride

Melee 2 slams +15 (1d8 +7 plus bone break aura)

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16 (+18 overrun); **CMD** 25 (27 vs. overrun)

Feats Cleave, Improved Overrun, Power Attack, Weapon Focus (slam)

Skills Climb +14, Intimidate +7, Knowledge (planes) +5, Perception +11, Stealth +6, Survival +7

Huge Bone Elemental CR 7

XP 3,200

NE Huge outsider (elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +13

Aura bone break aura (30 ft., DC 15)

Defense

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +6, **Will** +3

DR 10/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., shattering stride

Melee 2 slams +18 (2d6 +9 plus bone break aura)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21 (+23 overrun); **CMD** 30 (32 vs. overrun)

Feats Cleave, Improved Overrun, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +18, Intimidate +9, Knowledge (planes) +5, Perception +13, Stealth +4, Survival +7

Greater Bone Elemental CR 9

XP 6,400

NE Huge outsider (elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +16

Aura bone break aura (30 ft., DC 16)

Defense

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 136 (13d10+65)

Fort +13, **Ref** +7, **Will** +6

DR 15/bludgeoning; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., shattering stride

Melee 2 slams +22 (2d8 +10 plus bone break aura)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25 (+27 overrun); **CMD** 34 (36 vs. overrun)

Feats Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +23, Intimidate +13, Knowledge (planes) +12, Perception +16, Stealth +7, Survival +12

Elder Bone Elemental CR 11

XP 12,800

NE Huge outsider (elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +19

Aura bone break aura (30 ft., DC 18)

Defense

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +9, **Will** +7

DR 10/–; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., shattering stride

Melee 2 slams +27 (2d8 +12 plus bone break aura)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30 (+32 bull rush, +32 overrun); **CMD** 39 (41 vs. bull rush, 41 vs. overrun)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +31, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +10, Survival +19

Elemental, Wood

This tangle of branches, vines, and brambles has two arm-like masses protruding from its sides. Dark holes like eyes and a mouth are formed in the upper half of the central mass.

Wood Elemental

Language Sylvan

Ecology

Environment any (Plane of Wood)

Organization solitary, pair, or gang (3–8)

Treasure none

Special Abilities

Absorb Wood (Ex) The elemental deals double damage to wooden objects. A wooden object it destroys is absorbed into its mass and grants it 10 temporary hit points that last for 1 hour. An object destroyed this way cannot be restored even by magic until the elemental is slain.

Entangle (Ex) The elemental ensnares creatures it strikes with its slam attacks with fast-growing plants. A creature struck must succeed at a Reflex save or become entangled for the listed duration. The save DC is Constitution-based. An entangled creature that fails its save against this ability a second time is rooted to the spot and cannot leave its current square. A flying creature not adjacent to a surface is not stuck, but it cannot use wings to fly and falls to the ground on a second failed save. An entangled creature can be freed with a Strength check against the same DC or by dealing the listed amount of damage to the vines with a slashing weapon (no attack roll required). If the creature is rooted to the spot, the Strength check DC increases by 2.

Plant Stride (Ex) A wood elemental can move at its full speed through undergrowth and other plant-based difficult terrain. In addition, it can burrow through wood or plant matter, living or dead, as easily as a fish swims through water. Its burrowing leaves behind no tunnel, nor does it create any bulge or other sign of its presence. A *warp wood* spell cast on an area containing a burrowing wood elemental flings it back 30 ft., stunning it for 1 round unless it succeeds at a DC 15 Fortitude save.

Verdant Demise (Su) When a wood elemental is slain it instantly creates an area of permanent light undergrowth with a spread of 5 ft. per hit die. This effect only lasts for 1 round per hit die if the elemental was a summoned creature.

Small Wood Elemental CR 1

XP 400

N Small outsider (elemental, extraplanar, wood)

Init –1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

Defense

AC 15, touch 10, flat-footed 15 (–1 Dex, +5 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** –1, **Will** +3

Immune elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride

Melee slam +4 (1d4 plus entangle)

Special Attacks absorb wood, entangle (DC 12, 10 minutes, hp 10), verdant demise (10 ft.)

Statistics

Str 11, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 11

Feats Weapon Focus (slam)

Skills Climb +12, Heal +4, Knowledge (planes) +1, Perception +4, Stealth +7 (+9 in wooded areas), Survival +4; **Racial Modifier** +2 Stealth in wooded areas

Medium Wood Elemental CR 3

XP 800

N Medium outsider (elemental, extraplanar, wood))

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +5

Defense

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +1, **Will** +4

Immune elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride

Melee slam +7 (1d6+3 plus entangle)

Special Attacks absorb wood, entangle (DC 15, 10 minutes, hp 15), verdant demise (20 ft.)

Statistics

Str 14, **Dex** 10, **Con** 17, **Int** 4, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 16

Feats Power Attack, Weapon Focus (slam)

Skills Climb +15, Heal +5, Knowledge (planes) +2, Perception +5, Stealth +5 (+7 in wooded areas), Survival +5; **Racial Modifier** +2 Stealth in wooded areas

Large Wood Elemental CR 5

XP 1,600

N Large outsider (elemental, extraplanar, wood))

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

Defense

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 68 (8d10+32)

Fort +10, **Ref** +2, **Will** +6

DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride

Melee 2 slams +12 (1d8+4 plus entangle)

Space 10 ft.; **Reach** 10 ft.

Special Attacks absorb wood, entangle (DC 18, 10 minutes, hp 20), verdant demise (40 ft.)

Statistics

Str 18, **Dex** 10, **Con** 19, **Int** 4, **Wis** 11, **Cha** 10

Base Atk +8; **CMB** +13 (+15 sunder); **CMD** 23 (25 vs. sunder)

Feats Cleave, Improved Sunder, Power Attack, Weapon Focus (slam)

Skills Climb +19, Heal +7, Knowledge (planes) +4, Perception +7, Stealth +3 (+5 in wooded areas), Survival +7; **Racial Modifier** +2 Stealth in wooded areas

Huge Wood Elemental CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, wood))

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +11

Defense

AC 17, touch 8, flat-footed 17 (+9 natural, –2 size)

hp 115 (10d10+60)

Fort +13, **Ref** +3, **Will** +7

DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride

Melee 2 slams +15 (2d6+6 plus entangle)

Space 15 ft.; **Reach** 15 ft.



Special Attacks absorb wood, entangle (DC 21, 10 minutes, hp 25), verdant demise (50 ft.)

STATISTICS

Str 22, **Dex** 10, **Con** 23, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +10; **CMB** +18 (+20 sunder); **CMD** 28 (30 vs. sunder)

Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +23, Heal +9, Knowledge (planes) +7, Perception +11, Stealth +3 (+5 in wooded areas), Survival +9; **Racial Modifier** +2 Stealth in wooded areas

GREATER WOOD ELEMENTAL CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, wood))

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +16

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, –2 size)

hp 149 (13d10+78)

Fort +15, **Ref** +5, **Will** +8

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride

Melee 2 slams +20 (2d8+8 plus entangle)

Space 15 ft.; **Reach** 15 ft.

Special Attacks absorb wood, entangle (DC 22, 10 minutes, hp 25), verdant demise (65 ft.)

STATISTICS

Str 26, **Dex** 12, **Con** 23, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +13; **CMB** +23 (+25 bull rush or sunder); **CMD** 34 (36 vs. bull rush or sunder)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +29, Heal +13, Knowledge (planes) +12, Perception +16, Stealth +8 (+10 in wooded areas), Survival +13; **Racial Modifier** +2 Stealth in wooded areas

ELDER WOOD ELEMENTAL CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, wood))

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +19

DEFENSE

AC 22, touch 11, flat-footed 19 (+2 Dex, +1 dodge, +11 natural, –2 size)

hp 184 (16d10+96)

Fort +17, **Ref** +7, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., climb 20 ft.; plant stride

Melee 2 slams +25 (2d10+10 plus entangle)

Space 15 ft.; **Reach** 15 ft.

Special Attacks absorb wood, entangle (DC 24, 10 minutes, hp 30), verdant demise (80 ft.)

STATISTICS

Str 30, **Dex** 14, **Con** 23, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +16; **CMB** +28 (+30 bull rush or sunder); **CMD** 40 (42 vs. bull rush or sunder)

Feats Awesome Blow, Cleave, Dodge, Improved Bull Rush, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Climb +37, Heal +19, Knowledge (planes) +19, Perception +19, Stealth +13 (+15 in wooded areas), Survival +19; **Racial Modifier** +2 Stealth in wooded areas

Wood elementals clamber slowly and methodically across and through the impossibly vast towering trees that make up the Elemental Plane of Wood, seeking peaceful vistas to take in for a few hours—or a few millennia—and rotted-out wood to absorb and remake as new wood. These creatures are famous for destroying and absorbing wooden weapons and items carried by adventurers, most often in areas of Kir-Sharaat where dense thickets open into wood elemental vortexes.

Many wood elementals have a roughly humanoid shape like several tree trunks joined together, but some prefer vaguely animalistic shapes like those of bears or

spiders. Others look like nothing so much as tangles of barkless and leafless branches forming a vast mouth and glimmering amber eyes.

Ecology

Wood elementals primarily dwell within the parasitic Plane of Wood that straddles the divide between the Plane of Earth and the Plane of Water. Wood elementals found natively on the elemental planes behave differently than their Material counterparts. On the Plane of Wood they actively pursue and attack both earth and water elementals, keeping these creatures from hedging into the Plane of Wood's growing territory. Wherever wood elementals are slain in these encounters, the Plane of Wood grows by extension from their verdant demise and new wood elementals are churned out by the miles-tall trees that make up the plane.

When encountered on the Material, wood elementals are far more passive and more likely to be conversational with interested parties. Wood elementals do not understand the purpose (or even the origin) behind their plane, simply existing to expand and grow, "as all trees stretch their roots and branches."

Habitat & Society

The Plane of Wood is the undisputed home of wood elementals and these creatures thrive in great number within the seemingly infinite roads of branches, trunk, and roots that make up their home plane. Wood elementals that journey to the Material primarily do so by way of Kir-Sharaat through naturally occuring planar breaches typically located near or within Heartwood trees. Wood elementals are also found in small numbers across the Evermorn, often in the company of like-minded fey creatures such as dryads.

Material encounters with wood elementals are often periods of discovery for both parties. Wood elementals are naturally inquisitive about the Material and its many worlds, though due to the vast physical distances between planets often find it difficult to visit them. Wood elementals often stow away on erahthi vessels departing Kir-Sharaat for other worlds and seek to explore and catalog the myriad terrains of the Material.

Table 6–02: Wood Elemental Height and Weight

Elemental	Height	Weight
Small	4 ft.	30 lbs.
Medium	8 ft.	250 lbs.
Large	16 ft.	2,000 lbs.
Huge	32 ft.	16,000 lbs.
Greater	36 ft.	19,000 lbs.
Elder	40 ft.	22,000 lbs.

Wood elementals that perish on Akasaat may be the only source of new vegetation and plant life on the entire planet. The flora that springs from a wood elemental's death is surprisingly hardy, capable of flourishing in a wide number of biomes, including Akasaat's harsh Wasteland. However getting wood elementals to Akasaat to affect change on a large scale is an impossibly enormous task. Akasaati druid enclaves often coordinate with erahthi enclaves on Kir-Sharaat to traffic in wood elementals (in spite of Hierarchy regulations against introduction of invasive species to Akasaat). These druidic enclaves seek to create isolated bastions of lush wilderness within the barrens of the Wasteland with the hopes of germinating new plantlife capable of sustaining itself on Akasaat's surface.

Wood elementals gladly give themselves to causes that spread forestation and cause plantlife to flourish. Understandably, wood elementals react harshly towards forestation and other despoiling of natural environments, often times resorting to violence, especially if their deaths are guaranteed.

Since the conclusion of the Century War, erahthi researchers of the Problem Solver caste have tried to get the Hierarchy to accept the idea of elemental terraforming options for improved agriculture, to no avail.

Erahthi, Psychic

This erahthi is dressed in sharp fashions of human design and presents as a woman, with all the accoutrement expected of a person with wealth and influence.

Erahthi Psychic **CR 4**

XP 1200

Female erahthi psychic[OA] 5

LN Medium outsider (native, erahthi)

Init +1; **Senses** darkvision 60 ft.; Perception +10



Defense

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 22 (5d6+5)

Fort +1, **Ref** +2, **Will** +6; +4 vs. mind-affecting effects, paralysis, poison, and stun effects

Immune sleep

Offense

Speed 30 ft.; woodland passage

Melee masterwork dagger +1 (1d4-1)

Ranged hive pistol +3 (1d8/x4)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*speak with plants*

Psychic Spells Known (CL 5th; concentration +8)

2nd (5/day)—*euphoric cloud*[OA](DC 15), *hypercognition*[OA], *suggestion* (DC 15)

1st (7/day)—*charm person* (DC 14), *comprehend languages*, *mage armor*, *mind thrust I*[OA] (DC 14), *psychic reading*[OA]

0 level (at will)—*daze* (DC 13), *detect magic*, *detect psychic significance*[OA], *message*, *stabilize*, *telekinetic projectile*[OA]

Discipline lore

Tactics

Before Combat An erahthi psychic casts *mage armor* and readies her hive pistol.

During Combat An erahthi psychic uses *charm person* and *suggestion* to convince foes to leave her alone as she pursues her own agenda, fleeing as soon as she is able to disengage. She uses lethal force only as a last resort in self-defense.

Morale An erahthi psychic will attempt to flee or surrender if reduced to 5 hp or less.

Statistics

Str 8, **Dex** 13, **Con** 10, **Int** 16, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 12

Feats Alertness, Empath[OA], Third Eye[OA]

Skills Climb +7, Diplomacy +9, Knowledge (arcane) +8, Knowledge (planes) +8,Linguistics +7, Perception +12,

Sense Motive +12, Spellcraft+11, Stealth +1 (+5 in forest terrain); **Racial Modifiers** +4Stealth in forest terrain

Languages Aklo, Common, Erathi, Okanta, Sylvan, Treant

SQ illuminating answers, mnemonic cache, phrenic pool (5; mindtouch, mindshield), superior automatic writing, wood-infused

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*; **Other Gear** masterwork dagger, hive pistol with 14 bullets, lesser aetheric capacitor (30 au)

Psychic ability is common among the erahthi, the wood-aligned elemental beings who inhabit the forest world of Kir-Sharaat. Those erahthi psychics who seek adventure beyond their homeworld are often referred to as "heartreaders", as their ability to divine emotion gives them the ability to read the truest desires of the heart. In reality, it is the heartreader's skill with enchantment that makes it seem so; victims believe they were following their own goals when they were in truth serving the erahthi's agenda instead.

Despite this power, most erahthi heartreaders do not manipulate those around them for personal gain. Many seek knowledge of new places and cultures, having little or no experience off their homeworld. Some more corrupt heartreaders find it expeditious to ensure conversations lead where the they want them to lead, rather than trusting to chance.

Campaign Role

As an ally to PCs, an erahthi heartreader—especially one found off of Kir-Sharaat—can be a valuable information broker asset for any campaign. These cunning negotiators of complex social situations may be able to provide secret information to the PCs or otherwise direct them to a person or place they are searching for, typically in exchange for other useful information or a nominal fee. Heartreaders may also act as intermediaries for powerful corporations, contacting the PCs to offer them employment or other such opportunities.

As an adversary, a heartreader is a mastermind opponent who typically comands gangs of weak-willed subordinates either partially or fully enthralled. A heartreader can be a long-term nemesis in a campaign, manipulating events from behind the scenes in service to themselves or inscrutable higher powers, such as a kyton, living idol, or even a Tritarch.

Boons

When a PC forms a strong bond with an erahthi heartreader or successfully perform a service for them, the heartreader may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: Gamemastery Guide*.

Favor: Free psychic reading on one object or identification of one magic item.

Favor: Favorable introduction to an otherwise hard to reach public figure, such as a prominent politician or government official.

Favor: Assists in getting the PCs passage to or from Kir-Sharaat as well as necessary travel papers (forged or legitimate).

Skill: Offers expertise in the form of a Knowledge (arcana) or (planes) check regarding a topic the PCs are unskilled in.

Skill: Acts as a translator.

Skill: Offers to cast *charm person* or *suggestion* on a target of the PCs choosing.

Unique: Reveals a deeply hidden truth regarding one or more of the PCs, granting them insight and information that the PC would not have otherwise had access to.

Erahthi, Slayer

This erahthi is mottled in splotches of deep brown and rust red and dresses in the utilitarian attire of an Amritan mercenary.

Erathi Slayer **CR 7**

XP 3,200

Agender erahthi slayer[ACG] 8

LN Medium outsider (native, erathi)

Init +3; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 22, touch 16, flat-footed 18 (+5 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural)

hp 62 (8d10 +18)

Fort +8, **Ref** +9, **Will** +3; +4 vs. mind-affecting effects, paralysis, poison, and stun effects

Immune sleep

Offense

Speed 30 ft., climb 20 ft.

Melee *+1 shortsword* +8/+3 (1d6+2/19–20), *+1 shortsword* +8/+3 (1d6+2/19–20)

Ranged thundergun +11/+6 touch (2d6 electricity/x4)

Special Attacks sneak attack (+2d6, range 40'), studied target (swift, 2, +2)

Tactics

Before Combat An erahthi slayer uses Stealth to observe their foes carefully and then drinks their *potion of shield of faith +2* before attacking from ambush.

During Combat An erahthi slayer prefers to begin combat from a distance, using their thundergun in either lethal or nonlethal capacity depending on the slayer's intent. Once their enemies close in (or the slayer has expended their ammunition) they will engage opponents in melee.

Morale Erahthi slayers retreat when outnumbered, unless defending their home, in which case they fight to the death.

Base Statistics When not affected by *shield of faith*, the erahthi slayer has the following statistics:

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 natural)

Statistics

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +8; **CMB** +9; **CMD** 22

Feats Dodge, Improved Two-Weapon Fighting, Precise Shot, Two-Weapon Fighting

Skills Acrobatics +14, Climb +9, Knowledge (nature) +8(+10 in forested terrain), Perception +12, Sense Motive +12, Stealth +14 (+18 in forest terrain), Survival +12 (+14 in forested terrain); **Racial Modifiers** +8 Climb, +4 Stealth in forest terrain

Languages Erahthi, Hymnas

SQ slayer talents (combat trick, deadly range, poison use, terrain mastery (forest), stalker, track +4, wood-infused

Combat Gear *potion of shield of faith +2*, *potion of cure moderate wounds* (2); **Other Gear** *+1 shortsword* (2), *+2 studded leather armor*, thundergun, *greater aetheric capacitor* (650 au),

Erahthi slayers are found across the Aethera System. Those encountered on Kir-Sharaat are typically under the employ of the Tritarch Dominion—most likely as direct operatives of the Council of War—serving as spies and assassins ensuring the safety of their homeworld. When encountered off of Kir-Sharaat, erahthi slayers might be expatriate assassins for hire, mercenaries, or secret agents of the Tritarch carrying out long-term assignments.

An erahthi slayer is a versatile opponent, able to move between ranged and melee combat with ease, making them ideal candidates for perilous solo operations that place them in the heart of myriad, dangerous foes. Most do not possess the force of presence to communicate with plants, as many of their kind can, and feel less of an innate connection to nature. This is, perhaps, why they are so quick to adapt to alien technologies like aethertech.

Campaign Role

Erahthi slayers are likely to fill roles as antagonists in a campaign, whether as independent mercenaries tasked with hunting down one of the PCs (or their allies), or as an implacable agent of the Tritarch Dominion. In this role an erahthi slayer works best as a recurring thorn in the PCs' side, showing up at inopportune moments and increasing the stakes for any given encounter. When encountered as allies, an erahthi slayer may be a tracker who can help the PCs find a well-hidden NPC or a handler acting as both an intermediary between the PCs and their employer and as an observer of their capabilities. Whether as an ally or an enemy, erahthi slayers are never coy about their intentions. They are ruthless and precise operators who carry out their tasks with great efficiency without the need for subterfuge or guile.

Boons

When a PC forms a strong bond with an erahthi slayer or successfully perform a service for them, the slayer may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: Gamemastery Guide*.

Favor: Grant information regarding other slayers' activities in the local area.

Favor: Make favorable introductions of the PCs within the circle of the slayer's professional peers.

Favor: Assist in combat against a single opponent or small group of opponents.

Skill: Craft a poison of the PCs choice at half market value.

Skill: Track a target of the PCs choice for 24 hours.

Skill: Assist in connecting the PCs to a local black market.

Unique: Recounts story of prior professional work (assassination or otherwise) that pertains to the PCs goals and provides the party with actionable information that can lead them to their next goal.



Gremlin, Ghizmer

This tiny, ugly humanoid creature glows with a bluish light from within.

Ghizmer **CR 2**

XP 600

CE Tiny fey (aether)

Init +2; Senses darkvision 120 ft., low-light vision; Perception +5

Aura aethertech interference (30 ft.)

Defense

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d6+6)

Fort +2, **Ref** +5, **Will** +3

Immune aetherite radiation; **DR** 5/cold iron; **SR** 13

Offense

Speed 30 ft., climb 20 ft., fly 20 ft. (average)

Melee 2 claws +5 (1d2–2), bite +5 (1d3–2)



Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks aether discharge, consume aetherite

Spell-Like Abilities (CL 3rd; concentration +3)

At will—*mage hand*, *prestidigitation*

1/hour—*shocking grasp*

Statistics

Str 7, **Dex** 14, **Con** 12, **Int** 9, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** –1; **CMD** 9

Feats Toughness, Weapon Finesse[B]

Skills Disable Device +7, Fly +6, Perception +5, Sleight of Hand +7, Stealth +15, Use Magic Device +5

Language Aklo

SQ aether sustenance

Ecology

Environment any urban or aethership (Amrita and moons of Seraos, Material Plane and Evermorn)

Organization solitary, pair, glitch (3–4), disaster (5–8), or colony (5–8 plus 2 3rd-level shaman lieutenants and 1 6th-level medium leader)

Treasure standard

Special Abilities

Aether Discharge (Sp) A ghizmer can spend 5 temporary hit points gained from consuming aetherite to use *magic missile* or *pilfering hand*[UC].

Aether Sustenance (Ex) Whenever exposed to aetherite radiation a ghizmer does not need to eat, drink, or breathe.

Aethertech Interference (Su) A ghizmer emanates an aura that interferes with aethertech within 30 ft. Skill checks to pilot aetherships or use aethertech as well as attack rolls with aethertech weapons suffer ill luck. The user of the skill or item rolls twice and takes the worse result. If either result is a 1, and the aethertech is not broken, the aethertech releases a blast of energy that deals 1d6 points of damage to all adjacent creatures and objects and it gains the broken condition. A ghizmer can suppress or resume this effect as a move action.

Consume Aetherite (Ex) A ghizmer can consume the energy of aetherite by touching am unattended aethertech item or by succeeding on a touch attach against an object's wielder. A successful touch drains 1d4 charges from the item or, if the item is uncharged, deals 1d6 points of damage to the object, ignoring all hardness. The ghizmer gains 2 temporary hit points for each charge drained or point of damage inflicted on the aethertech.

Ghizmer are malignant aethership pests that originate in the Amrita Asteroid Belt, Kir-Sharaat's Darkwild, the upper layer of Seraos, and their counterparts in the Evermorn. Ghizmers delight in causing havoc and use their power over aetherite to cause strange and dangerous mishaps in aetherships and aethertech so that the owners abandon them—allowing the gremlins to scrap them. Most settlements have standing bounties for ghizmer gremlins, typically paying anywhere between 20 to 60 au per head.

A typical ghizmer stands just over 1 foot tall and weighs 10 pounds.

Ecology

Though they originate on the Evermorn, ghizmer thrive in areas suffused with aetherite radiation, in spite of the lack of aetherite to be found on any plane other than the Material. These malicious and destructive creatures long to venture to the Material Plane, seeking out sources of aetherite in both raw and refined forms to bask in its otherworldly glow. Though not particularly cunning, ghizmer are remarkably sneaky and tend to lie in wait, wreaking havoc with aethertech systems in their immediate vicinity while waiting for an opportunity to bask in aetherite radiation. Unfortunately, these dimwitted creatures often cause aethership crashes that claim their own lives as they dismantle, disable, and otherwise destroy the ship's intricate components.

Ghizmer reproduce asexually every six to eight months, growing a bulbous fluid-filled sac on their back that contains anywhere between 8 to 15 ghizmer young. These progeny erupt from the ghizmer's birthing sack after one week of gestation and mature to adulthood within two weeks. Ghizmer that do not die from hunting, predation, or their own stupidity can live upwards of eighty years. However, mortality rates among ghizmer are incredibly high and few ever live to see such an old age. Due to their prodigious birth rate, ghizmer can quickly infect and overwhelm a location if their population is not controlled.

Habitat & Society

On the Evermorn ghizmer gremlins are regarded much as they are on the Material, as nuisances and dangerous pests. Even among fey-kind, ghizmer are ostracized for their unpredictable nature and eagerness to destroy. Though on the Evermorn the capacity of a ghizmer for mayhem is notably limited, due to the lack of aetherite and aethertech native to the plane. Only when ghizmer join forces with hobkins gremlinsB5, do their destructive antics pose a reasonable threat to Evermorn inhabitants.

Ghizmer find their way to the Material by means of fissures between the planes leading to the Evermorn, most often in Kir-Sharaat's Darkwild where they are a nuisance to the native zahajin populations and largely go unnoticed by erahthi. The smaller number of ghizmer that migrate to the regions of Amrita and Seraos do so by means of planar fissures in Seraos' upper-most atmospheric layer, infiltrating passing aetherships or appearing on asteroids in Seraos' belt, clinging to aetherite radiation to survive in the extreme vacuum of space.

No matter their origin, a ghizmer's ultimate goal is always the nearest and largest abundance of aetherite.

Human, Cantor

Hierarchy Cantor **CR 4**

XP 1,200

Male human cantor 5

NG medium humanoid (human)

Init +5; **Senses** Perception +9

Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 35 (5d8 HD+15)

Fort +4, **Ref** +4, **Will** +9

Offense

Speed 30 ft.

Melee mwk heavy mace +3 (1d6+2)

Ranged mwk TA 3811A +5(1d8/x4)

Special Attacks divine performance 17 rounds/day (countersong, fascinate, harmony of fate, scherzo of flames, symphony of life), hymn verse (refrain of concentration, reprise of hungry flames), verse (ominous invocation)

Spells Known (CL 5th; concentration +12)

2nd (3/day)—*allegro*, *cure moderate wounds* (DC 15), *hold person* (DC 15)

1st (5/day)—*bullet ward*, *charm person* (DC 14), *cure light wounds* (DC 14), *forbid action* (DC 14)

0–*acid splash*, *create water*, *daze* (DC 13), *guidance*, *light*, *stabilize*

Repertoire spells (1/day)–*burning hands* (1st, DC 14), *color spray* (1st, DC 14), *pyrotechnics* (2nd, DC15), *see invisibility* (2nd)

Hymns Fire (repertoire hymn), Light

Tactics

Before Combat If he has time before going into combat, the hierarchy cantor will drink his *potion of owl's wisdom*.

During Combat During combat, the Hierarchy cantor stays to the back of his group, as far away from aggressors as he can while still keeping his allies within range of his divine performance. His primary goal is to keep his allies alive through use of his *cure* spells as well as his symphony of life and harmony of fate divine performances, augmented in a desperate moment by his soul phrase ability. If a foe is proving particularly bothersome, he will use *hold person*, *charm person*, *daze*, and *forbid action*.

Morale If the rest of his allies are defeated, the cantor will make one last ditch effort to get any wounded up and moving using *cure* spells and *allegro* along with symphony of life before retreating himself, using any remaining *hold* or *charm* spells to keep his attackers from pursuing him. If cornered with no obvious escape, the cantor will more than likely begrudgingly surrender, though the moment he can *hold* or *charm* an opponent and attempt to escape, he will.

Statistics

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

Base Atk +3; **CMB** +2; **CMD** 13

Feats Improved Initiative, Point-Blank Shot, Combat Casting, Soul Phrase

Skills Bluff +5, Diplomacy +7, Heal +9, Knowledge (engineering) +3, Knowledge (religion) +6, Perception +9, Perform (sing) +7, Sense Motive +9, Spellcraft +6

Languages Auran, Hymnas

SQ repertoire spell (2/day), well-versed

Combat Gear *potion of owl's wisdom*; **Other Gear** *+1 chain shirt*, *cloak of resistance +1*, mwk heavy mace, mwk TA 3811A

Cantors within the Hierarchy are typically appointed at a young age during Slot assignment on Akasaat when musical aptitude is discovered in the entrant. Slot-assigned cantors train much of their adult lives in mastery and perfection of Score-based performances which allow them to control the myriad supernatural powers at their disposal. However, not all Hierarchy cantors begin on such a route. Some cantors that join the Hierarchy still come from the tribes of the Wasteland, moving in—whether by choice or coercion—to arcology cities as the Hierarchy encroaches on free territories.

Campaign Role

Hierarchy cantors come with myriad responsibilities and allegiances. As enemies they can represent something as simple as the power and influence of the Hierarchy, if the PCs are operating against Hierarchy interests. Even among Hierarchy-aligned or friendly PCs, a Hierarchy cantor could be a devoted operative of one of the evil prophets of the Symphonium or an entirely rogue agent looking to fulfill an enigmatic portion of the Score. As allies, a cantor can offer numerous opportunities to PCs both with their party enhancing class abilities and their social connections within the upper echelon of Hierarchy politics. Hierarchy cantors can be covert operatives, public faces, or even assassins, but always trace their objectives back to the human-centric ideals of the Hierarchy.

Boons

When a PC forms a strong bond with a Hierarchy cantor or successfully perform a service for them, the cantor may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: GameMastery Guide*.

Favor: Gift a free set of invitations to an exclusive musical performance in a Hierarchy arcology.

Favor: Make favorable introductions to a middle-management Hierarchy official or musical professional.

Favor: Gift a PC with one non-magical musical instrument of masterwork quality.

Skill: Offers advice on Hierarchy music tastes, granting a PC a +2 bonus on Perform checks made within a specific Hierarchy settlement.

Skill: Performs a particularly rousing war song that grants a PC a +2 morale bonus to saves versus fear for 24 hours.

Skill: Divulge information pertaining to a specific Hierarchy employee, granting a PC a +2 bonus to Diplomacy and Intimidate checks made against that NPC.

Unique: Deciphers a section of the Score pertaining to the PC, revealing a pair of possible future outcomes and the immediate consequences of each of those outcomes as it pertains to the PC.



Human, Vanguard Titan

A human woman encased in impressive powered armor is armed for battle.

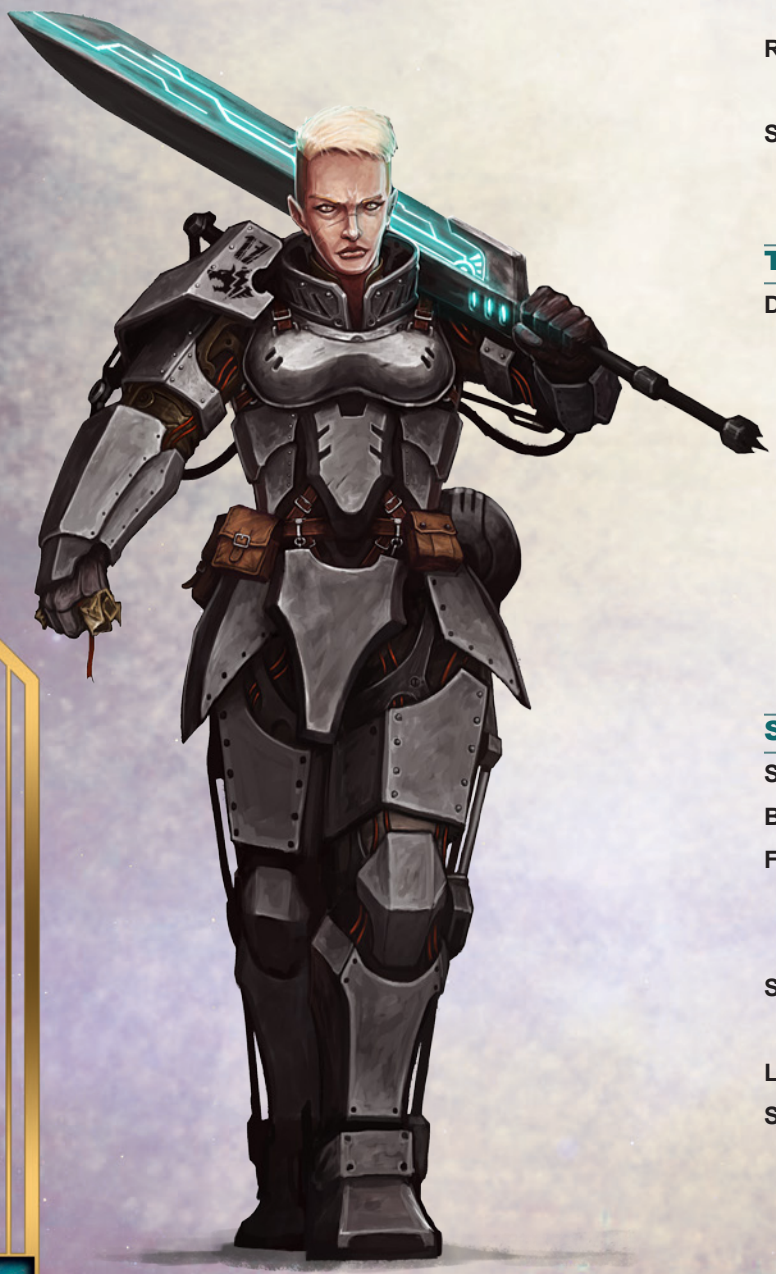
Vanguard Enforcer **CR 8**

XP 4,800

Female human brawler[ACG] (titan) 9

LN Medium humanoid (human)

Init +2; **Senses** Perception +12



Defense

AC 25, touch 12, flat-footed 23 (+13 armor, +1 deflection, +1 Dex)

hp 90 (9d10+36)

Fort +9, **Ref** +8, **Will** +6

Offense

Speed 20 ft. (30 ft. unarmored)

Melee *+1 adamantine greatsword* +15/+10 (2d6+8) or unarmed strike +14/+9 (1d10+5) or unarmed strike flurry of blows +12/+12/+7/+7 (1d10+5)

Ranged *+1 TA3811A* +12/+7 (1d8+3/x4) or semi-automatic *+1 TA3811A* +10/+10/+5 (1d8+3/x4)

Special Attacks brawler's flurry, brawler's strike (cold iron, magic, silver), gun training (TA3811A), havoc charge (+3 attack; –3 AC; +2d6 damage), hail of bullets (5/day)

Tactics

During Combat Vanguard titans soften opponents up with semi-automatic gunfire before entering with a charge attack against enemy spellcasters. The titan will use tanglefoot bags to attempt to immobilize agile opponents.

Morale If reduced to half health a vanguard titan quaffs a *potion of haste*. If reduced to 10 hit points or less a vanguard titan will attempt to fall back and regroup to attack again. If unable to successfully withdraw from combat a vanguard titan fights to the death.

Statistics

Str 20, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +9; **CMB** +13; **CMD** 28

Feats Distracting Charge[ACG], Extra Grit[UC], Improved Unarmed Strike, Iron Will, Point-Blank Master (TA3811A)[APG], Point-Blank Shot, Precise Shot, Psychic Sensitivity[OA]

Skills Acrobatics +10, Climb +7, Fly +10, Intimidate +10, Perception +12, Sense Motive +12, Survival +8

Languages Hymnas

SQ deeds (force shot, havoc barrier, pistol whip, unstoppable), dowsing (Survival), grit (1 point), martial training, prognostication (Sense Motive), read aura (Perception)

Combat Gear *potion of cure moderate wounds*, *potion of haste*, tanglefoot bag (2); **Other Gear** *+1 adamantine greatsword*, *+1 MK-II power armor*, *+1 TA3811A* (40 rounds), *ring of protection +1*

A vanguard titan is an elite soldier in the service of the Protectorate, trained to track and subdue or eliminate renegade magic users. Carefully selected and trained in hand-to-hand combat as well as marksmanship, even a single titan is a dangerous enemy. Their greatest strength lies in their ability to work together, coordinating close-range combat prowess with ranged fire support.

Campaign Role

Titans are specially trained heavy assault operatives within the Vanguard, deployed in high-threat combat situations and armed with durable power armor. A Vanguard titan typically leads an entire squad of lower ranking Vanguard deployed from a gunship. Vanguard titans engage dangerous unregistered magic users who are a known threat to either themselves or others. While their first priority is to apprehend these criminals so they can safely imprisoned and potentially rehabilitated, the Vanguard have the final say on such decisions and often such threats are eliminated in the field.

As an enemy, a Vanguard titan is the definition of an implacable opponent. They will pursue through any hazard or danger, not relenting until they are either victorious or slain. A Vanguard enforcer could show up to threaten a mid to high level spellcaster PC who is flaunting their power recklessly or give chase to an unregistered magic user hiding out in Hierarchy territory.

As an ally these juggernauts are the tip of the spear against enemies, choosing to lead through full-frontal assaults that terrify their opponents. As an ally a Vanguard enforcer is both a lifeline to the Hierarchy and a resolute warrior willing to enter any confrontation, no matter how dangerous, to get the job done.

Boons

When a PC forms a strong bond with a Vanguard titan or successfully perform a service for them, the titan may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder RPG Gamemastery Guide.*

Favor: Share restricted records of recently apprehended magic users in the titan's local area.

Favor: Allow access for the purchase of restricted or military-level gear without needing to go through black market channels.

Favor: Reveals the locations of suspected safe houses containing unregistered, but non-violent and low priority, magic-users in the local area.

Skill: Instructs the PC how to safely defend against a specific school of magic, granting a +1 bonus on saves against that school of magic.

Skill: Teaches the PC how to properly keep a spellcaster on the defensive, increasing the DC to cast on the defensive within the PCs threatened area by 1.

Skill: Shows how to spot an ambush in an urban environment, granting a +2 bonus to Perception checks opposing an enemy's Stealth check while in a specific settlement.

Unique: Shows the PC an efficient means of dispatching an opponent, granting the PC a +2 bonus on rolls made to confirm critical hits with a specific weapon.

Infused, Protectorate Detective

Protectorate Detective **CR 7**

XP 3,200

Male infused investigator[ACG] 8

LN Medium humanoid (aether, human)

Init +4; **Senses** Perception +12

Defense

AC 22, touch 14, incorporeal touch 18, flat-footed 18 (+4 armor, +4 Dex, +4 shield)

hp 36 (8d8)

Fort +3, **Ref** +10, **Will** +6

Defensive Abilities poison resistance +6; **Immune** aetherite

Offense

Speed 30 ft.

Melee *+1 sword cane* +10/4 (1d6–1)

Ranged mwk hive pistol +11 (1d8/x4)

Special Attacks studied strike +3d6

Spell-Like Abilities (CL 8th; concentration +9)

At will—*mage hand*, *open/close*

1/day—*shield*

Alchemist Extracts Prepared (CL 8th; concentration +10)

3rd—*bloodhound*[APG], *gaseous form*, *thorn body*

2nd—*cure moderate wounds*, *cat's grace*, *detect thoughts* (DC 14), *invisibility*, *vomit swarm*[APG]

1st—*cure light wounds* (2), *disguise self*, *keen senses*[APG], *true strike*

Tactics

Before Combat Before combat the detective buffs himself with his *shield* spell-like ability and drinks a *cat's grace* extract.

During Combat The detective will fight intelligently, utilizing the terrain to attempt to maneuver opponents into a situation where he can fight at range or at least can't be attacked by more than one opponent. If it seems impossible to escape melee, he will try and use his *thorn body* extract to discourage attackers. He will utilize his *invisibility* extract to heal and reposition himself to a more favorable position if necessary, and *vomit swarm* to harry spellcasters.

Morale If reduced to less than half of his health and not expecting to have a chance to heal, the detective will attempt to utilize his *gaseous form* (or *invisibility* if not yet used) extract to escape combat.

Base Statistics The detective's statistics are

Init +2

AC 20, touch 12, flat-footed 16

Ref +8

Melee *+1 sword cane* +8/2 (1d6–1)

Dex 14

CMD 18

Skills Acrobatics +10, Disable Device +10, Fly +7, Stealth +11

Statistics

Str 8, **Dex** 18, **Con** 11, **Int** 14, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 19

Feats Arcane Strike, Extra Investigator Talent, Quick Draw, Rapid Reload (Hive Pistol), Weapon Finesse

Skills Acrobatics +11, Bluff +8, Climb +1, Craft (alchemy) +12, Disable Device +11, Disguise +7, Fly +7, Intimidate +8, Knowledge (arcana) +7, Knowledge (history) +8, Knowledge (local) +8, Perception +11, Sense Motive +11, Spellcraft +9, Stealth +13

Languages Auran, Erahthi, Hymnas, Okantan

SQ alchemy (alchemy crafting +4, identify potions), inspiration (inspiration pool 7, diplomacy, heal, knowledge, linguistics, perception, profession, sense motive or spellcraft), investigator talents (amazing inspiration, expanded inspiration, inspired alertness, quick study), keen recollection, poison lore, psychic bond (4 maximum; DC14), swift alchemy, telekinetic guidance

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 mithral shirt*, greater aetheric capacitor (350 au), handlight, mwk hive pistol (21 bullets), masterwork manacles

Detectives of the Protectorate investigate crimes within Hierarchy settlements. An infused detective of the Protectorate forms mindlinks with other infused living in different social strata, usually criminal contacts they leverage for leads in return for turning a blind eye to their activities.

Campaign Role

As allies, Protectorate detectives are able to offer insights into the Hierarchy's labyrinthine bureaucracy and share information regarding criminal activity. Protectorate detectives may also work in conjunction with freelancers to solve particularly challenging or dangerous crimes when resources are short at hand.

As an enemy, a Protectorate detective is a cunning nemesis who relentlessly pursues enemies to ensure they are brought to justice—or some semblance thereof, depending on their allegiances. Both clean and corrupt detectives have considerable personal resources at their disposal and are quick to determine their enemies' habits and leverage any revealed weaknesses to the best of their ability.

Boons

When a PC forms a strong bond with a Protectorate detective or successfully perform a service for them, the detective may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: Gamemastery Guide*.

Favor: Share information pertaining to a specific criminal or criminal organization in the local area.

Favor: Overlook an illegal action provided it will not cause immediate harm.

Favor: Reveal information on local black markets.

Skill: Instructs a PC regarding local events, granting a +2 bonus to Knowledge (local) checks about the settlement.

Skill: Informs on weaknesses of a local criminal, granting a +2 bonus to Intimidate checks made against that NPC.

Skill: Counsels a PC on local laws, granding a +2 bonus to Perform (barrister) checks in the settlement.

Unique: Personally assists in the investigation and apprehension of a known criminal that the PCs are actively pursuing, even if it takes the detective outside of his norman jurisdiction.



Infused, Wasteland Magi

Wasteland Magi **CR 11**

XP 12,800

Female infused magus[UM] (staff magus) 12

N Medium humanoid (aether, human)

Init +4; **Senses** Perception +7

Defense

AC 25, touch, 13 flat-footed 22 (+8 armor, +3 Dex, +4 shield)

hp 66 (12d8+12)

Fort +9, **Ref** +8, **Will** +7

Defensive Abilities quarterstaff defense; **DR** 10/ adamantine (up to 120 damage); **Immune** aetherite radiation

Offense

Speed 30 ft. (20 ft. in armor)

Melee *+1 ghost touch quarterstaff* +15/+10 (1d6+7)

Special Attacks improved spell combat, spellstrike

Spell-Like Abilities (CL 12th; concentration +13; +17 casting on the defensive)

At will—*mage hand*, *open/close*

1/day—*shield*

Spells Prepared (CL 12th; concentration +16; +20 casting on the defensive)

4th—*dimension door*, *greater invisibility*, *mass reduce person* (DC 18), *stoneskin*

3rd—*dispel magic* (2), *fireball* (DC 17), *force punch* (DC 17), *vampiric touch*

2nd—*bull's strength*, *cat's grace*, *glitterdust* (DC 16), *mirror image*, *shatter* (DC 16), *web* (DC 16)

1st—*corrosive touch*[UM], *feather fall*, *hydraulic push*[APG], *magic missile*, *ray of enfeeblement* (2) (DC 15)

0—*daze* (DC 14), *detect magic*, *light*, *mage hand*, *read magic*

Tactics

Before Combat The magus will cast *bull's strength*, *cat's grace*, and *stoneskin*, then activate her *shield* spell-like ability.

During Combat In the first round of combat, the wasteland magi will cast *greater invisibility* to get an advantage on her foes, and will keep mobile throughout the battle when possible in order to confuse her opponents as to her exact location, using *dimension door* if necessary and moving enemies strategically with *hydraulic push* and *force punch*. If presented with a large number of melee attackers, she will attempt to use *mass reduce person* to weaken their damage potential. Obviously spell-enhanced combatants will be targeted with *dispel magic* and engaged in melee with spellstrike attacks if possible.

Morale If reduced below 20 hp, the wasteland magus will attempt to retreat, using *dimension door*, if still available, and *web* to discourage pursuit.

Base Statistics When not enhanced through her spells, the magus's statistics are reduced to:

Init +2

AC 19

DR none

Ref +6

Melee *+1 ghost touch quarterstaff* +12/+7 (1d6+4)

Str 16, **Dex** 14

CMB +12, **CMD** 24

Skills Acrobatics +7, Fly +6

Statistics

Str 20, **Dex** 18, **Con** 13, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 28

Feats Arcane Strike, Combat Casting, Greater Spell Penetration, Power Attack, Riving Strike[ACG], Spell Penetration, Quarterstaff Master[UM], Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Acrobatics +13, Diplomacy +7, Intimidate +10, Knowledge (arcana) +19, Knowledge (nature) +19, Knowledge (planes) +19, Survival +11

Languages Erahthi, Hymnas, Ignan, Okantan, Terran

SQ arcane pool (10), knowledge pool, medium armor, psychic bonding (3 maximum), improved spell recall, staff weapon

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** *+2 breastplate*, greater aetheric capacitor (560 au), *headband of vast intelligence +2*

Spellbook Contains all 0-level spells and all prepared spells as well as the following

4th—*arcana theft*[UM]

3rd—*hold person*

2nd—*blood transcription*[UM]

1st—*comprehend languages*, *disguise self*, *mount*, *protection from evil*, *unseen servant*

Wasteland magi are pariahs of Hierarchy society, choosing to live in remote Wasteland settlements rather than have their abilities registered and monitored by Hierarchy operatives . Most Wasteland magi are loners, keeping to themselves and concealing their spellcasting ability when in larger settlements, so as to not attract undue attention.

Campaign Role

Wasteland magi can guide characters to safety through dust storms, direct them to ancient Progenitor ruins, or even give directions to remote settlements not on any Hierarchy charts.

As an adversary a Wasteland magi might be a member of a violent raider gang, an agent of a Scavenger Baron, or even just a hermit who obstructs characters from entering their corner of the wastes.

Boons

When a PC forms a strong bond with a Vanguard titan or successfully perform a service for them, the titan may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: Gamemastery Guide*.

Favor: Shares her spellbook for the purpose of copying spells recorded in it.

Favor: Casts a spell with a costly material component at no charge.

Favor: Guides a group through a natural hazard or to a remote Wasteland location.

Skill: Tutors a PC in magic, granting a +1 bonus to all Knowledge (arcana) checks.

Skill: Identifies a magic item at no charge.

Skill: Teaches a PC about Wasteland flora and fauna, granting a +2 bonus to Survival checks made in the Wasteland.

Unique: Shares ancient magical secrets regarding a specific school of magic, granting a character a +1 caster level bonus with all spells from that school.



Insectile Creature

A hard, glistening exoskeleton covers this wretched creature's torso and deformed limbs. Snapping mandibles and lashing tongues compete for space in its elongated jaws.

Insectile Soldier **CR 3**

XP 800

Insectile human fighter 3

N medium aberration (aether)

Init +5; **Senses** darkvision 60 ft.; Perception +1

Defense

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

hp 31 (3d10+15)

Fort +6, **Ref** +2, **Will** +1; +4 vs. mind-affecting effects, +1 vs. fear

Defensive Abilities bravery +1, kinetic defense (DC 14)



Offense

Speed 30 ft.

Melee bite +6 (1d6+3 plus poison), 2 claws +9 (1d4+3)

Special Attacks poison

Statistics

Str 17, **Dex** 13, **Con** 16, **Int** 6, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +6; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Perception), Toughness

Skills Acrobatics +2, Perception +1, Survival +4

Languages Azaka (cannot speak); telepathy 60 ft. (with azaka and aether subtypes only)

SQ aetherite-infused blood, armor training 1, diminished consciousness, insectile servitude

Ecology

Environment any (Orbis Aurea)

Organization solitary, pair, or hive (10–100+)

Treasure none

Special Abilities

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d3 Strength damage; *cure* 1 save.

An insectile creature is a twisted, aetherite-infused victim of the azaka. Following a slow, agonizing transformation, such a creature hardly resembles its former self. A chitinous exoskeleton covers most of its body, venomous mandibles protrude from its mouth, and vestigial limbs hideously sprout forth.

The same process that transforms an insectile creature's body also alters its mind. A newly created insectile creature falls under the control of the azaka that created it, becoming its slave. In the presence of azaka, insectile creatures make formidable opponents. Without their masters, they become aimless vermin; dangerous but lacking in intellect or motivation.

Insectile creatures are common on Orbis Aurea, where their azaka creators thrive. Near azaka hives, insectile creatures are found in abundance. They act

as guards, laborers, and even soldiers for their hive. The azaka are extremely possessive of their slaves, but they are willing to sacrifice these creatures to protect themselves. Rarely, entire hosts of insectile creatures spew forth from the azakas' subterranean tunnels and attack encroaching settlements, driving them back and capturing more victims for enslavement.

Aside from those found on Orbis Aurea, insectile creatures are rarely encountered except as captured specimens. However, the process that creates insectile creatures works on all manner of living organisms. Horrifying stories of insectile cave giants and other nightmarish abominations are the topic of popular horror stories and tall tales told in cantinas around Orbis Aurea.

Independent researchers on Orbis Aurea have attempted to reverse-engineer the process by which insectile creatures are bred, to little success. Others have gone so far as to attempt capture of individual azaka for study. So far, these experiments have all ended in disastrous failure.

Creating an Insectile Creature

"Insectile creature" is an acquired template that can be added to any intelligent, living corporeal creature, referred to hereafter as the base creature.

CR: Same as base creature +1 (minimum 2).

Type: The creature's type changes to aberration. Do not recalculate HD, BAB, or saves. The creature retains its subtypes and gains the aether subtype.

Alignment: The creature's alignment changes to neutral.

Armor Class: The creature's natural armor improves by +3.

Special Qualities: An insectile creature retains the base creature's special qualities. It gains darkvision 60 ft. and the special qualities described below.

Aetherite-Infused Blood (Ex) An insectile creature's blood is infused with trace amounts of aetherite left over from its transformation. Insectile creatures require aetherite to survive and must consume at least 10 au worth of aetherite per week or begin to starve.

Diminished Consciousness (Ex) While an insectile creature retains some of its intelligence, its ability to think and reason is significantly diminished. An insectile creature cannot speak or otherwise verbally communicate, though it can still communicate telepathically with any creature with the aether or azaka subtypes. An insectile creature cannot act of its own free will, and does not cast spells, use skills, or take any other action except when commanded by its masters. If attacked, an insectile creature still defends itself. Insectile creatures gain a +4 bonus on saving throws against mind-affecting spells and effects.

Insectile Servitude (Ex) An insectile creature is bound to the azaka thought-seeker which created it (see page 482). It must follow that azaka's commands, as well as the commands of any other azaka in the same hive. Any attempt to take mental control of an insectile creature currently under the command of an azaka, or free the insectile creature from this control, has a chance to fail equal to the aethertech failure percentage of its master's current hive-mind. If an insectile creature's masters perish or otherwise lose control of the creature, it becomes a masterless insectile creature (see below). Each day that an insectile creature goes without receiving some sort of command from its azaka masters, there is a cumulative 10% chance that it breaks free and becomes a masterless insectile creature.

Kinetic Defense (Su) Piercing or slashing weapons, including natural weapons, that strike an insectile creature take 2d4 points of force damage from kinetic backlash. Such weapons are allowed a Fortitude save to avoid taking damage. The save DC is 10 + 1/2 the insectile creature's HD + the insectile creature's Constitution modifier.

Melee: An insectile creature retains the natural attacks of the base creature and gains a bite attack and two claw attacks if it did not already possess them. It cannot use manufactured weapons. An insectile creature's bite attack also inflicts poison on its targets (see below).

Special Attacks: An insectile creature retains the base creature's special attacks and gains the attacks below.

Poison (Ex) Bite—injury; *save* Fort DC 10 + 1/2 HD + Constitution modifier; *frequency* 1/round for 4 rounds; *effect* 1d3 Strength damage; *cure* 1 save. If the insectile creature possesses 10 or more HD, the Strength damage changes to 1d6 per round and the duration changes to 6 rounds. This poison ability replaces any existing poison that the base creature's bite attack delivers.

Abilities: An insectile creature has +2 Str, +2 Con, –6 Int, and –4 Cha.

Skills: An insectile creature's skill ranks and proficiencies are unaffected. Its racial bonus to Climb checks increases by +4. An insectile creature's ability to use skills may be affected by the absence of its master (see Insectile Servitude and Vermin-Like Intellect).

Feats: An insectile creature's feats are unaffected. Its ability to use feats may be affected by the absence of its master (see Insectile Servitude and Vermin-Like Intellect).

Languages: An insectile creature loses the ability to speak or understand languages other than azaka with creatures of its original type.

CR: Increase by 0 instead of +1.

Abilities: A masterless insectile creature has no Intelligence score. It becomes mindless (as the vermin trait).

Skills: A masterless insectile creature has no skill points or class skills.

Feats: A masterless insectile creature retains its feats (unlike most creatures with no Intelligence score), but it only benefits from the passive effects of its feats, such as bonus hit points granted by Toughness. It cannot use any feats that require an action or decision to function, such as Power Attack.

Special Attacks: A masterless insectile creature loses its spell-like abilities and cannot cast spells, but retains any extraordinary abilities.

Variant Insectile Creatures

Masterless

When an insectile creature is no longer under the influence of its azaka masters, it becomes more vermin-like. Without the desires of its masters to drive it, it seeks only to satiate its hunger, and roams far and wide to find other creatures to eat. It feels no allegiance or kinship with other insectile creatures, or

Netherwarped

An insectile creature polluted by exposure to netherite (see page 287) is normally slain by the members of its hive. Some manage to escape such fates and rapidly devolve into wildly dangerous creatures. These horrific monstrosities combine the worst qualities of an azaka with those of the undead.

CR: Increases by +2 instead of +1.

Alignment: The creature's alignment changes to chaotic evil.

Special Qualities: A netherwarped insectile creature gains negative energy affinity and the following special qualities:

Energy Drain (Su) A creature hit by a netherwarped insectile creature's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks the creature makes.

Netherite-Infused Blood (Ex) A netherwarped insectile creature cannot consume aetherite and is burned by its touch (treat as holy water). A netherwarped insectile creature in an area of aetheric radiation is sickened. Netherwarped insectile creatures must drain at least 1 negative level per week from a living creature or begin to starve.

Kytons of Aethera

The Aethera System is poisoned. In the dark reflections of the planets known as the Shadow, a nightmare collective toils in secret, forging endless horrors in a realm of darkness a hair's breadth away from unsuspecting civilizations. These architects of atrocity act in service to an ideal beyond mortal comprehension—the priests and prophets of the great Machine.

The Choir of the Machine

The kytons of Aethera—from the lowest terpsikhore to the mythic Prime Conductors—are the voices of something greater. The kytons' labor slowly transforms the Aethera System, bringing it closer to the perfection of the Machine.

All kytons knows their part in this effort and work fanatically to accomplish their goals: ceres cross into the Material Plane to drag victims back to their masters; interlocutors work at all hours on captives, assembling new kytons; sacristans stalk Silent Cathedrals on patrol for intruders; and khloris labor in dreadful factories, manufacturing toxic chemical weapons and deadly clockwork soldiers. No price is too high, no deed too cruel, and no pain unendurable in service.

The kyton of the Aethera System are known, collectively, as the Choir of the Machine. The Choir is part mystery cult and part industrial death-spiral. The kytons' mechanical creations are needlessly complex, with redundant processes and vestigial components, while their acts of devotion to the Machine are amoral and cruel enough to sicken the most jaded sadist. The exact nature of the Machine itself is maddeningly vague, comprehensible only to its Choir; certainly, the kytons are eager to warp mortal minds until they make sense of it, by which time most are willing to undergo the traumatic conversion into kytons themselves.

Kyton Dungeons

The kytons of the Choir craft lairs that match their twisted aesthetic: rooms filled with chain-driven sawblades or pistons, awaiting a kyton's command to crush and cut; bottomless abysses with only dangling chains to clamber upon; and great Machine-altars deifying industry without product or achievement. This is not to say that functionality is ignored—the most brilliant kytons create seemingly meaningless chambers as components of greater devices, or dungeons that secretly rearrange themselves around intruders according to some unknowable pattern.

Mortals challenging kytons in their territory will be fighting the environment as much as the kytons themselves. Some kytons build complex machines run solely by chain-power, then use their command over the chains to drive their creations; in this way a lone kyton working behind the scenes can make intruders fight through an entire dungeon of deathtraps without catching a single glimpse of their tormentor.

Kytons and the Taur

When the taur first emerged into the Aethera System their power structure was shattered as their priests were cut off from their divine patron. In the chaos following this upheval, as the taur moved to consolidate their power, the leaders of the taur armada were approached by kyton representatives bearing gifts of knowledge and technology, promising untold pleasures and progress to the taur in a form of unholy alliance. The taur were eager to recouperate from their defeat and aligned with the kytons, who eagerly granted new propulsion systems based off of aetherdrives to the taur, which allowed their maze ships to traverse the Shadow. In return, kytons augmented taur crews on their maze ships, converting some into labyrinthine charnel factories.

Knowledge of Kytons

The Choir has gone to obsessive lengths to keep their existence shrouded in mystery and secrecy. Knowledge checks pertaining to kytons are made at a DC equal to 25 + the kyton's hit dice. A result of 25 is necessary to even know of the existence of kytons and general information about the kyton subtype. Even then, players should find the validity of their information challenged with every new horror the kytons birth.

Kytons from Other Sources

The kytons of Aethera have qualities above and beyond the normal kyton subtype. Any kytons from other sources gain the following qualities:

- Immunity to pain effects.
- The see in darkness universal monster ability.
- Any kyton with the ability to cast *plane shift* as a spell-like ability instead can cast *greater shadow walk* (see page 459) instead.

In addition, kytons are notorious for experimenting with their own designs; the Choir, particularly so. GMs are encouraged to customize these statblocks by adding new abilities or switching things up. Change a kyton's type of damage reduction or regeneration, add limbs, give them classic kyton abilities (such as dancing chains) or all-new powers; battle with kytons should never seem safe or predictable.

The Conductors

In each world's Shadow dwells a twisted tyrant. The Architects are unique and potent kytons; their orders are unquestioningly obeyed, and each commands innumerable kytons in service to their depraved agenda. While each Conductor has its own methods, this should not be mistaken for fractiousness or self-serving machination—the Conductors cooperate without fail in service to the greater ideals of the Machine.

There exists at least one Architect for each world of the Aethera System, and even then scant little is known of them other than their name, or in some cases their title. Where they lair, what their powers truly are, and what their motivations entail are entirely unknown.

The Conductor of Akasaat is known only as the **Enraptured Luminary** and resides within the machine citadels that overlap Central within the Shadow. Kytons scream hymns to the Enraptured Luminary's grand designs, speaking of its great vision of the future in hushed tones of awe, craving, and reverence.

The Conductor known only as **Aigog** is called for in shrill cries by its khloris creations on Kir-Sharaat, an enigmatic entity that may or may not be a collective of multiple kytons that operate as a whole. Aigog's name howls on industrial winds and is inscribed on countless copper plates fabricated and melted down in vast foundries of shadow and smoke.

The okanta speak of **Glua-Mahab** as a mythical figure from their ancient past, a terrifying emissary of metal and shadow that looms taller than mountains with more arms than a tree has branches. So too do the kytons of Orbis Aurea's frozen wastes whisper Glua-Mahab with a sense of both certainty and longing, delivered with an unflinching finality as if it were not merely a name but also a state of being that represents finality and conclusion.

No proof exists that the Conductors are anything other than a fever-born nightmare lingering in the peripheral vision of the paranoid and frightened who have seen a kyton and lived to tell the tale. As lesser kytons alone are well-kept secrets and boogeymen to all but the most learned scholar, it is no surprise that the nature of the Conductors is ephemeral at best.

The Prime Mover

More feared than even the Conductors is the possibility that some higher power oversees even these enigmatic entities. Scholars holding on to tenuous threads of sanity speak of something called the "Prime Mover" spoken of in fleeting passages of the Score. This entity, believed to be either a kyton itself or directly associated with the kytons, directs the actions of the Conductors across the Aethera System and beyond. If this creature even exists there is no suggestion of where it might exist or what its motivation—if it could even be understood by mortal minds—may be.

Kyton, Aloadai

This hulking horror walks ape-like on tremendous metal-plated limbs. Fused to its back via tangled ribs and glowing hoses, a malformed humanoid shape writhes under the weight of itsown engorged cranium.

Aloadai **CR 8**

XP 4,800

LE Large outsider (aether, evil, extraplanar, kyton, lawful)

Init –1/+2; **Senses** see in darkness, thoughtsense 100 ft.; Perception +15

Aura psychic aegis (100 ft.)

Defense

AC 21, touch 12, flat-footed 21 (+4 deflection, –1 Dex, +9 natural, –1 size)

hp 95 (10d10+40); **regeneration** 5 (electricity, good weapons, good spells, or silver weapons)

Fort +7, **Ref** +6, **Will** +9; +4 vs. psychic spells

Defensive Abilities psychic aegis; **DR** 10/good or silver; **Immune** cold, pain; **SR** 19

Weaknesses vulnerable to electricity

Offense

Speed 30 ft.

Melee 2 slams +14 (2d6+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks unnerving gaze (30 ft., DC 18)

Psychic Magic (CL 10th, concentration +14 [+18 when casting defensively])

25 PE—*crushing despair* (4 PE, DC 17), *detect thoughts* (0 PE, DC 14), *ego whip II*[OA] (4 PE, DC 17), *inflict pain*[OA] (3 PE, DC 16), *instigate psychic duel*[OA] (2 PE, DC 15), *mental block*[OA] (2 PE, DC 15), *mind thrust IV*[OA] (4 PE, DC 17), *telekinetic maneuver*[OA] (3 PE)

Statistics

Str 25, **Dex** 8, **Con** 19, **Int** 18, **Wis** 14, **Cha** 17

Base Atk +10; **CMB** +18 (+20 bull rush); **CMD** 31 (33 vs. bull rush)

Feats Awesome Blow, Combat Casting, Improved Bull Rush, Logical Spell[OA], Traumatic Spell[OA]

Skills Acrobatics +12, Bluff +18, Climb +17, Intimidate +16, Knowledge (arcana) +17, Knowledge (engineering) +17, Knowledge (planes) +17, Perception +15, Sense Motive +15, Spellcraft +17

Languages Erahthi, Hymnas, Infernal, Okantan; broadcast

SQ dual psyche, lead the choir

Ecology

Environment The Shadow

Organization solitary, pair, or force (1-2 plus 6-20 terpsikhore)

Treasure none

Special Abilities

Broadcast (Su) Aloadai possess a selective type of long-distance telepathy. All aloadai can communicate telepathically with all other aloadai within 3 miles. An intermediary aloadai can even pass messages between others of their race separated over long distances. They can also communicate telepathically with members of other races within 50 ft.

Dual Psyche (Ex) An aloadai is a single creature with two minds, connected but independent. In combat, an aloadai rolls initiative twice, adding its Dexterity modifier to the first roll and its Intelligence modifier to the second. The first initiative check represents the body's initiative; on this initiative count, the aloadai cantake a full round's worth of physical actions(moving, making slam attacks or physical combat maneuvers, and other purely physical actions.) The second initiative check is the mind's initiative; on this initiative count, the aloadai can take a full round's worth of purely mental actions (concentrating on active effects,using psychic magic, spell-like abilities, or psychic duel activities.) While participating in a psychic duel[OA], an aloadai's body does not become unresponsive, and it can spend PE to generate MP.

Lead The Choir (Su) When two aloadai come within 100 ft. of one another, their minds automatically synchronize. This acts as *battlemind link*[UM], lasting

as long as the two are within 100 ft. An aloadai can only become linked to one other aloadai in this way. In addition, as long as there are at least two aloadai or terpsikhore within 100 ft. of one another, if one creature in the group is aware of a particular danger, they all are. No creature in the group is considered flat-footed unless all of them are.

Psychic Aegis (Su) An aloadai adds its Intelligence modifier as a deflection bonus to its AC, and as a resistance bonus on saving throws against psychic spells. In addition, all outsiders with the kyton subtype within 100 ft. of an aloadai gain half of these bonuses. When an aloadai is the target of a mind-affecting spell that allows a Will save, it rolls twice and takes the better result. These bonuses do not apply when the aloadai is unconscious or participating in a psychic duel.

Unnerving Gaze (Su) The target of an aloadai's unnerving gaze is filled with paranoia and sees enemies everywhere. The target of this effect is treated as flanked by all enemies. This effect lasts for 1 round. Because an aloadai has two heads, its gaze is harder to avoid. Whenever a creature attempts to avert its eyes, roll twice to determine whether that creature meets the aloadai's gaze. If either roll fails, the target must save as normal.

The genesis of the Aloadai comes from the darkest atrocities of the Century War. The Choir was not blind to the existence of the Hierarchy's Paragon Project—in fact, they were at the root of that monstrous plot—and the aloadai are the resultant fruit of that grisly labor. As the Century War dragged on, enigmatic and ephemeral kytons slithered into the dreams of high-ranking Hierarchy officials, planting nightmares of erahthi dominion in the guise of prophetic dreams. This expertly-placed fear allowed for slips in morality as the inhumane experiments began and, inevitably, bore fruit.

Paragon Project researchers were aided in their work by a number of disguised kytons. The majority took the guise of disposal crew, taking advantage of the myopic focus of the researchers to spirit away numerous "failures" to the Shadow. There, kytons performed experiments of their own—surgeries and infections inspired by humankind's unique capacity for cruelty. Within only a few short years, the first aloadai kyton tore itself from a womb of chains.

An aloadai is roughly 12 feet tall and weighs about 1,500 pounds.

Ecology

An aloadai is a gestalt of two infused, twisted into a kyton vision of perfection. The subject that will become the brutish lower body is pumped full of muscle-bloating mutagen and kyton ichor; as its bulk expands, it is wrapped and woven around a mechanical endoskeleton. The other subject's superfluous flesh is cut away to be recycled elsewhere, while its ribs are peeled apart and intertwined with those of their giant twin. Its head is injected with alchemical fluids that boost psychic ability, causing it to swell to grotesque proportions. Finally, a blend of liquid aetherite and shadow-stuff suffuses the gestalt's unified flesh, bonding the two minds.

The engorgement of an aloadai's brain gives it terrifying mental powers. In addition to a host of psychic attacks, the aloadai generates a powerful protective shield around itself and nearby kytons. It constantly scans the surrounding area for the thoughts of other creatures, using this to pinpoint both minions and intruders. Finally, when two aloadai draw within sensory range of each other, their mental processes interlink, allowing them to act and fight in perfect synchronicity.

For all their power, the aloadai possess a critical weakness. Powerful electrical attacks cause the aetherite suffusing their bodies to destabilize, damaging sensitive internal systems and disrupting their regenerative flesh.

Habitat & Society

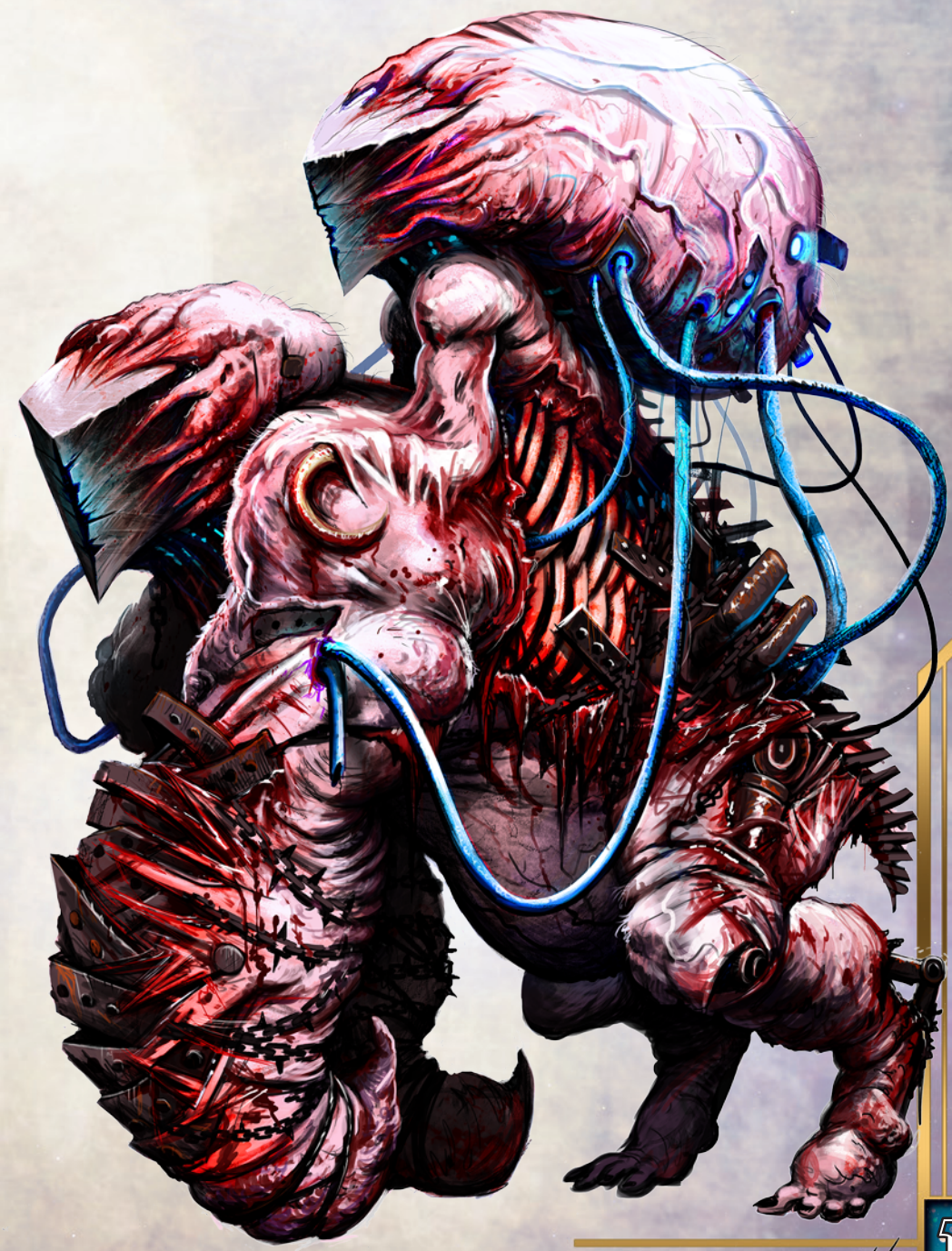
Aloadai kytons act as commanders for lesser kytons, particularly terpsikhore. The aloadai are designed to break enemy bodies and spirits while psychically

preserving their forces. In addition, the long-distance communication abilities of aloadai are useful for maintaining contact with remote kyton facilities; most kyton outposts are commanded by a lone aloadai that acts as a waypoint for transmissions. While their mind-reading abilities make them natural interrogators, they only perform this duty if no alternative exists; kyton philosophy holds that a truth extracted through torture is "purer" than one simply pulled from the mind like a tooth from a socket.

Aloadai are rare sights on taur vessels until a taur raid on a Material settlement is planned. Then, kyton ambassadors arrive as if on cue from the Shadow with a pair of aloadai and a seething horde of terpsikhore in tow, ready for battle.

The taur see aloadai as a prime example of the greater machinations of their kyton allies and closely study the strengths and vulnerabilities of these creatures as an architect might study the faults of another architect's buildings, looking to divine something about the creator by studying the creation.

Among their own kind, aloadai are fleshy cogs in a greater machination and have little free will of their own. There are, horrifyingly, times when aloadai exhibit momentary glimpses of their past selves, stunning moments of horrifying clarify intentionally designed into their sculpted consciousness' by their kyton masters. The revulsion, agony, and trauma of these moments of lucidity is a part of the further refinement of all aloadai and when their minds network with others of their kind, the first-hand memory of those traumas is forcefully shared through that link in a self-perpetuating cycle.



Kyton, Ceres

This hulking monstrosity snarls wetly through its wired jaws. Its flesh is restrained by taut chains and metal plates, and its forearms are replaced by wicked blades.

Ceres **CR 4**

XP 1,200

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init –1; **Senses** see in darkness; Perception +9

Defense

AC16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 34 (4d10+12); regeneration 5 (good weapons, good spells, or silver weapons)

Fort +6, **Ref** +3, **Will** +3

DR 5/good or silver; **Immune** cold, pain effects

Offense

Speed 30 ft.

Melee 2 integrated large scimitars +7 (1d10+3/18–20) and gore +7 (1d6+3)

Special Attacks ensnaring chains (DC 14), integrated weapons, unnerving gaze (30 ft., DC 14)

Spell-Like Abilities (CL 4th; concentration +6)



Statistics

Str 17, **Dex** 8, **Con** 15, **Int** 6, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +7; **CMD** 16

Feats Skill Focus (Stealth), Toughness

Skills Climb +11, Intimidate +7, Perception +9, Sense Motive +6, Stealth +9, Survival +9

Languages Infernal, Okantan (can't speak)

SQ powerful build

Ecology

Environment The Shadow

Organization Solitary, pair, retrieval (3–5) or harvest (5–8 plus one sacristan kyton)

Treasure none

Special Abilities

Ensnaring Chains (Ex) As a standard action a ceres can cause a mass of chains to erupt from its abdomen to snare a target within 30 ft. A targeted creature must succeed at a Reflex save (DC 14) or become grappled (though the ceres does not gain the grappled condition) and may make attempts

to break free from the grapple as normal, using the ceres's CMD. When a ceres has successfully grappled a creature, it may drag the creature with it as part of a move action. The movement an ensnared creature makes while dragged does not provoke attacks of opportunity. A ceres may only have one ensnared creature at a time. Multiple ceres may work together to ensnare creatures larger than Medium size. Two ceres working together may ensnare a Large creature, three a Huge creature, and so on. Ceres working together must ready an action to use ensnaring chains at the same time, and the target of this effect need only make one successful save, but the Reflex save DC and CMD of the ensnaring chains increases by +2 for each additional ceres participating beyond the first. A ceres's ensnaring chains have a hardness of 10 and 20 hp. Chains reduced to 0 hp are destroyed and prevent the ceres from using this ability for 24 hours.

Integrated Weapons (Ex) A ceres' scimitars are integrated into its body and are treated as primary natural attacks, rather than manufactured weapons, for the purposes of the attacks a ceres makes. However, these weapons may be enhanced or targeted as if they were manufactured weapons. Broken or destroyed integrated weapons must be repaired manually.

Unnerving Gaze (Su) A creature that succumbs to a ceres' unnerving gaze has difficulty focusing on targets other than the ceres, granting all other creatures concealment against the victim for 1 round.

Ceres kytons are the hunters of the Choir, tracking prey for days before emerging from the shadows to rend flesh—or worse, to drag mortals away to unthinkable fates. Each ceres is made from an okanta, tortured and disfigured beyond the reach of sanity. Ceres are in constant pain, which wanes only when they can inflict it on others.

A ceres kyton is 7 feet tall and weighs about 650 pounds.

Ecology

Ceres kytons are ruthless predators created from the harvested flesh and humiliation of okanta subjects. Not only are ceres kytons physically and psychologically tortured during their transformation, they are spiritually broken down, dissolving their sense of self. What is left behind is the most primal instincts of the okanta, sharpened to both a literal and figurative razor's edge with surgical precision.

With the shattering of the okanta's mind also departs the inherent mechanical aptitude of okanta and their swift study, replaced by needless levels of bloodlust tempered by humiliating bit and bridle forged into the ceres' jaws. For all that the ceres wish to exist purely for slaughter, their primary purpose is—agonizingly—retrieval.

Habitat & Society

Ceres kytons are seen as little more than animals by other kytons, simple hunting dogs designed to flush out prey of their kyton masters. Ceres have no free will and are restrained within cramped cages on taur maze ships or deep within the Shadow when not on an active hunt. Ceres themselves do not even possess the ability to travel from the Shadow to the Material, but must instead be ushered in by others with such abilities, like ostiarius.

When unleashed on the Material, a Ceres is given a specific target or group of targets to collect and is instructed to kill any witnesses. Though the conditioning ceres undergo does restrain their bloodlust, many times they fail in their task by being unable to keep their bloodlust in check. These failed, those who survive their own bloodlust at any rate, are hauled back to the Shadow for "refinement."

Kyton, Khloris

This silently menacing figure resembles an erahthi sculpted from plates of oily wood, burning from within. Coils of barbed wire blossoming with razor-sharp flowers wind around its body.

Khloris **CR 3**

XP 800

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +1; **Senses** see in darkness; Perception +11

Defense

AC15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 33 (6d10)

Fort +4, **Ref** +6, **Will** +7

DR 5/good or silver; **Immune** cold, pain effects; **Resist** fire 10

Offense

Speed30 ft., climb 30 ft.

Melee 2 claws +6 (1d6 plus 1d4 fire)

Special Attacks incendiary oil (3/day, DC 14), razor blossoms (3/day, DC 14), unnerving gaze (30 feet, DC 16)

Spell-Like Abilities (CL 6th; concentration +9 [+13 when casting defensively])

At will—*produce flame*

3/day—*blight* (DC 18)

Statistics

Str 11, **Dex** 13, **Con** 10, **Int** 16, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 17

Feats Ability Focus (death throes), Combat Casting, Great Fortitude

Skills Acrobatics +10, Climb +17, Intimidate +12, Knowledge (dungeoneering) +12, Knowledge (geography) +12, Knowledge (nature) +12, Knowledge (planes) +12, Perception +11, Stealth +10

Languages Erahthi, Hymnas, Infernal, Zahaj-el

SQ death throes (DC 16)

Ecology

Environment The Shadow

Organization solitary, pair, or inferno (3-8)

Treasure none

Special Abilities

Incendiary Oil (Ex) Three times per day, as a standard action, a khloris can spray combustible fluid in a 15-ft. cone. This spray coats each square in slippery oil, increasing the DC of Acrobatics checks in coated squares by 5. Creatures in the cone are coated in oil unless they succeed at a DC 14 Reflex save. The DC to put out a fire fueled by the oil increases by 5. A creature coated in oil is sickened and gains vulnerability to fire for 1 minute, or until the oil is cleaned off. An oil-coated creature or square can be washed clean with a gallon of liquid as a full-round action. The save DC is Constitution-based.

Razor Blossoms (Ex) Three times per day, as a standard action, a khloris can detach one of the metal blossoms attached to its body and throw it as a splash weapon with a range increment of 10 ft. Creatures directly struck by the blossom take 3d6 points of slashing damage and all adjacent creatures take 1d6 points of slashing damage (Reflex save DC 14 for half). The save DC is Constitution-based.

Unnerving Gaze (Su) Creatures who meet a khloris' gaze feel phantasmal vines twining around their limbs and digging into their flesh. Affected creatures are entangled for one round.

Death Throes (Ex) A khloris explodes in a white-hot chemical blast when it reaches 0 hp, obliterating its body. All creatures within 10 ft. of the khloris take 2d6 points of fire damage and catch on fire; a DC 16 Reflex save halves the damage and prevents catching on fire. Unattended flammable materials are set alight. The save DC is Constitution-based.

As the favored creations of Kir-Sharaat's Conductor, khloris kytons work fanatically in secret to infect, blight, and burn the great forests. While their unstable chemical cores prevent khloris from regenerating as other kytons do, their detonation also ensures that

every death spreads fire and destruction (in addition to destroying evidence of kyton activity).

A khloris is 6 feet tall and weighs 135 pounds.

Ecology

Khloris are the fiery transformations of erahthi procured by the Choir of the Machine. These creatures endure a living torment as their wooden bodies burn the inside out, possessed of an internal fire that burns eternally, always searing but never offering the sweet release of death. This endless agony fuels a khloris' destructive and hateful outlook and suicidal nature, emboldening them to engage in confrontations beyond their ability in the hopes of incurring an explosive release of fire and destruction that will finally end their suffering. Though they were once erahthi, khloris can no longer speak with plants, but they can hear their agonized cries as they burn, as if that were the only vestige of their once profound plant sense left.

Habitat & Society

Khloris kytons are saboteurs and engineers of destruction, sabotaging the world of Kir-Sharaat and instigating confrontation out of peace. True to their role, khloris always work alone (or in some cases in small bands of khloris), never alongside other kyton. These solitary ravagers are abandoned on the Material and rarely inhabit the Shadow and are nearly as great in number as the terpsikhore.



Kyton, Terpsikhore

A slender form riddled with nails and taut wires creeps through the shadows.Its toothless mouth gapes in a silent scream and its needle-thin nails pluck at the wires like some nightmarish lyre.

Terpsikhore **CR 1**

XP 400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +1; **Senses** see in darkness; Perception +5

Defense

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d10+4)

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

Immune cold, pain effects

Defensive Abilities unified front



Offense

Speed 30 ft.

Melee 2 claws +2 (1d4)

Special Attacks harmony of agony

Statistics

Str 11, **Dex** 13, **Con** 14, **Int** 6, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 13

Feats Great Fortitude

Skills Climb +4, Perception +5, Perform (sing) +4, Perform (string) +8, Stealth +6; **Racial Modifiers** +4 Perform (string)

Languages Infernal (can't speak)

SQ choir of many, incomplete kyton

Ecology

Environment The Shadow

Organization solitary, pair, or chorus (3-20)

Treasure none

Special Abilities

Choir of Many (Su) As long as there are at least two terpsikhore within 100 ft. of each other, if one creature in the group is aware of a particular danger, they all are. No terpsikhore in a group is considered flat-footed unless they all are. Only roll initiative once when encountering terpsikhore kytons. Terpsikhore always act on the same initiative.

Harmony of Agony (Su) Two or more adjacent terpsikhore can create a discordant song that gains power based on the number of terpsikhore joining in, up to a maximum of twenty terpsikhore contributing to a single effect simultaneously. Performing a harmony of agony is a full-round action for each participating terpsikhore. The caster level of these effects is equal to half the number of contributing terpsikhore and the save DC of these effects is equal to 10 + 1/2 the number of participating terpsikhore. Despite the sound-based nature of these effects, terpsikhore can use this ability in areas affected by silence or that are otherwise soundless (such as the vacuum of space).

See Table 6-03 for a list of what effects the terpsikhore can create based on the number of contributing terpsikhore.

Incomplete Kyton (Ex) Terpsikhore are made from fragmented souls and lack a complete essence. Despite possessing the kyton subtype, they lack the regeneration and unnerving gaze abilities.

Unified Front (Su) Terpsikhore move and fight as one. Whenever a terpsikhore is adjacent to another of its kind, they share their total hit points in a combined pool by swiftly sharing molten flesh and organs. If the terpsikhore move apart they divide their remaining hit points equally (rounding down). A group of terpsikhore use their total combined HD to determine if they are affected by effects such as *color spray* and *sleep* that vary based on a target's HD.

The terpsikhore are the voiceless horde of the Choir, grown from raw meat *en masse*. In ones and twos, they present little threat to skilled adventurers; as the chorus swells, the terpsikhore find their voices and become an increasingly dangerous threat.

Each terpsikhore is gifted with only one-twentieth of a soul—kytons use no more than necessary in each of their creations. While this partial soul keeps terpsikhore from developing the regenerative flesh and terrifying powers of their greater brethren, it also keeps them docile and obedient. In addition, the void of their souls calls to other empty vessels. By harnessing the resonance between their sundered souls, the terpsikhore can call forth horrors and torments that make other kyton writhe with jealous ecstasy.

A terpsikhore stands about 5 feet tall and weighs roughly 130 pounds.

Ecology

Humanity is meat and music. When boiled down to their most essential elements, this is what the Choir of the Machine thinks of all the accomplishments and pagentry of the human condition and this is reflected in the torturous, pathetic creatures that are terpsikhore. These molten creatures are made from amalgamations of unremarkable human flesh and souls, grafted together in a shambling mockery wracked by unthinkable torment as its unfinished body strains against itself. For all the dregs they are made of, terpsikhore are the purest voices among the Choir of the Machine. Much like humanity, even the weakest of them can find purpose and power when working as a whole. In this, the kytons find beauty.

Habitat & Society

Terpsikhore are the cannon fodder of the choir, a seething mass of an army united by a single, deific voice. A single terpsikhore is a worthless heap of flesh and bone, but a dozen terpsikhore can bring an aethership out of the sky. The Century War provided innumerable raw materials for the production of terpsikhore and many soldiers lost in the Gulf did not simply die, they were harvested for a higher calling.

Terpsikhore are seen as little more than objects among the Choir, barely sentinent tools of cast off flesh from more promising projects not quite worthy of being transformed into an augur kyton. Terpsikhore possess a fleeting—though horrifically clear—sense of self that is a jumble of identity collected from their constituent parts. They do not regard other terpsikhore, nor themselves, as individuals. Rather, terpsikhoure refers to an individual which has innumerable hands and one voice. As such terpsikhore do not concern themselves with their own mortality, for as long as one remains they are legion.

Non-kytons experience revulsion and horror in the presence of these molten abominations and their ability to reach inside of their own bodies and share flesh and organs with other terpsikhore is a stunning and nightmarish facet of their unified sense of self that is impossible to forget.

Table 6–03: Harmony of Agony Effects

Number of Contributing Terpsikhore	Effect
2	A wailing cry of liberation blasts a small area with the thunder of a falling piston. This acts as sound burst, using one contributing kyton as the point of origin for the effect.
3	The terpsikhore release a wailing shriek of straining metal. Select one of the contributing kytons as a point of origin. Each terpsikhore kyton within 100 ft. of the origin creature gains a +3 morale bonus to weapon damage rolls. This effect lasts for 1 minute.
4	The terpsikhore invoke the implacable function of the Machine with a chittering cry, drawing upon its perfect designs to rebuild the bodies of their kyton kin. Select one of the contributing kytons as a point of origin. All kytons within 30 ft. of that kyton are affected by cure light wounds.
5	The terpsikhore let out a sudden and startling scream. Select one of the contributing kytons as a point of origin. All enemies within 30 ft. of that creature must succeed at a Fortitude save or become staggered for 1 round by sudden, stabbing pain.
6	The terpsikhores' chant tears at weak flesh, peeling skin from muscle. Select one of the contributing kytons as a point of origin. All nonkyton creatures within 30 ft. of that kyton take 3d6 points of slashing damage and suffer 2 points of bleed; this bleed stacks with itself. A successful Fortitude save halves this damage and negates the bleed effect.
7	The terpsikhore let forth a storm of echoing screams. Select one of the contributing kytons as a point of origin. Non-kytons attempting to cast spells within 30 ft. of that kyton must succeed at a successful concentration check to cast the spell (DC 10 + spell level + 1/2 the number of contributing terpsikhore.). This effect lasts for 1 round.
8	The kytons howl in an echoing chorus of agony, filling enemies with despair. Select one of the contributing kytons as a point of origin. Enemies within 30 ft. of that kyton must succeed at a Will save or be affected as if by crushing despair.
9	The forceful chanting of the terpsikhore forms a powerful barrier. This acts as wall of soundUM, except that the effect only lasts as long as the contributing terpsikhore each spend a full-round action each round to maintain it.
10	The terpsikhore focus their voices into one of their own, who howls with the cacophonous sound of a chanting choir. This acts as the shout spell using one contributing terpsikhore as the point of origin.
12	The kytons' voices pass from one of their kind to the next, building up to a crescendo powerful enough to crush a single creature under the weight of the Machine. This effect acts as ki shout using one contributing terpsikhore as the point of origin.
14	The terpsikhores' complex, multilayered chant holds their victim utterly frozen with horror. This acts as hold monster using one contributing kyton as the point of origin for the effect.
16	The kytons' hymn demands blood sacrifice to oil the gears of the Machine. This acts as song of discord, using one contributing kyton as the point of origin for the effect. Creatures with the kyton subtype are immune to this effect.
18	The kytons' voices expose a single creature to the true glory and horror of the Machine, destroying their victim's mind. This otherwise acts as insanity, using one contributing kyton as the point of origin for the effect.
20	The terpsikhore chant the ultimate paean to the Machine. Select one of the contributing kytons as a point of origin. All creatures within 40 ft. of that kyton are affected as by blasphemy, except that a successful saving throw negates the effect entirely. If this effect would kill a creature, it instead takes an amount of Charisma damage equal to its Charisma score and immediately begins to suffer from technomania and psychosis[GMG]

Living Idol

This bony creature merges the qualities of a nightmarish insect with a withered corpse and carries itself with an air of decayed nobility.

Osyluth Devil Living Idol **CR 11**

XP 12,800

LN Large outsider (devil, lawful, native)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

Defense

AC 28, touch 14, flat-footed 20 (+5 Dex, +14 natural, –1 size)

hp 135 (10d10+80)

Fort +12, **Ref** +12, **Will** +7

Defensive Abilities entrapped rejuvenation; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Offense

Speed 40 ft., fly 60 ft. (good)

Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 12th)

Constant—*fly*

At will— *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—*quickened invisibility* (self only)

Statistics

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 31

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

Languages Celestial, Draconic, Hymnas, Infernal; telepathy 100 ft.

SQ demagogue (eminent; 7 powers; 1,150 worshippers), living idol powers (blessing of power, conceal, enthrall, immortal promise, locate worshipper, possess worshipper, share senses)

Ecology

Environment any (Material Plane)

Organization solitary

Treasure standard

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

All the way from the burning heart of the star Aethera to the distant nebulas and asteroid belt far beyond Orbis Aurea, the entirety of the Aethera System is sealed within a dimensional lock that prevents access to the Astral Plane and by extension the Outer Planes. Most outsiders native to the Outer Planes (not to be mistaken with those from the Inner Planes) brought to the Material are ordinary examples of their own kind, capable of being forced back to their home plane by spells such as banishment and dismissal. When an outsider native to the Outer Planes dies in the Aethera System, there is no natural current for their planar energies to return to their native realm, nor are their fusions of body and soul drawn into the star Aethera as mortal souls are. Instead, their bodies decay and their spirits are warped by the planar forces that seal away the influence of gods, imprisoning the outsider forever.

Imprisoned outsiders are no longer treated as extraplanar entities, forever bound to the Material and diminished in power and influence. Disconnected from their native plane, these outsiders drift over the course of their immortal years, shifting in outlook and ideology in ways they were never capable of before; imprisoned devils might discover their binding maddening and divert from their lawful ideals, angels may be driven to corruption by millennia of suffering and hopelessness, psychopomps can be divorced from

the wheel of life and death to become sakhil mockeries of the very concept of death itself. Imprisoned outsiders are unpredictable, usually dangerous, and never what they appear to be on the surface.

Worse yet, imprisoned outsiders contain an untempered spark of divinity within themselves that responds to the adoration and veneration of worship. In a paradoxical existence, these imprisoned outsiders become a form of idol, capable of granting unusual supernatural abilities to their followers in exchange for a demanding toll they exert on these creatures. Cults of living idols arise in the remote corners of the world where desperate masses cling to these extreme demagogues. Some imprisoned outsiders use the worship of their cults to spread hope and good will, while most fall into decadence or entropy, becoming blights on the societies they infest.



Creating a Living Idol

"Living Idol" is an acquired template that can be added to any non-aeon outsider that hails from one of the Outer Planes or the Astral Plane (referred to hereafter as the base creature). A living idol uses the base creature's statistics and abilities except as noted here.

CR: Same as base creature; see below

Alignment: A living idol may be of any alignment.

Type: A living idol loses the extraplanar subtype and gains the native subtype. A living idol's alignment subtype changes to match any change in its alignment.

Defensive Abilities: A living idol calculates its spell resistance (if the base creature had spell resistance) as equal to the base creature's CR +5.

A living idol also gains the following abilities:

Entrapped Rejuvenation (Su): After a living idol is killed, it leaves a powerful impression on the ethereal plane for one week. After this time the living idol begins to rebuild its body, a process which takes 1d10 days. During the revival process the imprisoned outsider's body begins to rebuild itself from coagulated essences of the ethereal plane and is considered helpless. If the creature is slain again before its body fully reforms, the process begins again. After the rebuild time has elapsed, the imprisoned outsider is reborn on the Material, fully healed. The only way to permanently slay an imprisoned outsider is with a carefully worded *miracle* or *wish* or by transporting it back to the

Outer Planes by means of a powerful spell such as *gate* and killing it there.

Demagogue (Su): A living idol both gains power and may bestow power on creatures that worship and revere it. While not true deities capable of granting spells to their followers, pacts with the divine spark of a living idol create unusual spiritual bonds that transcend the material. This ability is further detailed below.

Living Idol Powers: As a living idol gains worshippers they also obtain unique supernatural abilities that grant them special power over their worshippers or additional strength for themselves.

Spell-like Abilities: A living idol loses access to any spell-like ability that falls within the teleportation subschool, if the base creature possessed them. Additionally, it loses access to any summon ability that the base creature possessed.

Imprisoned Outsider Echo

Imprisoned by the unique nature of the Aethera System's cosmology, an imprisoned outsider's metaphysical essence lingers on, effectively imprinted onto the structure of the Material, functioning like a bizarre form of phylactery or the conditions that imprison ghosts past their physical death. If destroyed, the imprisoned outsider begins to reconstitute as a result of its Entrapped Rejuvenation ability—whether it wants to or not—and during this period, a physical manifestation of the process is visible as a blurry, translucent outline of its appearance at the point of its destruction, like a retinal burn that only grows more cohesive with time rather than fading. While the echo itself in only vaguely tangible, the echo is vulnerable to non-physical attacks, subject to the same immunities and resistances possessed by the creature itself. Destruction of the echo only starts the process over, and the echo will move to the nearest unoccupied position in which reconstitution is possible, should local conditions present a problem.

During this period of reconstitution, an imprisoned outsider is especially vulnerable to spells that bind or imprison souls and outsiders, such as *trap the soul*, *soul bind*, and the various *planar binding* spells. The imprisoned outsider incurs a –4 penalty to its saving throw versus these spells as applicable (nor gains the benefit of its spell resistance), and if subject to *planar binding*, does not receive the initial saving throw and is automatically drawn into the trap (though it may subsequently attempt to escape, subject to the standard terms of the spells.)

Living Idol

A living idol who chooses to accept the veneration of followers can draw these willing supplicants into a spiritual pact that binds follower and outsider together. This bond can only be forged willingly and cannot be the result of magical coercion. The bonding process requires 1 hour and for the supplicant to open its mind and soul to the living idol. Typically this takes the form of a ceremony suited to the living idol's personal tastes. Once complete, the living idol considers the supplicant a worshipper and gains access to a suite of powers based on the number of active worshippers it maintains. A living idol may sever the tie between itself and a worshipper as a free action at any time.

A living idol's powers are based on the number of worshippers it has, as noted on the table below. At each threshold of power a living idol gains a number of powers from the Living Idol Powers list.

Living Idol Powers

A living idol gains one of the below powers when it gains its first worshipper. At each following threshold the living idol gains one additional power. Once chosen these abilities may not be changed, and if the living idol's number of worshippers fluctuates, so too does its number of powers. A living idol may choose which powers it loses if it loses worshippers, though some require a minimum living idol rank.

Table 6–04: Living Idol Worshippers

Rank	Worshippers	Powers	CR Adjustment
1 (Least)	1–10	1	+0
2 (Lesser)	11–50	2	+0
3 (Minor)	51–100	3	+1
4 (Intermediate)	101–200	4	+1
5 (Major)	201–500	5	+1
6 (Greater)	501–1,000	6	+2
7 (Eminent)	1,001–2,000	7	+2
8 (Paramount)	2,001–3,000	8	+3
9 (Transcendent)	3,001+	9	+3

Additionally, for every 2 powers a living idol obtains it gains 10 bonus hit points and a +1 bonus to its natural armor.

The save DCs for living idol powers are 10 + 1/2 the living idol's hit dice + the living idol's Charisma modifier.

Armor of Faith (Su): The living idol gains a deflection bonus to Armor Class equal to its Charisma bonus. A living idol must be at least greater rank to select this power.

Blessing of Power (Su): A living idol may grant a blessing of power to a worshipper with a touch as a standard action. This blessing grants a +4 profane or sacred bonus (as appropriate) to one of the worshipper's ability scores and lasts for 24 hours per hit die of the living idol. A living idol may revoke this blessing as a free action at any distance.

Channel Energy (Su): The living idol can release a pulse of negative or positive energy to cause or heal damage, as befits its alignment. This functions as the channel energy cleric class ability, but the pulse radiates in a 60-ft.radius centered on the idol, and deals or heals 1d6 points of damage for every 2 hit dice the living outsider possesses.

The idol can use this ability a number of times per day equal to 3 + its Charisma bonus.

Conceal (Su): The living idol is warded from divination spells, as if under the effects of *nondetection*.

Demagogue's Aura (Su): The living idol radiates a holy or unholy presence and gains the benefits of a permanent *protection from chaos/evil/good/law* spell, as appropriate for its current alignment. A living idol of Greater rank or higher gains the benefits of a permanent *magic circle of protection from chaos/evil/good/law* instead. A living idol must have some non-neutral component to benefit from this ability.

Enthrall (Su): Once per day, the living idol can trigger subtle reverence in the minds of nearby creatures. This ability functions similarly to an *enthrall* spell, though the idol need not speak or sing—its semi-divine presence manifests as a gentle ecstatic hum in the minds of witnesses, potentially swaying the weak-willed toward veneration. An unwilling target can negate this effect with a successful Will save.

Feast or Famine (Su): Once per month, the living idol can reward its followers by exerting its influence over the weather, usually by manifesting rain to relieve droughts and yield fertile crops through an effect similar to *control weather*. Conversely, angered idols can turn the weather against their followers to show displeasure or to reflect their moods toward trespassers, creating more hostile seasonal effects.

Immortal Promise (Su): The living idol grants a form of immortality to some of its worshipers. Each day, the living idol selects a number of its worshipers equal to its rank plus its Charisma bonus. While within 1 mile of the living idol, these selected worshipers do not age; do not need to eat, drink, or breathe; and do not suffer any ill effects from extreme heat or extreme cold. The recipients of this gift can change daily on the idol's

whim. The living idol must be of Greater rank or higher to select this power.

Locate Worshipper (Su): A living idol can precisely locate any creature that worships it that is on the same plane as per *locate creature* except that the effect has no limit on range. At Greater rank the living idol can use *discern location* at will to find a worshipper.

Possess Worshipper (Su): A living idol with this ability can possess a worshipper as if by *possession*[OA]. A living idol may only possess worshippers within line of sight unless it also possesses the share senses ability. Then it may possess any worshipper it is actively sharing the senses of. A worshipper outside of this range may not be the target of possess worshipper, but moving outside of this range does not eject the living idol. A living idol may end this ability as a free action.

Reanimate Sacrifice (Su): When an intelligent creature is sacrificed by a living idol's worshippers, the living idol may choose to reanimate the creature's corpse as if by *animate dead*, a living idol of Intermediate rank may instead reanimate the corpse as if using *create undead*, and a living idol of Eminent rank may use *greater create undead*. A living idol's caster level for these effects is equal to its hit dice, and the living idol may create any number of undead but only maintains control over a number of hit dice of undead equal to twice the living idol's total hit dice.

Revelry (Su): Once per day, the living idol can thrum with power, affecting a number of enthralled supplicants equal to its hit dice with an effect similar to *heroes' feast*, with a caster level equal to its hit dice. The idol must have the enthrall ability to select this ability.

Sacrifice Worshipper (Su): A living idol can instantly kill any worshipper that is on the same plane as the living idol as a swift action. The targeted creature must succeed a Fortitude save or die. On a successful save the target instead takes 3d6 points of damage and is staggered for 1 round. A living idol that successfully slays a worshipper within 30 ft. with this ability gains the benefit of the *death knell* spell. A living idol can only use this ability once per day per follower. A living idol must be of at least Intermediate rank to select this power.

Share Senses (Su): As a move action a living idol with this ability may share all of the senses of one worshipper that it knows by name. A living idol may end this ability as a free action. A living idol must be at least intermediate rank to select this power.

Supernatural Presence (Su): The living idol's presence is supernaturally unsettling or captivating. Foes within range of the living idol's influence may become frightened or shaken. The range is 60 ft., and the duration of the fear effect is 5d6 rounds.

An opponent can resist the effects with a successful Will save. An opponent that succeeds at the saving throw is immune to that living idol's presence for 24 hours. On a failed save, the opponent is shaken, or frightened if it has 4 Hit Dice or fewer. This is a mind-affecting fear effect.

Living Idol Entropy

Power gained by living idols is not permanent, and worse yet, forging a connection with worshippers creates an dangerous vulnerability in the living idol's divine spark, causing the entity to hemorrhage power over time. Once a living idol accepts its first worshipper it enters into an unending parasitic relationship with the adoration and faith of its worshippers. Worshipers must maintain the semi-divine power a living idol has achieved through offerings. Without sacrifice and veneration, living idols eventually become inert vessels for a trapped, frustrated entity, relying on whispered promises to entice the weak-willed to rebuild their congregations.

A living idol that doesn't receive monthly sacrifices whose sacrifice values total at least its hit dice × 100 au also takes 2 points each of Charisma, Intelligence, and Wisdom drain at the start of the following month and loses the use of one special ability. This is permanent, though the points and abilities can be regained through sacrifices and worship (see below). A living idol reduced to 0 in any one of these ability scores falls unconscious and enters a torpor state and is incapable

of using abilities with the exception of telepathy (if it possesses such an ability.) A living idol in this torpor state suffers 2 points of Constitution drain each day. If the living idol reaches 0 Constitution its body petrifies and it becomes indistinguishable from an ordinary statue and incapable of using telepathy unless it is in physical contact with another creature.

Sacrifices

Sacrifices come in a number of forms—sacred feasts, magic items, the weapons of slain enemies, aetheric energy, and the blood of slaughtered creatures are just a few possibilities.

For a living idol to benefit from such offerings, it must be offered up in the living idol's presence—typically within a 20-ft. radius of the living idol—and can't be removed or disturbed for 1 day.

Sacrificed Items

The sacrifice value of feasts and treasures is based on their standard costs. All such items must be freely given. After 1 day, sacrificed food spoils and nonmagical treasure mysteriously vanish from sight. Magic items offered in this manner receive a Will save with a DC equal to 10 + 1/2 the living idol's hit dice + the living idol's Charisma modifier. Items that succeed at their saves are not sacrificed, but worshippers may attempt to sacrifice the item again 24-hours later. Artifacts cannot be sacrificed.

Blood Sacrifice

Slaughtered living creatures also increase the power of an evil idol when sacrificed. A creature without an Intelligence score is not a suitable sacrifice for an evil idol, and attempting to sacrifice such a creature may offend the idol. Animal sacrifices offer the least benefit; a creature with an Intelligence score of 1 or 2 has a sacrifice value of 250 au per Hit Die.

The tortured awareness of fate felt by a creature with an Intelligence of 3 or greater offers the most advantage to the idol, having a value equal to 500 au per Hit Die when it's slaughtered, plus one additional au for each point of Intelligence bonus the creature has. A nonevil living idol that accepts a blood sacrifice immediately shifts its alignment to evil.

Sacrificial Limits

Although cults may offer sacrifices as if their idols were insatiable, the benefits an idol can gain in a single month is limited. The maximum sacrifice value an idol can benefit from in a month is equal its hit dice × 500 au.

Ecology

No matter the good intentions they may possess, living idols are little more than spiritual parasites clinging to the immortal souls of living creatures to justify their presence on the Material Plane. Living idols themselves do not fully understand the means by which they are able to enact such change on both themselves and their followers, or how they can become so entangled with mortal souls to begin with. Each living idol has its own notions, and each one is colored by the living idol's personal outlook and is equally as mercurial.

Living idols often indulge themselves in mortal pleasures and behaviors once ignored in their planar residences. Creatures once obsessed with death become fascinated by life, and the more forbidden the fruit the more tempting it becomes to the idol, leading them down anathema orgies to discovery and excess.

Habitat & Society

The fiefdoms of living idols vary between clandestine monasteries located far from civilization, to seditious cults lingering in the shadows of great arcologies, to decadent churches of worship drifting through the Gulf in great asteroid colonies and everything in between. These is little rhyme or reason to a living idol's choice of surroundings, short of convenience and accessibility to followers. Each habitat is as unique as the living idol that inhabits it, and equally likely to be torn down and changed when the living idol experiences a fitful shift of morality on their journey of personal discovery. Each cult that venerates a living

idol is equally unique and as likely to be subtle and insidious as they are bombastic and performative.

Known Living Idols

While the cult of personality of most living idols is small and has limited reach, some notorious entities have established a powerful foothold on the Material, carving out kingdoms of their own from the desperation and hope of their followers. Below are a handful of the most well-known living idols in the Aethera System.

Contract (LN kolyarut[B2]; lesser): Not all living idols fall to depravity and indulgence, and the kolyarut inevitable known as Contract is the best known example, even if the significance of that is lost on most. Contract itself is mistaken for a phalanx by all but phalanx, and Contract does little to dissuade that.

Contract was summoned to the Aethera System in 4001 by an overly eager but unskilled unregistered wizard on the run from the Vanguard in an attempt to bargain for protection by the immortal machine. Unfortunately, the wizard that summoned Contract to the Aethera System did not fully know what an inevitable was, nor how to properly bargain with one to conspire in breaking the law. Contract abandoned its summoner and set off on its own across the Aethera System.

Contract leads a small band of like-minded veterans in a mercenary company called the Order of Certainty, which began as a mercenary band formed by Contract to continue to maintain law and order and the sanctity of contractual obligations and soon grew into a traveling militia of soldiers for hire. Certainty privately selld their services to uphold contractual obligation and are hired by government bodies, private agents, and freelancers who were victims of breach of contract.

Nairaia the Giver (CE monavic deva[B2]; minor): The battlecruiser *HAV Choral Heart* disappeared during training maneuvers in the aetheric currents between Akasaat and Ashra in 3986. The vessel suffered a minor mechanical failure while traveling the currents and was briefly marooned when Nairaia discovered the ship. Nairaia boarded the *Choral Heart* and investigated the crew, learning of the Century War and the crew's plight. Rather than aid the crew in their war effort, Nairaia instead saw herself as a savior from the horrors of war and demanded their surrender in exchange for "peace from all wars."

Those that resisted Nairaia were swiftly slain by the angel and the remainder of the crew bent a knee to their new savior. Nairaia ordered the *Choral Heart* to establish an orbit far from the binary stars where she turned the battlecruiser into her own personal chariot. Nairaia sends pilgrims out to remote settlements, expanding her flock and growing more indulgent as she does, slaughtering followers who refuse her offers of plenty and luring travelers in like a siren to learn of their experiences and share them with her crew. The fate of the *Choral Heart* became something of a legend in the space lanes, a tantalizing horror story told by weary travelers that lingers in the dark of the gulf.

Shevrix (NG leukodaemon[B2]; intermediate): The leukodaemon Shevrix was summoned nearly one thousand years ago by a long forgotten tribe on Akasaat. Shevrix does not often speak of its past, though when it does it is with regret and solemnity. Shevrix still resides in the Crescent Tablelands, acting as a traveling physician followed by a flock of alchemists, healers, and faithful looking to spread concepts of medicine and healing across the wastes.

Shevrix possesses vast knowledge of diseases and pathology and has subtly used this knowledge to develop exotic cures to virulent plagues for centuries. The tribes of the Crescent Tablelands know Shevrix but rarely lay witness to the entity and the endless loop of pilgrimage the daemon walks takes nearly twenty years to complete; those who do see the daemon, usually only do so once in a lifetime, but Shevrix's followers reach like grasping fingers across the Wasteland, sharing their idol's knowledge.

Okanta, Runebreaker

Runebreaker **CR 14**

XP 38,400

Female okanta bloodrager[ACG] (steelblood) 15

CN Medium humanoid

Init +1; **Senses** low-light vision; Perception +19

Defense

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 natural)

hp 162 (15d10+75)

Fort +13, **Ref** +6 (+1 bonus vs. trample attacks), **Will** +6; +2 vs. fear, +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, fearless, indomitable will; **SR** 26

Weaknesses light sensitivity

Offense

Speed 35 ft. (25 ft. in armor)

Melee *+1 large conductive adamantine heavy flail* +22/+17/+12 (2d8+9/19–20) or armor spikes +20/+15/+10 (1d6+5) plus gore +15 (1d6+2)

Special Attacks blood casting, greater bloodrage (36 rounds/day)

Tactics

Before Combat An okanta runebreaker applies her *war paint of the terrible visage* before entering combat. If she knows she will be fighting opponents that can fly, she will also consume his *potion of fly*.

During Combat An okanta runebreaker prefers to demolish enemy spellcasters first, focusing on closing in and maintaining melee reach. Against dexterous opponents, an okanta runebreaker focused on demoralization tactics, following up with her Shatter Defenses feat to take advantage of their flat-footed AC.

Morale Okanta runebreakers fear nothing and exalt death in battle in defense of their kin; they always fight to the death when defending their clan. Otherwise, an okanta runebreaker may retreat if it is in the better interests of her clan, but such warriors never surrender to an enemy or submit.

Statistics

Str 20, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +22; **CMD** 32 (33 vs. overrun)

Feats Dazzling Display, Disruptive, Eschew Materials, Furious Focus[APG], Intimidating Prowess, Martial Focus, Power Attack, Quick Draw, Raging Brutality[UC], Reckless Rage[ACG], Shatter Defenses, Spellbreaker, Weapon Focus (heavy flail)

Skills Acrobatics –2 (–6 to jump), Intimidate +22, Knowledge (arcana) +18, Perception +19, Spellcraft +10, Survival +12

Languages Hymnas, Okantan

SQ adaptive mimicry, arcane bloodrage, armor training 3, blood deflection, caster's scourge, disruptive bloodrage, greater arcane bloodrage, indomitable stance, powerful build, resistance control

Combat Gear *potion of cure serious wounds* (2), *potion of displacement*, *potion of fly*, *scroll of endure elements*, *war paint of the terrible visage*[APG], alchemist's fire (3), tangleburn bag[UE]; **Other Gear** *+3 armor spikes breastplate*, *+1 conductive adamantine heavy flail*, *amulet of natural armor +1*, *belt of giant strength +2*, *ring of ancestral blood magic*[ACG], greater aetheric capacitor (4) (1,000 au each)

Among okantan tribes, the runebreaker is a legendary warrior of great magical promise trained not to hone that magic art, but rather to bind it within so as to gird one's self against the sorcery of a clan's enemies. Okanta runebreakers swear solemn vows to defend their kin against any and all magical incursions and refuse to leave Orbis Aurea unless the threat to their clan originates from off-world. Runebreaker traditions are not entirely unlike that of the Vanguard on Akasaat, save that both traditions developed parallel to one-another without contact. Each runebreaker forsakes their name to take on a title or mantle passed down by other runebreakers of their clan. Famous runebreakers such as Breaker of the Mountain, Song

in Death's Embrace, and Fond Remembrance are extoled in okantan chants beyond the clan they originally defended and held up as a virtuous ideal to new generations.

Campaign Role

Runebreakers are among the most powerful and feared defenders of okanta clans.

As an ally a runebreaker can serve as a powerful aid in any battle, but especially against evil spellcasters. Their expertise at defeating magic also makes them invaluable teachers, not only of the magical threats of Orbis Aurea, but also of the more physical threats of creatures that live beyond the fringes of civilizations and okantan culture.

As an enemy a runebreaker is a tremendous foe capable of dealing crippling amounts of damage with great ease. Runebreakers often come into confrontation with spellcasters that threaten or attempt to manipulate their clan.

Boons

When a PC forms a strong bond with a runebreaker or successfully perform a service for them, the runebreaker may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: Gamemastery Guide*.

Favor: Reveals the current location of itinerant okantan clans.

Favor: Shares the weaknesses of a creature of the construct, dragon, or magical beast type.

Favor: Serves as representative of good will to another okanta clan.

Skill: Shares secrets of resisting magic, granting a +1 bonus on Will saves against mind-affecting effects.

Skill: Reveals secrets to surviving Orbis Aurean cold, granting a +2 bonus to Survival checks against severe weather.

Skill: Teaches their favorite warchant, granting a +1 bonus on saves versus fear.

Unique: Personally asists in the destruction of an cursed or evil magic item or reveals information pertaining to the destruction of a specific artifact.



Okanta, Wasteland Shaman

Wasteland Shaman **CR 9**

XP 6,400

Male okanta shaman[ACG] (unsworn shaman) 10

N Medium humanoid

Init –1; **Senses** low-light vision; Perception +10



Defense

AC 18, touch 9, flat-footed 18 (+5 armor, –1 Dex, +4 natural)

hp 79 (10d8+30)

Fort +4, **Ref** +2, **Will** +13; +2 vs. fear

Defensive Abilities fearless

Weaknesses light sensitivity

Offense

Speed 30 ft. (20 ft. in armor)

Melee gore +8 (1d6+1)

Special Attacks minor spirit hexes (arcane enlightenment, benefit of wisdom, healing[APG])

Shaman Spells Prepared (CL 10th; concentration +14)

5th—*control winds* (DC 19), *flame strike* (DC 19); *righteous might*

4th—*cure critical wounds* (DC 18), *divine power*, *poison* (DC 18), *restoration*; *wall of fire*[S] (DC 18)

3rd—*call lightning* (DC 17), *remove disease*, *speak with dead* (DC 17), *wind wall*; *fireball*[S] (DC 17)

2nd—*augury*, *barkskin*, *flame blade*, *inflict moderate wounds* (DC 16), *summon swarm*; *resist energy*[S]

1st—*cure light wounds* (DC 15), *gentle breeze*[ACG], *mindlink*[OA], *sleep* (DC 15), *stone shield*[ARG]; *enlarge person*[S] (DC 15)

0 (at will)—*create water*, *know direction*, *light*, *purify food and drink* (DC 14)

[S] spirit magic spell

Tactics

Before Combat A wasteland shaman casts *barkskin* before combat.

During Combat Most wasteland shaman don't seek out combat and attempt to defuse hostile encounters with a mixture of diversionary tactics such as *create wind* and *wall of fire* and, if

pressed, outright violence by way of *flame strike* and *fireball*.

Morale A wasteland shaman will attempt to negotiate to end a conflict if reduced to half hit points or less, or will attempt to flee by means of a *scroll of fly*.

Statistics

Str 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 18, **Cha** 15

Base Atk +7; **CMB** +9; **CMD** 18

Feats Accursed Hex[UM], Combat Casting, Iron Will, Skill Focus (Perception), Toughness

Skills Acrobatics –2 (–6 to jump), Diplomacy +10, Heal +16, Knowledge (nature) +12, Perception +10, Sense Motive +9, Spellcraft +12, Survival +17

Languages Okanta, Hymnas

SQ adaptive mimicry, battle spirit, powerful build, spirit animal, touch of flame

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds* (2), *scroll of fly*, *staff of blessed relief*[UE] (43 charges), healer's kit; **Other Gear** *+1 armored coat*[APG], greater aetheric capacitor (545 au)

Since the beginning of their journeys from Orbis Aurea, okanta have regarded the Wastelands of Akasaat with a mixture of fascination and wariness. For as much as the harsh heat and bitter winds of Akasaat mirror the vicious cold and polar storms of Orbis Aurea, the spirits that reside on Akasaat are largely more violent and tempestuous in nature. Some okanta have come to isolate themselves in the Wastelands, studying the spirits of that barren world in a better attempt to understand what has enraged them so.

Campaign Role

A Wasteland shaman is attuned to the spirits of Akasaat and wields their power to benefit allies and hinder their enemies.

As an ally a Wasteland shaman can serve as a repository of knowledge regarding the spiritual and magical aspects of Akasaat's great deserts, barrens, and associated hazards. They are capable of offering shelter from the harsh Wasteland environment and magic that can aid entire communities—which they often share without request for payment in return.

As an enemy a Wasteland shaman levels equally powerful magic that carries the destructive force of the Wasteland itself. They are savvy trackers, hunters, and knowledgeable about points of ambush.A Wasteland shaman might be offering refuge to renegade magic users, serving a dangerous raider gang, or acting as proxy for a powerful living idol.

Boons

When a PC forms a strong bond with a Wasteland shaman or successfully perform a service for them, the shaman may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder Roleplaying Game: Gamemastery Guide*.

Favor: Reveals an unoccupied safe harbor in a dangerous portion of the Wasteland.

Favor: Identifies a hidden cache of helpful supplies.

Favor: Points out common Hierarchy patrol routes and identifies the nature and number of the patrols.

Skill: Offers information about surviving in the Wasteland, granting a +2 bonus to Survival checks made to survive in the wilderness of the Wasteland.

Skill: Shares common customs and greetings of multiple Wasteland clans and tribes, granting a +2 bonus on Diplomacy checks to improve the attitude of such clans.

Skill: Instructs how to spot a raider ambush, granting a +2 bonus to Perception checks to spot an ambush in the Wasteland.

Unique: Communes with a nature spirit and grants the PCs the service of a Medium earth or fire elemental for 8 hours.

Phalanx, Freelancer

Freelancer **CR 3**

XP 800

Phalanx gunslinger[UC]

CN Medium construct (aether, phalanx)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense

AC 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 natural)

hp 38 (4d10+12)



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

Defensive Abilities nimble +1, phalanx traits; **Immune** disease, exhaustion, fatigue, poison, and sleep effects

Offense

Speed 30 ft.

Ranged mwk rifle[UC] +8 (1d10+2/x4)

Special Attacks deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (1), gun training +2 (rifle)

Tactics

Before Combat The phalanx freelancer is ready for most combat situations with little preparation and prefers to engage opponents at a long range. If aware of enemies with great mobility, they will prepare a tanglefoot bag for use on the first round of combat.

During Combat Phalanx freelancers use mobility and powerful ranged attacks to harry enemies from a great distance and will try to keep distance between themselves and any prospective target. Against reliably easy-to-hit targets a freelancer will make liberal use of their Deadly Aim feat. A phalanx freelancer will also attempt to gain and maintain high ground so as to keep line of sight with opponents.

Morale A freelancer knows when an assignment has gone sour and surrenders when reduced to 5 hp or less. If surrender is not accepted, the freelancer will attempt to flee or—if cornered—fight to the death.

Statistics

Str 8, **Dex** 15, **Con** 15, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 16

Feats Deadly Aim, Point-Blank Shot, Weapon Focus (rifle)

Skills Acrobatics +9, Bluff +8, Perception +8, Stealth +6

Languages Hymnas

SQ curiosity, flashback (1/day), no breath

Combat Gear tanglefoot bags (4); **Other Gear** *+1 armored longcoat*, mwk rifle (plus 30 bullets), *greater aetheric capacitor* (280 au)

Phalanx freelancers are often former Century War veterans that chose to leave the structure of the Hierarchy's military to pursue private interests. Some phalanx own and operate large mercenary companies, leveraging their war experience to manage efficient and well-maintained teams. Others work on their own, performing odd jobs for clients across the system. Many phalanx freelancers are derided for "stealing" employment from humanoid mercenaries, due to many prospective employers hiring phalanx on account of their resilience and ability to operate in hostile environments.

The Hierarchy is concerned about the organization of phalanx freelancers. The growing number of phalanx war veterans who abandoned their posts during the final days of the Century War were alarming and that they were banding together into militias and mercenary companies stoked fears of a phalanx uprising, leading to the decision to officially emancipate all phalanx as part of the Century Accords. The Hierarchy still tracks and observes as many phalanx freelancers as they can.

Campaign Role

Freelancers are independent soldiers-for-hire who offer their services to the highest bidder. With their varied backgrounds, no two freelancers are ever alike, though war veteran phalanx freelancers are high in number and often high in reputation.

As an ally a freelancer might simply be a hired hand coming along for a job, or a more experienced mercenary willing to show the ropes to newcomers, or a grizzled veteran that refuses to go back into the fight but is willing to serve as a mentor. Some freelancers operate strictly as contacts, serving as a go-between for parties interested in purchasing military-grade hardware

As an enemy freelancers are at their worst hired thugs, sent to deliver a violent message or steal a valuable object. They can also be from rival freelancer groups operating on cross-purpose with the PCs. They can also serve as enforcers for more powerful NPCs. An enemy freelancer may have a fluidic allegiance, being an enemy one day and swiftly changing to act as an ally depending on their next contract. Others can harbor grudges that last years, going out of their way to dismantle operations of their enemies and leave long-lasting reminders of their enmity.

Boons

When a PC forms a strong bond with a runebreaker or successfully perform a service for them, the runebreaker may award the PC with one of the below boons at the GMs discretion.

NPC boons were originally presented in the *Pathfinder RPG Gamemastery Guide.*

Favor: Serves as a point of contact with black marker arms dealers, allowing access to military grade equipment.

Favor: Offers insight on what employers treat their freelancers well and shares stories about the ones that don't.

Favor: Serves as a bodyguard in a hostile environment.

Skill: Offers pointers on how to do quick firearm repair, granting a +2 bonus on Craft (firearms) checks.

Skill: Shows how to hide from snipers, granting a +2 bonus on Stealth checks when using cover to hide from an enemy.

Skill: Teaches how to get out from close range safely and still fire off a shot, granting a +1 bonus on Acrobatics checks.

Unique: Makes a custom modification on a PCs firearm, granting it a +2 to maximum ammo capacity.

Phalanx, Mercenary Captain

Mercenary Captain **CR 10**

XP 9,600

Phalanx fighter (two-handed fighte[APG]r) 11

LN Medium construct (aether, phalanx)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +1 Dex, +1 dodge, +1 natural)

hp 109 (11d10+44)

Fort +10, **Ref** +4, **Will** +6

Defensive Abilities phalanx traits; **Immune** disease, exhaustion, fatigue, poison, and sleep effects



Offense

Speed 40 ft. (30 ft. in armor)

Melee *+1 greataxe* +18/+13/+8 (1d12+9/19–20 x3) or dagger +15/+10/+5 (1d4+4/19–20)

Ranged *+1 revolver* +13/+8/+3 (1d8+1/x4) or dagger +12/+7/+2 (1d4+3/19–20)

Special Attacks backswing, overhand chop, piledriver, shattering strike, weapon trainings (axes +2, close +1)

Tactics

During Combat Mercenary captains focus on taking down enemy spellcasters, using their surprising mobility to break through enemy lines and demolish magic support. They are also adept at destroying enemies ranged weapons, forcing their opponents to fight them in melee combat where they excel.

Morale A ercenary captain fights to the death.

Statistics

Str 19, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +15 (+20 sunder); **CMD** 28 (33 vs. sunder)

Feats Blind-fight, Bloody Assault[APG], Combat Reflexes, Dodge, Hammer The Gap[UC], Improved Critical (greataxe), Improved Sunder, Iron Will, Lunge, Power Attack, Quick Draw, Rapid Reload

Skills Acrobatics +2, Climb +5, Diplomacy +2, Intimidate +9, Perception +10

Languages Hymnas

Combat Gear *oil of make whole* (2); **Other Gear** *+1 breastplate*, *+1 greataxe*, *+1 revolver*[UC], daggers (3), *belt of giant strength +2*, *boots of striding and springing*, *ring of protection +1*, greater aetheric capacitor (131 au)

Phalanx with decorated backgrounds in the Century War often stayed behind to serve the Hierarchy as elite soldiers policing the frontier. However, those phalanx who chose not to return to the Hierarchy often found themselves at the fore of a new kind of armed force. Phalanx veterans gravitated towards leadership positions, due to their lifetime of combat experience. These needless soldiers lead efficient troops of their kin and other resilient fighters into battle for the highest bidder.

Symbiont, Airsuit

Symbionts are custom-grown plant creatures tailored to serve specific purposes, like living tools. There are myriad forms of symbionts on Kir-Sharaat that serve mundane purposes, like mobility enhancing exoskeletons to assist erahthi who possess difficulty walking or lifting heavy objects, communication symbionts that can relay messages, even clothing that sizes itself to fit its wearer and protects against parasites and pests. This section focuses on combat-oriented symbionts designed during the Century War.

Though the erahthi created symbionts first, their widespread use is now found beyond the boundaries of Kir-Sharaat and organizations across the Aethera System traffic in the secrets of their creation. Creatures of all species can create plant symbionts, and some have even begun to experiment with creating symbionts of other creature types, like aberrations and elementals.

Symbionts are created in special laboratories and each have a monetary cost associated with them like magic items. More details regarding the creation and use of symbionts can be found in Chapter 5: Gear & Magic.

Airsuit CR 1

This creature has a vaguely serpentine form comprised primarily of leaves and fibrous thread-like vines.

XP 400

N Medium plant (plant symbiont)

Init +2; **Senses** low-light vision; Perception +1

Defense

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 16 (2d8+5)

Fort +4, **Ref** +0, **Will** +1

DR 2/slashing; **Immune** plant traits

Offense

Speed 30 ft.

Melee bite +1 (1d4+1)

Statistics

Str 10, **Dex** 10, **Con** 13, **Int** —, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 11

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment Any (Kir-Sharaat)

Organization solitary

Treasure none

Host Abilities

Natural Armor (Ex) When bonded, an airsuit symbiont grants its host a +1 natural armor bonus.

Life Sealed (Ex) While bonded to a host creature, an airsuit subsists on the host creature's exhaled breath and does not require air from outside sources. In return, an airsuit generates breathable air for the host creature by converting its own exhaled breath into fresh oxygen. An airsuit can perform this task even while underwater or in an airless environment. Additionally, an airsuit's host is immune to inhaled poisons and diseases.

An airsuit can supply oxygen to a host in an airless environment for 24 hours, after which time the airsuit must recharge in a breathable atmosphere for 1 hour.

Construction

Slot chest; **Price** 2,500 gp

Construction Requirements Craft Plant Symbiont; Cost 1,250 gp

An airsuit symbiont wraps its serpentine body around its host's torso and unfolds one end of its body to wrap around its host's face and head. Transparent leaves cover the wearer's eyes allowing for a full field of vision. Detached, the lifesuit symbiont resembles a large constrictor snake with a tube-like head of thorny teeth.

The erahthi originally created the airsuit symbiont for use in underwater environments, but adapted it as an early means of environmental protection for the first generation of aetherships pilots. The functionality

Symbiont, Assassin Ring

of the airsuit eventually led to the development of the more powerful and robust lifesuit symbiont.

Assassin Ring **CR 2**

This creature resembles a barnacled centipede made of vegetable matter crawling on a writhing carpet of hair-like cilia.

XP 600

N Diminutive plant (plant symbiont)

Init +1; **Senses** low-light vision; Perception +1

Defense

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +2

DR 3/slashing; **Immune** plant traits

Offense

Speed 20 ft.

Ranged 2 thorns +7 (1d2–3 plus poison)

Space 1 ft.; **Reach** 0 ft.

Special Attacks thorns

Statistics

Str 4, **Dex** 13, **Con** 14, **Int** —, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** –1; **CMD** 6

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Thorns (Ex) The assassin ring symbiont fires a less potent poison up to 30 ft. It has one of the following poisons. The poison must be the same as the one it produces as its host ability.

Blindness–injury; *save* Fort 13, *frequency* 1/round for 6 rounds, *effect* blindness, *cure* 1 save

Nauseous–injury, *save* Fort DC 13, *frequency* 1/round for 6 rounds, *effect* nauseated, *cure* 1 save

Pain-wracked–injury, *save* Fort DC 13, *frequency* 1/round for 4 rounds, *effect* staggered, *cure* 1 save

Paralysis–injury, *save* Fort DC 13, *frequency* 1/round for 3 rounds, *effect* paralyzed, *cure* 1 save

Host Abilities

Assassin Thorn (Ex) The assassin ring symbionts are bred to produce one of the below poison effects via a strong chemical located in the symbiont's thorns. The thorns can be fired at a single target up to 30 ft. away or used as part of a natural attack that involves the hands. The symbiont produces enough thorns to be used once per day. Once an assassin ring symbiont is created to produce a specific kind of poison, the choice cannot be changed.

Blindness–injury; *save* Fort DC 13, *frequency* 1/min. for 4 min., *effect* blindness, *cure* 1 save

Nauseous–injury, *save* Fort DC 13, *frequency* 1/min for 4 min., *effect* nauseated, *cure* 1 save

Pain-wracked–injury, *save* Fort DC 13, *frequency* 1/round for 6 rounds, *effect* staggered, *cure* 1 save

Paralysis–injury, *save* Fort DC 13, *frequency* 1/round for 4 rounds, *effect* paralyzed, *cure* 1 save

Construction

Slot ring; **Price** 6,000 gp

Construction Requirements Craft Plant Symbiont; **Cost** 3,000 gp

When bonded, an assassin ring symbiont attaches via its roots to the underside of the host's fingers. Dozens of vines sprout from a short stem to encase the finger, each with large, wickedly sharp thorns. Each of the thorns is filled with whatever poison the symbiont was designed to create.

Though able to wrap itself around a host's finger, when detached the assassin ring is nearly 1 foot long. An assassin ring symbiont has no melee attack and instead keeps its distance and fires its thorns. It avoids areas of extreme heat and cold, as the heat interferes with its ability to produce poison and the cold causes the symbiont to become sluggish.

Symbiont, Deepsight Goggles

The assassin ring symbiont is one of a few weaponized symbionts created prior to the Century War, though it was considered illegal to manufacture. However, its small compact size and effectiveness made it a valuable choice to discreetly immobilize enemies. An assassin ring symbiont became regulated for military use only during the war, carried both by spies and troops specializing in covert missions. The assassin ring still sees a lot of use among numerous militaries throughout the system. While still hard to obtain, its production thrives in the criminal markets.



Deepsight Goggles CR 3

This creature is a centipede-like plant that has two large barnacled nodules along its body.

XP 800

N Diminutive plant (plant symbiont)

Init+2; **Senses**low-light vision; Perception +0

Defense

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 26 (4d8+8)

Fort+6, **Ref**+3, **Will**+1

DR4/slashing; **Immune** plant traits

Offense

Speed 30 ft.

Melee 2 tentacles +9 (1–3/18–20 plus bleed)

Space 1 ft.; **Reach** 0 ft. (5 ft. with tentacles)

Special Attacks bleed (2d6)

Statistics

Str 4, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 3

Base Atk +3; **CMB** +1; **CMD** 8

Feats Weapon Finesse

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Bleed (Ex) A deepsight googles symbiont utilizes its vines to attack with pin point precision, striking vital organs. Whenever this symbiont scores a critical hit it deals 2d6 points of bleed damage.

Host Abilities

Precision Targeting (Ex) A deepsight goggles symbiont allows its host to make ranged attacks without penalty in the first 4 range increments. Additionally, the symbiont allows its host to pinpoint weak and vital spots in a creature, granting a +4 circumstance bonus to confirm critical hits with ranged weapons made with the weapon's first two range increments.

Sight (Ex) Deepsight goggles allow a blind creature to see normally and with the symbiont's low-light vision. This symbiont does not prevent a creature from becoming blind while worn, but removes any penalties for blindness and temporarily restores sight while bonded.

Construction

Slot eyes; **Price** 15,100 gp

Symbiont, Energy Protection

Construction Requirements Craft Plant Symbiont; **Cost** 7,550 gp

A deepsight goggles symbiont wraps around its host's head, threading thousands of fibrous cilia around and behind its host's eyes. These cilia attach directly to the optic nerve and allow the host to see through specialized lenses laden with optical fibers. When detached, the symbiont resembles a verdant centipede festooned with two large barnacle-like nodules.

The deepsight goggles symbiont was a war-time development designed to give erahthi snipers an advantage over Akasaati infantry. The sight-restoring ability of the goggles was an unintended side-effect of the bonding process.

Energy Protection CR 3

A veiny mass of plant matter and leaves the size of a large dog moves about on ropy vines. Stalks of bioluminescent fungus extend from one side of its body like protruding eyes.

XP 800

N Medium plant (plant symbiont)

Init +3; **Senses** low-light vision; Perception +1

Defense

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

hp 30 (4d8+12)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities energy resistance; **DR** 4/slashing; **Immune** plant traits

Offense

Speed 30 ft.

Melee 2 slams +6 (1d6+3)

Special Attacks breath weapon, breath weapon (20-ft. line, 2d6 [energy type determined by energy resistance], Reflex DC 15 for half, usable every 1d4 rounds)

Statistics

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

Base Atk +3; **CMB** +6; **CMD** 19

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Breath Weapon (Ex) The energy protection symbiont gains a breath weapon per the breath weapon universal monster ability (20-ft. line, Reflex DC10 + 1/2 the energy protection symbiont's Hit Dice + the energy protection symbiont's Constitution modifier) dealing 2d6 points of energy of the type it protects against per its energy resistance host ability.

Energy Resistance (Ex) The energy protection symbiont gains a resistance of 10 against the type it protects against with its host ability.

Host Abilities

Energy Resistance (Ex) The energy protection symbiont wraps the host in hundreds of small vines, granting the host energy resistance 10 against one of the following elements: acid, cold, electricity, or fire. The type of energy resistance is decided when the symbiont is created and cannot be changed.

Natural Armor (Ex) When bonded, the energy protection armor symbiont grants the host a +1 natural armor bonus.

Construction

Slot chest; **Price** 21,000 gp

Construction Requirements Craft Plant Symbiont; **Cost** 10,500 gp

The energy protection symbiont attaches its root system to the host's chest. From a bulb shaped stem, hundreds of vines wrap around the host's entire body, including membranous leaves that cover the host's eyes, mouth, and ears. Depending on the type of energy the symbiont provides protection against, it takes on a certain hue: deep green or black for acid, pale blue or white for cold, orange or red for fire, and

Symbiont, Environmental Suit

yellow or deep blue for electricity.

The energy protection symbiont saw some commercial application prior to the Century War, as the erahthi would use it when working in dangerous environments. During the war, production of the energy protection symbiont increased, particularly fire resistant symbionts. Only the most crack erahthi soldiers wore the symbionts, often finding themselves in the thick of the fighting. After the war, as the erahthi began exploring the Aethera System in greater numbers, the energy protection symbionts proved valuable in a host of new environments. Additionally, the other races of the Aethera System desired the symbionts as well, driving up demand for their creation in markets across the system.

Detached, the energy resistance symbiont stands as tall as a large dog and moves on four trunk-like roots. Its central body is the bulb-shaped stem, engorged with the energy produced within its root system. Though designed to protect and use one type of energy, the energy protection symbiont shows no aversion when confronted with opposite elements. It does, however, tend to gravitate towards environments hosting the type of energy for which it was designed.



Environmental Suit CR 2

This creature is a tall, bark-like humanoid covered with dozens of lashing vines baring tiny, hooked barbs. A vertical mouth at the front of its headless body is surrounded by a writhing ring of brightly-colored cilia.

XP 600

N Medium plant (plant symbiont)

Init +2; **Senses** low-light vision; Perception +0

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +3, **Will** +1

DR 3/slashing; **Immune** plant traits; **Resist** cold 15, fire 15

Offense

Speed 30 ft.

Melee 2 slams +4 (1d6+2 plus grab)

Special Attacks bloody squeeze, constrict (1d6+2)

Statistics

Str 14, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 5

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16

SQ bond, host abilities, mind link, symbiont healing

Symbiont, Environmental Suit



Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Bloody Squeeze (Ex) Whenever an environmental armor symbiont deals maximum damage with its constrict ability, it also deals 1 point of bleed damage as hundreds of small vines flay the target. Additionally, it can forgo dealing constrict damage in a round and instead deal 2 points of bleed damage.

Host Abilities

Environmental Protection (Ex) An environmental suit symbiont protects the host from extreme temperature conditions (as per *endure elements*) as well as changes in pressure. The symbiont also provides continuous oxygen as long as there is sunlight for photosynthesis; otherwise it only contains an oxygen supply up to 24 hours. It takes the symbiont 1 hour to recharge its oxygen supply through photosynthesis. The suit automatically repairs rips and tears as they occur unless the symbiont is reduced to 0 hit points or less.

Natural Armor (Ex) When bonded, an environmental suit symbiont grants the host a +1 natural armor bonus.

Construction

Slot chest; **Price** 7,000 gp

Construction Requirements Craft Plant Symbiont; **Cost** 3,500 gp

An environmental suit symbiont attaches its roots to the host's chest when bonded. Thousands of vines emanate from a long central stem encasing the host's body, while membranous leaves cover the eyes, allowing the host to see. These vines secrete a specialized fluid to temporarily bind themselves together, making the suit airtight. The vines are conditioned to resist both extreme heat and cold, as well as protect the wearer from pressure changes due to different gravities.

As the erahthi began exploring the other worlds in the Aethera System, they designed the environmental armor symbiont to protect them from the extreme terrestrial environments they might encounter. Erahthi with strong constitutions often wear the environmental armor symbiont in conjunction with the suction boot symbiont or grappling claw symbiont, depending on the terrain they encounter. While not designed for deep space use, it's frequently worn when exploring interiors of asteroids or other space objects with some discernible gravity. The environmental armor symbiont sees less frequent use outside of the erahthi, as many other races create mundane equivalents. However, its easy portability and combat application make it useful among independent

Symbiont, Flight Pack

exploration and mining organizations, as well as mercenaries and various pirate groups, particularly those in deep space.

The environmental armor symbiont takes a rough, stocky humanoid form when unbonded, and stands approximately 7 feet tall. The vines from its central stem form two legs and arms, though it has no discernable "head." Its primary mode of combat is to engage and grapple its opponent while hundreds of small, hard vines and minute thorns constantly tear at held creatures, bleeding them dry. A common myth states the environmental armor symbiont grows stronger by soaking up the blood of its victims, though this is not true.

Flight Pack CR 5

Four diaphanous wings of leaf-like material extend from the butterfly-like body of this strange creature.

XP 1,600

N Medium plant

Init +2; **Senses** low-light vision; Perception +1

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 59 (7d8+28)

Fort +9, **Ref** +4, **Will** +3

DR 5/slashing; **Immune** cold, plant traits

Offense

Speed 30 ft., fly 20 ft. (average)

Melee 2 slam +8 (1d4+3), bite +8 (1d6+3)

Special Attacks sonic buffet (30-ft. cone, 3d8 bludgeoning and deafened for 1d4 rounds, Fortitude DC 17 for half, usable every 1d4 rounds)

Statistics

Str 16, **Dex** 15, **Con** 18, **Int** —, **Wis** 12, **Cha** 5

Base Atk +5; **CMB** +8; **CMD** 20

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Sonic Buffet (Ex) As a standard action while flying, the flight symbiont can flap its wings to release a concussive blast in a 30-ft. cone. All creatures caught in the cone must attempt a DC 17 Fortitude save. On a failure, the creatures take 3d8 points of bludgeoning damage and are deafened for 1d4 rounds. A successful save halves the damage and negates the deafened condition. The save DC is Constitution-based.

Host Abilities

Cold Resistance (Ex) The flight symbiont absorbs the first 10 points of cold damage per attack that the host would normally take as per *resist energy*.

Flight (Ex) As a standard action the flight symbiont unfurls into a network of vines, framing thin, membranous leaves allowing the host to fly with a speed of 60 ft. (average maneuverability),gaining a +3 competence bonus to Fly checks made with this ability. The host can fly for up to a maximum of 5 consecutive minutes each time this ability is used, though these minutes do not need to be used at once and may be split up into 1 minute increments. If the symbiont and host are still airborne at the end of this time they both fall. Once a symbiont has flown for its maximum number of minutes or its host has dismissed the wings as a free action the symbiont may not grant flight again for a number of minutes equal to the total time it was most recently in flight.

Construction

Slot shoulders; **Price** 45,000 gp

Construction Requirements Craft Plant Symbiont; **Cost** 22,500 gp

A flight pack symbiont's thick roots pierce the host's upper back and shoulders, connected to a horizontal central stem. From the stem, an extensive network of vines extend, forming a frame much like a bat's wing. The flight symbiont's thin, almost translucent,

Symbiont, Grappling Claw

leaves stretch between the vines. Its vascular system is designed to use the host's blood to pump through the wings to create a hydraulic system of movement.

When detached from a host a flight pack symbiont resembles an enormous butterfly or moth made from bark, roots, and large leaves. It moves with considerably less grace when not attached to a host and able to benefit from the symbiotic connection.

The flight pack symbiont predates the Century War, designed for use among the upper boughs of Kir-Sharaat by erahthi builders. During the Century War, manufacture of the flight pack symbiont switched to exclusively military use and to outfit a specialized unit of shock troops. These troops trained as a mobile unit to fly around battlefields to fight both sky and land-based units. Additionally, they sometimes acted as paratroopers, dropping down from erahthi ships to quickly land among enemy forces. Some erahthi aethership pilots also wear flight pack symbionts in the event of a crash or emergency ejection.

Grappling Claw CR 1

This writhing mass of thorns and vines bristles with barbs and lashing tendrils.

XP 400

N Tiny plant

Init +1; **Senses** low-light vision; Perception +0

Defense

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

hp 16 (3d8+3)

Fort +4, **Ref** +2, **Will** +1

DR 3/slashing; **Immune** plant traits

Offense

Speed 20 ft., climb 20 ft.

Melee claw +6 (1d4+3 plus claw bore)

Space 2 1/2 ft.; **Reach** 0 ft. (5 ft. with claw)

Special Attacks claw bore

Statistics

Str 14, **Dex** 13, **Con** 12, **Int** —, **Wis** 10, **Cha** 3

Base Atk +2; **CMB** +1 (+5 grapple when using claw bore); **CMD** 13

Skills Climb +10

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Claw Bore (Ex) On a successful claw attack, the grappling claw symbiont may immediately attempt to grapple its target. The grappling claw symbiont gains a +4 racial bonus when grappling and maintaining a grapple when using this ability. On each subsequent round that the grappling claw symbiont remains grabbled with a creature, its claw bores deeper into creature's flesh, seeking vital organs and dealing 1 point of Constitution and Strength damage.

Host Abilities

Symbiont Whip (Ex) The grappling claw symbiont can project numerous, intertwined vines which act as a masterwork whip, and which the host can use as if possessing the Exotic Weapon (whip) feat. In addition, the host can attempt to grapple creatures with the whip up to 10 ft. away using the grappling claw's CMB and CMD scores or the host's, whichever are higher. On a successful attack, the host does not gain the grappled condition but cannot take any actions with the limb the grappling claw is attached to. Grappled creatures may attack the symbiont as if it were in their reach.

Symbiont Grappler (Ex) Dozens of vines unwind, springing from the symbiont's root to reach for handholds, granting the host a 30 ft. climb speed. Additionally, the grappling claw symbiont can wrap itself around a fixed object up to 15 ft. away as a grappling hook.

Construction

Slot wrist; **Price** 5,000gp

Symbiont, Lifesuit

Construction Requirements Craft Plant Symbiont; **Cost** 2,500 gp

A grappling claw symbiont attaches to its host's wrist, encircling the hand in a series of strong, yet flexible vines. When commanded, the vines unravel with the ability to stretch up to 15 feet away. Very fine leaves all along the vines assist them in grappling and hooking around objects.

Unbonded, a grappling claw symbiont appears as a tiny mass of coiled vines. Despite its very small size, the flexible nature of its vines allows them to stretch in order to attack enemies. The ends of the vine are designed to harden as a result of its grappling capabilities, allowing the symbiont to slash at opponents. The grappling claw symbiont seeks to grapple prey and use its hardened vines to bore into the target, much like a drill.

The erahthi designed the grappling claw symbiont to aid in construction of Kir-Sharaat, allowing workers to move along the planet's massive trees quickly. With the advent of exploring the other worlds of the Aethera System, the grappling claw symbiont proved its usefulness in facilitating travel along alien terrain and even in deep space. Erahthi explorers are often trained in the grappling claw symbiont's proper use, allowing them to rappel quickly along multiple types of terrain.

During the Century War, the erahthi redesigned the grappling claw symbiont to be more weaponized. Specialized erahthi soldiers climbed and swung through enemy defensive positions and fortifications. The newly designed whip function allowed the erahthi to subdue or incapacitate targets quickly and quietly. The new weaponized version of the grappling claw symbiont remains the most popular and widely produced.

Lifesuit CR 4

A humanoid collection of bark, roots, and leaves lopes along with surprising grace.



XP 1,200

N Medium plant (plant symbiont)

Init +3; **Senses** low-light vision; Perception +1

Defense

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +4, **Will** +2

DR 5/slashing; **Immune** cold, plant traits

Offense

Speed 30 ft.

Melee slam +7 (1d4+4), bite +7 (1d6+4 plus grab)

Symbiont, Lifesuit

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks steal oxygen (DC 15)

Statistics

Str 18, **Dex** 17, **Con** 16, **Int** —, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 20

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Steal Oxygen (Ex) When a lifesuit symbiont successfully grapples a creature it forces clusters of small tubes into its enemy's mouth and nose. At the start of the lifesuit's next turn, if the symbiont maintains the grapple, it begins draining oxygen from the target's lungs. The grappled creature must succeed at a DC 15 Fortitude save or begin to suffocate. A suffocating creature cannot speak or successfully cast spells with verbal components. This effect ends if either the lifesuit or the grappled creature breaks the grapple. Each round the lifesuit successfully forces a creature to suffocate replenishes 1 round of the suit's oxygen supply.

Host Abilities

Natural Armor (Ex) When bonded, a lifesuit symbiont grants its host a +2 natural armor bonus.

Environment Protection (Ex) A lifesuit protects the host from extreme cold as if by endure elements as well as pressure changes of space. The natural ichor and fluids of the lifesuit symbiont allow the symbiont to seal any punctures or tears instantly.

Life Sealed (Ex) While bonded to a host creature, a lifesuit subsists on the host creature's exhaled breath and does not require air from outside sources. In return, a lifesuit generates breathable air forthe host creature by converting exhaled breath into fresh oxygen. A



lifesuit can perform this task even while underwater or in an airless environment. Additionally, a lifesuit's host is rendered immune to inhaled poisons and diseases. A lifesuit can supply oxygen to a host in an airless environment for 24 hours, after which time the lifesuit must recharge in a breathable atmosphere for 1 hour.

Space Flight (Ex) When in the vacuum of space, the lifesuit can release bursts of oxygen from its supply through porous nodes on its body. This effect grants its host a fly speed of 20 ft. with poor maneuverability for 1 minute in exchange for 1 hour of its current air supply.

Radiation Resistance (Ex) A lifesuit completely protects its host against low radiation, and reduces the effects of medium radiation to low radiation, but it offers no protection against high or severe radiation.

Construction

Slot chest; **Price** 30,500 gp

Construction Requirements Craft Plant Symbiont; **Cost** 15,250 gp

The lifesuit symbiont uses its roots to attach to the host's chest. From a central stem which covers most of the host's body, thousands of vines branch out, completely encasing the host. Specialized membranous leaves cover the eyes, allowing the host to see. The vines secrete a fluid which temporarily binds them together, making the suit airtight. Thousands of tiny sacs pump oxygen through the suit as long as the symbiont is bonded.

Detached, the lifesuit symbiont takes on a humanoid appearance, standing 5 to 5 1/2 feet tall. It features a long petiole with two hinged jaws equipped with special fibers allowing it to suck oxygen from other living creatures and store it. In combat, it can form vague, arm-like appendages from its vines to attack opponents.

The erahthi created the lifesuit symbiont in the earliest years of the Century War, which allowed engineers to repair ships in the vastness of space while traveling among other worlds. Though not as common as the ubiquitous airsuit, the lifesuit symbiont still sees much use among erahthi exploring space.

Symbiont, Pod Cannon

Pod Cannon **CR 2**

This quadrupedal plant creature resembles a mossy, hollow log on four root-like legs.

XP 600

N Medium plant (plant symbiont)

Init +3; **Senses** low-light vision; Perception +0

Defense

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

hp 19 (3d8+6)

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

DR 3/slashing; **Immune** plant traits

Offense

Speed 30 ft.

Melees lam +4 (1d4+2)

Ranged thorn blast +5 (1d6 plus special)

Special Attacks thorn blast

Statistics

Str 14, **Dex** 17, **Con** 14, **Int** —, **Wis** 10, **Cha** 5

Base Atk +2; **CMB** +4 (+8 against trip); **CMD** 17

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Thorn Blast (Ex) The pod cannon symbiont can fire a blast of sharp thorns as a ranged touch attack that deals piercing damage. This blast targets all creatures in a 10-ft. cone as per the scatter firearm quality[UC] and fills the 10-ft. cone with thorns that act as caltrops. These thorns rapidly decay, lasting only 2 rounds. A pod cannon has enough thorns to use this ability 10/day.

Symbiont, Poison Gauntlet

Host Abilities

Thorn Blast (Ex) The host may use the pod cannon's thorn blast ability using the symbiont's attack modifier or its own, whichever is higher.

Seed Pod (Ex) Three times per day the symbiont's host can fire a seed cluster from the pod cannon as a ranged touch attack with a range of 40 ft. On a successful hit the target takes 1d8 points of bludgeoning damage and gains the entangled condition for 1 minute. Entangled creatures must succeed at a DC 13 Reflex save or also be anchored in place if they are adjacent to a solid surface and cannot leave their space. Flying creatures (not using supernatural flight) that fail their save begin to fall immediately and become anchored to the first surface they touch. The save DC is Constitution-based.

Construction

Slot shoulders; **Price** 9,000 gp

Construction Requirements Craft Plant Symbiont; **Cost** 4,500 gp

The pod cannon symbiont attaches its roots to one of the host's shoulders, a long stem extending behind the host's back toward the other shoulder. The stem gradually expands into a large, roughly cylindrical shape which rests on the host's other shoulders, held down by numerous vines wrapping under the host's arm and upper arm. The pod cannon symbiont is one of the few symbionts bred to produce reproductive seeds, which form the basis of the sticky material of its pod weapon. However, the process that bestows the seed clusters with their resinous, alchemical nature also renders them sterile.

When not attached to a host, a pod cannon symbiont takes on a quadrupedal form measuring about 4 1/2 feet long and standing 5 feet high. The length of its body is comprised of the hollow cannon shaft, with a twitching ring of teeth around the muzzle.

The erahthi developed pod cannon symbionts at the height of the Century War, where they were used by soldiers against the enemy's front line fighters. The erahthi used the pod cannons to impede enemy movement while other units fired from a distance or closed in for the kill. Since the war, pod cannon symbionts have seen use among big game hunters, allowing them to stagger their prey from a distance.

Poison Gauntlet CR 1

A seething mass of vegetation and clustered brambles drags itself along on dozens of root-like legs.

XP 400

N Small plant (plant symbiont)

Init +1; **Senses** low-light vision; Perception +0

Defense

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +1, **Will** +0

DR 2/slashing; **Immune** plant traits

Offense

Speed 20 ft.

Melee claw +4 (1d4+2 plus poison)

Special Attacks poison

Statistics

Str 14, **Dex** 13, **Con** 16, **Int** —, **Wis** 10, **Cha** 5

Base Atk +1; **CMB** +2; **CMD** 13

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Poison (Ex) Claw—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity; *cure* 1 consecutive save.

Symbiont, Psychic Ward

Host Abilities

Poison Resistance (Ex) The poison gauntlet symbiont grants the host a +4 bonus on Fortitude saves against poison.

Spiked Gauntlet (Ex) When the poison gauntlet symbiont bonds to a host, it encases the hand, acting effectively as a masterwork spiked gauntlet. On a successful attack, the poison gauntlet symbiont injects a poison as well as its regular damage. A poison gauntlet may deliver its poison through host attacks a number of times per day equal to 3 + its Constitution bonus.

Poison (Ex) Poison Gauntlet Symbiont—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1 Dexterity and staggered if target fails its Fortitude save by 5 or more; *cure* 1 save.

Construction

Slot hand; **Price** 3,460 gp

Construction Requirements Craft Plant Symbiont; **Cost** 1,730 gp



The poison gauntlet symbiont attaches to the host's wrist via hundreds of small needle sharp roots. Hundreds of vines emanate from a central, thick stem to encase the host's hands. Large, wickedly pointed thorns sprout from the vines, each containing the natural poison the symbiont produces. These tend to break off easily, but the poison gauntlet symbiont regrows any lost thorns within 24 hours.

When not attached to a host, a poison gauntlet symbiont stands roughly 2 to 2 1/2 feet high, looking like a thorny bush with bark-like striations of muscle fiber visible beneath its foliage. The symbiont skitters around on its extensive root system.

The erahthi created poison gauntlet symbionts in the early days of the Century War, though not a front-line weapon (but sometimes carried instead of backup melee weapon such as a dagger). It saw frequent of use in small, lightning quick strikes where a group of lightly-equipped erahthi soldiers would infiltrate a fortified position to incapacitate the enemy. Stealth operatives used the poison gauntlet symbiont to carry out abductions, as the small size of the symbiont make it easy to conceal. This symbiont is still a favored weapon of kidnappers and scoundrels around the system.

However, the symbiont's poison is limited in its overall effectiveness against particularly healthy targets, so much of the symbiont's use was centered around disabling enemy spellcasters.

Psychic Ward CR 2

This spidery plant has long, branch-like legs and is covered in an armored carapace that resembles dead coral.

XP 600

N Tiny plant (plant symbiont)

Init +1; **Senses** low-light vision; Perception +4

Symbiont, Psychic Ward

Defense

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 19 (3d8+8)

Fort +5, **Ref** +2, **Will** +5

DR 3/slashing; **Immune** plant traits

Offense

Speed 20 ft.

Melee bite +6 (1d3+3 plus psychic parasite)

Space 2 1/2 ft.; **Reach** 0 ft. (5 ft. with bite)

Special Attacks psychic parasite (DC 13, 1 Int damage), mental blast

Statistics

Str 14, **Dex** 13, **Con** 14, **Int** —, **Wis** 18, **Cha** 5

Base Atk +2; **CMB** +1; **CMD** 13

SQ bond, host abilities, mind link, symbiont healing

Ecology

Environment any (Kir-Sharaat)

Organization solitary

Treasure none

Special Abilities

Psychic Parasite (Ex) When a psychic ward symbiont hits a creature with its bite attack, the creature must succeed at a DC 13 Fortitude save or take 1 point of Intelligence damage in addition to the normal damage. A successful save negates the Intelligence damage. A creature cannot be reduced to 0 Intelligence with this attack. The save DC is Constitution-based.

Mental Blast (Ex) Each time a psychic ward symbiont damages a creature's Intelligence with its psychic parasite ability, it can store the point of Intelligence as mental energy. It can only store 4 points of mental energy at a time (subsequent points are lost). As a full-round action that does not provoke an attack of opportunity, the symbiont may expend up to 4 stored points of mental energy to deal 1d6 points of damage per point of mental energy expended to all creatures within a 10-ft. radius.A successful DC 13 Will save halves the damage. This is a mind-affecting effect.

Host Abilities

Psychic Fortification (Ex) A psychic ward symbiontgrants a +4 resistance bonus on Will saves against illusion spells and mind-affecting effects. Additionally, the host gains SR 15 against all psychic magic spells.

Construction

Slot head; **Price** 10,000 gp

Construction Requirements Craft Plant Symbiont; **Cost** 5,000 gp

A psychic ward symbiont attaches roots to its host's forehead when bonded. Thousands of small, hair-like vines burrow harmlessly into the host's skull, secreting a specialized fluid to assist and strengthen brain functions.

Detached from a host, the psychic ward symbiont stands about 1 1/2 feet tall and moves about on spidery, branch-like legs. The symbiont attacks by extending its petiole and clamping on prey with hinged, jaw-like leaves. Specialized filaments in the leaves allow a psychic ward symbiont to drain the mental energy from its prey, which it can then release in a damaging burst.

During the Century War, the erahthi quickly learned the dangers of magic used to assault the minds of their soldiers. Akasaati spellcasters devastated entire units of erahthi soldiers or used their enchantment magic to infiltrate erahthi defenses and positions. The erahthi designed the psychic ward symbiont to equip squads of specialized troops trained to hunt down spellcasters. After the war, the symbiont's popularity continued to spread.

Those engaging in high-level negotiations throughout the Aethera System are aware of the threat mind-affecting magic poses, particularly when there's very little trust on either side. It's not uncommon, even among non-erahthi, to see a psychic ward symbiont worn by members of the negotiating parties.

Taur

From beyond the outer reaches of the Aethera System came the taur. As a species whose entire society is dedicated to death and destruction, the taur's goals are atavistic, but their history is shrouded behind their former worship of a vile god. The demon god Baphomet once led the taur race to their conquest over countless star systems far beyond Aethera..

Priests once led the taur fleets of maze ships through the void, communing with Baphomet to earn the necessary guidance to ply the darkness between the stars. The taur maze ships were powered by channeling this divine energy, using the direct will of Baphomet to move their impossibly large ships through space. When the priests led the taur into the Aethera System, they lost their connection with Baphomet, stranding their ships within. In exchange for this failure, the taur warlords enacted a swift but bloody coup. They killed and ate their priests and—in their minds—devoured their god as well, and in doing so gained his strength, standing atop the metaphorical corpse of their deity.

This period of weakness and instability is what allowed the combined forces of the erahthi and human armies to combat the taur on an even footing. This would have ended in the destruction of the entire taur invasion fleet, had it not been for the well-timed arrival of a new ally—the kytons. The kytons came to the taur with specially designed technology to allow taur vessels to breach the boundary between the Shadow and the Material, traversing within the Shadow to cross vast distances. The taur warlords, still reeling from their first defeat in millennia, greedily took the apple of science that the kytons and welcoming their new allies.

In the years that passed since the taur defeat over Kir-Sharaat, the alliance between kyton and taur has birthed unimaginable horrors. The engines of the taur maze ships were refitted, now powered by negative energy and capable of shifting between the Material and the Shadow, and of traveling at tremendous speeds while in the Shadow, allowing the taur to strike at great distances without the aid of the Gate Hub Complex. Prisoners of the kytons are brought to maze ships in the Shadow, tortured into new and terrifyingly imaginative forms. Cages of these living weapons fill the bowels of maze ships. The taur alliance is an uneasy one, however, and the differences of ethos between kyton and taur tests this balance of power regularly. What the kytons truly want from the taur is unknown, but the screams of their offerings carry through the labyrinths.

Following the death of their high priests, their generals—the warlords—lead the taur fleets, each asserting their dominance through personal force and martial cunning. Each warlord is supported by a handful of autarchs, highly-skilled leaders in their own right, who in turn oversee the chiefs that supervise the numerous proven of the taur race. At the lowest rung of this social hierarchy are the innumerable unproven—taur seeking recognition from higher ranked members of their race.

Supplementing the forces of the taur, are the numerous enslaved demons who now serve the former followers of Baphomet. Prior to the death of the priestly caste, the demons were considered equals among the proven ranks of taur, for they represented other followers and children of their patron deity. Now, the demons are cut-off from the powers that created them. To survive the taur's internal religious purge, many demons pledged themselves to the cause, offering their services to the varied warlords of the taur fleets. Instead they were shackled and forced to bend a knee to the new taur paradigm. Friction between the kyton allies of the taur and demons keeps maze ships at a constant boiling point, with these entities keeping distance from one-another as much as possible. Worse are the growing number of demons that realize their divine spark in the Aethera System

and the intoxicating power of becoming a living idol. Taur who discover such cults forming within their ranks are quick to slaughter the offending demon before it can become a living idol, but many nascent idols are now imprisoned in the depths of maze ships, unable to truly be slain.

The taur themselves are towering humanoids, reminiscent of a minotaur, but possessing far greater intellect. As minotaur are unknown in the Aethera System, this similarity is lost on its inhabitants and the taur themselves are silent on the matter. As a whole the taur are both savvy engineers and superstitious cannibals, killing the powerful and consuming their hearts—or in some cases their entire bodies—in the belief that it grants them greater strength. The weak and pathetic are not eaten, but rather enslaved and forced to toil within the claustrophobic tunnels of maze ships and larger world ships. Intelligent slaves are turned into engineers, adding their creativity to taur engines of destruction.

Taur Ships

The taur command an exotic fleet of ships wholly alien to the people of the Aethera System. None are certain exactly how taur vessels functioned prior to their arrival and the death of their priests. Now, their vessels are powered by horrifying hybrids of aethertech fueled by the destructive force of netherite, the negative-energy infused crystals found only on Orbis Aurea. Kytons harvested these crystals at great cost, offering the secrets of nethertech to the taur in exchange for the kytons new position as advisors and observers.

Taur ships use the same rules for aethership combat, even though they are powered by vastly different technologies. As such their ships are considered constructs, save for the largest of their vessels, the dreaded world ships made from stolen moons. These vessels simply function as entire worlds that can freely move about the Aethera System which no known weaponry has the capability to truly harm due to their immense size.

Taur ships do not utilize windows, as all current vessels in the Aethera System do. The helms of taur ships are massive ritual circles that resmble cathedrals and all members of a taur ship's crew participates in a profane binding ritual that links them together and gives a supernatural awareness of the exterior environments of the ship, as if they could see beyond it at every angle. Taur ship passengers do not gain such a benefit, and as such most taur weaponry is externally installed on the surface of their larger vessels.

Since the taur are a large race, their ships are equally massive. The taur do not normally produce vessels of size Large or smaller and many would have the capital subtype by merit of their massive dimensions. Taur vessels do not possess DR/adamantine or fast healing, as human and erahthi vessels do, but rather possess either DR/good or hardness, depending on their size.

Below are some of the known vessels taur utilize, and quick ways to represent these vessels using the standard aethership hulls found in Chapter 5.

Deliverer: A deliverer functions as a troop transport hull, except that it possesses no weapons. Deliverers are solely used for ramming maneuvers or insert of ground forces onto hostile worlds or ships. These vessels are designed to explode—stranding their crews—after successful deployment.

Forge Ship: Forge ships are variant maze ships whose external trenches are flooded with seas of molten metal that radiate tremendous heat out beyond the vessel. The innards of these ships are massive foundries pumping out taur weaponry and repairing damaged taur vessels.

Harbinger: Harbingers are the taur equivalent of fighter ships and resemble black, arachnid-like masses of volcanic rock, comprised of supernaturally hardened pumice and obsidian. These vessels use the same stats as an aethertech fighter but are one size category larger and possess 3 fore slots and no aft slots.

Inquisitor: The inquisitor is a class of heavy warship formed from an asteroid. These ships protrude with

massive obsidian spikes and resemble flanged and spiked mace heads. Inquisitors use the same statistics as a destroyer.

Maze Ship: Maze ships are terrifying vessels nearly a mile across that are tiny moons engraved with deep trenches exposed to the vacuum of space, laden with lethal traps. The exterior of maze ships are fatal dungeons for any non-taur venturing into them, and the bowels of these vessels are labyrinths of maddening tunnels filled with demons and kytons. A maze ship uses the same statistics as a carrier and typically houses a compliment of deliverers.

World Ship: A world ship is so massive as to be unassailable. Thousands of weapon installations bristle across its surface and its interior can house tens of thousands of taur. Massive openings inside of world ships are large enough to deploy entire maze ships, and no form of magic or physical weapon has the capacity to destroy one from the outside. Whether a means to destroy a world ship from within exists is unknown, not have any seen the interiors of these impossibly large vessels and lived to tell the tale.

Taur Technology

Taur utilize a combination of stolen aethertech and symbionts from the species of the Aethera System and a unique and terrifying form of magic-technology hybrid known as nethertech. Nethertech utilizes aether profaned by negative energy and fuels the taur's massive ships and horrifying weapons. Some aethertech weapons like the netherbeam cannon (see page 401) are attempts at reverse-engineering taur weapons

The below feat is required to create nethertech and nethertech utilizes the same rules for aethertech except as noted in each item's description. Most require sacrifice of hit points to effecvtively use, rather than aetheric units of power.

The Lords of Battle

The current rulers of the taur are the blood-soaked warlords who lead their fleets in the dark reaches the space between Aethera's worlds. Each is dedicated to the pursuit of power, defeating countless foes and conquering untold numbers of planets in the name of the taur race. While not every warlord is known, the militaries of the Aethera System have learned of the following taur leaders:

- **Haunkohr**, The Walker In Everlasting Night
- **Jazuuk**, Father of Shadow
- **Mediuh-ist**, The Ravenous Lady
- **Prayanth**, The Living Genocide
- **Tephes**, She Who Ate the Gods
- **Xetedes**, That Which Reigns Over Blood

Craft Nethertech (Item Creation)

You can create terrible nethertech weapons.

Prerequisite: Craft Aethertech (see page 360).

Benefit: You can create nethertech items, a variant of aethertech fueled by negative energy.

Taur Abilities

All taur possess the following abilities unless otherwise stated in their respective entries.

Engineering Intuition (Ex) Taur possess an uncanny understanding of machines and mechanical devices. They always treat Craft (mechanical) and Disable Device as class skills and may use those skills untrained even if they would not normally be able to. Additionally, taur can identify the properties of any mechanical or aethertech device with a successful Perception check with a DC equal to the object's Craft DC.

Natural Cunning (Ex) Taur possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Additionally, they are never caught flat-footed.

Taur, Ravager

Scars cover the visible flesh of this enormous bull-headed humanoid, while the rest of its body is encased in spiked black armor.

Ravager Taur CR 12

XP 19,200

Taur slayer[ACG] 8

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Perception +18

Defense

AC 25, touch 11, flat-footed 23 (+9 armor, +2 Dex, +5 natural, –1 size)

hp 141 (14d10+64)

Fort +14, **Ref** +13, **Will** +8

Defensive Abilities natural cunning

Offense

Speed 30 ft.

Melee *+2 vicious Large greatsword* +22/+17/+12 (3d6+11/17–20 plus 2d6)

Ranged netherphase rifle +16/+11/+6 ranged touch (5d6 half negative energy, half force)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore +16, 2d6+18), sneak attack +2d6 +2 bleed, studied target +2 (2nd, swift action)

Statistics

Str 22, **Dex** 14, **Con** 18, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +21 (+23 bull rush); **CMD** 33 (35 vs. bull rush)

Feats Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Critical (greatsword), Power Attack, Seething Hatred[ACG], Vital Strike, Weapon Focus (greatsword)

Skills Acrobatics +6 (+2 to jump), Climb +11, Intimidate +11, Knowledge (religion) +3, Perception +18, Sense Motive +12, Stealth +15, Survival +16 (+20 to track); **Racial Modifiers** +4 Perception, +4 Survival

Languages Taur

SQ engineering intuition, scent, slayer talents (bleeding attack +2, lasting poison[APG], poison use[ACG], weapon training), stalker, track +4

Other Gear *+3 spiked shadow breastplate*, *+2 vicious Large greatsword*

Ecology

Environment Any

Organization solitary or legion (24–144 taur wrathbringers)

Treasure triple

Taur of the ravager caste are feared and respected through their society who are dispatched on important operations throughout the Aethera System.

No more than a dozen ravagers are active at any one time; their numbers are kept in check by the dangerous nature of their missions. Most operate with dozens of taur vanguard, who in turn lead squads of unproven. This militarized approach to how ravagers operate is still new, and many ravagers are ill-suited to the rigors of command, being focused almost entirely on self-sufficiency and the skills necessary to stalk and murder foes who dare cross their path.

A taur ravager stands 12 feet tall and weighs 900 lbs.

Ecology

Within their society, ravagers are treated like kings. Scores of unproven petition a ravager in order to be assigned to a wrathbringer's strike team. Among their own caste, ravagers compete for a warlord's favor and are print to treachery and in-fighting, which the warlords do nothing to dissuade.

Habitat & Society

Unlike the famed warlords who lead entire battalions of taur, the ravagers are uniquely inspired taur who take on mandated missions far removed from the greater vision of the species. In older days, the priestly caste of the taur would single out ravagers as crusaders

sent on solitary wars in the name of Baphomet. The title of ravager comes from the aftermath of these original righteous pogroms, where these divine warriors of the taur would destroy entire worlds to see their varied goals accomplished. Now, enterprising taur warlords dispatch these chosen servants as proxies in larger operations throughout the Aethera System.

Ravagers exist within a precarious position within taur society, riding on the legacy of their former glory while being questioned at every turn as to their true allegiances. Ravagers all to well remember the time when they were the divine crusaders of Baphomet, meting out death and destruction in accordance with the demon lord's will.

Taur Technology

Taur ravagers utilize the below nethertech weapon.

Netherphase Rifle **12,750 au**

Type two-handed firearm; **Dmg** 8d6 negative energy; **Critical** x2; **Misfire** 1–2 (5 ft.); **Range** 80 ft.; **Capacity** special; **Usage** special; **Special** automatic; **Weight** 57 lbs.; **Restriction** illegal

A netherphase rifle is a terrifying taur invention that harnesses raw negative energy to assail targets. The rifle is fitted with a spinning cylinder of netherite rods that project black bolts of energy when fired. This weapon does not contain an internal reserve of ammunition, nor does it derive its power from aetherite. Instead, a netherphase rifle is powered by its wielder. The damage inflicted by a netherphase rifle is half negative energy damage and half force damage and all attacks from a netherphase rifle are treated as a force effect for purposes of harming incorporeal creatures.

Each shot fired from a netherphase rifle inflicts 2 hit points of negative energy damage to the wielder that bypasses damage reduction and resistances. As such, this weapon does not need to be reloaded. Creatures immune to negative energy damage canont fire a netherphase rifle and this damage does not heal creatures normally healed by negative energy. Creatures reduced to 0 hp from damage incurred by firing a netherphase rifle are reduced to a pile of ash and cannot be raised or resurrected except by means of miracle or wish.

A netherphase rifle deals an additional 2d6 points of damage against creatures with the aether subtype.

Construction

Craft DC 35; **Cost** 6,375 au; Craft Aethertech, Craft Nethertech



Taur, Unproven

This tall, bull-headed humanoid leers with a bestially ridged face, red eyes narrowed.

Unproven Taur **CR 4**

XP 1,200

CE Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft., scent; Perception +12

Defense

AC 20, touch 9, flat-footed 20 (+6 armor, +5 natural, –1 size)

hp 45 (6d10+12)

Fort +6, **Ref** +5, **Will** +6

Defensive Abilities natural cunning

Offense

Speed 40 ft.

Melee large greataxe +8/+3 (3d6+4/x3) and gore +3 (1d6+1)

Ranged large throwing axe +8/+3 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore +11, 2d6+5)

Statistics

Str 17, **Dex** 10, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10 (+12 bull rush); **CMD** 20 (22 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Climb +6, Intimidate +7, Knowledge (religion) +4, Perception +12, Stealth –1, Survival +12; **Racial Modifiers** +4 Perception, +4 Survival

Languages Abyssal, Taur

SQ engineering intuition, scent

Other Gear throwing axe (4), *suicide collar*

Ecology

Environment space

Organization solitary, pair, or squad (3–12)

Treasure standard



All taur begin their lives as unproven. The rigors of growing up into adulthood among a society of demon worshippers would be an accomplishment to any other sentient species, but to the taur, it's simply the way of things. Unproven taur stand anywhere from 10 to 12 feet tall and weigh roughly 700 pounds.

Unproven taur stand anywhere from 10 to 12 feet tall and weigh roughly 700 pounds.

Ecology

Unproven are the gristle of the constantly churning taur society, their number found in almost all territory held by the belligerent race. All unproven are the offspring of taur above this caste (universally known as the proven). As such taur place no importance on heredity, and no matter the influence or power of a taur, all taur children must begin as unproven and earn their station. The interiors of the taur's iconic maze ships are filled with gangs of unproven used as both menial servants and indentured slaves to recognized members of the species. All taur whom remain unproven are the property of these elevated members of their race until such a time as strength or deed earns them a place in the higher echelons.

Habitat & Society

Hordes of unproven make up the ceaseless armies of the taur, who willingly fling themselves at their enemies in fanatical endeavors to prove themselves.

Up until recently, it was the task of taur priests to elevate noted unproven into the higher echelons of taur society. Since the cannibalization of the taur's priest caste, following the disappearance of their demon god, it falls to the warlords of the taur to bestow rank upon the unproven. Such events are bloody affairs, often requiring those few unproven selected by the warlord to battle and consume one another, before the final survivor is granted a true rank among the taur.

On the battlefield, unproven throw themselves at enemies with no concern for their lives and willingly attempt to kill themselves if they face defeat or especially capture. Unproven who survive a failed mission are given, live, as raw material components for their kyton allies.

Unproven are not permitted to procreate, for fear of their inherent weakness diminishing the entirety of the taur race. Should an unproven have a child, both parents are forced to cannibalize their young before being publicly executed.

Taur Technology

Taur unproven are fitted with a special nethertech item designed to prevent an unproven from being captured and interrogated by enemies.

Suicide Collar **1,000 au**

Capacity special; **Usage** special; **Weight** 20 lbs.; **Restriction** illegal

A *suicide collar* is a dehumanizing shackle placed around the neck of a creature. *Suicide collars* are custom designed for specific creature sizes and cannot be worn by creatures of inappropriate size. A *suicide collar* locks once worn and requires a DC 35 Disable Device check to unlock. Any failure on this check causes the collar to immediately explode.

As a standard action the wearer of a *suicide collar* may trigger the item to detonate. This destroys the collar and instantly kills its wearer in an explosion that deals 5d6 points of damage (half of which is fire damage and half of which is negative energy damage) to all creatures within a 20-foot radius of the *suicide collar.* A successful Reflex save (DC 15) halves this damage.

Construction

Craft DC 25; **Cost** 500 au; Craft Aethertech, Craft Nethertech

Taur, Wrathbringer

The hum of hydraulics emanates from a tall bull-headed humanoid encased in a suit of enormous power armor.

Wrathbringer Taur **CR 7**

XP 3,200

Taur barbarian 1/fighter 2

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Perception +16

Defense

AC 23, touch 8 (18 vs. firearms), flat-footed 22 (+10 armor, +1 Dex, +5 natural, –2 rage, –1 size)

hp 107 (9 HD; 8d10+1d12+56)

Fort +14, **Ref** +7, **Will** +9 (+1 vs.fear)

Defensive Abilities bravery +1, natural cunning

Offense

Speed30 ft.

Melee mwk huge morningstar +15/+10 (3d6+12) and gore +11 (1d6+4)

Ranged thundergun+10/+5 (2d6 electricity/x4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore +19, 2d6+12), rage (7 rounds/day)

Tactics

During Combat A taur wrathbringer rages and charges head-long into melee against the most heavily armored opponent.

Base Statistics When not raging a taur wrathbringer's statistics are:

AC 25, touch 10, flat-footed 24; **hp** 89; **Fort** +12, Will +7

Melee +13/+8 (3d6+9) and gore +9 (1d6+3); **Str** 23, **Con** 1; **CMB** +15, **CMD** 28 (30 vs. bull rush); **Skills** Climb +8; **Special Attacks** powerful charge (gore +17, 2d6+9)

Statistics

Str 27, **Dex** 14, **Con** 19, **Int** 11, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +18 (+20 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Bull Rush Strike[APG], Furious Focus[APG], Great Fortitude, Improved Bull Rush, Power Attack, Step Up, Toughness

Skills Acrobatics –3 (–7 to jump), Climb +10, Intimidate +9, Knowledge (religion) +4, Perception +16, Stealth +1, Survival +14; **Racial Modifiers** +4 Perception, +4 Survival

Languages Abyssal, Taur

SQ engineering intuition, scent

Other Gear *+1 power armor MKII* (*ballistic armor plating MKII*), masterwork huge morningstar, *thundergun*, *aetheric capacitor* (300 au),

Ecology

Environment space

Organization solitary, pair, or platoon (1–2 plus 4–8 unproven)

Treasure double

Wrathbringers stand at the forefront of taur engagements, representing the will of a ravager taur on the field of battle and by extension their warlord. A wrathbringer stands 12 feet tall and weighs 900 lbs.

Ecology

It takes equal measures of raw emotion and martial skill to manage the aggressive instincts of lesser taur, and wrathbringers operate by outperforming their lesser kin in both aspects, preserving their combat skills against enemies while also succumbing to bouts of violent rage. These noted taur lead from the front of engagements, seeking to challenge the greatest combatants among their enemies. By emerging victorious from such challenges, the wrathbringers prove their strength to the unproven who follow them, and earn the choicest of sentient meats for consumption in the battle's aftermath.

In the days since the taur's retreat at the conclusion of the Century War, wrathbringers have led raids to collect Aethera System technology, capturing

native engineers of the system to add their collective knowledge to the taur war machine. The most immediate gain from these incursions is the modification of Hierarchy designed power armor to fit the bulky dimensions of taur bodies. Wrathbringers are so far the only caste to utilize these prototype suits of power armor, in preparation for new nethertech suits intended for the warlords themselves.

Habitat & Society

Wrathbringers directly report to a specific ravager, serving that ravager for life and intimately learning that leader's command structure. When a ravager is slain hierarchy of wrathbringers is thrown into chaos, and each wrathbringer petitions allegiance to a new ravager, often resulting in bloody in-fighting and slaughter of their own in impressive public displays of violence.

The actual title of each taur wrathbringer varies, given to the vanguard by that officer's own commander. Older taur, elevated by the deceased priest caste, include titles such as seneschal or templar. Some of the newer ranks bestowed by taur warlords, in descending order of importance, include: abhran, azun, marghaar, and taurast.



Zahajin, Warleader

A lean humanoid bearing various piscine traits emerges from the twilight, brandishing a heavy axe.

Warleader **CR 4**

XP 1,200

Zahajin bloodrager (greenrager[ACG]) 5

CN Medium humanoid (aquatic, zahajin)

Init+8; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 16, touch 12, flat-footed 12 (+4 armor, +3 Dex, +1 dodge, -2 rage)



hp 52 (5d10+20)

Fort +8, **Ref** +4, **Will** +2

Defensive Abilities aetherite immunity, improved uncanny dodge

Weaknesses aetherite dependency, light blindness

Offense

Speed 20 ft., climb 30 ft., swim 40 ft.; expert climber

Melee masterwork greataxe +11 (1d12+7/×3)

Ranged masterwork javelin +9 (1d6+5)

Special Attacks blood casting, bloodrage (14 rounds/day), confusing critical (DC 16), hatred, leaping charger

Bloodrager Spells Known (CL 5th; concentration +8)

1st (2/day)—*expeditious retreat*, *mage armor*, *magic missile*

Bloodline Fey

Tactics

Before Combat A zahajin warleader will cast *mage armor* and consume its potion of blur.

During Combat Zahajin warleaders are merciless combatants. They will assail enemies from ceilings or walls with thrown javelins

Morale Okanta runebreakers fear nothing and exalt death in battle in defense of their kin; they always fight to the death when defending their clan. Otherwise, an okanta runebreaker may retreat if it is in the better interests of her clan, but such warriors never surrender to an enemy or submit.

Statistics

Str 20, **Dex** 16, **Con** 19, **Int** 8, **Wis** 8, **Cha** 16

Base Atk +5; **CMB** +10; **CMD** 22

Feats Dodge, Eschew Materials[B], Mobility, Psychic Sensitivity [B], Spring Attack

Skills Acrobatics +11, Climb +21, Intimidate +7, Perception +7, Stealth +10, Survival +6, Swim +17; Racial Modifiers +16 Climb, +8 Swim

Languages Zahaj-el

SQ amphibious, fast movement, unfettered fury, weapon familiarity

Combat Gear *potion of blur*; **Other Gear** masterwork greataxe, masterwork javelin (3), *greater talisman of beneficial winds*[OA], *lesser talisman of danger sense*[OA], *lesser talisman of warrior's courage*[OA], *elixir of love*

Ecology

Environment The Darkwild

Organization solitary, pair, or skirmish (1–2 plus 2d6 1st-level zahajin warriors)

Treasure gear; other treasure

The zahajin are a race of ichthyic humanoids dwelling in the Darkwild of Kir-Sharaat. Zahajin dominate the deep places of the erahthi homeworld and exist today as the result of millennia of fey influence and aetherite exposure.

Zahajin physiology varies wildly among individuals. This zahajin warleader stands six feet tall and weighs 180 pounds.

Ecology

Zahajin are mostly humanoid, with a blend of various traits reminiscent of aquatic life—stinging anemone-tentacle "hair", lionfish spines, soft brightly-colored skin or transparent flesh, and numerous other possibilities. They bear vestigial finned arms along their bodies, sometimes on their torsos and other times legs, and often display other additional (and frequently non-functional) limbs. These variations typically follow patterns divided along lines of which fey lord a zahajin serves. Among the zahajin, gender is a varied and complex concept, and blending of what humans see as gendered traits in individuals is extremely common.

The Darkwild is a tangle of roots and cliffs, steep tunnels and rushing rivers. As a result, the zahajin have evolved into unparalleled climbers and swimmers. They easily cling to surfaces smoother than water-slicked limestone and their twisting legs make them powerful swimmers. Zahajin are unaccustomed to flat land, where they move carefully. In all cases, the movement of zahajin is lithe and sensuous, thanks to fey influence.

Zahajin can't survive without near-constant exposure to aetherite radiation. This isn't just a physical malady; zahajin are addicted to the crystallized ley-lines' psychic resonance. In its absence, zahajin quickly become sullen and unstable as their perception of reality warps and their intoxicating dreams fade. In time, they lapse into nightmare-haunted comas, writhing in pain until their aetherite-deprived organs fail.

Habitat & Society

Zahajin society is a chaotic throng of hunter-gatherer tribes. Some are nomadic, wandering the layers of the Darkwild, while others settle villages among the tree-roots and tunnels. Most tribes are led by spellcasters; these are mostly sorcerers, bards, and mediums. The unquestioned rulers of the zahajin, however, are the fey lords. Many tribes pay homage to them, both individually and collectively, and individual zahajin view the fey lords with an almost religious awe. For their part, the fey lords are neither aloof nor distant, mixing with their subjects as the whim takes them; numerous fey bloodlines among the zahajin are testament to their attention.

In addition to the fey lords, zahajin revere aetherite itself, (which they call ajiah, "dreaming together". In places, they create marvelous and exotic shrines to the crystal—twisting lattices and spirals, forests of crystal "trees", and many others—while in other places, they harness its telekinetic potential to create powerful traps or bridges and walls of invisible force.

For sustenance, zahajin rely on hunting, aetherite radiation, and various gathered flora and fungi; their society has little concept of agriculture. Zahajin swarm along the tunnel walls and ceilings of the Darkwild when on the hunt, using their instinctual sensitivity to aetherite emanations to follow and corner prey. Most

Zahajin PCs

The zahajin, with their hyper-specialized abilities and high mobility, might seem tempting to players. Consider carefully before allowing zahajin PCs. If they exceed your preferred power-level for PC races, consider working with the player to create a variant zahajin with more acceptable statistics. Also, don't forget that their aetherite dependency makes survival difficult outside the Darkwild—make sure your campaign can handle this.

can unerringly find their way among the maze of tunnels using this psychic instinct.

Zahajin culture is highly encouraging of creative and artistic pursuits and they are fascinated by pleasing designs or beautiful songs, eagerly sharing their works among their own kind. Their creativity is fueled both by desire for their fey masters' attention and by the dream-trances that zahajin experience instead of mundane sleep. Some seek out intoxicating substances to intensify these dreams, while others commune with aetherite deposits in search of inspiration.

Due to traditions formed in the wake of their conflicts with erahthi, internecine bloodshed is uncommon and frowned upon; zahajin are deeply loath to slay their own. Instead, social warfare is common, whether between tribes or individuals. A wronged zahajin might seduce away a rival's lover, or turn the tribe against a rival through persuasive oration. Magically talented zahajin often enchant or curse those who have wronged them. These principles apply in intertribal conflict as well; a tribe's sorcerers and mesmerists might charm rival tribes' warriors away or dominate rival leaders.

The only (known) Material culture to which the zahajin have any connection is the erahthi, against whom they bear millennia-old resentment. This hatred is fueled by the zahajin collective consciousness, which is still plagued by haunting memories of their slaughter. Additionally, the fey lords' recollection of that ancient war is forever fresh—memories of the butchering of their zahajin, the deaths of their fellow fey, and of the emotional echoes of fear and hate resounding through the psychically-charged Darkwild. This drives many of the fey lords to paranoia, watching vigilantly for threats from above; in the wake of erahthi aetherite-harvesting during the Century War, the fey lords ready their zahajin for battle.

Zahajin Weapons

Zahajin have lived around and manipulated aetherite longer than any race in the Aethera System. While they did not develop technological means by which to manipulate the substance, their craftsmanship with unrefined aetherite is unparalleled.

Zahajin are capable of manufacturing raw aetherite in the below additional form:

Aetherite, tempered raw: By subjecting raw aetherite to alchemical and magical treatments, zahajin can render the substance as hard as steel (not unlike depleted aetherite) but without diminishing the aetherite's inherent radioactive properties. Tempered raw aetherite emits a low level of aetherite radiation to any creature holding or wearing objects created from it, and can be worked into weapons and armor in place of metal. Tempered raw aetherite weapons that score a critical hit on a creature also inflict low aetherite radiation exposure. Items created out of tempered raw aetherite are considered masterwork.

Cost: +1,000 au (light armor), +2,000 au (medium armor), +4,500 au (heavy armor), weapon (+2,000 au), ammunition (+500 au per missile).

Zahajin Characters

Zahajin are defined by their class levels–they do not possess racial Hit Dice. Zahajin possess the following racial traits:

+2 Strength, +2 Dexterity, +4 Charisma, –2 Wisdom: Zahajin are strong and nimble, and

millennia of shaping by the fey have given them a potent mystique and strength of personality. However, aetherite exposure has made them dreamy and easily manipulated.

Humanoid (aquatic, zahajin): Zahajin are humanoids with the aquatic and zahajin subtypes.

Medium: Zahajin have no size adjustments.

Amphibious: Zahajin are comfortable both in and out of water.

Slow Speed: Zahajin have a land speed of 20 ft.

Darkwild Wanderer: Zahajin have a climb speed of 30 ft. and a swim speed of 40 ft.

Expert Climber: Zahajin can cling to smooth walls and even ceilings, as though constantly under the effects of *spider climb*, except that this is an extraordinary effect. This increases their racial bonus on Climb checks to +16.

Wild Senses: Zahajin have darkvision to a range of 60 ft. and low-light vision.

Light Blindness: Abrupt exposure to bright light blinds zahajin for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Hatred: Zahajin receive a +1 racial bonus on attack rolls against erahthi.

Stalker: Perception and Stealth are always class skills for zahajin.

Psychic Sensitivity: Constant exposure to aetherite awakens dormant potential in zahajin. They gain Psychic Sensitivity[OA] as a bonus feat.

Aetherite Radiation Immunity: Zahajin are immune to the toxic effects of aetherite exposure.

Aetherite Dependency: Zahajin take 1 point of Constitution, Wisdom, and Charisma damage for every hour they are not exposed to low (or greater) aetherite radiation.

Languages: Zahajin begin play knowing Zahaj-el. Zahajin with high Intelligence can choose from the following: Aklo, Aquan, Erahthi, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Darkwild Defender: Certain zahajin instinctively draw on the aetherite radiation that permeates the Darkwild to armor themselves in protective force. These zahajin gain a +2 deflection bonus to AC when in an area of moderate or greater aetherite radiation. This ability replaces hatred.

Leap Attack: As a standard action, a zahajin may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a zahajin does not provoke attacks of opportunity for leaving a threatened square. This replaces expert climber and darkwild wanderer.

Seducer: Some zahajin are imbued with the glamour of their fey lords. These zahajin add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, they may use *charm person* once per day as a spell-like ability, with a caster level equal to their character level. This ability replaces psychic sensitivity.

Swarming: Some zahajin are accustomed to living and fighting communally with the rest of their tribe. Up to two of these zahajin can share the same square at the same time. If two zahajin that are occupying the same square attack the same foe, they are considered to be flanking that foe. This ability replaces expert climber.

Water Sense: Some of the zahajin of the Deeping Sea can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water. This ability replaces amphibious and expert climber.

New Creature Subtypes

Aether Subtype: This subtype is usually used for outsiders with a connection to the element of aether. It is also applied to creatures with an intrinsic bond to aetherite.

Aethercraft Subtype: The aethercraft subtype is used for the base hulls of aetherships. As not all aethercraft are constructs (such as the plant ships of the erahthi), this subtype is used to add appropriate adjustments:

Aethercraft with the construct creature type, have no ability scores of their own and, as a result, are immune to any form of ability score damage or drain.

Aethercraft possess no skills or feats.

Aethercraft don't have low-light or darkvision and cannot make Perception checks.

Aethercraft with the construct creature type are repaired by spells such as *make whole* and via specialized uses of the Disable Device skill (see page 344).

Aethercraft possess a number of module slots located in the fore, aft, broadside, and internal.

Azaka Subtype: Azaka are a race of evil insectile aberrations who feed on aetherite.

Traits: Azaka possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 ft.
- *Disruptive Aura (Ex)* Aethertech activated within 30 ft. of an azaka has a 10% chance to consume charges but not function. This percentage increases based on the size of the azaka's hive, as determined by the table below. A successful Will saving throw by attended aethertech negates this effect. Unattended aethertech does not get a save versus this effect. Additionally, creatures with the aether subtype in the aura suffer a –1 penalty to attack rolls and skill checks. This penalty increases as with the size of an azaka's hive mind (see the azaka bestiary entry.) The save DC for this ability is Charisma-based.
- *Hive Mind (Ex)* All azaka within 1 mile of an azaka thought-seeker form a single hive mind. Individual azaka in a hive can be further than 1 mile from one another so long as other thought-seekers form a link between them with no gaps greater than 1 mile. Members of a hive-mind share their awareness and senses freely, and cannot be caught flat-footed or flanked. Any azaka in a hive mind treats their effective Intelligence score as equal to the minimum intelligence offered by the hive mind, unless their own intelligence score is greater. An azaka hive mind manifests special psychic powers, as described in the azaka bestiary entry.
- Immunity to aetherite poisoning and all mind-affecting effects.

Capital Subtype: Capital class aetherships work differently than their smaller counterparts. These ships are massive in scale, dwarfing the standard size classifications associated with creatures. To represent this difference in scale, capital ships operate in a few different ways than regular aethercraft:

Capital ships are divided into sections. Each section is represented independently within the statblock of the ship. Once a section is destroyed, a ship losses access to all slots linked within that section of the ship.

Each section of a capital ship with the construct creature type receives a hit point bonus similar to all other constructs. The smallest capital ships may have a smaller than normal hit point bonus. Significantly larger ships receive a bonus in excess of the normal maximum (+80 for colossal constructs). Capital ships with other creature types (such as plant) add their Constitution bonus for hit points generated on each section of the ship.

Module slots are linked to different sections of a capital ship, as detailed within the statistics section. A module cannot 'cross over' between ship sections, meaning that installed modules must conform to the number of slots available on the specific section they're installed on.

Erahthi Subtype: This subtype is applied to erahthi and creatures related to erahthi.

Okanta Subtype: This subtype is applied to okanta and creatures related to okanta.

Phalanx Subtype: A creature with the phalanx subtype is a living, biomechanical construct.

Traits: Phalanx have the following traits unless otherwise noted.

- Unlike other constructs, a phalanx has a Constitution score. A phalanx does not gain bonus hit points by size but gains (or loses) bonus hit points through a Constitution bonus (or penalty) as with other living creatures.
  Unlike other constructs, a phalanx only possesses the following immunities: disease, exhaustion, fatigue, poison, and sleep effects.
- A phalanx heals damage naturally, like a living creature, but can neither be healed by positive nor harmed by negative energy, nor is a phalanx susceptible to negative levels. Phalanx can be repaired by spells such as *make whole* and can be treated for damage with the Disable Device skill as though they were subjected to a Heal check.
- A phalanx reduced to 0 hit points falls unconscious and begins to bleed out like a living creature and dies when reduced to a negative total of hit points equal to double the phalanx's Constitution score.
- Phalanx can be raised or resurrected, but only if subjected to the effect within 1 hour per Hit Die possessed, regardless of the normal nature of the spell or effect.
- Phalanx cannot become undead creatures.
- Phalanx do not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items such as *heroes' feast* and potions.
- Phalanx do not need to sleep, but must rest for 8 hours before preparing spells.

Plant Symbiont Subtype: This subtype is applied to plant creatures. Plant symbionts are a unique form of plant-life created by the erahthi, possessing the ability to bond to a host organism.

Plant symbionts have the following traits.

- Plant symbionts gain DR/slashing equal to their Hit Dice.
- Like vermin, plant symbionts possess no Intelligence score and gain an immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- *Bond (Ex)*: As a full-round action a plant symbiont may bond with an adjacent, medium-sized host creature, at the prospective host's command, occupying the item slot listed in its entry. Plant symbionts cannot bond if the intended item slot is already equipped with a magic item. While bonded, the plant symbiont cannot perform any of its own actions and may not use any extraordinary, spell-like, or supernatural abilities it possesses.
  A symbiont retains its damage reduction and regeneration while bonded to a host. When bonded, the plant symbiont can be attacked normally using its host's AC and the symbiont's hit points. A symbiont reduced to 0 hit points immediately detaches from its host and ceases providing any host abilities. A symbiont's host creature can will the plant symbiont to detach itself as a full-round action and it appears in an empty square adjacent to the host. A host may have a maximum of 1 symbiont per point of Constitution bonus (minimum 1).
- *Host Abilities (Ex)*: Each plant symbiont grants its bonded host one or more special abilities as described in its entry.
- *Mind Link (Su)*: When a plant symbiont bonds with a host creature, it immediately establishes an empathic mental link with the creature. A plant symbiont can be taught tricks through this mental link by a host with ranks in the Handle Animal (Symbiont Handling) skill unlock.
- *Symbiont Healing (Ex)*: Plant symbionts heal a number of hit points per day equal to twice their Hit Dice.

Zahajin Subtype: This subtype is applied to zahajin and creatures related to zahajin.

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, non-exclusive 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 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, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Advanced Bestiary, © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Anger of Angels, © 2003, Sean K Reynolds; .

Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

***Kobold Quarterly* Issue 7**, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!.

Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook; .

Path of the Magi, © 2002, Citizen Games/ Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide, © 2014, Paizo Inc.; Authors:

Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4, © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5, © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

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 Bestiary, © 2009, Paizo Publishing, LLC; Authors: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stephens, James L. Sutter, and Greg A. Vaughn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2009, Paizo Publishing, LLC; Authors: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Mythic Adventures, © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Occult Adventures, © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Combat, © 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 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.

Pathfinder Roleplaying Game Ultimate Intrigue, © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

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.

Skreyn's Register: The Bonds of Magic, © 2002, Sean K Reynolds; .

The Book of Experimental Might, © 2008, Monte J. Cook; All rights reserved.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might, © 2002, Monte J. Cook; .

The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author: Scott Greene.

The Tome of Horrors II, © 2004, Necromancer Games, Inc.; Author: Scott Greene.

Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

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.

Aerial Servant from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc.; Published and distributed by Frog God Games; Authors: Clark Greene and Clark Peterson, based on original material by Gary Gygax.

Amphisbaena from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax..

Angel, Movanic Deva from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movanic Deva from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Atomie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Baphomet from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Brownie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Bunyip from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, based on original material by Albie Fiore.

Cave Fisher from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Forlarren from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone.

Forlarren from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Genie, Marid from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Giant, Wood from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene, based on original material by Wizards of the Coast.

Grippli from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Grippli from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Hangman Tree from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Hangman Tree from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Jackalwere from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kamadan from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

Kelpie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Magma ooze from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Marid from the *Tome of Horrors III*, © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Mihstu from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickling from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Quickling from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickwood from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Russet Mold from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Sandman from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Tentamort from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Russell Cole.

Troll, Ice from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.

Troll, Rock from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene.

Troll, Rock from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Yellow Musk Creeper from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Albie Fiore.

Yellow Musk Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Aethera Campaign Setting, © 2017, Encounter Table Publishing; Authors: Jesse Benner, John Bennett, Robert Brookes, Duan Byrd, Jeff Dahl, Andrew Fields, Kaelyn Harding, Thurston Hillman, Nicholas Hite, Sarah Hood, Andrew Marlowe, Monica Marlowe, Daniel Hunt, Andre James, Patrick N.R. Julius, Mike Kimmel, Isabelle Lee, Jessica Powell, Joshua Rivera, David N. Ross, Todd Stewart, Jeffrey Swank, Jacob Thomas, Chris Wasko, and Scott Young.


II
I
III
Prima
Kasnik
Lathiea
Sharaz
Monument
Glint
Vandal
VI
Behemoth
Ion
Optima
V
Stard
Axiom
Hope
Kalahia
IV
Kilees
Natorva
Orthanum
Praxlene
VII
Orbis Arganta
AETHERA
I
ASHRA
II
AKASAAT
III
KIR-SHARAAT
IV
AMRITA BELT
V
SERAOS
VI
ORBIS AUREA
VII
THE AETHERA SYSTEM

SPACE ADVENTURE

Experience the Pathfinder Roleplaying Game like never before! Discover worlds where magic and technology exist together, where powerful spacefaring vessels called aetherships ply the skies and the stars. The Aethera System is a binary star system of multiple inhabited worlds that have only just survived a century long war, and live in the shadow of an impending intergalactic invasion. Inside this massive and exciting tome you will find:

- Four new races: Erahthi, plant-like entities with ties to a mysterious verdant elemental plane. Infused, survivors of magical experiments that possess a psychic network and telekinetic abilities. Okanta, giant-blooded humanoids endowed with powerful bestial traits and remarkable cunning. Phalanx, bio-organic constructs with living souls capable of tapping into past-life memories.

- A new base class: the cantor, a divine spellcaster that uses the prophecy and song to debilitate enemies and enhance themselves and their allies.

- Six new worlds to explore: The twin stars of Aethera and Ashra, the wasteland world of Akasaat, the jungle planet Kir-Sharaat, the Amrita Asteroid Belt, the gas giant Seraos, and the shrouded ice world of Orbis Aurea.

- New rules for exciting, fast-paced vehicle combat that involves the entire party and allows you to build and captain your own ships.

- New hybrid magical technology—aethertech—from mechanical prosthetics to unstoppable powered armor.

- Dozens of new class archetypes, feats, spells, and MUCH, MUCH, MORE!

$59.99
ISBN 978-0-9986469-0-9
55999>
9 780998 646909

LEGENDARY GAMES

ENCOUNTER TABLE PUBLISHING