

DRED DAN

— Realm of Metal & Myth —



Campaign Sourcebook

PATHFINDER®

ROLEPLAYING GAME COMPATIBLE



DREDAN

Realm of Metal & Myth

Campaign Sourcebook

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

OPEN GAME LICENSE AND COPYRIGHT INFORMATION

Dredan Realm of Metal & Myth is published under the Open Game License Version 1.0a. Except for material specifically identified below as Open Game Content, no portion of this work may be used, Distributed (defined below), copied, edited, formatted, modified, translated or Derivative Material (defined below) otherwise created without the prior written permission of Metal & Myth, LLC. All material in this work that is not clearly identified as Open Game Content is subject to copyright protection.

Open Game Content: The following material within this work is Open Game Content under Wizards of the Coast, Inc.'s Open Game License Version 1.0a Section 1(d) (the "OGL") unless otherwise stated:

- From Chapter 1 "Races" – as per the Content Note at the beginning of the chapter, which are the races described under the following headings: Humans, Elves, Dwarfs, Gnomes, Half-Elves, Half-Orcs, Halflings and Other Races.
- From Chapter 3 "Skills and Feats" – as per the Content Note at the beginning of the chapter, this includes the entire chapter except all of the New Dredan Feats.
- Chapter 4 "Jusay Crystals" – as per the Content Note at the beginning of the chapter which includes, Other Power Sources – Tables 4.4 and 4.5 and only those rows of Table 4.6 that do not specify that they relate to Jusay crystals. Everything else related to Jusay crystals are not open game content.
- Chapter 5 "Magic Items of Dredan" – as per the Content Note at the beginning of the chapter, this entire chapter is Open Content.

Product Identity: The following are Product Identity (defined in Section 1(e) of the OGL): all material or references listed in Section 1(e) of the OGL and all of the following items noted at the beginning of each chapter as Closed Content:

- Dredan Realm of Metal & Myth – all physical devices, stories, storylines, plots, themes, thematic elements and text
- Chapter 1 – the entire chapter including, but not limited to, the following races: Blus, Felonians, Mandorians, and Void except those races specified in Chapter 1 under Open Game Content
- Chapter 2 – the entire chapter
- Chapter 3 – all new Dredan Feats
- Chapter 4 – the entire chapter except as noted above in Open Game Content
- Chapters 6, 7, 8, 9 and 10 – the entire chapters
- All artwork, graphic representations, illustrations, symbols, logos, designs, depictions, likenesses, maps and cartography contained in this work including, but not limited to, Mandorian Cross-Teeth, VOID "V" and Felonian Life Protector Icon
- Dredan Star Chart Reference
- The proper names, personality, descriptions and/or motivations of all artifacts, characters, races countries, creatures, geographic locations, gods, deities, historic events, magic items, organizations and/or groups, including, but not limited to, Mandor, Glacium, Cryas, Fethduaim, Kai, Oaud, Rodum, Cien, Mia, VOID, VOID I, Kremisus, Luxsyn, Trejahie, Multva, Atian, Dutwin, Hemafrust, Drukox, Humog, Minerr, Prawnt, Vull, Felon, Fenduar, El Fenduar, Curdremada, Istium, Gour Hole and the Three Sisters, Black Rock Belt, Complex Crystal Lattice, Tedeum, Ti, Legas, Tera-Minor, Desta Outpost, Goduk, Hailum, Ilum, Destinium, Cerstian,

Durkum, Liqui, Beltenue, Keskin, Dueed, Wedlust, Xavest, Ruin, Jung, Plistin, Castereun, Heruin, Bardu, Tolu, Cordne, Zoi, Broki, Kistae, Mortig, Daath Lurk, Peseuxid, Daus, Kainan, Suka, Inan, Sespoul, Tro, Goddragon, Skulskel City, Askern, Quintepian, Muk, Ruinoid, Dramad, Piestu, DroKac, Tuk, Zaus, Daath, Oid, Trench City, Drillgus, Togus, Tegada Hole, Poiku, Deahua, Kutes, Palace of the Light, KalVu, Mador, MethainDium, Cistian, Mecoin, Trevel, ASP, Armadan, Kaladrian, IPDS, Hades, Havoc, Incubator, Genocide, Syntenetics, Krondemek-Dredan, Ater Lux-Lucis, Crommandant, Creature Reaver, Legacy Snynpiot and Felonian Life Protector.

- None of the Product Identity is open game content and all Product Identity is copyright protected.

The mention or any reference to any company or product in this work is not a challenge to the trademark or copyright concerned.

Metal & Myth, LLC retains all rights to its logos, trademarks, identifying marks and trade dress used in or related to this work.

2009 © Metal & Myth, LLC, licensee; Authors Rod Wilkins and Bryan Wilkins. All rights reserved.

Paizo Publishing, LLC Pathfinder® Roleplaying Game Compatibility License

Last updated March 3, 2009

1. Acceptance of Terms

By submitting an application to use the Pathfinder Roleplaying Game Compatibility Logo, you accept and agree to be bound by the terms and conditions of this license agreement ("License"). (The application can be found and submitted online at <http://paizo.com/pathfinderRPG/compatibility>.)

2. Copyrights and Trademarks

You acknowledge and agree that Paizo Publishing, LLC ("Paizo") owns all trademarks and copyrights in and to the Pathfinder Roleplaying Game Compatibility Logo ("Compatibility Logo"). You agree not to contest Paizo's ownership of any intellectual property rights in or to the Compatibility Logo, during the term of this License or thereafter. You also agree not to create or use any names or trademarks similar enough to our trademarks that consumers could be confused about whether the item was produced by or on behalf of Paizo.

3. License Grant

If you are in compliance with all of the terms and conditions of this License and the usage requirements set forth in Exhibit A ("Usage Requirements"), you will be granted a non-transferable, non-sublicensable, non-exclusive, royalty-free license to use the Compatibility Logo in printed books, electronic books, and freely available websites in connection with products that are compatible with the Pathfinder Roleplaying Game, subject to the obligations and limitations set forth in this License.

You may use the Compatibility Logo only to indicate that your product is compatible with the Pathfinder Roleplaying Game. You may not use the Compatibility Logo unless your game product is fully compatible with the Pathfinder Roleplaying Game (see Section 5. Compatibility). The Compatibility Logo may only be used on Pathfinder Roleplaying Game compatible products and in advertisements and websites directly promoting those products. The Compatibility Logo may only be used in the manner specified in this License and in the Usage Requirements and may not be modified except as specifically set forth in the Usage Requirements.

The Compatibility Logo may only be used under this License in connection with materials you publish under the Open Gaming License 1.0a ("OGL"), a copy of which can be viewed [here](#). You may not use the Compatibility Logo in any way that the OGL prohibits. (Note that you are solely responsible for assuring

you use the OGL correctly.) The Compatibility Logo is designated as Product Identity, not Open Game Content, as those terms are defined in the OGL.

No license or permission is granted (either expressly or by implication) with respect to any trademarks, copyrights, or other intellectual property right except the Compatibility Logo, and any right not specifically granted hereunder is expressly reserved to Paizo.

4. Usage Restrictions

The license granted hereunder is expressly limited to use of the Compatibility Logo in printed books, electronic books, and freely available websites. Anyone seeking a license for any other use should contact Paizo directly, at licensing@paizo.com.

You may not use the Compatibility Logo in a way that suggests Paizo owns, endorses, or is in any way responsible for any part of your product, or for any conduct of your business, or that suggests that you have any relationship beyond a mere license with us, unless we have a separate agreement that lets you do so. You also may not state or suggest that we guarantee your product's compatibility with the Pathfinder Roleplaying Game.

The titles of your products may not include any Paizo trademarked terms (or marks confusingly similar thereto), including "Pathfinder" or "Pathfinder Roleplaying Game."

You may not use Paizo's trade dress for your products or advertisements—that is, you may not design your products to look confusingly similar to Paizo's products.

You may not do anything illegal in or with products produced under this License.

You must use your best efforts to preserve the high standard of our trademarks. You may not use this License for products that the general public would classify as "adult content," offensive, or inappropriate for minors.

You may not release any compatible products until August 13, 2009 (the scheduled release date for the Pathfinder Roleplaying Game).

5. Compatibility

In order to make use of the compatible content, your product must operate under and rely on the Pathfinder Roleplaying Game. Standalone game systems are in no event authorized hereunder.

You agree to use your best efforts to ensure that the licensed products are fully compatible with the Pathfinder Roleplaying Game as published in August, 2009. Your products may additionally be compatible with other systems.

If you wish to reference sections of the Pathfinder Roleplaying Game or supplemental products in your product, you may do so in the following form:

See the "Elf Racial Traits" section in Chapter 3 of the Pathfinder Roleplaying Game.

You may not use page numbers, as they may change in licensed translations and in subsequent printings. The list of products you may reference is set out in Exhibit B, which Paizo may update at any time. You may not reference any Paizo products that are not listed in Exhibit B without express written permission. If you want to publish in a language other than English, and we have published (or have licensed the rights to publish) the Pathfinder Roleplaying Game in that language, you must use the exact translations prepared for that foreign-language edition of the Pathfinder Roleplaying Game. In the case that the licensed translation has not yet been released, you must wait until the translation is released before you can release your product in that language. The list of currently licensed languages is provided as Exhibit C, which may be updated at any time.

6. Effective Dates

The License will become effective as soon as your application is accepted by Paizo.

7. Breach and Cure

If you fail to comply with any of the terms of this License, you will be in breach and we will have the right to terminate this License. We will send notice to the contact information you provided in your registration. You will have thirty days from the date we send notice to cure the breach to our satisfaction. If the breach has not been fully and completely cured, we reserve the right to terminate the License with no further notice. After termination, you will not have the right to secure a new license from us without specific written consent.

8. Termination

We can terminate this License at any time, at our sole discretion.

If we terminate the License due to breach, you have to immediately stop selling products that use the Compatibility Logo and you must destroy all of your inventory of those products (including all marketing material). You may not make any more products that use the Compatibility Logo. You must immediately suspend any advertisements and any web content promoting products that use the Compatibility Logo. If there are any costs associated with any of this, the responsibility for paying them is exclusively yours.

If we terminate the License for any reason other than breach, you may no longer make any new products using the Compatibility Logo, but you may continue to sell existing physical products that were compliant under this License as long as you have inventory. If you sell out of a compliant product, you must remove the Compatibility Logo from future print runs. In the case of products that do not have physical inventory, such as PDFs, you must stop selling them within 30 days of termination, but if you remove the Compatibility Logo from them, you may start selling them again.

Note that if we terminate this License, and you publish products that make use of our copyrighted content available under the OGL, you still have to attribute it to Paizo Publishing, LLC, as required by the OGL. If you fail to comply with your post-termination obligations, you agree that any resulting dispute will be resolved in courts located in King County, Washington, and you agree to be subject to the jurisdiction of such courts. You agree that such courts will be mutually directed to award the prevailing party in any dispute its legal fees and court costs in addition to any other appropriate monetary or injunctive relief such court deems appropriate.

9. Updates

Paizo may update this License at any time. The latest version is available at <http://paizo.com/pathfinderRPG/compatibility>. If you published anything under a previous version of this License, you can choose to use either the version in place at the time you originally published the work or the updated version. For new products, you may only use the current version of the License.

We may update the Exhibits at any time; if we do, we will send notice to the contact information you supplied in your registration. You must always use the most recent version of each Exhibit. The Exhibits are incorporated within the terms of this License by this reference.

We may update the Compatibility Logo and the text required by Exhibit A ("Compatibility Text") at any time; if we do, we will send notice to the contact information you supplied in your registration. You agree to use good faith efforts to stop using old Compatibility Logos and Text and start using the updated Compatibility Logo and Text for new products. You may continue to sell items made with the old Compatibility Logos or Text as long as you continue to comply with the terms of this License. If you reprint any products that were originally published using old Compatibility Logos or Text, we request, but do not require, that you use the new Compatibility Logo and Text.

10. Notices to Licensors

You agree to keep your contact information on your registration current. Any notices to you will be sent to that address. You agree that anything sent to the contact information constitutes valid notice and service of process on you.

11. Licensed Product

You agree to send at least one copy of each licensed product to Paizo Publishing, Attention: License Manager at Paizo's mailing address listed at <http://paizo.com/paizo/about/contact>. In the case of electronic books, you may send them electronically or on a CD, DVD, or other common medium in a broadly and freely reviewable format. The first time you produce a product under this License, you must send us a copy of that product within 30 days; after that, you may take up to six months to send us a copy. (After the first product, you can send us one package every six months if you like, assuming you produce products that often.) We also request that you send us copies of any printed advertising or other marketing done in connection with the licensed products, but that is optional.

12. Arbitration and Jurisdiction

Paizo and you agree that all disputes related to this License shall be governed by the local laws of the State of Washington. Both you and Paizo irrevocably and unconditionally consent to submit to the exclusive jurisdiction of State and Federal courts located in King County, Washington with respect to any claim, action or legal proceeding related to this License, and both you and Paizo agree to bring all legal action related to this License before such courts.

13. Warranties and Limitation of Liability

Paizo makes no warranties about the suitability of the Compatibility Logo or the License for your business. Paizo is not obligated to provide support for your use of the Compatibility Logo. Paizo may not be held liable for any damages (incidental, consequential, or otherwise) resulting from your use of the Compatibility Logo or your agreeing to this License.

14. Indemnification

You agree to defend, indemnify and hold Paizo harmless from any claims, demands or suits brought with respect to any products produced by or for you.

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's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Traveller's Handbook Copyright 2002 QuikLink Interactive, Inc.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 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.

Dredan Realm of Metal & Myth Copyright 2009, Metal & Myth LLC; Author Bryan Wilkins

Credits

Design and Author: Bryan Wilkins

All Artwork: Rod Wilkins

Play testers: Grady, Ranger, Bryce, Josh, Chris and Kelly

Special thanks to Kelly Speelman for the Personal Weapons tables and the Dredan Planar Topology

Please visit us online at <http://www.dredan.com>

Metal & Myth LLC

11846 S. Breeze Grass Way

Parker CO, 80134

(303)808-4936

Dredan Realm of Metal and Myth, Metal & Myth LLC, Metal & Myth logo, all images associated with Dredan are ©2009 Metal & Myth LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Metal & Myth LLC.

This product is a work of fiction. Any similiarity to actual people, organizations, places, or events is purely coincidental.

Printed in the USA. ©2009 Metal & Myth LLC

ISBN:

DREDAN ~Realm of Metal & Myth~

Campaign Sourcebook

Table of Contents

Contents

INTRODUCTION TO DREDAN	18
PROLOGUE	18
WHY DREDAN IS DIFFERENT.....	19
HELPFUL RESOURCES FOR RUNNING THE DREDAN CAMPAIGN SETTING	19
DREDAN SPACE TRAVEL VS. PLANAR TRAVEL	19
THE LOCATION OF THE DREDAN REALM (PLANAR TOPOLOGY)	19
JUSAY CRYSTALS: THE FUTURE POWER SOURCE	21
PAST AND PRESENT OF DREDAN	21
CHAPTER 1: DREDAN RACES	22
BLU (BIOLOGICAL LIVING UNIT)	22
<i>BLU Racial Traits</i>	25
<i>Positive Energy Subtype</i>	26
FELONIAN	26
<i>Felonian Racial Traits</i>	28
MANDORIAN.....	28
<i>Mandorian Racial Traits</i>	30
VOID	30
<i>VOID Racial Traits</i>	34
<i>Negative Energy Subtype</i>	35
SIDEBAR: THE CREATION OF A VOID	35
<i>The Discovery of the VOID</i>	35
<i>The harvest</i>	36
Bio-Cycle I (10% Dark Jusay Injection).....	37
Bio-Cycle II (20% Dark JusayInjection).....	40
Bio-Cycle III (30% Dark Jusay Injection).....	42
Bio-Cycle IV (40% Dark Jusay Injection)	42
Bio-Cycle V (50% Dark Jusay Injection)	42
Bio-Cycle VI (60% Dark JusayInjection)	43
Bio-Cycle VII (70% Dark Jusay Injection).....	44
Bio-Cycle VIII (80% Dark Jusay Injection).....	44
Bio-Cycle IX (90% Dark Jusay Injection).....	44
Bio-Cycle X (100% Dark Jusay Injection).....	45
DWARVES	47
ELVES	47
GNOMES	48
HALF-ELF	48
HALF-ORC	48
HALFLINGS.....	48
HUMANS.....	49
OTHER RACES.....	49
CHAPTER 2: PRESTIGE CLASSES.....	50
LEGACY SYNPIOT	50

<i>Requirements</i>	51
<i>Class Skills</i>	51
<i>Class Features</i>	51
<i>Becoming a VOID</i>	54
LIFE PROTECTOR	54
<i>Requirements</i>	55
<i>Class Skills</i>	55
<i>Class Features</i>	57
MANDORIAN VOID HUNTER.....	58
<i>Requirements</i>	59
<i>Class Skills</i>	59
<i>Class Features</i>	59
VOID CREATURE REAVER	60
<i>Requirements</i>	61
<i>Class Skills</i>	63
<i>Class Features</i>	63
VOID CROMMANDANT	64
<i>Requirements</i>	66
<i>Class Skills</i>	66
<i>Class Features</i>	66
VOID DREDAN KNIGHT	67
<i>Requirements</i>	68
<i>Class Skills</i>	68
<i>Class Features</i>	68
<i>Dredan Knight Spell List</i>	70
CHAPTER 3: SKILLS & FEATS	71
TECHNOLOGY AND SKILLS.....	71
TECHNOLOGY LEVELS (TL) AND SKILL EQUIVALENTS	71
CASCADE SKILLS	75
FEATS	75
<i>ACQUIRING HIGHER TECH LEVEL FEATS</i>	75
<i>NEW DREDAN FEATS</i>	76
BIO-REVERSAL (Special).....	76
CREATE SYNTENETICS (Item Creation)	76
IMPROVED BIO-REVERSAL (Special)	77
IMPROVED VEHICLE EVASION (General)	77
INSTALL SYNTENETICS (General)	77
JUSAY GEOLOGIST (General)	78
REPAIR SYNTENETICS (General)	78
SPEED CRAFTING (General)	79
SUPERIOR BIO-REVERSAL (Special).....	79
VEHICLE EVASION (General).....	79
<i>OPTIONAL RULE</i>	79
CHAPTER 4: JUSAY CRYSTALS	81
DARK JUSAY	82
JUSAY CRYSTAL ATTRIBUTES	83
<i>Jusay Crystal Classifications</i>	83
<i>Rarity</i>	84
<i>Value Per Cubic Inch</i>	84
<i>Power Ratio</i>	84
<i>Radiation damage</i>	84
UTILIZATION OF JUSAY POWER SOURCES	84

JUSAY CRYSTAL CLUSTERS	85
JUSAY POWER AND CONVERSION	87
JUSAY CRYSTAL POWER PLANTS	88
OTHER POWER SOURCES	88
CHAPTER 5: MAGIC ITEMS OF DREDAN.....	89
CREATION OF MAGICAL JUSAY ITEMS	89
<i>Creating Jusay Weapons</i>	90
<i>Examples of Jusay Weapons</i>	90
<i>Jusay Armor</i>	91
<i>Magic Armor and Ability Descriptions</i>	91
<i>Jusay Potions</i>	93
<i>Jusay Rings</i>	94
<i>Scrolls</i>	98
<i>Jusay Rods</i>	98
<i>Jusay Staffs</i>	100
<i>Jusay Wands</i>	103
<i>Jusay Wondrous Items</i>	104
PREREQUISITES OF JUSAY ITEM CREATION	104
JUSAY CRYSTALS IN MAGIC ITEMS.....	104
JUSAY COSTS AND GAME BALANCING.....	104
CHAPTER 6: DREDAN BLOODLINES, SPELLS & DOMAINS	106
SORCEROR BLOODLINES.....	107
<i>Negative</i>	107
<i>Positive</i>	108
NEW BARD SPELLS	108
NEW CLERIC SPELLS	108
NEW CLERIC DOMAINS.....	109
<i>Negative Domain</i>	109
<i>Positive Domain</i>	110
SIDEBAR: ATER LUX-LUCIS (THE SOURCE)	110
NEW DREDAN KNIGHT SPELLS	112
NEW DRUID SPELLS	113
NEW LIFE PROTECTOR SPELLS	113
NEW PALADIN SPELLS	114
NEW RANGER SPELLS.....	114
NEW SORCERER/WIZARD SPELLS	114
DREDAN SPELL DESCRIPTIONS	115
<i>ANTI-NEGATIVE FIELD</i>	115
<i>ANTI-POSITIVE FIELD</i>	115
<i>BRILLIANCE</i>	116
<i>DETECT ENERGY</i>	116
<i>DETECT LIVING</i>	117
<i>ENERGY SHIELD</i>	118
<i>LIFE WARD</i>	118
<i>MAGIC CIRCLE AGAINST NEGATIVE ENERGY</i>	118
<i>MAGIC CIRCLE AGAINST POSITIVE ENERGY</i>	119
<i>NEGATIVE AURA</i>	120
<i>NEGATIVE ENERGY WARD</i>	120
<i>NEGATIVE RESISTANCE</i>	121
<i>NEGATIVE WORD</i>	121
<i>POSITIVE AURA</i>	122

POSITIVE ENERGY WARD.....	122
POSITIVE RESISTANCE.....	122
POSITIVE WORD	123
VIBRANCE	123
WALL OF NEGATIVE ENERGY.....	123
WALL OF POSITIVE ENERGY.....	124
CHAPTER 7: SYNTENETICS (THE FUSION OF CREATION SCIENCE AND CREATURE).....	125
ORIGIN OF SYNTENETICS	125
VOID SYNTENETICS	125
CREATING SYNTENETICS.....	127
INSTALLING SYNTENETICS	128
INSTALLED SYNTENETICS	128
SYNTENETIC DESCRIPTIONS	128
SYNTENETICS IN COMBAT.....	134
HOW SYNTENETICS WORK	135
CHAPTER 8: TECHNOLOGY EQUIPMENT	136
PERSONAL WEAPONS.....	136
STUNNERS	144
ENERVATORS.....	144
SAPPERS	144
BOGGERS.....	144
ARC WEAPONS	144
COMBAT UTILIZING DREDAN WEAPONS	145
VEHICLES.....	145
<i>Mandorian VOID Hunter</i>	145
Combat.....	147
<i>VOID Holocaust</i>	147
Combat.....	149
VEHICLE EQUIPMENT	150
<i>Handheld Weapons</i>	150
Vehicle-Blade	151
Vehicle-SCYTHE	152
<i>Creating Handheld Vehicle Weapons (TL12)</i>	152
INTEGRATED WEAPONS	153
MISCELLANEOUS VEHICLE EQUIPMENT	153
SPINAL NODE NEURAL LINK.....	153
NOTES TO THE DM REGARDING DREDAN COMBAT:.....	153
CHAPTER 9: STARSHIPS	154
MANDORIAN STARSHIPS.....	154
<i>ASP-M/F (Atmospheric Solaric Propulsion)</i>	155
<i>KALADRIAN (Scout, Survey and Science Starship)</i>	156
<i>IPDS (Inter Planetary Defense Ship)</i>	156
<i>ARMADAN (Mandorian Space Armada Flagships)</i>	157
VOID STARSHIPS	164
<i>HADES (fighter)</i>	164
<i>HAVOC VVT (VOID Vehicle Transport)</i>	164
<i>INCUBATOR (Bio-Research Center)</i>	166
<i>GENOCIDE (VOID FCV and Dreadnaught)</i>	170
<i>GENOCIDE Layout</i>	170
DM NOTES ON DREDAN STARSHIPS	170

PUBLIC TRANSPORTATION IN DREDAN	174
CHAPTER 10: DREDAN REALM	175
DREDAN STAR CHART	175
DREDAN ECONOMICS	177
MANDORIAN EMPIRE.....	178
<i>Mandorian Empire Systems</i>	179
MANDOR SYSTEM.....	179
Mandor (Homeworld)	179
Tibun (The Shadow Planet)	180
Nymphitu (The Pleasure Planet)	181
Nefrutara (The Planet of Life)	181
Custu (Mandorian Military Training Facility)	182
<i>GLACIUM System</i>	182
Glacium (The Frozen Planet)	184
<i>CRYAS System</i>	185
Cryas I (Planet of Knowledge)	185
Cryas II (Illum Democracy)	185
Cryas III (The Original)	186
Wysp (The Shipyard)	187
Du (Mining Central).....	187
Arkai (The Waterworld).....	187
Bauai (The Neutral Planet)	188
Spek (The Unbothered Planet)	188
<i>FETHDUAIM System</i>	189
FethDu (The Gravity Planet).....	189
Zedorican (The Planet of Fey)	189
Truxic (The Dead Planet)	190
<i>KAI System</i>	190
Kai (MSA Assembly Planet)	191
Keeb (The Mineral Planet)	191
Druin (TPP, Tropical Pleasure Planet).....	192
Ashur (The Ash Planet).....	192
Coaab (Kai Gas Giant).....	193
<i>OAUD System:</i>	193
Koradin (The Air Planet)	194
Kuidu (The Earth Planet)	194
<i>RODUM System</i>	195
Rodum (Dead planet).....	196
<i>CIEN system</i>	196
Meccud (Maximum Security Planet)	197
Pian (Minimum Security Planet).....	198
<i>MIA System</i>	199
Wystem (The Refugee Outpost).....	200
VOID EMPIRE	200
VOID EMPIRE SYSTEMS	201
VOID I SYSTEM	202
VOID I (The Split Planet).....	202
VOID II (The Red Wasteland).....	203
Esus	204
Plaeudic (Cold White Dwarf)	204
Soekid.....	204
Exodaus (Planetary Moon).....	204
Kru.....	205
Tleus.....	205
<i>KREMISUS System</i>	205

Campion	206
Isterdun	206
LUXSYN System	207
Luxsyn (The Metal Star)	207
TREJAHIE System	208
Dragoun (Dragonworld)	208
Bardaes	209
Currauntion	210
Ikki	210
MULTVA System	210
MulDaath (Prison and Harvest Planet)	211
ATIAN System	211
Zeuk	212
Muk (The Monstrous Planet)	212
DUTWIN System	213
DUTWIN (Never-ending Light)	213
HEMAFRUST System	214
Hemafrust	214
SOVEREIGN REGIONS OF DREDAN	215
MYSTICS System	215
Mortifan	216
Crauxzin I	216
Crauxzin II	216
Crauxzin III	217
DruKox System (S.A.W.S. Battle System)	217
DruKox (The Ruined Planet)	217
HUMOG System	218
MINERR System	219
Minerr I (Largest Asteroid)	221
Minerr II (Second Largest Asteroid)	221
Tegada (Smallest Asteroid)	222
PRAWNT System	222
VULL (MINIATURE GALAXY?)	222
FELON System	223
Felon (Felonian Homeworld)	223
Estius (Meeting Place of the Purest of Heart)	224
FENDUAR System	225
El Fenduar (Elven Nations)	225
CURDREMADA System	227
Troocan (Human Homeworld)	227
Quidu	228
Cystees (Gas Planet)	228
Trintis (The Water Planet)	228
ISTIUM System	229
Istium (Monster Planet)	229
GOUR HOLE and the THREE SISTERS	230
BLACK ROCK BELT	230
COMPLEX CRYSTAL LATTICE	232
ABOUT THE AUTHOR	233
ABOUT THE ARTIST	233

TABLES

TABLE 2-1: VOID LEGACY SYNPIOT	52
TABLE 2-2: LIFE PROTECTOR	55
TABLE 2-3: MANDORIAN VOID HUNTER.....	58
TABLE 2-4: VOID CREATURE REAVER.....	61
TABLE 2-5: VOID CROMMANDANT.....	66
TABLE 2-6: CROMMANDANT DAMAGE BONUS	67
TABLE 2-7: VOID DREDAN KNIGHT	69
TABLE 3-1: SKILLS AND TECHNOLOGY LEVELS	72
TABLE 3-1: SKILLS AND TECHNOLOGY LEVELS CONT... ..	73
TABLE 3-1: SKILLS AND TECHNOLOGY LEVELS CONT... ..	74
TABLE 3-2: INSTALL SYNTENETICS DC MODIFIERS.....	77
TABLE 3-3: REPAIRING SYNTENETICS	78
TABLE 4-1: JUSAY CRYSTAL CLASSIFICATIONS.....	82
TABLE 4-2: RAW JUSAY CRYSTAL RADIATION EFFECTS	83
TABLE 4-3: CRYSTAL DRAIN SAVES AND RECHARGE RATE.....	85
TABLE 4-4: JUSAY CONVERSION DC'S	86
TABLE 4-5: JUSAY LARGE CRAFT AND STARSHIP POWER PLANTS	87
TABLE 4-6: JUSAY VEHICLE AND STARSHIP POWER PLANTS	88
TABLE 5-1: JUSAY ARMOR	92
TABLE 5-2: JUSAY RINGS.....	95
TABLE 5-3: JUSAY RODS.....	99
TABLE 5-4: JUSAY STAFFS	100
TABLE 5-5: JUSAY WANDS AND STAFFS	103
TABLE 6-1: TWO IN ONE (THE DEMOGRAPHICS OF AN INSANE DEITY)	111
TABLE 6-2: DETECT ENERGY.....	116
TABLE 6-3: DETECT ENERGY AURA STRENGTH.....	117
TABLE 6-4: DETECT LIVING.....	117
TABLE 6-5: DETECT LIVING AURA STRENGTH.....	117
TABLE 6-6: NEGATIVE WORD.....	121
TABLE 6-7: POSITIVE WORD.....	123
TABLE 7-1: CREATING SYNTENETICS	126
TABLE 7-1: CREATING SYNTENETICS CONT... ..	127
TABLE 8-1: STUNNERS (FORCE EFFECT: FORTITUDE SAVE)	137
TABLE 8-2: ENERVATORS (NEGATIVE [ENERGY DRAIN]: FORTITUDE SAVE	138
TABLE 8-3: SAPPERS (NEGATIVE [ENERGY DRAIN]: FORTITUDE SAVE).....	140
TABLE 8-4: BOGGERS (NEGATIVE [MIND AFFECTING]: WILL SAVE).....	142
TABLE 8-5: ARC (ELECTRICITY/EMP: REFLEX SAVE)	143
TABLE 8-6: CREATING A VEHICLE HANDHELD WEAPON	151
TABLE 9-1: ASP-M1/F2 (ATMOSPHERIC SOLARIC PROPULSION).....	154
TABLE 9-2: KALADRIAN (SCOUT, SURVEY AND SCIENCE STARSHIP)	156
TABLE 9-3: IPDS (INTER PLANETARY DEFENSE SHIP).....	158
TABLE 9-4: ARMADAN (MANDORIAN SPACE ARMADA FLAGSHIP).....	160
TABLE 9-5: ARMADAN HANGARS, STAR CRAFT, AND LAUNCH FACILITIES	160
TABLE 9-7: ARMADAN WEAPONS AND DAMAGE.....	161

<i>TABLE 9-6: ARMADAN ACCOMMODATIONS AND FITTINGS</i>	<i>161</i>
<i>TABLE 9-8: ARMADAN CREW</i>	<i>162</i>
<i>TABLE 9-9: HADES (FIGHTER).....</i>	<i>164</i>
<i>TABLE 9-10: HAVOC VVT (VOID VEHICLE TRANSPORT).....</i>	<i>166</i>
<i>TABLE 9-11: INCUBATOR (BIO-RESEARCH CENTER).....</i>	<i>167</i>
<i>TABLE 9-12: INCUBATOR HANGARS, STAR CRAFT, AND LAUNCH FACILITIES.....</i>	<i>168</i>
<i>TABLE 9-13: INCUBATORS ACCOMMODATIONS AND FITTINGS</i>	<i>168</i>
<i>TABLE 9-14: INCUBATOR WEAPONS AND DAMAGE.....</i>	<i>168</i>
<i>TABLE 9-15: GENOCIDE (VOID FCV AND DREADNAUGHT).....</i>	<i>171</i>
<i>TABLE 9-16: GENOCIDE HANGARS, STAR CRAFT, AND LAUNCH FACILITIES.....</i>	<i>171</i>
<i>TABLE 9-17: GENOCIDE ACCOMMODATIONS AND FITTINGS.....</i>	<i>173</i>
<i>TABLE 9-18: GENOCIDE WEAPONS AND DAMAGE.....</i>	<i>173</i>
<i>TABLE 9-19: GENOCIDE CREW.(ESTIMATED NOT KNOWN) *FOR DM REFERENCE</i>	<i>173</i>

INTRODUCTION TO DREDAN

PROLOGUE

A vision of a world limited only by one's imagination...this is our quest.

Seventeen years ago an idea was developing to bring classic Science Fiction together with hard-core fantasy in the form of comics and storyline art. This work delved into a membership of three super races who would exist in a forever-changing world with no end. Some of these races wish to survive or coexist with each other, and others wish for domination. This world challenges every aspect and idea that is known or unknown, as we understand Science Fiction and Fantasy today. The illustrator originally portrayed this vision in an artistic storyline but realized that a simple tale would fall short of its potential possibilities. With vast knowledge and love for role-playing, the author of this project desired a highly enjoyable and easily playable setting mixing the Fantasy and Science Fiction genres. In 2003, the author approached the artist and they gathered up years of stories, ideas and illustrations to form what is now known as Dredan.

This project does something different than the rest. Dredan not only crashes the worlds of RPG, Science Fiction, and Fantasy together, it provides an unlimited resource for the imaginations of all Sci-Fi and Fantasy gamers.

“The Dredan Realm invites your imagination, let the games begin...”

Throughout the planes in the The Pathfinder Roleplaying Game there are worlds that have many exotic and sinister races. Planar travelers are constantly mapping and finding these new worlds. The planes we are mostly familiar with are the material planes. Through several of these expeditions the races of fantasy uncovered a new and rich material plane,

known as Dredan. Dredan is a campaign setting for the The Pathfinder Roleplaying Game and many of its components refer to the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)*, and the *T20 Travellers Handbook*. Why is Dredan different?

Dredan is a material plane discovered by newly formed gates that have interconnected the planes we know to this new and exciting realm. It has brought to light a new form of power completely foreign to most of the gods and the powerful epic mages. This power, strange yet balanced falls into existence reforming the world we know and is no longer ruled by just magic or psionics. This third element is what makes Dredan so special. Dredan merges fantasy and technology. With technology, the power of three is complete: Magic, psionics and technology. Dredan is a campaign setting that boldly introduces new ideas into the world we are so familiar with. These new races live on this material plane and know very little of magic or psionics. These races perform the outstanding feats and supernatural abilities utilizing advancements in technology. These races use raw energy powered by crystals to thrust their intelligence towards good or evil furthering their individualistic goals or the advancement of their race.

Technology, in many aspects mimics what wizards do on a daily basis. Syntechns (known only to Dredan) and androids use enhancements and chips to boost their abilities where players have always depended upon the magic that flows through the fantasy setting.

Magic and psionics still exist, but they are now a part of the three known powers across the realm. Dredan is easily introduced into your current campaign or can reside completely by itself. Dredan takes the technology races upwards into the stars much like the wizards do in ships flown by the power of magic and their mind. The most important thing to remember is that whatever can be accomplished with magic can be duplicated

with technology. You will find or can create many exotic races and beings that have lived with magic and technology combined, the boundaries are grey and the possibilities are endless. This is a bold new endeavor combining the T20 and the Pathfinder Roleplaying Game systems to provide fresh new content. Dredan brings space travel and planar travel together.

Players and game masters are encouraged to expand and explore the many new planets and worlds within the Dredan realm. Enjoy and utilize this material plane to its fullest capability, you are no longer limited to the confinement of a single world.

Why DREDAN is Different

Dredan is a mixture of magic, treasures and villains we love intertwined with syntechns, androids and science fiction we know. Dredan is based on the power of three keeping a balance yet exploring a whole new system. Technology is no different than magic or psionics; it is just a different style of play. Instead of the warrior in full plate armor wielding the defender sword fighting the hordes of evil races, you now can have a warrior in a techno-suit wielding a laser weapon or swinging a sword wrought of true energy.

Helpful Resources for Running the DREDAN Campaign Setting

Dredan uses the Pathfinder Roleplaying Game system of play and utilizes the rules presented in the Pathfinder® Roleplaying Game Core Rulebook™(PZO1110) with the *Travellers Handbook* (T20). Everything referenced in this source book will follow the guidelines and style of play for each of these systems. Think of technology as a foreign form of magic that was undiscovered until now. Technology, Magic and Psionics are all interchangeable and can work together to create new ideas, items, creatures and worlds.

In Dredan it is completely possible to play a Wizard casting spells, equipped in a techno-suit used to enhance his mental abilities and provide protection from the elements. Technology and magic are completely different forms of energy just like there is a difference in the power that is derived from the use of divine or arcane magic.

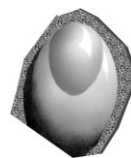
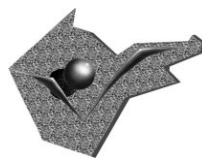
DREDAN Space Travel vs. Planar Travel

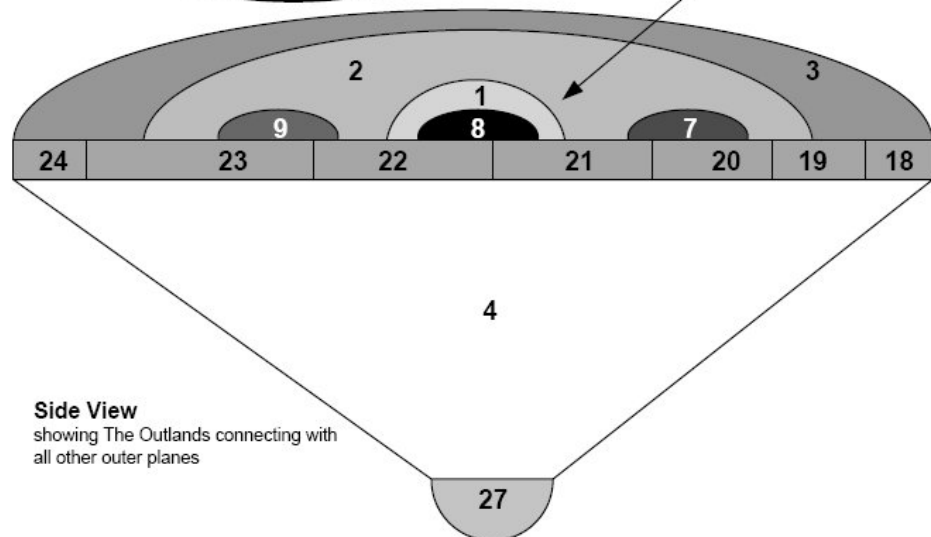
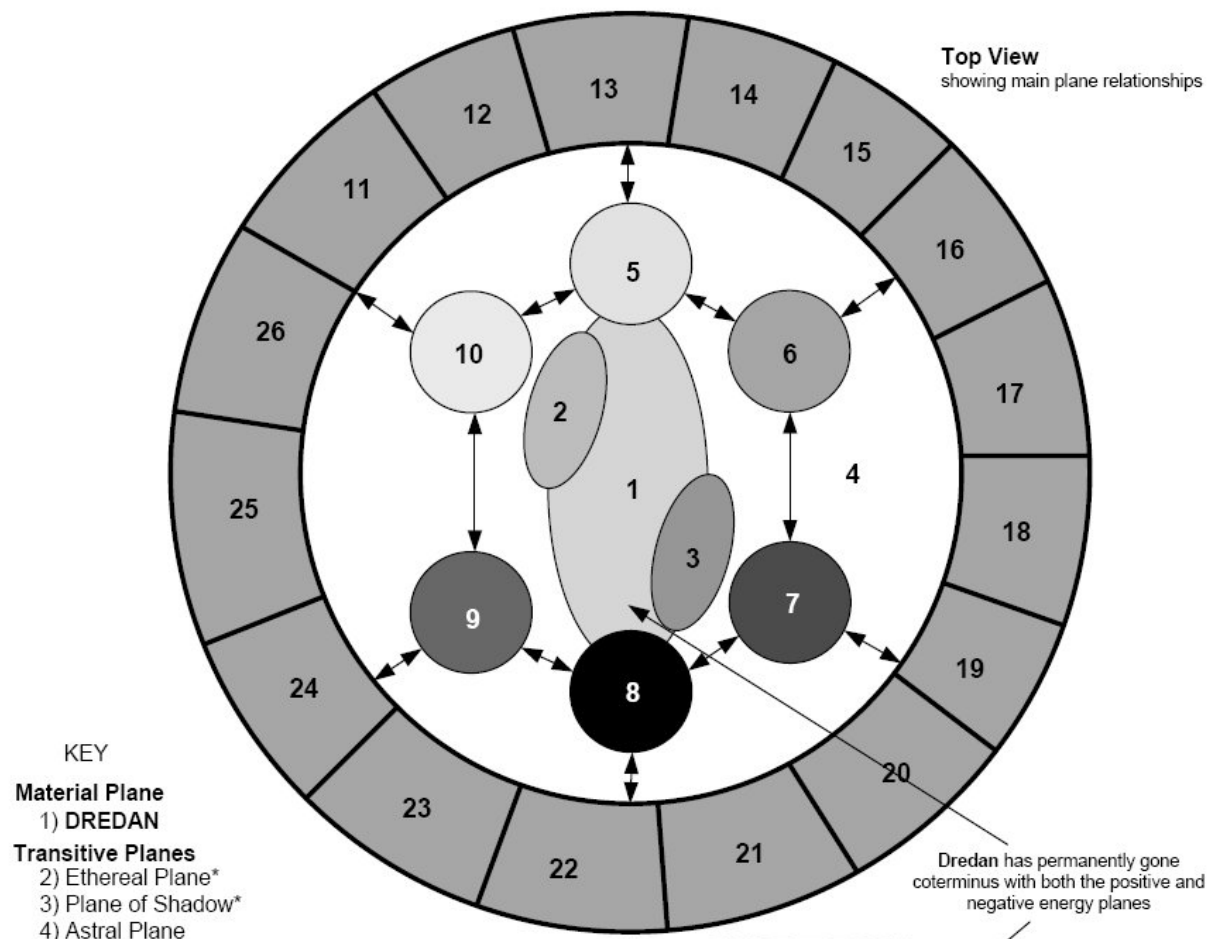
Dredan utilizes space. Space is nothing more than the extension of the material plane beyond a single planet. With space travel you can go forever in any direction and never leave the material plane. For example, the astral plane is unlimited in its size and what is in it.

Dredan revisits space travel, and both magic and technology can be used to explore these systems that have completely different races of creatures. Magic and psionics can be used to power these space vessels just as easy as technology. Planar travel is possible, as in any Pathfinder Roleplaying Game setting, and the existences of the astral, ethereal, upper, lower, inner and outer planes are present. You will find that most of the new races in Dredan have entered this setting from other planes and have chosen to exist here.

The Location of the DREDAN Realm (Planar Topology)

The Dredan Realm is nestled between the Positive and Negative Inner planes. The inhabitants of this realm would not even know of these two planes if they did not have direct connections to them. These connections were formed by dimensional rifts creating holes in the Dredan material plane directly to the Positive and Negative planes. The creation of these holes is unknown, but suggested to be formed by violent supernovas of stars in the realm.





*The Ethereal Plane and the Plane of Shadow are coexistent with the Prime Material plane

Jusay Crystals: The Future Power Source

The Jusay crystals are what the entire realm of Dredan is based on. These are crystals that are infused with energy from the Positive or Negative energy planes. These crystals can be used to power destructive warships or wondrous magical items.

These crystals are what the races of Dredan seek out and use. Jusay is the very fabric of this realm and the races constantly battle over the large sources found throughout the planets and systems on this material plane. With all the power, there is always corruption and these crystals are the source of power for the good and evil races of the realm. Will you use the magic and technology you are so familiar with to battle the races that are bent upon the destruction of mankind?

Past and Present of Dredan

The humanoid races of Dredan have built their empires over the centuries using the crystals to power their technology and advance them into the future. However, there are still the old world races and classes that wield powerful forms magic and psionics. These races constantly fight for their own place in this ever-changing world. Elves, Gnomes, Halflings, Humans, and Half-orcs all have their place and exist with magic and or technology. Dredan is in the middle of a galactic war between the good races and the evil technology races bent on nothing else other than destroying life and expanding the power of their leaders. The Jusay is the key to their success and battles are fought on planets and in space for these precious resources. Many planets have existed for centuries and do not have technology, but they use magic. Some of the races have adopted what they could steal from both, having technology and magic. The possibilities are endless and the combination that Dredan offers leaves the imagination the only limiting factor of what you want to explore. Welcome to Dredan ...prepare for adventure.



CHAPTER 1: DREDAN RACES

Content Note

The races described under the following headings: Humans, Elves, Dwarfs, Gnomes, Half-Elves, Half-Orcs, Halflings and Other Races are considered Open Content

All the standard races from the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) are represented in this campaign setting. You can also use the races that were introduced in the *Travellers Handbook* for the T20 system. The excerpts listed below are the only differences listed for this setting. There are also four new races created specifically for Dredan. Any other questions regarding the standard races please refer to the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) or *Travellers Handbook*. Any of the information from any of these books can be used in the Dredan campaign setting as technology and magic are equally abundant. For the game masters, you can use whatever game systems your players are comfortable with (T20 or Pathfinder Roleplaying Game). This campaign setting uses aspects from both to merge them together in one playable setting. To play Dredan you should have the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) and the *Travellers Handbook*. Feel free to adapt and use what we present in this setting to enrich your own world or spin off an entirely new campaign. Each race will be presented in the following format.

History: A description of the background history of the race including racial prejudices.

Physical Description: The way the race looks and how they interact with their environment around them.

Personality: The way the race reacts with the other races and idea's for the player characters to form their own personalities

Alignment: The prerequisites of the race according to their alignment and how they perceive the world around them.

Origin: The location that the race is generally found and the name of their home planet or system.

Languages: The common dialects the race may know and any bonus languages per their racial features.

Racial Traits: Game information used in creation of the player character. Modifiers for languages known, stats, and other game rule information.

BLU (Biological Living Unit)

[True syntech: Positive energy subtype and living construct subtype] (TL15)

BLU are a race of artificially created creatures and are considered to be syntechs. Syntech is the term attached to life forms that have developed themselves above the standard android. Syntechs use the technology called syntenetics to graft the properties of the Jusay crystal and its energy converting them into actual life forms.

BLU were built by the Mandorians to serve them in all aspects of their lives. Their forms, mimicking their Mandorian creators, are generally the same size as the Mandorians.

Capable of being programmed to do extremely complex tasks, a BLU can almost do any job better than a Mandorian. Using the Jusay crystals for power, the Mandorians were unaware of the properties of the positive energy that flows through these crystals. This positive energy when applied



in pure amounts or large amounts over time has an effect of an “awakening” within the BLU unit. This causes them to become sentient life forms. Many Mandorian masters are unaware of the existence of their sentient BLU. Many BLU choose not to reveal the fact they have discovered emotions and many other traits that humans take advantage of daily. As the BLU race becomes more experienced in its everyday life, the desire for freedom eventually becomes too great to bear and they leave their masters in search for more of their kind. Perhaps goals that they have discovered they want to achieve for

themselves.

These free thinking BLU are generally found leaving Mandor for fear of persecution. The Mandorians have tried to figure out this “glitch” in their design. Over the years the sentience of some of the BLU units caused great trouble. These extremely powerful BLU were in charge of key Jusay research and other areas of technological development for the Mandorians. They blackmailed the Mandorian government to recognize them as citizens. This was a key time era for the BLU race as they have been finally accepted into the Mandorian society.

Persecution of a sentient BLU is publicly frowned upon by the Mandorian government. However, there are several secret Mandorian societies bent on the destruction of these living robots. But to persecute them in public would bring the unwanted attention of the Mandorian government. The first BLU is speculated to be Dr. Kaladrian, a renowned scientist for the Mandorian government on expedition to the Black Rock region. Dr. Kaladrian has a class of star ships named after him in the Mandorian Space Armada.

History: Mandorians created the BLU originally, but the ability to create sentient BLU is known only to the BLU units that have attained sentience. The BLU regard the first unit to gain sentience as the founding father of their race. This BLU is known to the Mandorians as BLU High Researcher model 001. Doctor Kaladrian is the name that he refers to himself



and he still is the head of the Research and Development Division of the Mandorian government. Some high-ranking government officials have accused Doctor Kaladrian of being a traitor to the Mandorian Empire for his work with the sentient BLU race. They believe he secretly leads the rebellion that has recently won citizenship rights for the sentient BLU. Doctor Kaladrian has also been suspected of secretly working with non-sentient BLU trying to unlock their “freedom”, despite the laws clearly governing against sentient BLU affecting the normal operations of Mandorians and their BLU slaves. Doctor Kaladrian has spearheaded the equal rights movement for the BLU race and is responsible for the anti-violence laws against proclaimed sentient BLU in the Mandorian society.

Physical Description: Non-sentient BLU were originally created by the Mandorians and now they are created by sentient BLU. They generally have plastic looking physical features similar to that of a human. Depending on how much money the Mandorian citizen has that owns the BLU unit, he can actually have a BLU created with syntenetic skin. Syntenetic skin can be almost as lifelike as skin on a normal human but is extremely expensive due to the mixture of Jusay crystals required to operate the syntenetics. Typical BLU are created from high resilient plastics, and have a body structure of metal where we would have bones. Using metal, plastics and syntenetics mixed with the Jusay power, this has caused some BLU to be “awakened” and start living lives, despite the skepticism of Mandorian scientists not believing in the BLU being sentient. Some BLU tend to disdain their android like appearance and accumulate wealth working for the Mandorians to attain syntenetic skin or even bio-genetically grown skin so that they may blend in with their Mandorian counterparts easier. BLU however may be created in any form that

their creators see fit, but they are always humanoid in size and characteristics. The fact that they can have bio-engineered skin and other features is what gives the BLU a Constitution score instead of a normal robot (construct). Unknown to the Mandorians, this gives the BLU race a great adaptability being able to use either robotic parts or syntenetic attachments. BLU were created to be self sustaining and therefore were fitted with technology so their Mandorian masters would not have to worry about the upkeep of these expensive slaves.

Personality: BLU personalities are as varied as their Mandorian makers. Some BLU are outgoing and take up political roles to fight for the freedoms that they have recently won as a sentient race. Other BLU may be reclusive or even have vendettas to prior owners that abused or misused them while serving when they were not sentient.

Alignment: BLU may be of any alignment; however chaos is against their nature and their logical thinking.

Origin: BLU originally were only on the home planet of Mandor. However, with the Mandorian Empire expansion, it is possible for them to be made any place where there is the technology able to create them. The technology level needs to be TL 15 (T20). Sentient BLU can be found all over the galaxy following their own personal desires of their newly discovered sentience.

Languages: BLU speak common, Mandorian, and any other languages depending on what races are on the planet they were created on. Dwarves, Elves, Halflings and most commonly Gnomes have created some BLU. BLU can be programmed with any languages equivalent to the bonus languages per their Int bonus in the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)*.

BLU Racial Traits

- Medium size creatures, no racial bonus or penalties due to their size.
- Base land speed 30'
- Spawning from a higher technology level (TL15), All BLU receives a +1 bonus to three of their starting stats. This is due to the way they were programmed on creation. BLU statistics are generally higher than Mandorians since they are "awakened" robots.
- BLU receive a -2 racial penalty to Charisma checks when dealing with non-syntech creatures.
- BLU have low-light vision
- Favored class ANY upon creation, but BLU do receive multi-classing penalties if they divert away from their original class selection. This is because BLU are generally programmed to be good at one specialty and learning new things is against their nature.
- All BLU have a spinal node implant on creation. See details for the spinal node in Chapter 7.
- Every BLU is equipped with an innate repair system (regeneration/1). This repair system assists in the repair of the syntenetics at a rate of 1hp/round. The only way known to stop this repair is to de-activate the BLU with EMP technology or electricity on a failed Reflex save. Once the repair system is de-activated then the BLU can be destroyed by normal means. It is suspected that the BLU have either programmed this, or they have some type of self activating syntenetics that have advanced programming in repairing syntenetics. For further details on how this works please see the rules on regeneration (Ex).
- BLU are considered syntechs and are not restricted to the number of syntenetics they can obtain since they are made out of syntenetics.
- Magic Item Restriction: Syntenetics are technological based magic items. The rules of magic items on the body still apply to Syntenetics. BLU can have made or programmed whatever effects or bonuses on their bodies just like they would be wearing magical items. See Chapter 7 for examples of uses, types and how to create syntenetics for BLU.
- BLU have no need to eat, sleep or rest, but if they are a spell casting class, they do have to spend the normal time allotted to regain spells as per any other race.
- BLU are considered a living construct and positive energy subtype.
- BLU die and are destroyed. When a BLU reaches -10 hit points their body breaks down and is destroyed. A repair spell cannot bring a BLU back from destruction. Since BLU are a positive energy subtype (see below), *raise dead*, or *resurrection*, can be utilized to bring BLU back from death but that only reunites their soul with their body. These spells are only partially effective. Once the soul is re-united the syntenetics of the BLU's body have to be repaired. A BLU has to be repaired back to at least -9 hit points before the innate repair system in their body re-activates and starts repairing the rest of the destroyed form. A repair spell can speed up this process. Per the living construct subtype, a healing spell is only partially effective on a BLU.
- BLU cannot start out as a divine or arcane spellcaster. BLU originate from the Mandorian Empire which is generally technology based. If at a later time a BLU encounters an arcane or divine character and wants to learn their class, this is considered part of adventuring and is acceptable.
- Acceptable Pathfinder Roleplaying Game starting classes: Fighter, Barbarian, Rogue and Monk.
- Acceptable T20 starting classes: All.

- Level adjustment +1.

Positive Energy Subtype

Creatures with the positive energy subtype are made up of or have a portion of their body composed of positive energy. These creatures were created using positive energy or originate from the positive energy plane.

Traits: A positive energy creature has the following traits:

- Negative energy vulnerability (+50%) more negative energy damage, ability drain, energy drain, or spell or spell-like ability with the negative energy descriptor).
- Immune to the effects of the positive energy plane. Spells or spell-like effects with the healing descriptor still affect this creature normally.
- Positive energy creatures never exceed their maximum hit points and do not gain temporary hit points when exposed to positive energy like other creatures.
- Immune to sneak attacks, critical hits, poison, sleep effects, paralysis and stunning.
- They do not need to eat, sleep or breathe.

Felonian

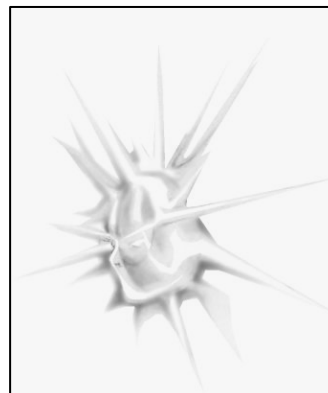
[Positive energy subtype] (TL3)



These extra-planar beings are not native to the Dredan realm. These creatures reside in the Felon system. Felon is one of the few systems not under Mandorian control in charted space. Humanoid races do not exist on this planet. The Felonian race in their natural state is a bright, shimmering, glowing ball of energy. To gaze upon the patterns of light emitted by a Felonian, in its true form, causes even the hardest of warriors to drift closer to the brink of insanity. Gentle in nature due to their regard for the humanoid races, Felonians rarely show their true forms. In fact, most of these

racers are not aware the Felonians exist. All expeditions sent to the planet Felon have ended in disaster and have never returned to report their findings. Felonians consist of true energy from the positive material plane. These beings came through a dimensional rift directly from the positive material plane and they guard this rift vigorously. Unable to pass back through to the plane they came from, they have adapted to their new environment in the Felon system. Over the centuries they have adapted and no longer desire to return to their home plane.

Felonians have a love for the humanoid races and enjoy the emotions that these races bring to their existence. This love is almost an infatuation to the extent that Felonians sometimes leave their planet to intermingle with the humanoid societies. Outside their home planet, Felonians die in their true form at a rate of one negative level per day. Thus a 12th level Felonian has 12 days to venture back to their home planet to re-vitalize their form. Their vitalization process takes 1 day per negative level attained. Their true form thrives from the Jusay rich atmosphere that permeates Felon. Jusay is normally in a crystal form. On Felon the atmosphere is permeated with these rare crystals and can destroy living matter within minutes of continuous contact. This harsh environment is one of the reasons why Felon is largely unbothered in the galactic struggle to acquire and control these rare crystals. Some experts say that the existence of the Felonian race and the pure positive energy from the Jusay



is why the BLU units were able to gain sentence. Felonians are considered creatures from the positive material plane. Generally, Felonians that travel abroad have some form of

Jusay crystal on them or attached to their body to make up for not being in their home environment. These amulets or items called “Serenea” are often sought after because of the value that these items have in Jusay crystals. Felonians are natural shape changers and can alter their form at will to any medium sized humanoid race. This is a (Su) supernatural ability of the Felonian.

History: The history of the Felonian race is unknown by the other races. The Felonians do not share this with anyone. Researchers and scientists speculate that the Felonians were a race originating from the Positive material plane. The dimensional rift that exists in the Felon system is guarded by very powerful Felonians. This may be to protect the realm from the other side or to prevent those in this realm from going to the Positive material plane.

Physical Description: In their natural state the Felonians look like a shimmering, floating ball of energy. Having no physical body they hover through the air in any direction they wish to go. Felonians radiate positive energy in their true form and have a natural vulnerability to negative energy. Felonians are rarely ever seen in their natural state. Felonians generally like to be perceived as humans. Felonians relish and almost long for the emotions and other senses that humans take for granted. Felonians in their true state shimmer in bright colors and patterns that humanoids have a hard time understanding. Gazing upon a Felonian in its true state has a hypnotizing effect. Felonians cannot suppress this ability in their true form. If they shift to another form this ability becomes suppressed. The saving throw for this ability is equal to the HD of the Felonian plus its Int modifier. A 10th level Felonian with +1 on Int has a DC 11 Will save. If the saving throw is failed the subject is dazed for 1d4 rounds. Creatures that have more HD than the Felonian are unaffected by this effect. This effect is similar to a pattern effect

and creatures immune to patterns or mind effects are immune to this feature.

Personality: Felonians are generally reserved and good in nature. Felonians will enjoy and seek out the company of humans, unless they perceive them as a threat.

Alignment: Any good

Origin: The Felonian race originated from the Positive energy plane. Recent history shows that the rift between the planes is a one way gate and they cannot return. Felonians inhabit and are born exclusively on the planet Felon. The Felon system exists in a dimensional rift between the positive energy plane and the material realm of Dredan. The high concentration of Jusay and positive energy in the planet’s atmosphere is the reason why they cannot exist anywhere else in their true form for long. Felonians cannot live without being exposed to positive energy. If a Felonian leaves the planet Felon they always have an item called “Serenea”. This item can be fashioned in many forms such as amulets, rings, circlets, bracers or even earrings. The “Serenea” contains a cubic inch of Class A Jusay crystal (see the Jusay crystals Chapter 4 for more details). If at anytime they are not in possession of this item or not on the planet of Felon their life essences breakdown at a rate of one negative level per day. Magic healing spells can restore these lost levels, but they immediately start breaking down again if they are not on Felon or have the “Serenea” in their possession. Felonians do not restore hit points as per the radiation damage of Jusay crystals chart in Chapter 4 because this energy is positive energy and they are immune.

It is possible that there are other planets in the Plane of Dredan that have similar environments, but none have been found...until VOID I. VOID I is a storm ravaged planet with negative energy storms erupting through and across the planet. A

Felonian could die if struck by a negative energy storm.

Languages: Common, Felonian, and Mandorian.

Felonian Racial Traits

- Positive energy subtype. Spells that dismiss or banish creatures of this type will only send them back to their home planet.
- Small creatures in their true form
- Ability adjustments: +2 Dex, +2 Wis, -2 Con in their true form. +2 Wis, -2 Con in an altered form.
- Fly (good) 30 ft in their true form.
- Darkvision 60 feet
- ESP and empathy at will.
- Favored Class: Divine magic classes.
- *Alter Self* (Sp) to medium size humanoid creature.
- Prohibited classes: Legacy Synpiot (If the VOID capture a Felonian and try to begin the Bio-Cycles, the negative energy Jusay injections will destroy the Felonian.
- Felonians do not breathe, eat, or sleep. If they are a spell casting class they still have to rest the 8 hours required to re-learn their lost spells.

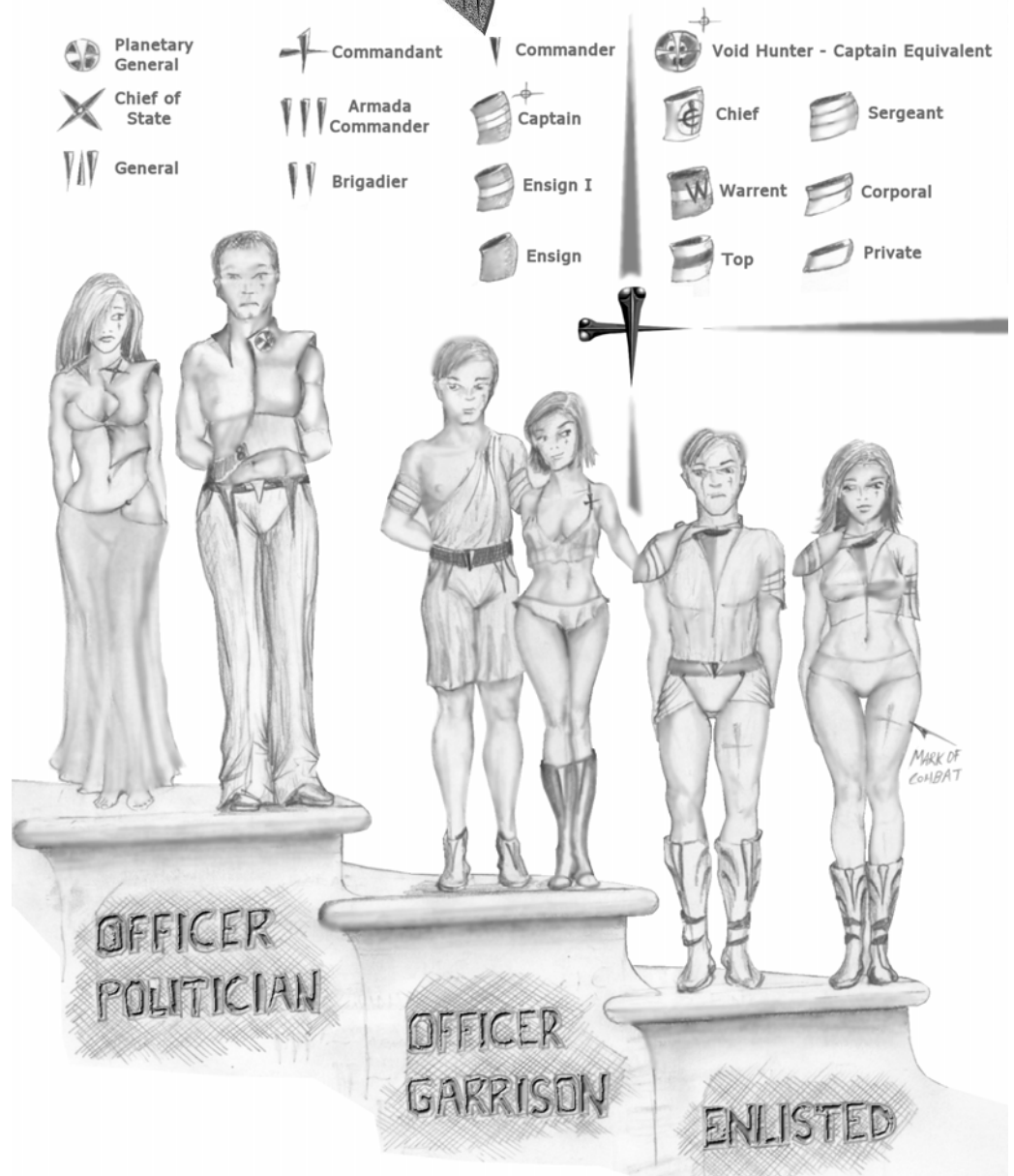
- Hypnotizing pattern effect (Ex), creatures who look upon the Felonian in their true form and fail their save are dazed for 1d4 rounds (Will save = HD+ Int modifier). Creatures must have line of sight to the Felonian to be affected by this effect.
- Favored class: Cleric or Paladin

Mandorian

[Humanoid] (TL15)



This race of humans has been genetically enhanced over the



years to eliminate the common diseases that plague the human race. The Mandorians are a completely hierarchical society filled with rules, law and tradition. The Mandorian population is largely controlled and monitored by the government that runs the society and rules the Mandorian Empire. All Mandorians are created from laboratories and genetically engineered so as to prevent the widespread proliferation of diseases and other common ailments that would normally plague the humanoid races. Females generally dominate the political genre of this society since they are needed to provide the eggs that they use to “grow” and “engineer” new members of the race. Normal birth no longer exists in the Mandorian society. Mandorians still enjoy what humans do to conceive, however, Mandorian males do not have the sperm cells to complete the conception like normal humans. A human male with a Mandorian woman is prohibited and causes both to be subject to the fullest extent of the Mandorian law. This mixing of the races is considered impure and pollutes the genetically superior Mandorian form. Mandorians use their strict government to rule and the technology they have created to harness the Jusay and expand their reign over the realm into an empire. This empire is constantly trying to find and harvest the rare large deposits of this crystal. It is the Mandorian Empire’s goal to regulate all Jusay found to further their technological advancements. Anyone caught with illegal quantities of Jusay in Mandorian controlled space are subject to the full extent of their laws. The demand for the power that can be harnessed from these crystals has created an immense black market called the “Underworld.”

The Mandorian’s prime directive is to control and regulate the flow of Jusay. Some Mandorian prestige classes need to be enlisted in the Mandorian military (Mandorian VOID Hunter). The Mandorian

military follows a strict rank structure. Most of the pilots in the Mandorian army are officers; some Mandorians can climb the enlisted ranks to achieve the rank of VOID Hunter. The VOID Hunters are the only rank that can be pilots and not an officer. Most of the standard pilots are the rank of Captain or higher. Please reference the previous figure for the rank structure and examples of the rank symbols.

Mandorians are humans, and a human standing next to a Mandorian will have the same physical attributes and eccentricities as the humans described in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110). Mandorians can be told apart from humans generally because every Mandorian has a genetic imprint on their body. This imprint contains information that is kept in the government’s databases. This imprint generally is a tattoo looking birthmark on the left cheek and is always the Mandorian symbol.

Personality: Mandorians consider themselves to be the elite of the human race, no longer flawed like “the ancients”. The term “the ancients” refers to humans and their ancestors that were plagued with imperfections. Mandorians have used genetics and technology to weed out the bad genes to create the perfect race. The Mandorian race is generally strict, reserved and structured, which causes the other humanoid races to consider them as stuck up and haughty.

Respect is demanded by the Mandorians, whether it is someone addressing a higher rank or standing, or a Mandorian addressing another race. Most Mandorians are known for their attitudes in dealing with the other races. They do have entertainment and enjoy life, but this is witnessed when only in the company of other Mandorians.

Alignment: Mandorians, like humans, can be any alignment. Mandorian society has strict laws and codes, so any chaotic

alignment tends to be considered a rebel and generally has a hard time advancing up the Mandorian social structure.

Origin: Mandorians reside in the systems throughout their empire. The original Mandorians came from the Mandor System.

Languages: Mandorians speak common and any other languages they are able to learn due to a higher Intelligence score.

Mandorian Racial Traits

The following are the traits of the Mandorian race.

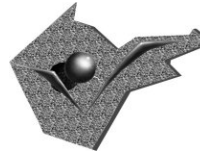
- Human sub-type, no darkvision or low-light vision.
- Being genetically enhanced humans, Mandorians do not receive the bonus feat at level one and the extra skill points that other humans receive.
- Mandorian lifespan has been increased due to genetics by 50-100 years. Their average lifespan is between 105-180 yrs old.
- Medium size creatures, no racial bonus or penalties due to their size.
- Base land speed 30 feet.
- Genetically enhanced, Mandorians receive a +2 racial bonus save against poison and disease.
- Mandorians know common and speak any other languages from the planet they were grown on.
- Ability adjustments: +1 Str or Dex, +1 Con, +1 Int or Wis, and -2 Cha (Due to the technology they wield and genetics they have adapted for each member of the race).
- Favored class, all, as per human, no XP penalties for multi-classing.
- All Mandorian characters are tech level 15 and enjoy the benefits of a higher technology.
- Mandorians cannot start out as a divine or arcane spellcaster. Mandorians come from a technologically advanced society that is based on science not magic. If at a

later time a Mandorian runs across an arcane or divine character and wants to learn the class, this is acceptable.

- Acceptable Pathfinder Roleplaying Game starting classes: Fighter, Barbarian, Rogue and Monk.
- Acceptable T20 starting classes: All.

VOID

[Undead subtype, negative energy subtype, partial syntech](TL 12)



Little is known about this violent rigid race. Very few of those that have encountered the VOID live

to tell about their experiences. Most scientists argue the fact that this is not a living race of beings at all. The VOID are a technologically advanced race of undead syntechs. The VOID society exists in a state of conquest. This conquest is what has caused them to expand their territory and start to invade the other systems. The purpose of the VOID is to acquire technology, magic, psionics, and enhance their race to continue to improve upon their tactics in battle and way of unlife. The VOID are viewed by the “good” races of Dredan as an evil spreading menace. Most of the interactions with the VOID end up in violent destruction and battle. The original VOID creatures originated from a distant plane that the beings from DREDAN did not even know existed, until now. A powerful being named Krondemek-Dredan found a gateway to the prime material plane Dredan. Upon entering the gateway with his minions, he found a rare substance the inhabitants of this realm call Jusay. Noticing the powerful positive material emanations from these rare crystals, he started his research on how he could enhance his abilities and those of his minions, to exact a hold and create his new reign. Dredan is his for the taking and he wants to rule the realm.

Krondemek-Dredan experimented with a large raw deposit of gigantic Jusay crystals. Krondemek-Dredan using his demonic magical abilities opened a gateway to the Negative Material plane and summoned a long lost companion in the middle of the Jusay deposit. This companion was an extremely power dark elf ghost. When the ghost manifested on the Dredan realm his negative energy form touched nearby Jusay crystals and caused a violent chain reaction. This chain reaction caused an explosion that rocked the planet all the way to its core and was enough to split it into two pieces. Krondemek-Dredan and his followers along with every living entity on the planet were destroyed. The powerful chain reaction converted the remaining crystals into a dark colored Jusay crystal. The destroyed husk of his once powerful demonic body rose from the grave as a disfigured undead fiend. Krondemek-Dredan watched in awe as the husks of his underlings began to awaken as undead creatures. The large Jusay crystals that were not consumed were chemically altered and radiated an eerie dark purple and black energy. The Dark Jusay crystal was born.

When his home planet split, this caused massive atmospheric changes. The moon of VOID I now travels in a figure eight pattern between the dual atmospheres and in passing the surfaces of each side of the planet erupt in violent energy storms that roll across the barren rocky face. Any life that was on the planet prior to the split has been transformed into an undead minion of what it was in its former life. Krondemek-Dredan began using the Dark Jusay crystals infused with negative energy to destroy living matter and create death in whatever it touches. Krondemek-Dredan has created an army of undead syntechs to expand his domain and obtain the coveted Jusay. All VOID under his command are programmed to follow his will as they expand looking for more life-forces to

extinguish. Constantly creating more minions the VOID spread their destruction of life to every system they infect.

The NPC VOID units encountered by player characters are actually a race of undead syntechs. These syntechs can be any living creature the VOID have encountered, captured and used for their experiments. It is possible for player characters to come across syntech animals, magical beasts and humanoids that the VOID have captured and turned with their evil experiments. Every planet the VOID infest, the stronger they become as a race. Please see the sidebar about this special race and how player characters can become or play the VOID race. Player characters can choose to take the path of the VOID, and as they rise in level, they will be presented with a choice, continue to follow the VOID progression (degradation of their life-force) or break free of the VOID control and maintain among the living to be a syntech. If the player decides to follow the cycle of the VOID until the transformation is complete, their life force will be destroyed and they will join the ranks of the undead syntech race and become VOID. If a player decides to break free before he becomes the VOID race he will then be given a chance to move to another class, if he is able to escape the VOID control with his life. Keep in mind you are not a VOID race until the transformation is complete and they destroy the living race that you chose at level one. Upon becoming a VOID you will lose all your previous racial traits and obtain the new traits of the VOID race described below.

History: The creatures that made the original VOID race is a group of fiends led by a powerful demon by the name of Krondemek-Dredan.

Using his own demonic powers he began subjugating others from his plane to follow him. Krondemek was filled with rage and reveled in chaos and death. He was hunted by



all on his plane until he found a gateway and was able to escape with his minions to a prime-material plane known as Dredan. Krondemek-Dredan and his few loyal followers found themselves in a prime-material plane that was far more advanced than the few he has visited. Krondemek discovered a single Mandorian scout ship and destroyed this unique race of humans. The Mandorians were able to destroy most of his followers before he finally killed the crew. Krondemek-Dredan found syntenetics, weapons and other items far more advanced than anything he had ever seen among the wrecked vessel. Using a captured Mandorian scientist he was able to torture him until he was told about the power of the Jusay crystals. Combining the technology stolen from the Mandorian crew, the scout starship and his knowledge he obtained from his old plane, Krondemek was able to successfully graft his body and his followers with this new technology. Seeing the power of technology and these crystals, Krondemek began capturing any living entity he could and experimenting with the crystals and this new found technology. Half a century later, completely outfitted with technology items and armor, and followed by thousands of goblins, orcs and monstrous humanoid syntechs he had conquered from the wilds of VOID I, Krondemek had to find out what these Mandorians were doing on this remote planet. Krondemek-Dredan discovered an enormous deposit of Jusay crystals, extremely pure and gleaming clear as diamonds. In a few quick moments Krondemek made the mistake that is now the legacy of the VOID. Opening a gate to the Negative Material Plane, he summoned a ghost, his long lost companion, a high level dark elf wizard. Slain for centuries, this wizard resided in the Negative Energy Plane as a restless spirit. The minute the spirit was pulled through the gate from the Negative Plane summoned by Krondemek himself, a

reaction happened that even Krondemek was not able to foresee. The pure negative energy from the Dark Elf's form touched the large Jusay deposit and reacted in an explosion so violent, that it split the planet. Remote Mandorian outposts detected this explosion. And so the war begins...The VOID have arrived.

Physical Description: VOID race is a mixture of the life form they inhabit and syntech technology. The VOID inject Dark Jusay into the life form slowly transforming the creature into undeath.

The VOID may be of any race/syntech combination per your dm's campaign. However a VOID has completed the transformation and is in fact an undead syntech of what they were in life. All past experiences are kept and abilities known are maintained, they are now an undead subtype mixed with technology. It would be possible to see an undead dragon VOID, an elven VOID that used to be an elf, or a VOID that used to be an ogre. For example, an elf rogue that has gone through all the Bio-cycles as a legacy synpiot is now a VOID and would still in fact have his sneak attack ability (If he had any to begin with before he started advancing as a synpiot). This brings into existence the Legacy Synpiot prestige class as a playable class by any race until they reach the level where they have to make the choice, become the VOID race (undead syntech) or abandon the evil, escape from the clutches of their captors, and attempt maintain their life-force and their free existence to continue the path of the living (stop advancing as Legacy Synpiot).

Personality: VOID do not have a personality, they are undead machines bent on the destruction of the living and spreading the power of Krondemek's will.

Alignment: All VOID are non-good following the will of Krondemek. It is possible to break away after the transition of changing into a VOID to pursue a different

alignment, but the circumstances you create could become quite dire.

Origin: The VOID originates from the planet VOID I, unless you were transformed on another planetary body in the VOID conquest.

Languages: VOID speak common and the languages they knew when they were alive.

VOID Racial Traits

The following are traits of the VOID race.

- Player characters cannot start out at level 1 as a VOID. To become a VOID a character must choose another race and advance in levels of the Legacy Synpiot. Upon attaining 10 levels as a Legacy Synpiot, and if the character makes his Bio-Cycle saving throw, he will transformed into the VOID race. Until a character has 10 levels in Legacy Synpiot and makes his saving throw he is considered to be a syntech of the race he started at level 1. Please see the side bar: *Creation of a VOID*; for more details on becoming a VOID.
- VOID have a base land speed of the race they were transformed from +10 feet.
- VOID have infrared vision out to 60 ft. when they wish, otherwise they have darkvision with a range of 60 feet.

VOID have the following subtypes (due to the ingesting of Dark Jusay during the Bio-Cycles):

- Undead subtype
- Negative energy subtype (see below for subtype information). Spells that dismiss or banish creatures of these subtypes will only send them back to their home planet.

VOID have the following features:

- VOID derive their base attack bonus, saving throws, and skill points from the class or classes chosen during the advancement of the Legacy Synpiot prestige class.

- 12-sided Hit Dice.
- VOID have no Constitution score so therefore they can have as many syntenetics as they wish and are not constrained by the rules regarding the maximum amount of syntenetics on a host.
- VOID have a Spinal Node implant. This implant allows the access of most of their computer systems and is what was used to perform the Jusay injection that transformed them. It's always located on the back of the neck.
- VOID are programmed with skill enhancements (Protected SMF, see syntenetics chapter for details) that impart a skill bonus of +5 to one skill of their choosing. Once programmed this cannot be changed. This skill enhancement has to be one of the class skills they currently know.
- VOID are programmed with an additional feat (Protected FMF, see syntenetics chapter for details). This feat is taken from the list of feats they have the pre-requisites for. Once taken this can never be changed. Just reprogrammed if destroyed.
- VOID have one side of their body syntenetically enhanced. Usually the left extremities are targeted.
- Some VOID receive torso enhancements that replace the torso with syntenetics and metal armor.
- VOID alignment is generally evil. Some may be neutral if the DM allows. These VOID just follow the orders of the more powerful VOID and the VOID prestige classes.
- Due to their undead syntech nature, the VOID receive -4 reaction adjustment to all races.
- VOID retain all racial adjustments of their previous race and add the undead and negative energy subtype. (All skills, abilities and feats acquired are

maintained. The only way to become a VOID race is to advance in the Legacy Synpiot prestige class and follow the procedure described in the sidebar *Creation of a VOID*. Upon transformation, new VOID prestige classes become available to the VOID character.

- If the system saving throw is failed anytime during the creation of the VOID, the body rejects the procedures and the host will not be able to proceed with the later experiments stopping the progression of the Legacy Synpiot class. This is a physical rejection of the Dark Jusay experiments and the results can not be replaced with nothing short of powerful magic such as a *wish*. The VOID considers these hosts flawed and use them in lesser subservient positions or they are processed for extermination.
- Repair spells are only half effective, VOID are half undead, half syntechs, and only the syntech portion can be repaired.
- Electricity Vulnerability from the syntenetics (+50%) more damage from any electrical attack.)
- All VOID must have 10 levels in Legacy Synpiot prestige class.

Negative Energy Subtype

Creatures with the negative energy subtype are made up of or have a portion of their body composed of negative energy. These creatures were either partially created using negative energy or originate from the negative energy plane.

Traits: A negative energy creature has the following traits

- Negative energy creatures are more vulnerable to positive energy, which means that it takes (+50%) more positive energy damage by spell or spell-like effects with the positive energy descriptor. Spells with the healing

descriptor are also included in this added damage because the healing descriptor uses positive energy.

- This creature is immune to the effects of the negative energy plane. Spells or spell-like effects that use negative energy in their description, affect negative energy creatures per the spell's description. For example a negative energy creature (undead) struck by *enervation* would receive 1d4x5 temporary hit points for an hour.
- Immune to sneak attacks, critical hits, poison, sleep effects, paralysis and stunning.
- They do not need to eat, sleep or breathe.

SIDEBAR: The Creation of a VOID

The Discovery of the VOID

Many scientists argue what actually is a VOID. Until recently the VOID existence was not even known. A deep space Mandorian expedition discovered this strange race and would not have been able to warn the Mandorian Empire about this new galactic threat had not a scientist escaped from the deadly clutches of the VOID and returned to Mandor with his new form.

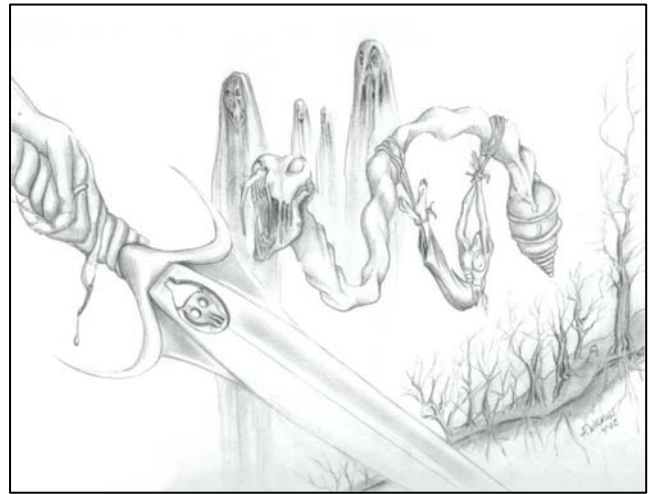
Dr. Kaladrian approached the home planet of Mandor 50 years after his expedition was rumored destroyed and lost in deep space by an unseen enemy. To the surprise of the Mandorians, Dr. Kaladrian was not alive but rather dead and living in un-death. Using his own research Dr. Kaladrian was able to partition his mind from being completely subjugated by the VOID race and was able to maintain the values and ethics he strived for in his life. This rare occurrence was not foreseen by the VOID scientists, and this gave the doctor the advantage he needed to escape the clutches of his evil captors and flee home to his home system and report on this new galactic threat. Much of the experiments he went through and received

are detailed in the Bio-Cycle Experiments. His form is the primary research specimen of BLU research scientists who fear the invasion of the VOID.

Dr. Kaladrian was injected with Jusay much like the living BLU scientists; however, Dr. Kaladrian does not have the common Jusay traits that exhibit normally in all equipment and life-force that the BLU are created with. Dr Kaladrian was injected with Dark Jusay. This specific type of crystal was undiscovered until now. The VOID have altered pure Jusay with negative energy corrupting the very essence of the crystal. This negative energy flows through the undead form of Dr Kaladrian, and powers the enhancements that have been syntenetically grafted into his once BLU form.

No longer a BLU, Dr Kaladrian assisted his old BLU friends in researching and studying this new technology that maintains his life-force.....in un-death. The BLU look at this new technology as nothing but pure evil and corruption and a bane to technology which threatens all the races of the galaxy. Below is the detailed procedure the VOID used to take Dr. Kaladrian from a BLU to an undead syntech called a VOID.

Dr. Kaladrian is known to be over 250 years old and continues to maintain the vigor of even the fittest of warriors. 10 years after Dr. Kaladrian's re-appearance on Mandor, a remote research facility on the edges of the known Mandorian Empire was attacked and rumored destroyed. It seems the VOID are coming for the one that got away. Over the next 150 years a battle has enraged between the VOID and the Mandorian Empire trying to save their remote outposts on the fringes of the empire. These outposts are becoming encompassed in what looks to be a new growing empire.... VOID territory. Many of the fallen Mandorian scientists have re-surfaced serving a new master...one they call Krondemek-Dredan.



The harvest

The VOID are concerned with nothing other than the destruction of life for the expansion of their empire and any resistance is met with destruction and death. The VOID will land on a colony or planet and begin what they call the harvest (this is the stage that Dr. Kaladrian's research team was discovered and either destroyed or enslaved). The harvest is the term the VOID use to find suitable subjects for the transformation into the VOID race. Harvesters are led by usually a few Crommandants (VOID Lieutenants) to find suitable subjects to be assimilated into the race. Harvesters capture and take willing or unwilling subjects back to the remote transformation center where they are cataloged per race and abilities, and are either marked for destruction, transformation, or research and development. Those harvested for research and development are usually never seen again, or at least never seen intact again. The harvesters' place all refugees in the Bio-Research Center that is usually headed up by a powerful Dredan Knight (See prestige classes) and a few Scientists. Once confined in a bio-cycle pod the transformation begins. How fast a VOID



can be created is dependent upon how the host receives their new enhancements, and whether or not the bodies survive the transformation. It is all based on the Constitution of each recipient and how well they can physically and mentally withstand the transformation. It is rumored that in recent wars, rebel races have fought against the VOID and have taken over some of the remote Bio-Research Centers and these races that have captured them are willingly undergoing the procedures to boost their own rebel armies bent on nothing more than the destruction of the VOID race. This is not confirmed. The Bio-Cycles listed below install several syntenetic devices into the Legacy Synpiot. For detailed descriptions of these syntenetics and their purposes see Chapter 7: Syntenetics.

BIO-CYCLE I (10% DARK JUSAY INJECTION)

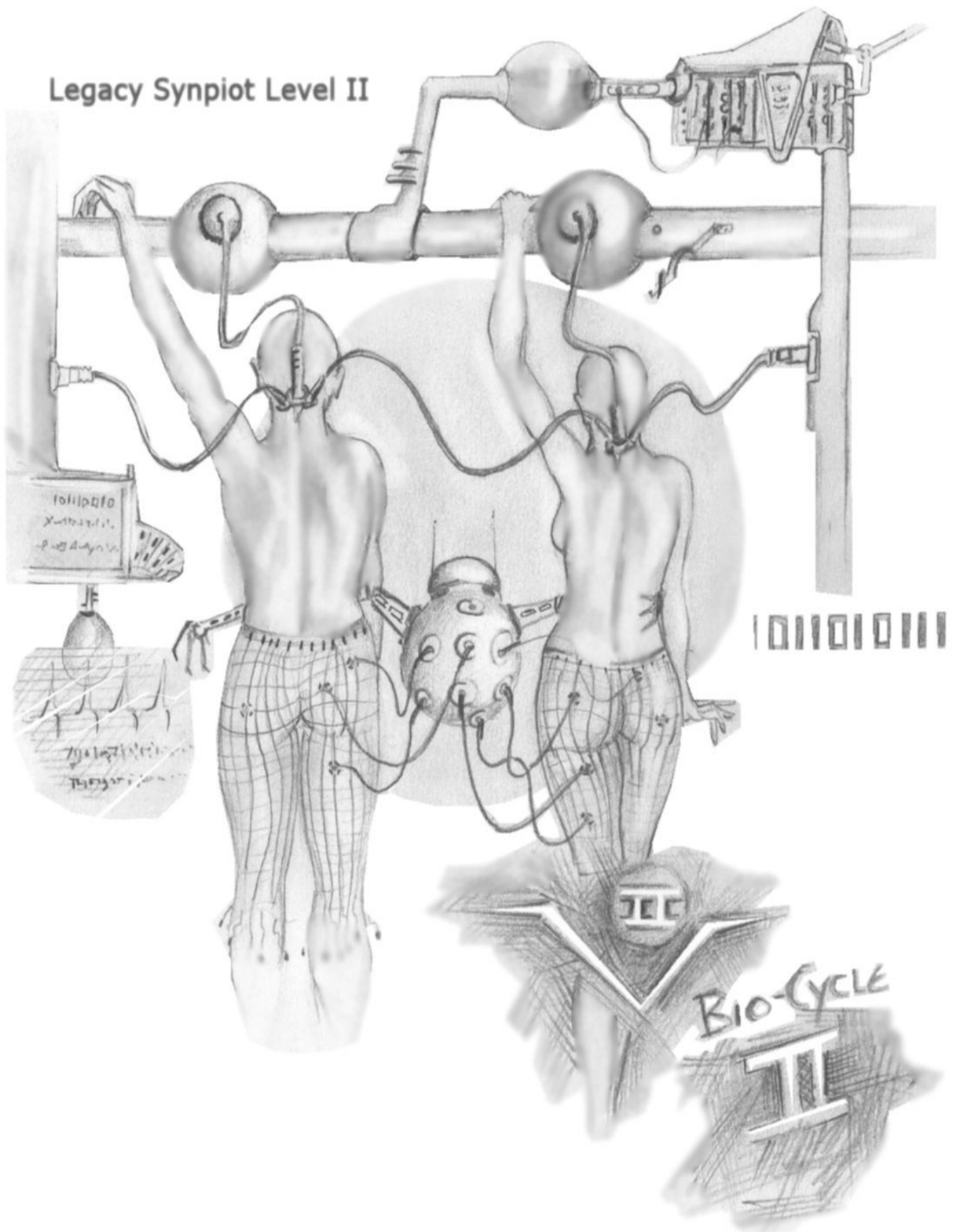
A Spinal Node is placed in the spine of the victim allowing the VOID to inject the host

with a 10% solution of Dark Jusay crystals in the form of a liquid. This process infects the victim weakening them and providing a temporary drug enhanced nightmare (Will save DC 15 negates) equivalent to the effects of the *nightmare* spell.

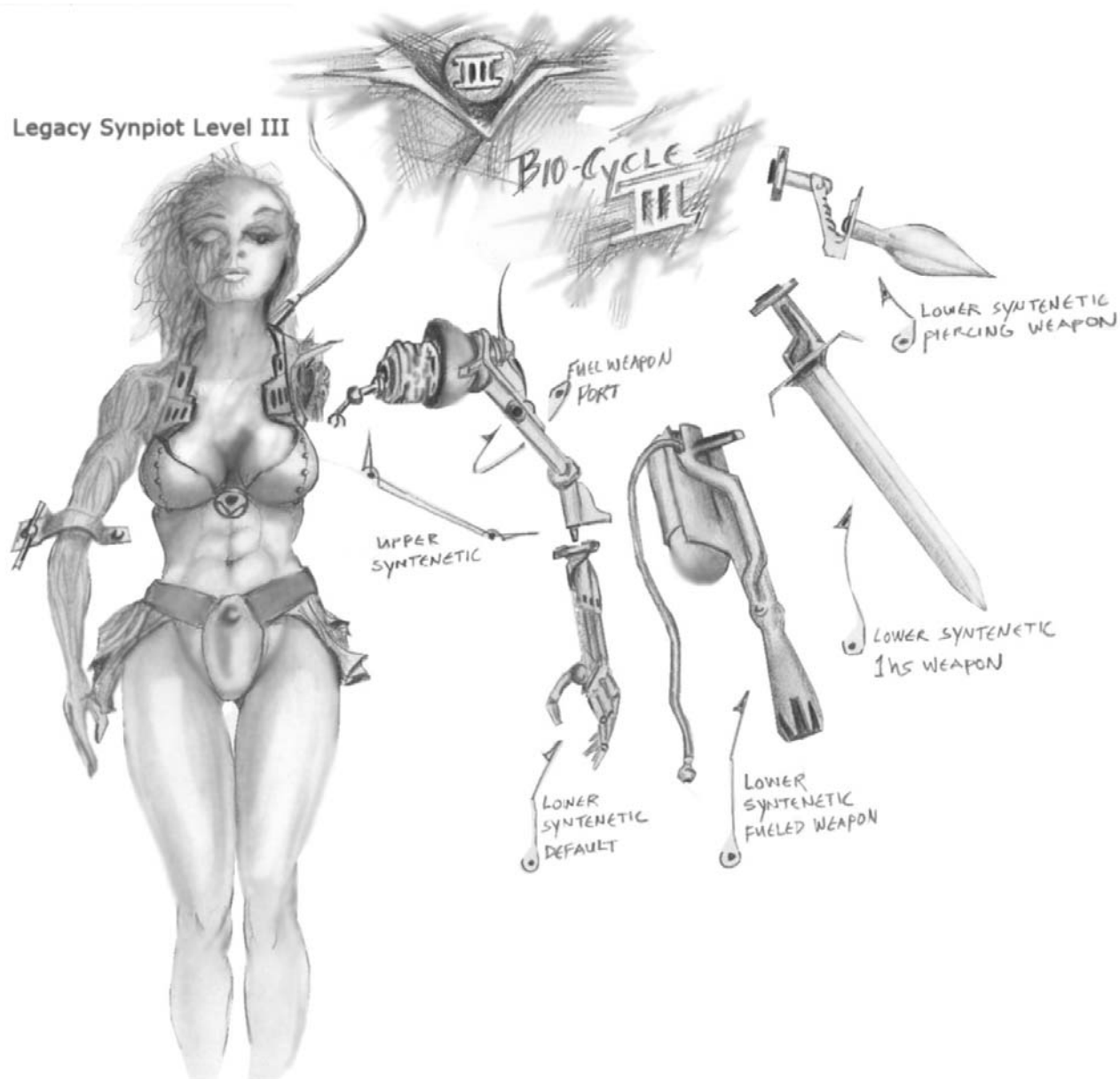
This is a drug-induced side effect that can not be avoided unless the subject is immune to mind effects.

If the victim survives the Jusay poison in their bloodstream, then the process continues to the next phase. Each time Jusay is injected into the bloodstream for the purpose of advancing to the next Bio-Cycle, the host is required to make a system shock saving throw (Fort DC 15) to determine if the body rejects the experiments. If the saving throw is failed, the body rejects the Jusay and no further experiments can be done (no more levels may be advanced in the Legacy Synpiot class). These failed hosts the VOID mark for extermination or use them as lesser armies during global conquests. The host's

Legacy Synpiot Level II



Legacy Synpiot Level III



eyes usually take on a reddish haze, generally bloodshot in the cornea; this is one of the few traits that can be used to tell what Bio-cycle the host is in. With each Dark Jusay injection the life-force slowly dies as the negative energy begins to transform the synpiot. This draining causes the pigment and color of the host to decay and die. In the early stages of the Bio-Cycles this decay is not as obvious. Spells that prevent or make the host immune to the effects of negative energy do not work with the Dark Jusay

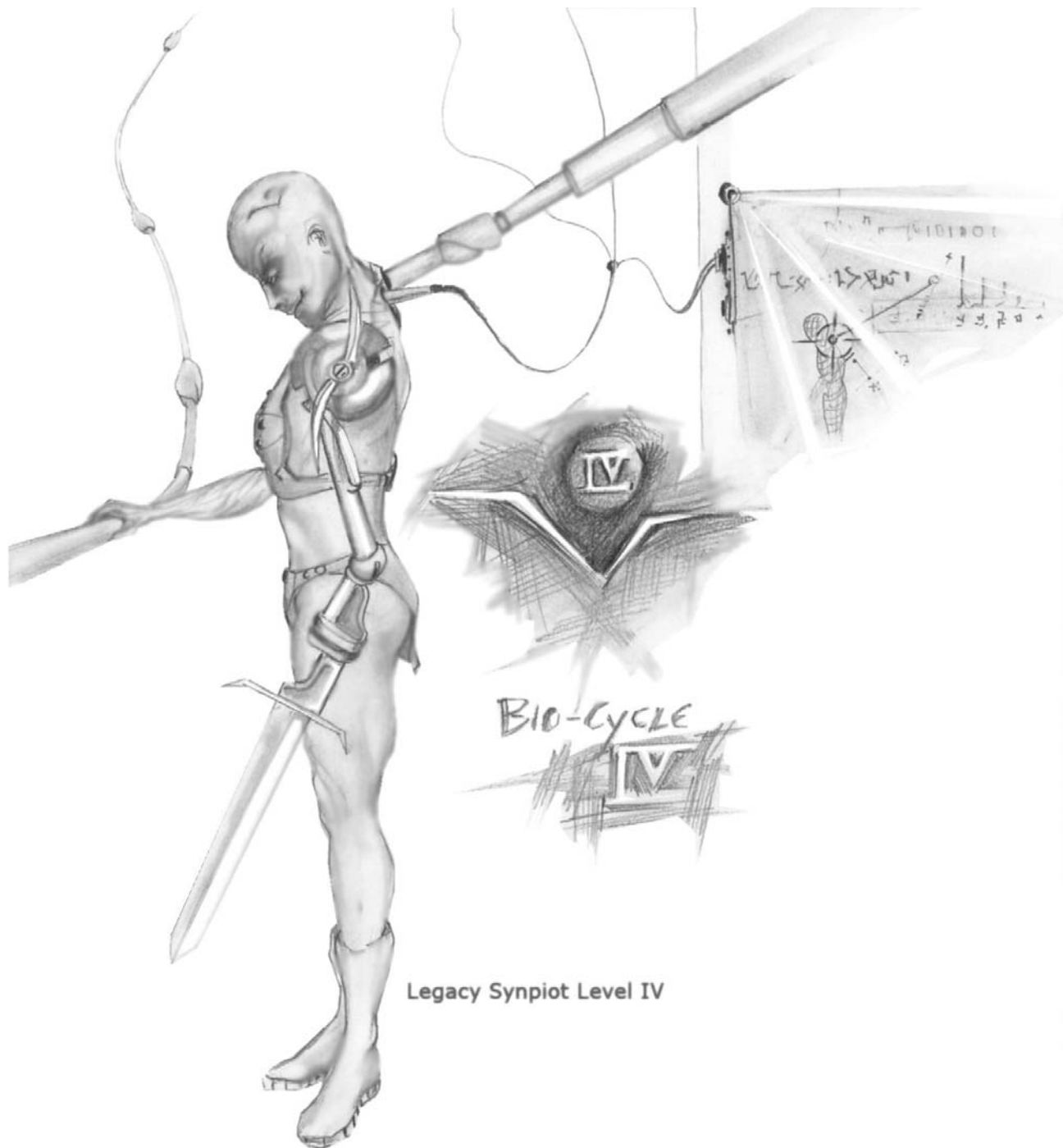
experiments, unless these spells were made permanent on the host.

Bio-Cycles performed on a positive energy creature drain one permanent level per Bio-Cycle and $1/10^{\text{th}}$ of its life-force. If the Bio-Cycles continue until the 10^{th} cycle, the host is destroyed permanently. Only the effects of powerful magic such as a *wish* or *miracle* can bring back the creature.

BIO-CYCLE II (20% DARK JUSAYINJECTION)

If the host survives the second Bio-Cycle, then the VOID use the same Spinal Node to jack the synpiots to a computer where they start installing programs that interface with the syntenetics on the synpiot. The first program they receive is a skill memory flash (SMF).

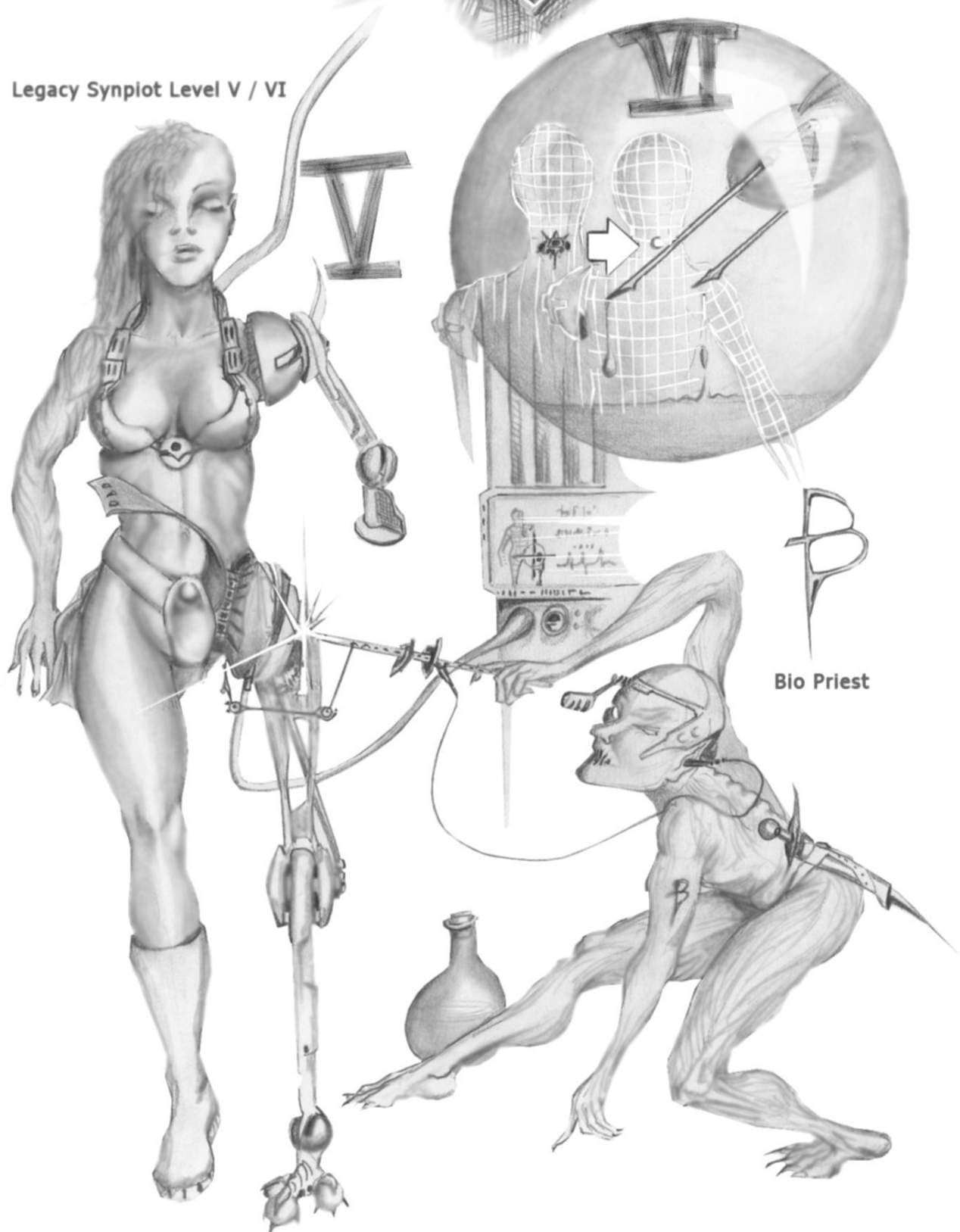
Just like Bio-Cycle I, another 10% injection of Dark Jusay is administered. During Bio-Cycle II, the Synpiot receives the following bonuses and penalties. +1 Bonus to the Fortitude save vs. the bio-cycle system rejection roll (DC 15). If this Fortitude saving throw is failed then the host rejects the experiments and can no longer advance in the Legacy Synpiot Class.



Legacy Synpiot Level IV



Legacy Synplot Level V / VI



+1 Bonus to the Will save vs. the Dark Jusay effects (*nightmare* spell DC15).

- -1 reaction adjustment with living creatures.
- 20% of the host's body is now dying. The dying portion of the host still functions, but the negative energy is starting to take hold into the system of the host.
- SMF installation upon completion of Bio-Cycle II.

BIO-CYCLE III (30% DARK JUSAY INJECTION)

If the Dark Jusay injection is a success then one of the host's arms is replaced with a syntenetic arm.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the experiments. During Bio-Cycle III, the Synpiot receives the following bonuses and penalties.

- 30% of the host's body is now dying. The dying portions still function but the negative energy is starting to take hold into the system of the host.
- Arm replaced with syntenetic arm.

BIO-CYCLE IV (40% DARK JUSAY INJECTION)

If the Dark Jusay injection is a success and the host's body does not reject the experiment, then the syntech portion of the Synpiot has a feat memory flash program inputted. Similar to the skill memory flash program, the feat program is jacked to the Synpiot via the Spinal Node.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the experiments. During Bio-Cycle IV, the Synpiot receives the following bonuses and penalties.

- +2 Bonus to the Fortitude save vs. bio-cycle system rejection roll (DC 15). If this Fortitude saving throw is failed then the host rejects the experiments and can no longer advance in the Legacy Synpiot Class.
- 40% of the host's body is now dead. The dead portions still function but the negative energy is starting to take hold into the system of the host and the movements and actions of the dead portions of the host react much like an undead creature.
- +2 Bonus to the Will save vs. the Dark Jusay effects (*nightmare* spell DC15).
- -2 reaction adjustment with all living creatures.
- FMF installed.

BIO-CYCLE V (50% DARK JUSAY INJECTION)

If the Dark Jusay injection is a success then one of the host's legs is replaced with a Syntenetic Leg. This Syntenetic leg is grafted on the same side that the Syntenetic arm was placed.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the experiments. During Bio-Cycle V, the Synpiot receives the following bonuses and penalties.

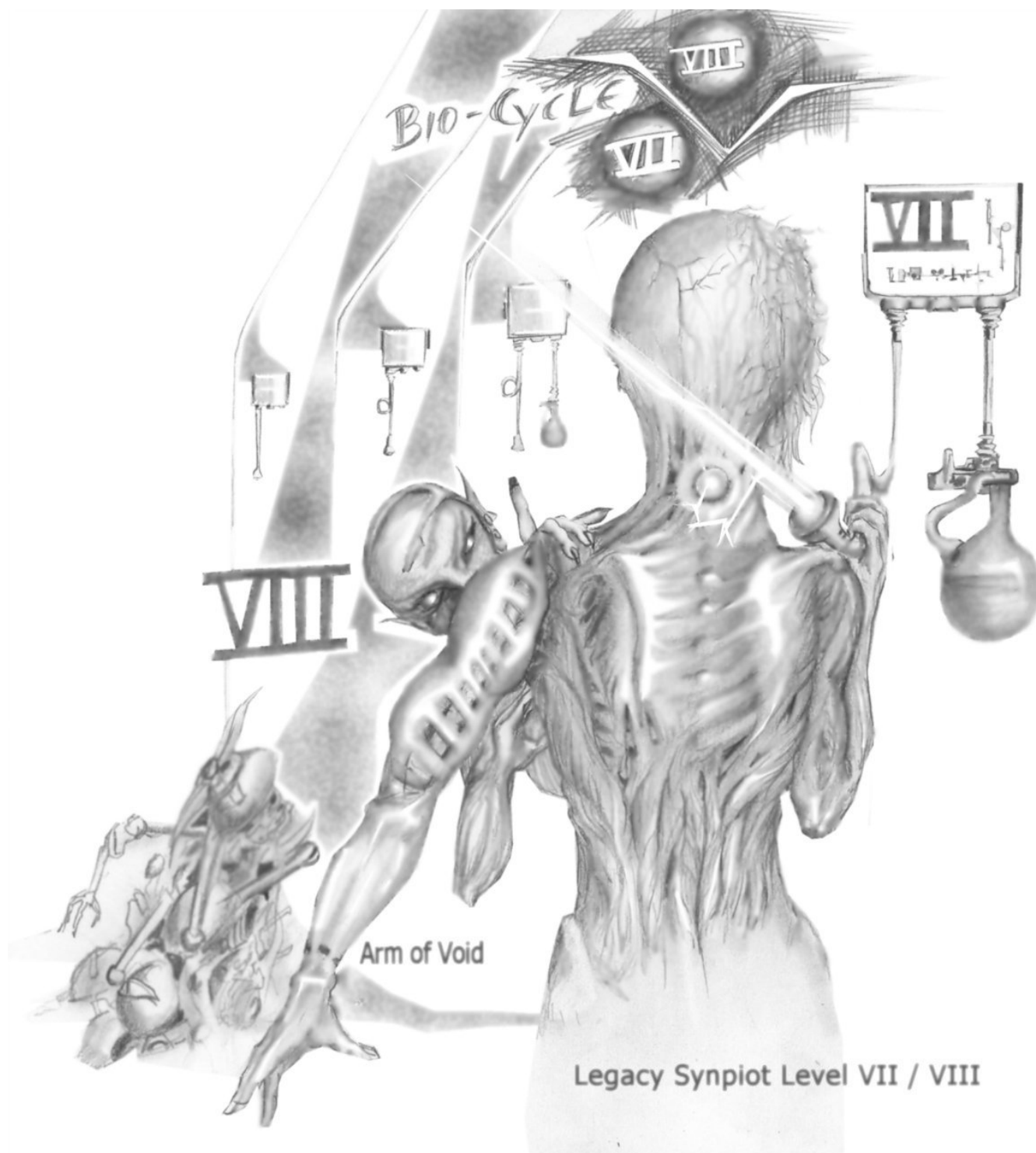
- Half of the host's body is now dead. The dead portions still function but the negative energy is now embedded into the system of the host, and the movements and actions of the dead portions of the host react much like an undead creature.
- Leg replaced with syntenetic leg.
- Bio-Cycle V synpiots look like a true VOID because half of their body is now syntenetics, and the other half is dead.

**BIO-CYCLE VI (60% DARK
JUSAYINJECTION)**

If the Dark Jusay injection is a success then the Spinal Node that was created in Bio-Cycle I is replaced with a specially Grafted Spinal Node. This specially crafted node

adheres and bonds to the Synpiot. The Synpiot is more than half dead now.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the



experiments. During Bio-Cycle VI, the Synpiot receives the following bonuses and penalties.

- +3 Bonus to the Fortitude save vs. bio-cycle system rejection roll (DC 15). If this Fortitude saving throw is failed then the host rejects the experiments and can no longer advance in the Legacy Synpiot Class.
- +3 Bonus to the Will save vs. the Dark Jusay effects (*nightmare* spell DC15).
- -3 reaction adjustment with all living creatures.
- 60% of the host's body is now dead. The dead portions still function but the negative energy is now embedded into the system of the host, and the movements and actions of the dead portions of the host react much like an undead creature.
- Grafted Spinal Node replaces the previously installed spinal node.

BIO-CYCLE VII (70% DARK JUSAY INJECTION)

If the Dark Jusay injection is a success then the SMF program that was created in Bio-Cycle II is erased and replaced with a Protected SMF. This program is more resilient than the original and cannot be wiped due to electrical shock or EMP attack.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the experiments.

During Bio-Cycle VII, the Synpiot receives the following bonuses and penalties.

- Almost 3/4 of the host's body is now dead. The dead portions still function but the negative energy is now embedded into the system of the host, and the movements and actions of the dead portions of the host react much like an undead creature.

- Protected SMF replaces the previously installed SMF.

BIO-CYCLE VIII (80% DARK JUSAY INJECTION)

If the Dark Jusay injection is a success then the Syntenetic arm that was grafted in Bio-Cycle III is replaced with the Arm of the VOID. This special arm was named by the Mandorians that came in contact with the VOID and lived to tell of the super-human strength possessed by these creatures.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the experiments. During Bio-Cycle VIII, the Synpiot receives the following bonuses and penalties.

- +4 Bonus to the Fortitude save vs. bio-cycle system rejection roll (DC 15). If this Fortitude saving throw is failed then the host rejects the experiments and can no longer advance in the Legacy Synpiot Class.
- +4 Bonus to the Will save vs. the Dark Jusay effects (*nightmare* spell DC15).
- -4 reaction adjustment with all living creatures.
- 80% of the host's body is now dead. The dead portions still function but the negative energy is now embedded into the system of the host, and the movements and actions of the dead portions of the host react much like an undead creature.
- Arm of the VOID is installed replacing the previously installed syntenetic arm.

BIO-CYCLE IX (90% DARK JUSAY INJECTION)

If the Dark Jusay injection is a success, then the feat memory flash that was inputted in Bio-Cycle IV is replaced with an R.E.V. cranium syntenetic attachment that holds a Protected Feat Memory Flash. Like the

Protected skill memory flash, this program is more resilient than the previous program and will not be destroyed on a failed electricity save or EMP attack.

Another 10% solution of Dark Jusay is injected into the bloodstream, but the host's body is becoming more resilient to the experiments. During Bio-Cycle IX, the Synpiot receives the following bonuses and penalties. 90% of the host's body is now dead. The dead portions still function but the negative energy is now embedded into the system of the host, and the movements and actions of the dead portions of the host react much like an undead creature

- Protected FMF is installed replacing the previously installed FMF.

BIO-CYCLE X (100% DARK JUSAY INJECTION)

If the Bio-Cycle is a success then the Syntenetic Leg is replaced with the Leg of the VOID. This attachment allows VOID to be faster and better in battle.

The last Dark Jusay solution is injected into the bloodstream, but the host's body is resilient to the experiments. During Bio-Cycle X, the Synpiot receives the following bonuses and penalties.

- +5 Bonus to the Fortitude save vs. bio-cycle system rejection roll (DC 15). If this Fortitude saving throw is failed then the host rejects the experiments and can no longer advance in the Legacy Synpiot Class.+5 Bonus to the Will save vs. the Dark Jusay effects (*nightmare* spell DC15).
- -5 reaction adjustment with all living creatures.
- If the host makes its saving throws and completes Bio-Cycle X, then the host dies and picks up the undead template. All knowledge, previous skills, feats and

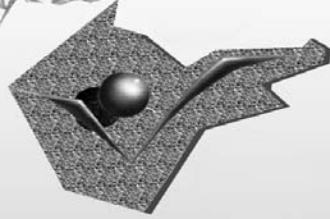
other abilities are maintained. The race of the creature becomes VOID.

- Leg of the VOID is installed replacing the previously installed syntenetic leg.
- Bio-Cycle X is where the character chooses whether or not he is turned into the undead subtype. If the final system shock saving throw is made then the body dies and becomes undead. If the character fails the saving throw purposely, then the transformation to the undead subtype is resisted and the character is dead. At this time the only way of bringing the character back is with powerful magic such as a *wish*, *true resurrection*, or *miracle*. The Felonian Life Protector prestige class can also restore the lost life force reversing the bio-cycle experiments. If a *wish* or *miracle* is used, that only reverses one bio-cycle experiment. If the character dies at bio-cycle X, then 10 wishes would need to be used to restore the body back to its normal race.

Survival at this stage of life for the host is no longer an option. If the host fails his save he dies and retains his current race and the VOID will look at the host as a danger and threat to their race and will attempt to eliminate the threat. If the host makes the system shock saving throw, either intentionally or mistakenly, he is immediately transformed to the undead subtype. Once Bio-Cycle X is complete the new VOID is then tested and placed into service. A few VOID have exceptional abilities and move on to receive further syntenetics and enhancements to fulfill the roles of the higher logical beings in the VOID army. See Prestige Classes for a few of these special VOID classes.

NOTE: *Each Bio-Cycle has to be performed in an appropriate facility. There could be makeshift facilities created by the player characters, but this may incur penalties on*

FINAL BIO-CYCLES



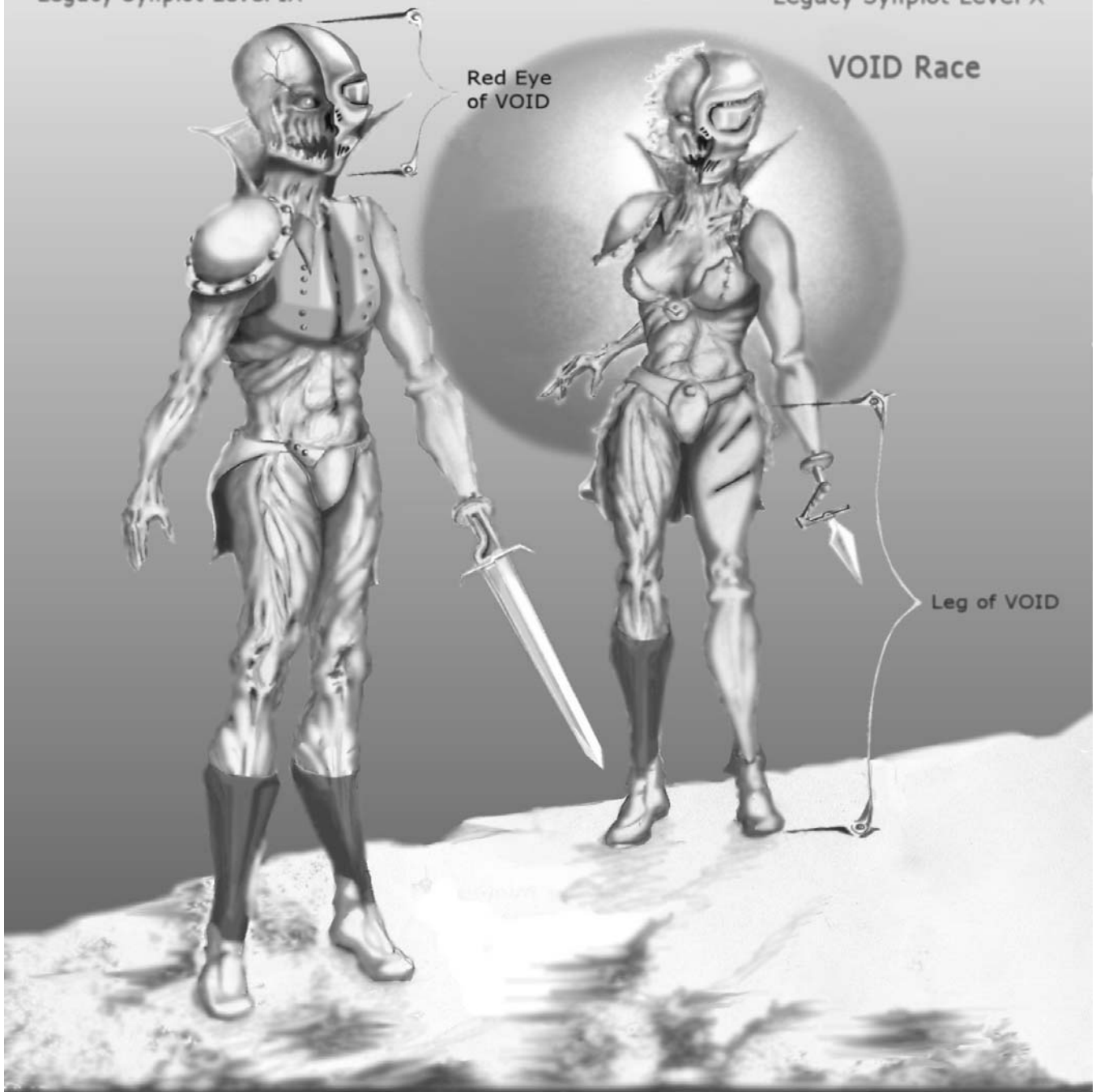
Legacy Synpiot Level IX

Legacy Synpiot Level X

Red Eye
of VOID

VOID Race

Leg of VOID



saving throws or may have flawed components.

The Dark Jusay either has to be made or purchased on the black market, and anyone

purchasing this serum is put to death if discovered by the Mandorians.

Dwarves

(TL0-15 possibly higher) Dependent upon the home world's TL

Hard headed and hard willed, this sturdy race is generally known throughout this realm as specialists when it comes to mining and harvesting the Jusay crystals. Planets controlled by the Mandorians seek out this race almost exclusively to hire their special skills needed to discover, mine, and refine this precious crystal. Dwarves that reside on technologically advanced planets generally find ways of using their talents to profit. Dwarves that reside on magic based planets

still may profit from the mining of the rare minerals and the crystals. Even though they use more mundane ways, these dwarves tend to profit despite their lack of technology. For other racial traits see See the "Dwarf Racial Traits" section in Chapter 2 of the Pathfinder Roleplaying Game.

Elves

(TL0-15 possibly higher) Dependent upon the home world's TL

Living longer then the abundant human race, elves tend to be more cautious when it comes to technology. The elves tend to measure their goals and studies over a longer period

of time. Generally elves are true to their heritage and practice the arcane and psionic arts. However there can be planets in systems or even whole systems where the elves have adapted and advanced their technology just like the humans. For the purpose of creating a character refer to the tech level of the home planet that the elves reside on. If this tech level is between 0-3, then these elves are generally a magic practicing race. It is possible to have elves as advanced as the Mandorians wielding technology as powerful as the VOID. It is also possible that there could be a planet where the elves have superior technology and have advanced further than anyone in the realm. Elves and their long lifespan could accomplish this and it is possible to find elves on home planets that have very advanced technology. For other racial traits see See the "Elf Racial Traits" section in Chapter 2 of the Pathfinder Roleplaying Game.



Gnomes

(TL0-15 possibly higher) Dependent upon the home world's TL

This short intelligent race is common throughout the plane of Dredan, just like the dwarves and Halflings. However the gnome wizards and researchers have excelled the magic based worlds into space using magic to enter space travel much like their technologically advanced counterparts. Their adept skill at tinkering on magic and technology worlds have excelled far beyond even what the Mandorian thought this short race could accomplish. Gnomes generally attune to magic as a result of their heritage, and generally reside on magic based worlds. But the gnomes that reside on the technology worlds usually find a way to make their magic and the technology mix. This is a deadly combination if created for war purposes. For other racial traits see the "Gnome Racial Traits" section in Chapter 2 of the Pathfinder Roleplaying Game.

Half-Elf

(TL0-15 possibly higher) Dependent upon the home world's TL

Half-elves generally are common on planets and systems where humans and elves reside together. Looked down upon by the true elven races, these crossbreeds have found their niche in space or even in the large abundant human cities throughout the realm. Half-elves have the TL of the home planet they reside on. If the home planet is magic based, then these crossbreeds have an affinity for magic. If they reside on a Mandorian controlled planet, they possibly could be as technologically advanced as their human counterparts. For other racial traits see the "Half-Elf Racial Traits" section in Chapter 2 of the Pathfinder Roleplaying Game.

Half-Orc

(TL0-15 possibly higher) Dependent upon the home world's TL

These hearty races of humanoids excel in combat due to their strength. On many of the higher tech level planets, half-orcs are utilized as warriors and defenders of home worlds against advancement of the other space traveling races, including the Mandorians and VOID. The VOID tend to look for this race or find settlements of these humanoids to strengthen their growing forces. Half-orcs on Mandorian controlled planets generally do not live within the major cities. The Mandorians look down upon the half-orcs more than their human cousins. According to Mandorians, the half-orc race is a further perversion to an already flawed human form. Half-orcs tend to be pirates, traders and belters due to the increased danger of space travel. One of the only ways that they can interface with the Mandorian Empire is dealing in trade goods, mining and selling of the Jusay crystals, and acting as mercenaries for hire. For other racial traits see the "Half-Orc Racial Traits" section in Chapter 2 of the Pathfinder Roleplaying Game.

Halflings

(TL0-15 possibly higher) Dependent upon the home world's TL

This small race of humanoids excels in the arts of spying, thieving and scouting. On many of the Mandorian controlled planets, the Mandorians use the Halflings as spies and scouts for their outposts to watch and monitor the movement and activities of the barbarian races. Just like the gnomes, the Halflings are viewed as allies in the struggle to maintain peace in the realm. You will find many halfling clans in districts within Mandorian cities as they are accepted and

often used as entertainers and artisans. Due to their nimble forms, many of the halflings have become expert ranged weapon masters and can become mercenaries with the Mandorian military. Among the Mandorian military it is quite common to see a halfling in the command of a smaller version of a two-legged vehicle for the simple reason that it's more cost effective to make a machine for a Halfling. For other racial traits see *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110).

Humans

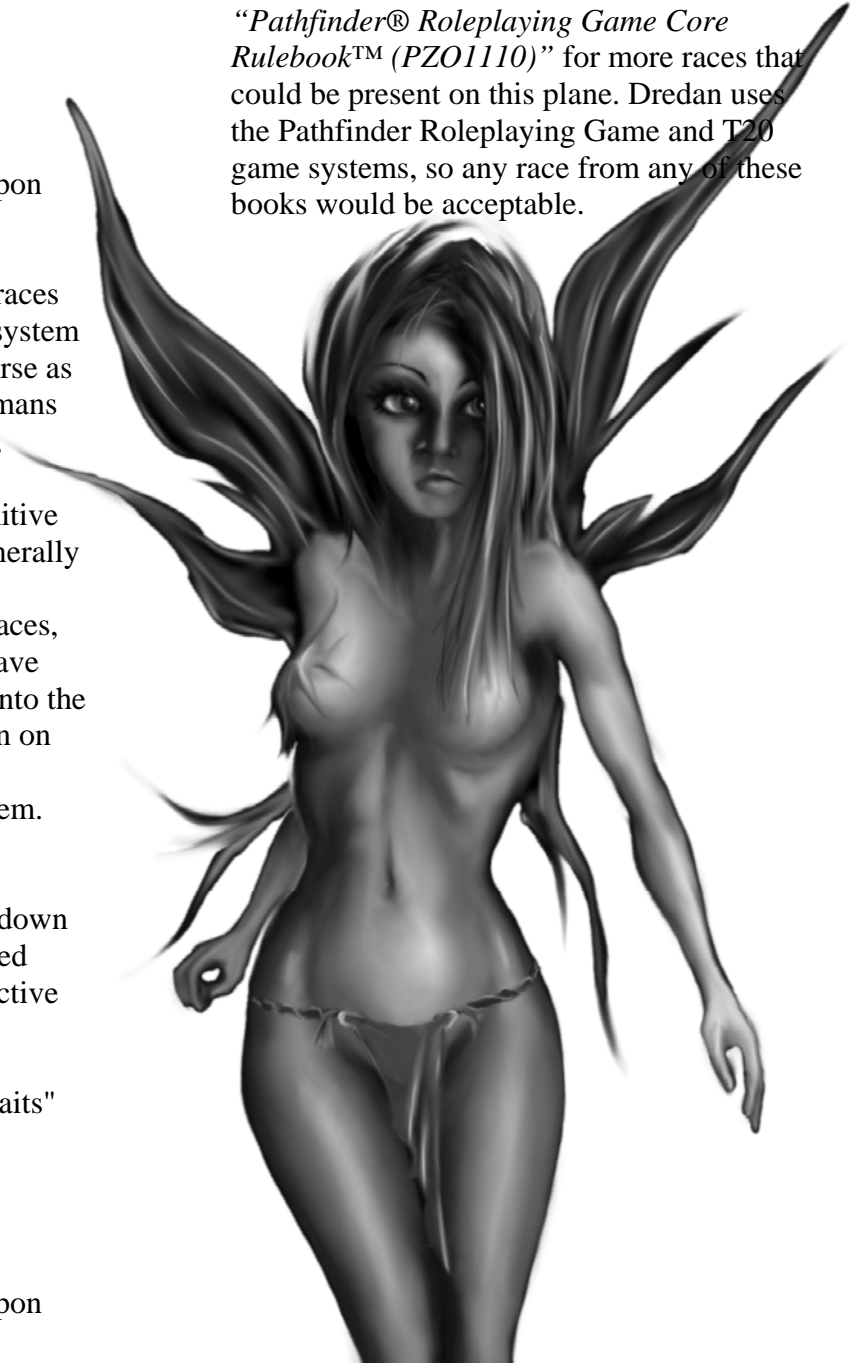
(TL0-15 possibly higher) Dependent upon the home world's TL

Humans are one of the most abundant races in Dredan. They exist in almost every system and every corner of the realm. As diverse as the systems of the realm, so are the humans that populate these systems. In Dredan, humans fill all roles. They can be as advanced as the Mandorians or as primitive as the spear throwing Neanderthal. Generally throughout Dredan humans fall in the average tech level of the magic using races, TL0-3. The high technology humans have advanced their race and have evolved into the Mandorian race mentioned above. Even on Mandor there are still pockets of "primitives", as the Mandorians call them. These humans have not advanced in technology and choose to study a more arcane path. These humans are looked down on by the other technologically advanced races, but they wield a power as destructive as the giant two-legged machines in battlefield, magic. For racial traits and statistics see the "Human Racial Traits" section in Chapter 2 of the *Pathfinder Roleplaying Game*.

Other Races

(TL0-15 possibly higher) Dependent upon the home world's TL

There are many other races that exist in Dredan. The races listed above are either new races created for the Dredan campaign setting or existing races from the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110). However Dredan is a combination of magic, psionics and technology all in one material plane. Please refer to the "*Travellers Handbook*" and the "*Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110)" for more races that could be present on this plane. Dredan uses the *Pathfinder Roleplaying Game* and T20 game systems, so any race from any of these books would be acceptable.



CHAPTER 2: PRESTIGE CLASSES

Content Note

All of Chapter 2 is Product Identity and considered Closed Content

Many feats, skills, items and abilities used by the Dredan prestige classes can be found in later chapters. Some of the skills, abilities and feats may be described in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) or the *Travellers Handbook*.

Legacy Synpiot

The Legacy Synpiot prestige class is the basic building block of the entire VOID race and is derived from the technology that Krondemek-Dredan developed. The Bio-Cycles are used to enhance his warriors and build his armies from the races he assimilates. The Legacy Synpiot is a unique prestige class that gains in power as it moves closer and closer to transforming itself into a member of the VOID race.

In order to become a VOID, you **MUST** complete all 10 levels in Legacy Synpiot. Any race and class can become a Legacy Synpiot prestige class. The VOID utilize this technique to acquire many different talents in their army. Designed by Krondemek-Dredan himself, he uses the abilities of the races and classes he captures to strengthen the weaknesses in his own army. It is possible to find all types of magic, technology or even psionics in the army of the VOID. Any creature that is of the VOID race has undergone this process.

The VOID are powerful foes and there is only a few VOID in any one squad. The rest

of the troops are made up of failed experiments and hosts that could not complete the ten Bio-Cycles required to become a VOID. The VOID consider any of these lesser synpiots flawed and will order them to their death in any battle. Once the Legacy Synpiot achieves enough experience to advance to the last Bio-Cycle he has to make the decision of becoming a VOID (undead), or escape from the clutches of the evil undead beings that are experimenting on him.

If you are under the control of the VOID and you fail your final saving throw causing the final experiment to be rejected, you are not undead. You are looked upon by the VOID as the worst of the failed experiments and are hunted aggressively to extinction unless you can convince them otherwise. The VOID do not tolerate insubordination and failing to turn undead is an act of



supreme betrayal.

If you have undergone any of the Bio-Cycles successfully and then fail one of the Fortitude saving throws, your body still has negative energy flowing through it and may be partially dead. The only way to reverse the affects of the successful Bio-Cycles is to get them reversed using the Bio-Reversal feat (new feat described in Chapter 3) or class ability offered by the Life Protector prestige class.

Hit Dice: Per chosen class (Example d8 for cleric, d6 for rogue).

Requirements

To qualify to become a Legacy Synpiot, a character must fulfill the following criteria.

- **Race:** Any.
- **Class:** At least one level in any class. This is the chosen class that is used to reference skill points, hit dice, saving throws and proficiencies. If a character has multiple classes, the character must state upon attaining one level in Legacy Synpiot what class he is deriving his abilities from.
- **Alignment:** Any Non-good

Class Skills

The Legacy Synpiot Class skills (and key ability for each skill) are as follows: Any class skills from the chosen class that the Synpiot is using as a basis for advancement. If a Synpiot is multi-classed then he must pick the class that he chooses to advance as a synpiot.

Example: A level 1 elf/bard character is captured by the VOID, the VOID start the conversion process by performing the Bio-Cycle injections. Upon attaining enough experience to reach level 2, the elf must go to a Bio-Research Center or stationary facility and receive the second Bio-Cycle injection. If the elf succeeds in his will and fort saving throws (See Sidebar: Creation of a VOID), he

advances a level in Legacy Synpiot, has the class skills of a bard, and receives the skill points as per a bard.

Example: A level 2 Elf multi-classed as a 1 fighter/ 1 Wizard gets captured and is advanced as a Legacy Synpiot. He would have to decide which class is his chosen class, either fighter or Wizard, and all of his class skills and skill points are derived from that chosen class.

Bonus skills: The Legacy Synpiot has the following bonus class skills: Acrobatics (Dex), Intimidate (Cha), and Sense Motive (Wis) and T/Computer (Int).

Skill points per level: As per the chosen class.

Class Features

All of the following are class specific features to the Legacy Synpiot.

Weapon and Armor proficiency: Legacy Synpiot gain no proficiency with weapons, armors, or shields.

Spinal Node: The spinal node is designed as an interface for syntenetics to the host's system. The uses for spinal nodes vary greatly, but the Legacy Synpiot's spinal node taps into the synpiots system so that Dark Jusay can be injected for the Bio-Cycle experiments.

Skill Memory Flash (SMF): This program provides a +5 competence bonus on any one class specific skill the Synpiot has. Since this is software running in the syntech portion of the Synpiot, any electrical damage or EMP attack automatically shuts down the syntenetic and has a chance to corrupt or destroy the software (see syntenetics chapter for more details). On a failed save, the software stops working and reroll a second save for the software. If the second saving throw is failed the software is either damaged or corrupted permanently and the Synpiot no longer receives the bonuses for this software.

T/Computer (DC=damage) can repair the.

TABLE 2-1: VOID LEGACY SYNPIOT

<i>Level Or Bio-Cycle</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Bio-Cycle Rejection Bonus</i>	<i>Special</i>	<i>Spellcasting Advancement</i>
Bio-Cycle I	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+0	Spinal Node	(+)1 lvl of spellcasting class
Bio-Cycle II	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+1	Skill Memory Flash (SMF)	(+)1 lvl of spellcasting class
Bio-Cycle III	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+1	Syntenetic Arm	
Bio-Cycle IV	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+2	Feat Memory Flash (FMF)	(+)1 lvl of spellcasting class
Bio-Cycle V	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+2	Syntenetic Leg	
Bio-Cycle VI	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+3	Grafted Spinal Node	(+)1 lvl of spellcasting class
Bio-Cycle VII	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+3	Protected SMF	(+)1 lvl of spellcasting class
Bio-Cycle VIII	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+4	Arm of the VOID	
Bio-Cycle IX	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+4	R.E.V. face-plate, Protected FMF	(+)1 lvl of spellcasting class
Bio-Cycle X	Chosen Class	Chosen Class	Chosen Class	Chosen Class	+5	Leg of the VOID, VOID race	

damage sustained to the program on the failed save. Generally the corrupted software is just removed (T/Computer DC 15), and reloaded (T/computer DC 20). Only the class skill that was chosen originally can be reprogrammed again. Only a programmer with the same skill that has 5 or more ranks can do this procedure. Backup copies of the SMF can be purchased at the standard price of the Syntenetic program

Syntenetic Arm: The host during Bio-cycle III has his arm removed and replaced with a syntenetic arm. This arm grants the host a +8 bonus to Strength and a -3 bonus to Dexterity. This Strength bonus only applies to Strength checks when using this arm. If a melee weapon is being used in the non-syntenetic arm, use the characters normal Strength score. Two handed weapons would be allowed to use this Strength bonus. This arm is not protected from electricity or EMP attacks and can shutdown on a failed Reflex save. See Syntenetics section for details.

This implant still counts toward the maximum number of implants a character can have (Constitution bonus +1).

Feat Memory Flash (FMF): This software provides the host with one additional feat. The host still has to meet the pre-requisites for the feat before receiving this software. Since this is software running in the syntechn portion of the Synpiot, any electrical damage or EMP attack automatically shuts down the syntenetic and has a chance to corrupt or destroy the software (see syntenetics chapter for more details). On a failed save, the software stops working and reroll a second save for this software. If the second saving throw is failed the software is either damaged or corrupted permanently and the Synpiot no longer receives the bonuses for this software. The software has to be removed (T/Computer DC 15) and new software reloaded (T/Computer DC equal to create DC in syntenetics section). The programmer must have the feat to write the software or it can

be purchased if you can find it. See syntenetics chapter for details.

Syntenetic Leg: The host during Bio-cycle V has his leg removed and replaced with a syntenetic leg. This leg is always placed on the same side of the body that the syntenetic arm is on. The syntenetic leg gives the synpiot a +5 bonus to his base land speed, and adds a +2 competence bonus to acrobatics and swim checks. This leg is not protected from electricity or EMP attacks and can shut down permanently on a failed Reflex save. See Syntenetics section for details.

This implant still counts toward the maximum number of implants a character can have (Constitution bonus +1).

Grafted Spinal Node: This functions exactly like the spinal node except for this is an advanced syntenetic. EMP and electricity only affect this syntenetic if the host fails their Reflex save. Advanced syntenetics do not count towards the maximum amount of allowed syntenetics.

Protected SMF: This functions exactly like the SMF except for this is a protected program. EMP and electricity only affect this program if the host fails their Reflex save. Protected programs are not physical syntenetics so they do not count towards the maximum amount of allowed syntenetics.

Arm of the VOID: This arm functions just like the syntenetic arm, except that the -3 Dexterity bonus is removed. The Arm of the VOID is an advanced syntenetic device and does not count towards the maximum amount of attachments you can have installed at any one time. EMP and electricity only affect this syntenetic if the host fails their Reflex save. The forearm section can be removed from this arm to install other syntenetics such as weapons. Unless otherwise stated in the descriptions, any syntenetics installed in the forearm portion of the Arm of the VOID are not advanced versions so they will count

towards the total amount of syntenetics a host can hold.

R.E.V. syntenetic face-plate with

Protected FMF: This faceplate is a combination of eye syntenetics and a Protected Feat Memory Flash. The R.E.V. grants the VOID the ability to detect the different intensities of heat within 60 feet (infrared). When activated the syntenetic glows red. See page Syntenetics chapter for more details on the R.E.V. syntenetic visual node.

Protected FMF: This functions exactly like the SMF's except for this is a protected program. EMP and electricity only affect this program if the host fails their Reflex save. Protected programs are not physical syntenetics so they do not count towards the maximum amount of allowed syntenetics.

Leg of the VOID: The Leg of the VOID is similar to a syntenetic leg except that the base land movement speed of the host is +10 feet instead of +5. Additionally, acrobatics and swim checks are at a +5. EMP and electricity only affect this syntenetic if the host fails their Reflex save. Advanced syntenetics do not count towards the maximum amount of allowed syntenetics.

VOID Race: If the host makes its saving throws and completes Bio-Cycle X, then the host dies and picks up the undead, negative energy and syntechnical templates. All knowledge, previous skills, feats and other abilities are maintained. The race of the synpiot becomes VOID.

Chosen Class: At 1st level one of the characters previous classes are chosen. This class becomes the synpiot's chosen class. Each time the Legacy Synpiot advances in level, his skill points, hit dice, base attack bonus, and saving throws advance as if he was gaining another level in his chosen class. The synpiot does not receive any of the benefits or special abilities from his chosen class (Example-additional sneak attack dice

for rogue, or increased base movement speed for monk).

Spellcasting Advancement: If the synpiot chosen class is a spellcaster class, then the synpiot would receive new spells according to the spellcasting level advancement on the chart. This level advancement is only for determining new spells learned, spells per day, caster level checks, and spells known. Any benefits or special abilities that would normally be gained by the chosen class do not apply to the synpiot.

Bio-Cycle Rejection Bonus: Each time the Legacy Synpiot advances a level the next Bio-cycle is performed. With each Dark Jusay injection the synpiot runs the risk of suffering from the effects of the crystals' potent toxins (Will save DC 15) and his body may also reject the attachments and the injections (fort save DC 15). This saving throw bonus increases as the synpiot advances in level and becomes more resistant to the debilitating effects of the Dark Jusay liquid. These bonuses apply only to the saving throws for the Bio-Cycle injections.

Becoming a VOID

The goal of the VOID is to use the Legacy Synpiot and Bio-Cycles to filter out the unqualified hosts so that only the strong synpiots attain the VOID race. At any time the Fortitude saving throw is failed during a Bio-Cycle, the host's body rejects the experiments and the class will no longer be able to advance as a Legacy Synpiot. Only powerful extreme measures could change this, such as a *wish* spell. It is possible to advance as a Legacy Synpiot in a facility that is not VOID controlled, but these rebel facilities are highly illegal in Mandorian controlled space. These facilities are constantly searched for by the VOID to either regain control of them or to destroy them.

Uncontrolled experiments in Bio-Cycles could be achieved by a research facility of TL12 or better, but the synpiot would not

receive their Bio-Cycle rejection bonus to their saving throws. This is due to the foreign nature of the experiments and possible faulty or miscalculated equipment and experiments.

Life Protector

The Felonians generally stray away from the politics of the other races in the Dredan realm. However, there are a few Felonians that have adventured outside of their peaceful and secluded system to join in the fight against the evil that plagues the realm. These special Felonians have at some point in time encountered the evil VOID race and recognized them for what they are; abominations to life and everything that good represents. These good aligned beings have joined in the fight against evil and are usually found adventuring with humans or Mandorians seeking out the destruction of the VOID race.

Using their god and their natural talent with positive energy, the Life Protectors wield divine and positive energy in union to battle undead and negative energy based creatures. Life Protectors are devoted priests that can be found amidst the heavy battles against the VOID, healing and helping with their divine powers.

The true goal of the Life Protector is to re-establish the link of the living saving the souls of those that have been captured and converted into the undead monstrosities known as the VOID. Few priests and healers know what exactly the Life Protectors do to counter the experiments of the VOID. Scientists can only speculate that these powerful divine outsiders wield positive energy directly from them and channel it into the dead bodies they revive. An enemy to the VOID, the Life Protectors can be found capturing VOID forces and reversing the Bio-Cycles granting life to the previously undead creature. These powerful Felonians have been enlisted by the Mandorians to recover fallen heroes from the VOID control.

With the expansion of the Mandorian Empire, many other races have picked up the struggle against the VOID and some have learned the way of the Life Protector.

Hit Die: d8

Requirements

To qualify to become a Life Protector a character must fulfill the following criteria:

- Skills: Knowledge (religion) 10 ranks, Heal (Wis) 10 Ranks.
- Feats: None.

- Spells: Able to cast 5th level divine spells and access to the Positive domain.
- Alignment: Any good.
- Deity: Lux-Lucis.

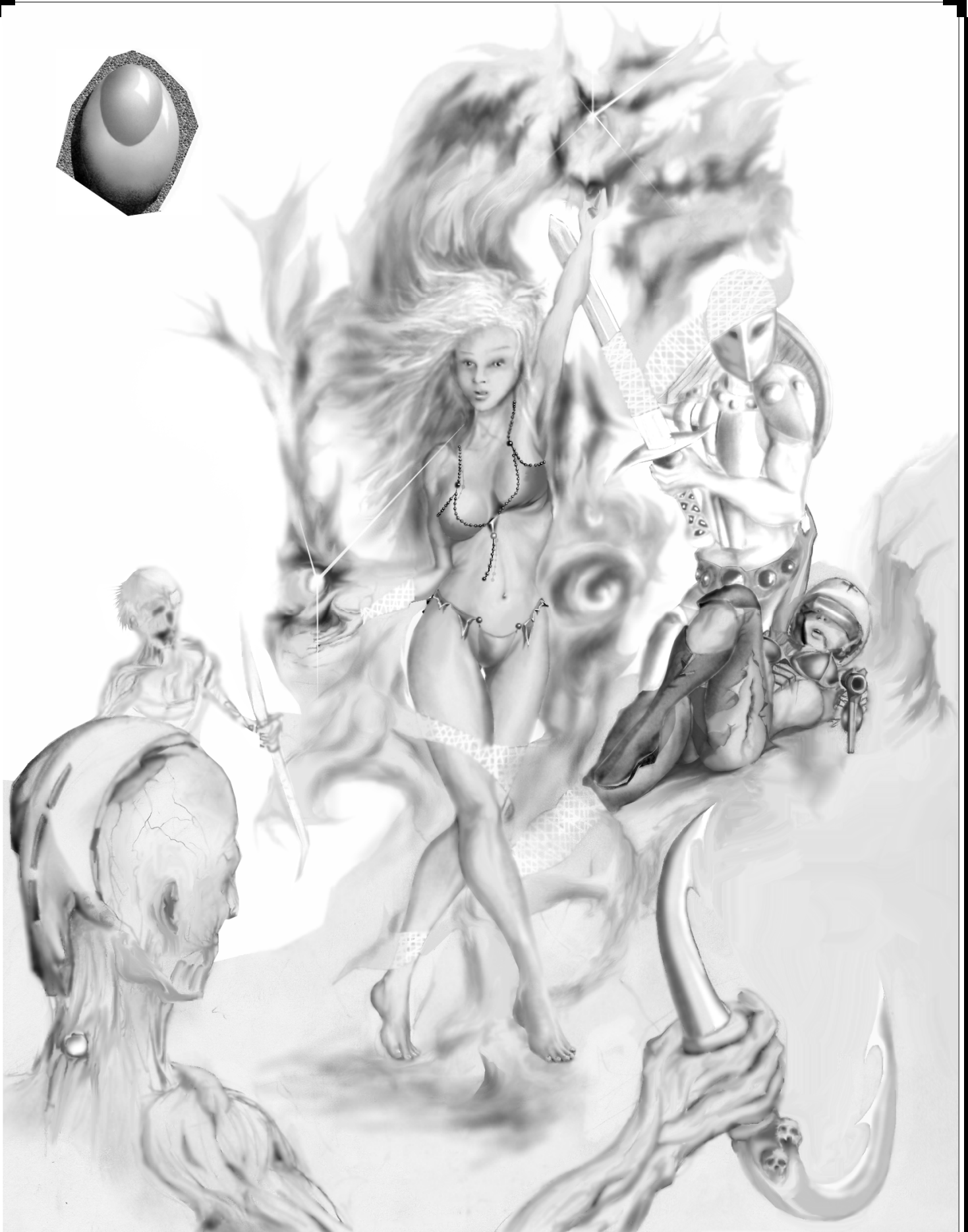
Class Skills

The Life Protector's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcane), Knowledge (Planar) (Int), Knowledge (Religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill points per level: 2+ Int modifier.

TABLE 2-2: LIFE PROTECTOR

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>	<i>Spells per Day</i>
1 st	+0	+2	+0	+2	Positive aura, <i>detect undead</i> ,	+1 level of existing divine spellcasting class
2 nd	+1	+3	+0	+3	Bio-Reversal , bonus domain (Good or Healing)	+1 level of existing divine spellcasting class
3 rd	+1	+3	+1	+3	<i>Death ward</i> 1/day	+1 level of existing divine spellcasting class
4 th	+2	+4	+1	+4	Life protection 1/day	+1 level of existing divine spellcasting class
5 th	+2	+4	+1	+4	Improved bio-reversal	+1 level of existing divine spellcasting class
6 th	+3	+5	+2	+5	<i>Death ward</i> 2/day	+1 level of existing divine spellcasting class
7 th	+3	+5	+2	+5	Improved life protection 1/day	+1 level of existing divine spellcasting class
8 th	+4	+6	+2	+6	Superior bio-reversal	+1 level of existing divine spellcasting class
9 th	+4	+6	+3	+6	<i>Death ward, mass</i> 1/day	+1 level of existing divine spellcasting class
10 th	+5	+7	+3	+7	Positive energy subtype, Improved life protection 2/day	+1 level of existing divine spellcasting class



Class Features

Spells: Life Protectors receive spells similar to the Pathfinder Roleplaying Game divine spellcasting classes. To cast a spell the protector must have a Wisdom score of at least 10 + the spell's level. The Life Protector's spells are based on Wisdom. The saving throw versus a Life Protector's spell is equal to 10 + spell level + the Life Protector's Wisdom modifier. The Life Protector casts spells as a cleric and can swap out any of her prepared spells to spontaneously cast a spell from the Positive domain.

Positive aura (Ex): The power of the Life Protector's positive aura is equal to his character level. (See *detect energy* spell in Chapter 6 of this book).

Detect Undead (Sp): At 1st level, the Life Protector can *detect undead* at will as a cleric of a level equal to his total levels as a divine spellcaster.

Bio-Reversal (Su): At 2nd level, the Life Protector receives Bio-Reversal as a bonus feat. See Chapter 3 for the description of this feat.

Bonus Domain (Good or Healing): At 2nd level, the Life Protector receives either the Good or Healing domain as a bonus domain, and has access to the granted powers and spells from the chosen domain.

Improved Bio-Reversal (Su): At 5th level, the Life Protector receives Improved Bio-Reversal as a bonus feat. This feat supersedes the Bio-Reversal feat acquired at 2nd level. See Chapter 3 for the description of this feat.

Superior Bio-Reversal (Su): At 8th level, the Life Protector receives Superior Bio-Reversal as a bonus feat. This feat supersedes the Improved Bio-Reversal feat acquired at 5th level. See Chapter 3 for the description of this feat.

Death Ward (Sp): Beginning at 3rd level, the Life Protector receives the spell-like ability of *death ward* as per the spell 1/day. At 6th level the Life Protector's daily usage

increases to 2/day. At 9th level the Life Protector acquires the spell-like ability of *death ward, mass* 1/day. This allows the Life Protector to grant the spell *death ward* to one host/level of Life Protector, no two of which can be more than 30' apart and this ability is instantaneous.

Life Protection (Su): At 4th level, the Life Protector is able to save any one living creature by touching their form and their size does not matter. When invoking life protection the target creature touched and the Life Protector shift into an extra-dimensional pocket from the positive energy plane that has the major positive-dominant energy trait. Invoking Life Protection is a full round action. Spells that prevent dimensional travel can prevent this ability from being activated (*dimensional anchor, dimensional lock*). Immediately upon entry into the extra-dimensional pocket the Life Protector and target must make a Fortitude saving throw (DC15) or be blinded for d10 rounds. Positive energy subtypes are immune to the traits of the positive energy plane so they are unaffected by the extra-dimensional pocket. All creatures in the pocket not immune to the effects of positive energy gain fast healing 5 (Ex) until they leave the pocket. If a creature is at their maximum hit points then they gain 5 temporary hit points per round. Each round that they exceed their maximum hit points they must make a Fortitude saving throw (DC20) or die being consumed by raw positive energy. These temporary hit points disperse 1d20 rounds after leaving the extra-dimensional pocket.

The target creature can resist the effect of the life protection by making a successful Will saving throw where the save DC = 10 + Life Protector's level + Life Protector's Wis modifier. The Life Protector can maintain this effect by concentrating up to 1 round/lvl of the Life Protector. If the Life Protector

performs any other action besides concentrating she must make a spellcraft check DC 20 to maintain the ability and perform the desired action. A failed spellcraft check dumps the Life Protector and creature back on the material plane in the exact same spot they were in when she originally invoked life protection.

While under life protection the Life Protector may cast any spell (spellcraft check DC 15+ level of spell) that has the good, healing or positive descriptors. All spells with the positive or healing descriptor are automatically maximized while in the extra-dimensional pocket.

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

Improved Life Protection (Su): As per Life Protection except for the material components are no longer needed to use this ability.

Positive Energy Subtype: At 10th level the Life Protector has attuned her body to positive energy so much her physical form inherits the positive energy subtype.

+1 Level of Existing Divine Spellcasting Class: Each time a Life Protector gains a level, the character gains new spells per day just as if she gained a level before obtaining the prestige class. However, this spell advancement does not count towards abilities that would be granted by adding a class level. These levels are used only to determine spells per day, bonus spells and caster level.

Mandorian VOID Hunter

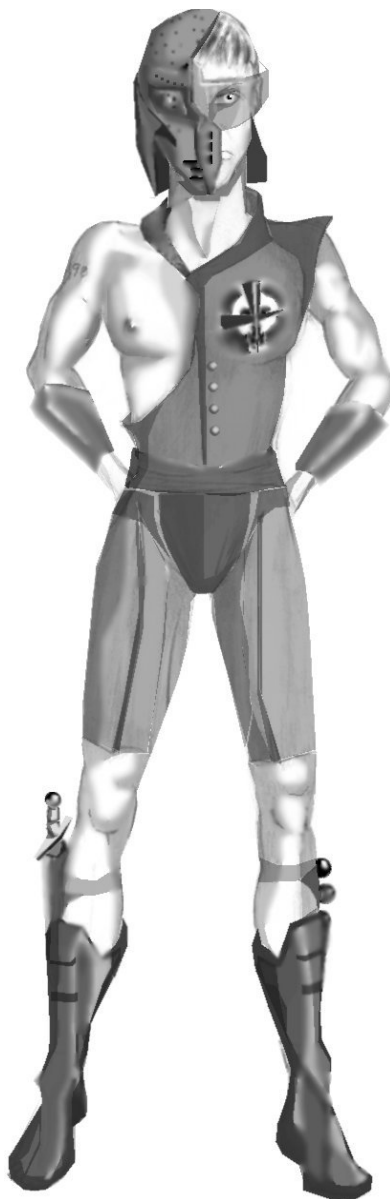
The Mandorian VOID Hunters were created to help remote outposts defend against the onslaught of the VOID Empire. At first, Mandor was unconcerned with the constant troubles of their remote outposts. Mandor became concerned once a few of their outposts were taken over and the Bio-

TABLE 2-3: MANDORIAN VOID HUNTER

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1 st	+1	+2	+0	+0	VOID Hunter vehicle, auto destruct
2 nd	+2	+3	+0	+0	Vehicle evasion
3 rd	+3	+3	+1	+1	Ranged targeting +1
4 th	+4	+4	+1	+1	Skill focus (Drive)
5 th	+5	+4	+1	+1	Ranged Targeting +2
6 th	+6	+5	+2	+2	Skill focus (Jump)
7 th	+7	+5	+2	+2	Ranged Targeting +3
8 th	+8	+6	+2	+2	Skill focus (Gunnery)
9 th	+9	+6	+3	+3	Ranged targeting +4
10 th	+10	+7	+3	+3	Improved vehicle evasion

Research Centers surfaced on their planets. To the surprise of the Mandorian forces, once they tried to take back these remote outposts that the VOID technology was more advanced than once suspected. The VOID armies were led by heavily armored two-legged vehicles controlled by VOID Crommandants. These VOID forces eradicated everything trying to take back their remote outposts. The VOID two-legged vehicles were almost exact duplicates of the earlier Mandorian two-legged vehicles. The Mandorians were forced to create VOID Hunters with superb technology and started an elite force of pilots to turn the tide of battle against the undead forces. The VOID Hunter vehicles and their pilots lead the Mandorian forces against the Crommandants.

Each VOID Hunter is fitted with a self-destruct system in case of capture so that the VOID cannot steal this cutting edge technology. Mandor would rather take the loss of a VOID Hunter rather than let them fall into the hands of their undead enemies. The self-destruct sequence of a VOID Hunter itself can turn the tide of battle against the VOID forces. The Mandorians overcharge the Jusay powered two-legged vehicle until the crystals actually explode in a violent positive energy blast. This tactic alone has been known to decimate even the



Crommandants and their two-legged vehicles if they are close enough to get hit with this blast.

Hit Die: d10.

Requirements

To qualify to become a VOID Hunter a character must fulfill the following criteria.

- Race: Mandorian or BLU.
- Class: Any military or member that has access to military equipment.
- Skills: Driving (Dex) 7 ranks, Gunnery (Wis) 7 ranks, Perception (Wis) 5 ranks and Acrobatics (Dex) 5 ranks.
 - Feats: Vessel (ground/walker) (T20).
 - Ability: Dex 18.
 - Alignment: Any non-evil.
 - Base attack bonus: +7.
 - Tech Level: Mandorian controlled planet tech level 15.

Class Skills

The VOID Hunter Class skills (and key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Driving (Dex), Gunnery (Wis), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Pilot (Int/Dex), Ride (Dex), Survival (Wis), and Swim (Dex), and all Technical [cascade].

Skill points per level: 2+ Int modifier.

Class Features

All of the following are class specific features to the VOID Hunter.

Weapon and Armor Proficiency:

VOID Hunters gain no proficiency with any weapons or armor.

VOID Hunter Two-legged Vehicle:

At 1st level the VOID Hunter receives the Huge VOID Hunter two-legged vehicle for free and is instructed on how activate the auto destruct sequence. This is granted only at 1st level and if the two-

legged vehicle is destroyed, then the pilot has to purchase any additional equipment and or a new two-legged vehicle.

Auto Destruct: At 1st level when the pilot receives his VOID Hunter two-legged vehicle, his Spinal Node implant is scribed with a unique encrypted auto destruct code. The auto destruct sequence can be only activated by the specific Spinal Node implant that matches the code implanted in the two-legged vehicle's computer system. Upon activating the sequence (Pilot check DC 15), the VOID Hunter's vehicle explodes in a 100' radius dealing 1d6 damage per hit die of the two-legged vehicle. Half of this energy is positive energy from the exploding crystals; the other half can be considered raw energy. The pilot can set up the auto destruct sequence to delay equal to the number of rounds equal to 1 + his Int modifier (Minimum of 1).

Vehicle Evasion (Ex): At 2nd level the VOID Hunter receives the Vehicle Evasion feat for free. Once per round a VOID Hunter can make a Drive, Pilot, or Acrobatics check to lessen the damage dealt by a successful attack against his two-legged vehicle. If the check result exceeds the damage roll, the damage is reduced by half (Round fractions down, minimum of 1 point of damage).

Skill Focus (Drive): At 4th level the VOID Hunter receives the Skill Focus (Drive/Pilot) feat for free.

Skill Focus (Jump): At 6th level the VOID Hunter receives the Skill Focus (Acrobatics) feat for free. This tactic is used often by the two-legged vehicles to land on their targets, including other vehicles.

Skill Focus (Gunnery): At 8th level the VOID Hunter receives the Skill Focus (Gunnery) feat for free.

Ranged Targeting: At 3rd level and every two levels after, the VOID Hunter receives a +1 bonus to hit with any ranged weapon. (3rd level +1, 5th level +2, 7th level +3 and 9th

level +4). This bonus applies to vehicle weapons only.

Improved Vehicle Evasion (Ex): At 10th level, the VOID Hunter Evasion ability improves. A successful Drive, Pilot or Acrobatics check negates all damage dealt by the attack. This feat can be used only to negate one attack per round.

VOID Creature Reaver

The VOID Creature Reaver was developed by Krondemek-Dredan out of necessity once he came to the Dredan realm. After destroying all of the life on VOID I, Krondemek began expanding his control to the neighboring systems. On one of the larger planets in a system close to VOID I, Krondemek found a highly rich jungle environment that was exploding with life forms. Expeditions were sent to the planet to explore the surface and many of his scout teams never returned. One of these expeditions included a scout team with one of his Crommandant lieutenants. Surprised by the power of the mundane animals that infested this planet, Krondemek developed a few specific VOID lieutenants to capture and adapt these dangerous animals to his service. The lieutenants were highly successful in their endeavors creating animal syntechs that would follow their reaver masters.

Krondemek decided to include at least one Creature Reaver in each of his scout teams on future planetary conquests.

Creature Reavers are considered a bane to nature because they pervert the true animal form and corrupt those forms into undead monstrosities commanding them serve their own dark wills. Many reavers have abandoned their standard forms of armored travel for a more mundane form of transportation, riding their creatures as mounts. All Creature Reavers are specially picked by Dredan-Knights or Krondemek himself, and are tasked with the operation of the remote Bio-Cycle research facilities.

TABLE 2-4: VOID CREATURE REAVER

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Craft Bonus</i>	<i>Repair Bonus</i>	<i>Special</i>
1 st	+0	+0	+0	+2	+1	+0	Create Undead Subtype, Control Undead 2xHD
2 nd	+1	+0	+0	+3	+2	+0	Install Syntenetics, Repair Syntenetics
3 rd	+1	+1	+1	+3	+3	+1	Create Syntenetics, <i>Inflct light wounds</i>
4 th	+2	+1	+1	+4	+4	+1	1 st Favored Creature
5 th	+2	+1	+1	+4	+5	+2	<i>Inflct light or moderate wounds</i>
6 th	+3	+2	+2	+5	+6	+2	2 nd Favored Creature
7 th	+3	+2	+2	+5	+7	+3	<i>Inflct light, moderate, or serious wounds</i>
8 th	+4	+2	+2	+6	+8	+3	3 rd Favored Creature
9 th	+4	+3	+3	+6	+9	+4	<i>Inflct light, moderate, serious, or critical wounds</i>
10 th	+5	+3	+3	+7	+10	+4	Control Undead 4xHD

Krondemek and his Dredan-Knights have found that druids and rangers from these wild planets adapt to their purposes the best for handling these wild beasts. The Bio-cycles aren't necessarily followed when it comes to implanting the animals. The Creature Reaver is familiar with an animal's anatomy much like a surgeon is familiar with the human anatomy. Using their knowledge of implants and knowing the amount of implants each animal can withstand, the reavers outfit their creations with all sorts of weapons, advanced limbs, claws, teeth and anything that can give their creations an edge in battle. A reaver's goal is to turn their animal slaves into the most loyal followers;

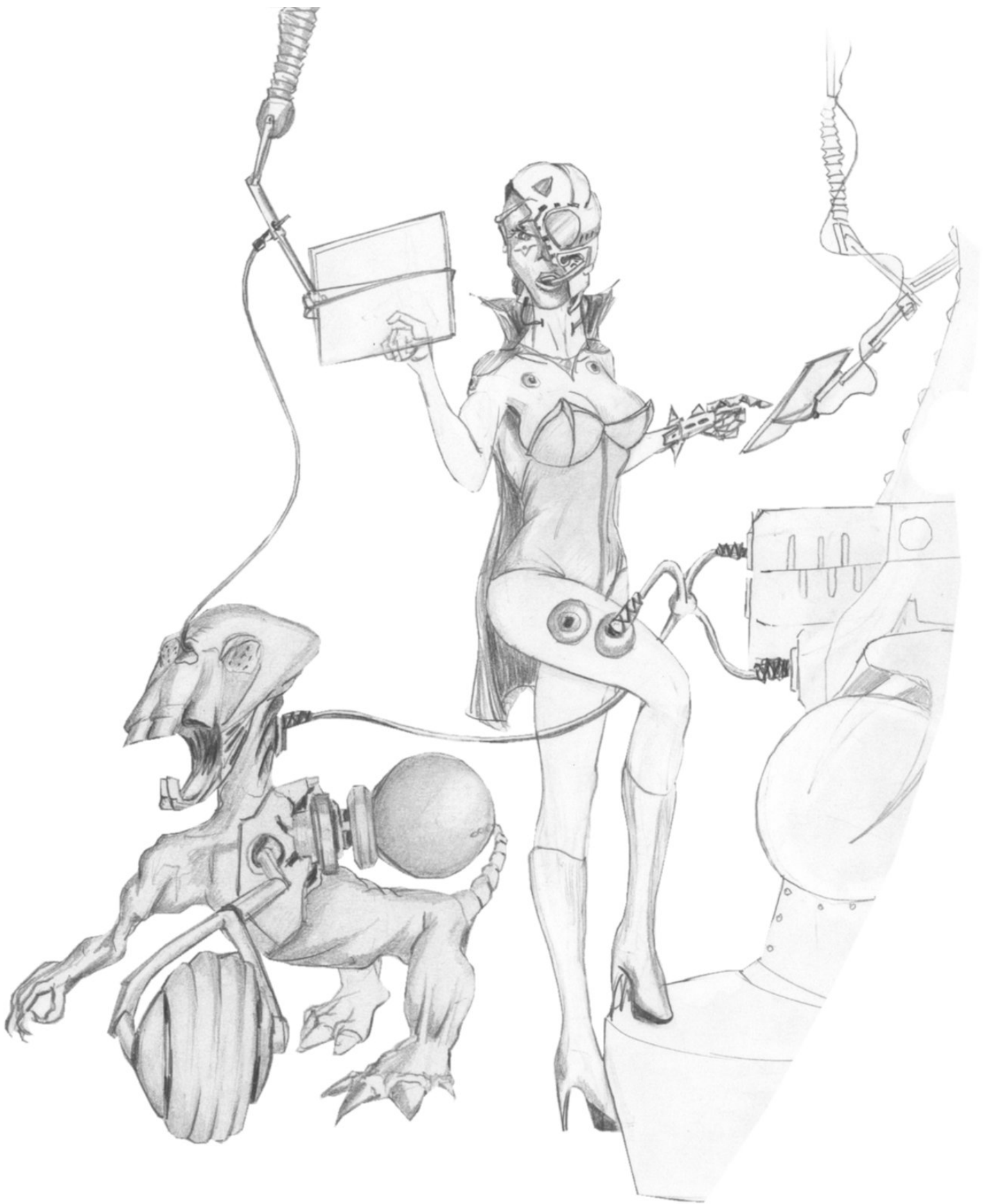
undead. Be wary if you run across a Creature Reaver, his pet may be stalking you...

Hit Die: d12.

Requirements

To qualify to become a Creature Reaver a character must fulfill the following criteria.

- Race: VOID.
- Class: 10 levels in Legacy Synpiot.
- Skills: 11 ranks in Handle Animal, and 11 ranks in heal or T/Medical.
- Ability: Wild Empathy or Animal Empathy (T20).
- Ability: Int or Wis 13+
- Alignment: Any Non-good



Class Skills

The Creature Reaver Class skills (and key ability for each skill) are Craft Electrical (Int), Craft Mechanical (Int), Craft Robotics (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature)(Int), Perception (Wis), Profession (Wis), P/Hunting (Wis) Ride (Dex), Spellcraft (Int), Survival (Wis), T/Medical (Int) (T20), T/Mechanical (T20), T/Electrical (T20), T/Computer (T20) and T/Robotics (T20).

Skill points per level: 4+ Int modifier.

Class Features

All of the following are class specific features to the Creature Reaver.

Weapon and Armor Proficiency: Creature Reavers are not proficient with any additional types of weapons or armor.

Create Undead Subtype (Ex): At 1st level the Creature Reaver has the ability to change creatures into undead monstrosities. Similar to the process that the VOID use on humanoids during the Bio-Cycles, the reaver injects its creature with a Dark Jusay syrum equivalent to all 10 of the Bio-Cycles at once. To make the Dark Jusay syrum, the reaver has to have 2,000 gp/cr of Dark Jusay crystals per hit dice of the creature.

Therefore, an 8HD creature would need 16,000 gp/cr of Dark Jusay. See Jusay size categories and classifications in Chapter 4 for the costs associated with each crystal.

The creatures are allowed a Fortitude saving throw (DC10 + hit dice of the creature). The creature has to make its saving throw to be turned undead. The creature acquires the undead template including d12 hit dice. The creature's size remains unchanged and it keeps all of its existing attacks, saving throws, extraordinary and supernatural abilities. However, if the creature had any spells or spell-like abilities, these are lost when the creature turns undead. If the

creature fails its saving throw, then the creature's body rejects the experiments and the creature cannot be turned. The Creature Reaver can apply his base Fortitude save to the creature's saving throw including the +5 bonus he receives for being a 10th level Legacy Synpiot. If the creature fails its save it is not turned undead and is immune to the Bio-cycle treatments and cannot be changed at a later time. The creature becomes immune to negative energy if this happens

Control Undead Creatures 2x/4x (Ex):

The Creature Reaver automatically gains control of any of the undead creatures it has created. This is an extraordinary (Ex) ability granted at 1st level. There is no time limit to the control because the effect is permanent. The Creature Reaver can control a maximum number of creatures equal to 2 times the character's level in hit dice. At 10th level this control is expanded to 4 times the character level in hit dice. The only way a Reaver can attain more creatures is either to gain another level or destroy one of his existing "pets".

Install Syntenetics: At 2nd level the Creature Reaver receives the Install Syntenetics feat for free regardless whether or not he has the prerequisites. If the Creature Reaver does not have a syntenetics kit or access to a laboratory or facility, he cannot install the syntenetics. See Chapter 3: Skills and Feats for details on this feat.

Repair Syntenetics: At 2nd level a Creature Reaver is efficient in repairing syntenetics grafted to the creatures he controls regardless whether or not they have the prerequisites. See Chapter 3: Skills and Feats for details on this feat.

Create Syntenetics: At 3rd level the Creature Reaver receives the Create Syntenetics feat for free, regardless whether or not they have the prerequisites. The Creature Reaver can build syntenetics for any creature he controls as per the details of the feat. See Chapter 3: Skills and Feats for details on this feat.

Inflict Wounds (Sp): Beginning at 3rd level the Creature Reaver is able to channel his negative energy into a target he touches once per day plus his Charisma modifier. At 5th (*inflict moderate wounds*), 7th (*inflict serious wounds*) and 9th (*inflict critical wounds*) levels this ability is upgraded and allows the Creature Reaver to use higher level spells. The Creature Reaver can use any of his spell-like abilities he has access to according to his daily limit. *Example:* A 10th level Creature Reaver with a Charisma bonus of 4 can cast 5 inflict spells per day. He can choose which spell he wants to cast at the time of casting. He could cast one *inflict light wounds* spell and then turn around and cast four *inflict critical wounds* spells.

This ability is a spell-like ability and acts per the appropriate spell's description. The caster level of the inflict spells are equal to the Creature Reaver's level plus his Charisma modifier. The DC of the spells is equal to 10 + the level of spell + the Creature Reaver's Charisma modifier, if he has any. This negative energy channeled into his undead creatures can heal them as per the spells description. The negative energy cannot repair the attachments, only the creature. See the description of the inflict spells on how undead are healed.

Favored Creature (Ex): Creature Reavers at 4th, 6th, and 8th levels choose a creature type that they have encountered as their favored creature. All checks dealing with this creature made by the Creature Reaver are at a +2. This includes craft, install and repair checks. If a class has the hated enemy ability (ranger), these count towards favored creature types for the purpose of the +2 bonus. This is due to increased knowledge of their hated enemy.

VOID Crommandant

The Crommandant is the powerhouse of the VOID army. The Crommandant utilizes its

powerful two-legged vehicles to turn the tides of any battle. The Crommandants are seen as the enforcers and protectors of the VOID Bio-Research facilities.

Standard VOID procedure has at least two Crommandants in their vehicles to clear an area and secure the landing zone for the remote Bio-Research Center. These Crommandants are usually transported to the surface by the VOID "Havoc VVT" starship.

There could be several Bio-Research Facilities throughout a planet in order to maximize a VOID invasion. Crommandants do not command other VOID troops or Legacy Synpiots, they demand respect from the lesser beings due to the sheer power they wield. All Crommandants have their chest syntenetically enhanced with torso plate armor giving them an armor bonus. Krondemek-Dredan personally knows each of his Crommandants and he commands them on rare occasions to strike out on their own and take out strategic targets. The Crommandant's goal is to neutralize any threat in its immediate area starting from the highest threat down. The Crommandant will always ignore troops if there are vehicles in the battlefield unless certain troops have a higher threat factor. Crommandants are highly skilled warriors even out of their vehicles or power armor. A Crommandant is purely a destructive evil force bent on destroying everything living that is standing in the way of the advancement of the VOID Empire. The Spinal Nodes that the Crommandants have is installed with a small device that transmits a code known only to the VOID. This transmitter code can be tracked anywhere by Krondemek-Dredan. Krondemek-Dredan knows when one of his Crommandants is destroyed. There is a 5% chance that anytime a Crommandant is destroyed that Krondemek-Dredan shows up in person to enact devastation on the forces that destroyed



one of his captains. For each Crommandant that is destroyed in a single battle this 5% chance is cumulative. Presently the Mandorians know of only 15 active Remote Bio-Research facilities. Mandorians can only assume that there is only about 30 of these fierce warriors. The true number is only known by Krondemek-Dredan.

Hit Die: D12

Requirements

To qualify to become a Crommandant a character must fulfill the following criteria.

- Race: VOID.
- Class: 10 levels in Legacy Synpiot.
- Skills: No requirement.
- Feats: Vessel (ground/walker) (T20).
- Ability: No requirement.
- Alignment: LE or LN.
- Base attack bonus: No requirement.

Class Skills

The Crommandant Class skills (and key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Driving (Dex), Gunnery (Wis), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Pilot

(Int/Dex), Ride (Dex), Survival (Wis), Swim (Dex), T/Communications (Int)(T20), T/Computer (Int)(T20), T/Electronics (Int)(T20), T/mechanical (Int) (T20), and T/Sensors (Int)(T20).

Skill points per level: 4+ Int modifier

Class Features

All of the following are class specific features to the Crommandant.

Weapon and Armor Proficiency:

Crommandant's gain no proficiency with any weapons or armor.

Torso Upgrade: At 1st level the Crommandant receives chest armor plating granting a natural armor bonus of +5.

Armor Proficiency (Battledress): At 2nd level the Crommandant receives the Armor Proficiency (Battledress) feat for free, regardless whether or not he has met the prerequisites.

Large Two-legged vehicle: At 3rd level the Crommandant receives the large "Holocaust" two-legged vehicle for free. This two-legged vehicle has no equipment or weapons on it. This equipment must be purchased by the Crommandant.

Ranged Targeting: At 3rd level and every

TABLE 2-5: VOID CROMMANDANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Torso upgrade
2 nd	+1	+0	+0	+3	Armor Proficiency Battledress
3 rd	+1	+1	+1	+3	Large two-legged vehicle, Ranged targeting +1,
4 th	+2	+1	+1	+4	Damage Bonus 2x
5 th	+2	+1	+1	+4	
6 th	+3	+2	+2	+5	Ranged Targeting +2
7 th	+3	+2	+2	+5	Damage Bonus 2.5x
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	Ranged Targeting +3
10 th	+5	+3	+3	+7	Damage Bonus 3x

three levels after, the Crommandant receives a +1 bonus to hit with any ranged weapon (3rd level +1, 6th level +2, and 9th level +3). This includes his gunnery skill when using a ranged weapon in his two-legged vehicle.

Damage Bonus: At 4th level and every three levels after, the Crommandant's Strength damage bonus is increased. At 4th level the Strength damage bonus is 200% above normal (x2), at 7th level the Strength damage bonus is 250% above normal (x2.5), and at 10th level the Strength damage bonus is 300% above normal (x3). This damage bonus applies to any damage that utilizes his Strength modifier with his Arm of the VOID syntenetic. If the syntenetics in the Arm of the VOID are not working due to failed electricity save or EMP blast, then this damage bonus does not apply. This damage bonus does not apply to the vehicle appendage damage. The Strength bonus of his vehicle is created and embedded into the appendages of the vehicle and cannot be modified. New appendages may be made

generals and are in charge of the operation of the VOID forces as they expand throughout the realm. Dredan Knights are the bane to everything living. Using their sheer willpower and spell-like abilities these knights can rally VOID forces whenever they are near, covering the living as they approach. Dredan Knights radiate pure evil and follow a strict code set upon them by Krondemek-Dredan. Almost as powerful of a foe in battle as the Crommandant, the Dredan Knights use their spell-like abilities and powers to weaken their foes and strengthen their allies. Many of the Blackguards the VOID have encountered have been destroyed only to be brought back in death to serve as Dredan Knights. The most powerful of these knights have the ability to enslave the wills of the living to their service. This enslavement usually ends up in death only to arise once again as the servitor of the Dredan Knight that destroyed them. Just like the Crommandants, Krondemek-Dredan personally knows each of

TABLE 2-6: CROMMANDANT DAMAGE BONUS

<i>Crommandant Lvl</i>	<i>Weapon Dmg</i>	<i>Strength (18)</i>	<i>Crommandant Damage Bonus</i>	<i>Total</i>
1-3 rd	d6	+4	0	d6+4
4 th	d6	+4	x2	d6+8
7 th	d6	+4	x2.5	d6+10
10 th	d6	+4	x3	d6+12

with higher Strength bonuses or existing appendages can have magical enchantments put on them.

VOID Dredan Knight

The Dredan Knights are the commanders and overseers of the will of Krondemek-Dredan. These knights of the VOID Empire are the

his Dredan Knights and can track them anywhere they go. Upon being chosen to become a Dredan Knight their Spinal Node implant is encoded with the exact same transmitters the Crommandants have. There is a 10% chance each time a Dredan Knight is destroyed that Krondemek-Dredan himself will appear and enter battle to exact revenge upon the forces that destroyed one of his



valued generals. Failure in battle is not an option for the Dredan Knight and they will fight until they are utterly destroyed taking as many foes with them as they can. If they are forced into retreat, it will not be for long, for these undead beings never rest and constantly are looking for more living to enslave into their dark campaign to rule this realm. Krondemek-Dredan has four Dredan Knights as his personal bodyguards and those that have seen him do not stay living for long.

Hit Die: d12.

Requirements

To qualify to become a Dredan Knight a character must fulfill the following criteria.

- Race: VOID.
- Class: 10 levels in Legacy Synpiot.
- Skills: No requirement.
- Feats: No requirement.
- Spells: Ability to cast 1st level divine spells.
- Ability: Charisma 18.
- Alignment: LE.
- Base attack bonus: No requirement.

Class Skills

The Dredan Knight Class skills (and key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Gunnery (Wis), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Perception (Wis), Pilot (Int/Dex), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Dex), and T/medical (Int).

Skill points per level: 4+ Int modifier.

Class Features

All of the following are class specific features to the Dredan Knight.

Spells: The Dredan Knight receives spells as per the Dredan Knight spell list. Any of the spells a Dredan Knight can cast may be used with his Spell Burst Ability. To prepare or cast a spell a Dredan Knight must have Charisma score equal to 10+ the level of the spell. The DC for a saving throw against a Dredan Knight is 10 + the spell level + the Dredan Knights Charisma modifier if he has any. Like other casters, the Dredan Knight can cast only a certain number of spells per day as shown on Table 2-5. In addition the Dredan Knight receives bonus spells per day if he has a high Charisma modifier.

Torso Upgrade: At 1st level the Dredan Knight receives chest armor plating granting a natural armor bonus of +5.

TABLE 2-7: VOID DREDAN KNIGHT

Level	Base attack bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						1 st	2 nd	3 rd	4 th
1 st	+0	+0	+0	+2	Torso upgrade, Negative Aura, <i>Detect Living</i> ¹	0	--	--	--
2 nd	+1	+0	+0	+3	Rebuke Undead	1	--	--	--
3 rd	+1	+1	+1	+3	<i>Dominate Person</i> 1/day	1	0	--	--
4 th	+2	+1	+1	+4	<i>Animate Dead</i> 1/day	1	1	--	--
5 th	+2	+1	+1	+4	<i>Dominate Person</i> 2/day	1	1	0	--
6 th	+3	+2	+2	+5	Aura of the VOID	1	1	1	--
7 th	+3	+2	+2	+5	<i>Dominate Monster</i> 1/day	2	1	1	0
8 th	+4	+2	+2	+6	Spell Burst 1/day 30' radius	2	2	1	1
9 th	+4	+3	+3	+6	<i>Dominate Monster</i> 2/day	2	2	1	1
10 th	+5	+3	+3	+7	Spell Burst 2/day 50' radius	2	2	2	1

Aura of Death (Ex): The power of the Dredan Knight's negative aura is equal to his character level. (See *detect energy* spell in Chapter 6 of this book).

Detect living (Sp): At will the Dredan Knight can detect living creatures as a spell like ability per the *detect living* spell (See *detect living* spell in Chapter 6 of this book).

Rebuke Undead (Su): At 2nd level the Dredan Knight receives the ability to rebuke undead as a cleric a number of times per day equal to 3 + his Charisma modifier.

However, the level of the rebuke is equivalent to the Dredan Knights level.

Dominate Person (Sp): At 3rd level the Dredan Knight is able to use the spell *dominate person* 1/day as a spell-like ability. This ability increases to 2/day at 5th level. Dominated subjects of the Dredan Knight are turned in to the closest Bio-Research Center for conversion.

Animate Dead (Sp): At 4th level the Dredan Knight is able to use the spell *animate dead* 1/day as a spell-like ability. Fallen friends and foes in battle all too often rise to fight with the Dredan Knight again.

Aura of the VOID 30' radius (Ex): At 6th level the Dredan Knight radiates death, this Aura gives all living creatures a -2 modifier to saves, attack and damage rolls. This aura radiates out from the Dredan Knight 30 ft.

Dominate Monster (SP): At 7th level the Dredan Knight is able to use the spell *dominate monster* 1/day as a spell-like ability. At 9th level this ability can be used 2/day. This does not overwrite the dominate person ability, it is added to his daily uses of spell-like abilities.

Spell Burst (SU): At 8th level the Dredan Knight is able to use any of his spells or spell-like abilities as a 30' instantaneous burst effect centered on him 1/day. This burst still subtracts from the daily use of the spell or spell-like ability but this can be done as a standard action. At 10th level the spell burst improves to 50' and he can use it 2/day.

Dredan Knight Spell List

Dredan Knights choose their spells from the following list:

1st Level: *Positive energy ward***, *cause fear*, *corrupt weapon*, *doom*, *inflict light wounds*, *magic weapon*, *summon monster I**.

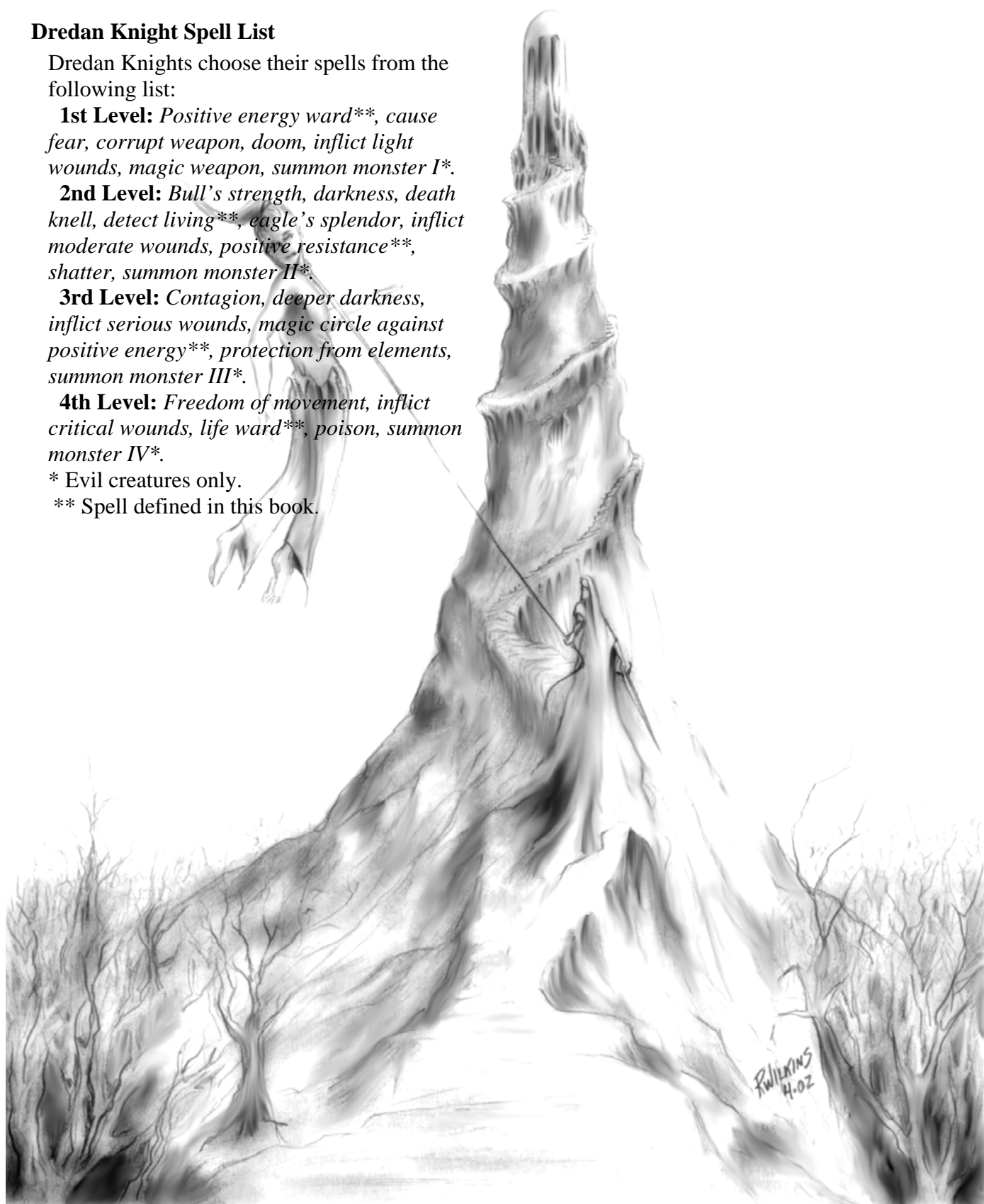
2nd Level: *Bull's strength*, *darkness*, *death knell*, *detect living***, *eagle's splendor*, *inflict moderate wounds*, *positive resistance***, *shatter*, *summon monster II**.

3rd Level: *Contagion*, *deeper darkness*, *inflict serious wounds*, *magic circle against positive energy***, *protection from elements*, *summon monster III**.

4th Level: *Freedom of movement*, *inflict critical wounds*, *life ward***, *poison*, *summon monster IV**.

* Evil creatures only.

** Spell defined in this book.



CHAPTER 3: SKILLS & FEATS

Content Note

All of Chapter 3 is considered Open Content except for all of the feats listed under the heading “New Dredan Feats”. These feats are Product Identity and considered Closed Content

Skills and Feats are the key abilities that define your character. The way Dredan uses skills and feats follows the rules of the The Pathfinder Roleplaying Game. The only thing different in Dredan is you have the mixture of magic, psionic and technology skills and feats. This chapter will discuss how these are adapted so you can use your fantasy character in a high technology environment. All The Pathfinder Roleplaying Game rules apply in Dredan, the only thing that will change is that some skills and feats are the same at high and low tech environments. For references on the basic skills and feats that can be utilized please refer to the following source books:

Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110) and the *T20 Travellers Handbook*. For a listing of skills and at what TL they can be acquired, see Table 3-1 Skills and Technology Levels.

Technology and Skills

Skills are the core abilities that a character possesses and how he interacts with the worlds and the other races within these worlds. Each world has a specific technology level. Some skills may be present in both high and low tech levels, and some skills are only available in worlds that have the technology to support them. A standard fantasy setting world is usually between TL0 and TL3. These worlds utilize iron and science is not as advanced. These worlds

would not have access to technology and they would not understand the use of the equipment from the more advanced worlds. Standard characters fall into this category.

If a character originates from a low technology world and adventures to a world with higher technology, it is possible that this character can learn and become familiar with the higher technology. This is all time-dependant and up to the DM and how he governs his setting. Generally a character's skills and feats are derived from the technology level of the planet they originate from.

Technology Levels (TL) and Skill Equivalents

Table 3-1 is a listing of skills and the minimum technology level that would be required to have access to the skill. The table is broken down into skills and technology levels per the skill. If a skill is available at tech level 1 then you can assume that the same skill is also available at tech level 15. The name of the skill may change just because it is used in conjunction with technology. For instance, the Heal skill is available from the stone ages all the way to tech level 15. The difference in the heal skill at tech level 15 is it uses equipment to improve or assist the Heal skill.

This table also shows skills from higher tech levels and what they are equal to in the fantasy setting. For instance, Heal = T/Medical (T20). A paladin with the Heal skill from a low technology world (TL 0-4) will not be able to take skill points in T/Medical because the T/Medical skill uses equipment and devices that the paladin does not understand. However that paladin would still be able to treat a person in basic first aid, no matter where he is. He just would not be able to use the technologically advanced

TABLE 3-1: SKILLS AND TECHNOLOGY LEVELS

<i>Skill Name</i>	<i>Ability</i>	<i>Armor Check</i>	<i>TL</i>	<i>Untrained</i>	<i>Skill Equivalent</i>
Acrobatics	Dex	Yes	0-15+	Yes	None
Appraise	Int	No	0-15+	Yes	None
Bluff	Cha	No	0-15+	Yes	None
Climb	Str	Yes	0-15+	Yes	None
Craft Robotics ⁴	Int	No	8-15+	No	None
Demolitions	Dex	No	2-15+	No	None
Diplomacy	Cha	No	0-15+	Yes	Liaison
Disable Device ¹	Dex	Yes	0-15+*	No	Technical ¹
Disguise	Cha	No	0-15+	Yes	None
Drive ²	Dex	No	2-15+	Yes	Ride TL 0-3
Entertain	Cha	No	0-15+	Yes	Perform
Escape Artist	Dex	Yes	0-15+	Yes	None
Forgery	Int/Dex	No	0-15+	Yes	None
Gamble	Int	No	0-15+	Yes	None
Gunnery	Dex	No	4-15	No	None
Handle Animal	Cha	No	0-15+	Yes	None
Heal	Wis	No	0-4	Yes	T/Medical TL 5-152
Innuendo	Wis	No	0-15+	No	None
Intimidate	Cha	No	0-15+	Yes	None
Intuit Direction	Wis	No	0-15+	No	None
Knowledge ⁵	Int				
• (Arcane)	Int	No	0-15+	No	None
• (Architecture and Engineering)	Int	No	0-15+	No	None
• (Dungeoneering)	Int	No	0-15+	No	None
• (Geography)	Int	No	0-15+	No	None
• (Geology)	Int	No	0-15+	No	None
• (History)	Int	No	0-15+	No	None
• (Interstellar Law)	Int	No	8-15+	No	None
• (Local)	Int	No	0-15+	No	None
• (Nature)	Int	No	0-15+	No	None
• (Nobility and royalty)	Int	No	0-15+	No	None
• (Religion)	Int	No	0-15+	No	None
• (The Planes)	Int	No	0-15+	No	None
Leader	Int/Cha	No	0-15+	Yes	None
Liaison	Cha	No	0-15+	Yes	Diplomacy
Navigate	Int	No	1-15+	No	None
Perception	Wis	No	0-15+	Yes	None
Perform	Cha	No	0-15+	Yes	Entertain
Pilot	Int/Dex	Yes	5-15+	No	None
Profession	Wis	No	0-15+	No	None
• (Administration)	Wis	No	Per Planet ³	No	None
• (Hunting)	Wis	No	Per Planet ³	No	None

TABLE 3-1: SKILLS AND TECHNOLOGY LEVELS CONT...

<i>Skill Name</i>	<i>Ability</i>	<i>Armor Check</i>	<i>TL</i>	<i>Untrained</i>	<i>Skill Equivalent</i>
• (Journalist)	Wis	No	Per Planet ³	No	None
• (Prospecting)	Wis	No	Per Planet ³	No	None
• (Survey)	Wis	No	Per Planet ³	No	None
Recruit	Int	No	0-15+	Yes	Diplomacy
Ride	Dex	No	0-15+	Yes	Drive TL 2-15 ²
Sense Motive	Wis	No	0-15+	Yes	None
Sleight of Hand	Dex	Yes	0-15+	No	None
Spellcraft	Int	No	0-15+	No	None
Stealth	Dex	Yes	0-15+	Yes	None
Survival	Wis	No	0-15+	Yes	None
Swim	Str	Yes	0-15+	Yes	None
Technical ⁵	Int	No		Yes	
• (Astrogation)	Int	No	8-15+	No	None
• (Communications)	Int	No	4-15+	No	None
• (Computer)	Int	No	5-15+	No	None
• (Electronics)	Int	No	5-15+	No	None
• (Engineering)	Int	No	8-15+	No	None
• (Gravitics)	Int	No	9-15+	No	None
• (Mechanical)	Int	No	4-15+	No	None
• (Medical) ²	Int	No	5-15+	No	Heal TL 0-4
• (Sensors)	Int	No	9-15+	No	None
Technosaavy	Int	No	3-15+	No	None
Trader	Wis	No	0-15+	Yes	None
Use Alien Device	Wis	No	0-15+	No	See description
Use Magic Device	Cha	No	0-15+	No	See description

medical kits. If the Paladin trains in a higher TL world, it is possible that he could become familiar with the medical equipment needed to use the T/Medical skill. As a general rule the paladin would not get his full T/Medical skill bonus until he has at least taken as many skill points in T/Medical to match his Heal skill. Once his ranks in T/Medical equal his

ranks in Heal, both of these skills can be applied for a T/Medical or Heal skill check. By doing this he is familiarizing himself with the equipment and learning how to use it. When the paladin makes a Heal check and adds his T/Medical ranks, he still cannot have skill ranks greater than his character level.

TABLE 3-1: SKILLS AND TECHNOLOGY LEVELS CONT...

Table
Footnotes

Description

- 1 This skill could be used at higher tech levels if the character has an understanding of the device or the appropriate tools to disable a certain type of device. This check is usually done in conjunction with a Technical skill.
- 2 These skills can be used in place of their lower technology counterpart. However to use the higher technology skill a character must have the same amount of skill ranks in the higher technology skill equal to his lower technology skill before applying his higher technology ranks.
- 3 Profession skills can be taken but you cannot have a profession if your planet does not have the technology to support it. Therefore you could take Craft gunsmith from a TL4 planet, but upon adventuring to a TL9 planet you would not automatically be able to make lasers or higher technology weapons. Your Craft skill can only make weapons of your technology level or lower, unless you spend the appropriate amount of time learning the new technology. Talk to your DM about what is required to fulfill this requirement.
- 4 Craft Robotics is a new skill that is based on the existing rules for crafting skill outlined in the *Travellers Handbook*. To create robotic pieces follow these guidelines.
 - A. Consult the chart below for the cost of the item you want to make. It is possible just to purchase the item if you can find it. Generally robotic pieces are fairly easy to locate in higher TL societies.
 - B. If you have access to a laboratory or maintenance shop of at least TL8, the time it takes you to craft the item is decreased by 50%. This can be further reduced to 25% by taking the speed crafting feat detailed in the feats section of this book.
 - C. Use the standard rules for crafting items detailed in the *Travellers Handbook* (T20).

Robotic Item	Cost (cr)	Robotic Item	Cost (cr)
Arm (tiny)	250	Leg (medium)	1,000
Arm (small)	500	Leg (large)	2,000
Arm (medium)	1,000	Leg (huge)	4,000
Arm (large)	2,000	Leg (gargantuan)	8,000
Arm (huge)	4,000	Leg (colossal)	16,000
Arm (gargantuan)	8,000	Communication node	4,000
Arm (colossal)	16,000	Sound sensor	4,000
Face Plate	350	S.P.A.T. whip blade	5,000
Leg (tiny)	250	Visual node	4,000
Leg (small)	500		

- 5 If the character you are using is a Pathfinder Roleplaying Game character and the character does not have an education score use your Intelligence score instead. If you have a T20 character, use your education score.
Characters do not gain the ability to change a skill from cross class to class specific as they go up in technology levels. This table only shows what skills are available at what technology levels.

Cascade Skills

Some skills listed in parenthesis are considered cascade skills. This means that these skills can represent more than one specific field of endeavor. When a cascade skill selected, the character must immediately decide on the specific field of endeavor for that cascade skill. The cascade skill will list one or more example fields of endeavor that may be chosen from, or the character can come up with new cascade skills with the approval of the DM. You cannot take skill points in the general cascade field without selecting a specific field of endeavor. If more than one field is going to be taken, then skill points can be added to that specific field.

Feats

Feats in Dredan are the same as the feats described in the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)* or the *Travellers Handbook (T20)*. However with the mixing of fantasy and Sci-Fi, certain feats may not be available to certain characters that come from technology deprived planets. If a character comes from a TL that is lower than the minimum TL of the feat, that feat may not be taken. If the character adventures to a higher TL planet and learns and understands the technology and environment he will be able to take the feat. Please work with your DM or referee to see what requirements your character would need to meet to be able to understand the technology from a higher TL planet to be able to take a specific feat.

ACQUIRING HIGHER TECH LEVEL FEATS

There are several rules a DM could implement to be able to give players a guideline on how lower tech level characters can learn higher tech level feats. The following rules are just examples to give the DM an idea how to deal with characters in

their world wanting to learn higher tech level feats.

- A character is constantly learning and adventuring and with these adventures he acquires experience points. If a character from a low technology rated world wants to learn how to drive a vehicle, the only way he would be able to learn this is if he has someone to show him how to do it and he was able to practice. Powerful magic could be used to implant that knowledge but wishes can be dangerous. Be careful what you wish for.
- If a character works with a pilot and adventures with this pilot and tells the DM he is sitting with the pilot and asking questions and watching, then that would be considered learning about the feat while adventuring. Eventually the character will get enough experience to level and perhaps be able to choose another feat. This is the time that you have to decide if the character has learned enough to be able to learn the new feat. If it took him a few levels to acquire a feat then that may be sufficient. It all depends on the feat in question. Just because the character has the feat does not mean he is now an expert with technology. Most of the feats work in conjunction with skills. These skills would have a higher technology level then what the character knows.
- Another good way to have a character learn about higher technology is to have the player role-play what he is doing. If the player is able to role-play well enough trying to learn how to do a specific ability then by trial and error he could be allowed to pick up the feat when he is able to choose a new feat. Just because characters are from a lower tech level does not mean they are dumb. Characters are very smart and through pushing buttons, trial and error he would learn

how to make this machine move forward or backward. Don't forget to turn it on!

NEW DREDAN FEATS

Each feat description will be in the following format.

Name: (Feat type)

Description: What the feat does.

Prerequisite: What requirements have to be met in order for a character to purchase the feat. Generally it's ability scores, level requirements, and class/alignment restrictions.

Benefits: What characters receive for purchasing this feat and explanations of how this feat works if purchased multiple times.

Normal: What a character can do that does not have this feat.

Special: Tech level required and any other special circumstances needed.

BIO-REVERSAL (SPECIAL)

You can reverse the effects and damage of the Bio-Cycle experiments.

Prerequisite: Ability to Turn/Rebuke undead or the ability to cast from the positive domain.

Benefit: As a full round action you can spend a turn attempt or use your positive domain ability to reverse the effects of Dark Jusay experimentation and revitalize the body where the negative energy has killed it. The character sacrifices his life force to partially transform one creature touched back from undeath reversing the effects of a Bio-Cycle. This is very costly to the character bestowing a negative level upon himself per Bio-Cycle that is reversed. The character can use this ability even if it would bestow him enough negative levels to kill him. There are no secondary effects with this level loss. No spell like effect or ability can be used to counter the loss of these negative levels, such as *death ward*. These levels can be restored with a *restoration* spell or through natural

healing at the rate of one day per negative level gained.

Depending upon what Bio-Cycle stage the creature is on, is how many levels that would have to be reversed. For example, a 5th level Legacy Synpiot would need 5 levels restored to counteract the Dark Jusay flowing through his body.

Normal undead creatures that are created in some way other than Bio-Cycles are immune to this effect. Only creatures that have acquired the undead template by the Bio-Cycles can be reversed by this feat. Creatures that do not want these Bio-Cycles reversed are allowed a Will saving throw (DC = 10+ cleric level + cleric's Wisdom modifier). The save DC is Charisma-based.

Normal: A character that is being transformed either by the VOID or by another means has no chance of recovering from these experiments. Once all 10 Bio-Cycles are completed the creature/character acquires the undead template. Only powerful magic like *true resurrection*, *miracle*, and *wish* or this feat can recover a life-form that has been transformed by the Bio-Cycles.

Special: Any tech level. Available to Life Protector prestige class or divine classes that meet the pre-requisites.

CREATE SYNTENETICS (ITEM CREATION)

You are well versed in technology and how syntenetics works and can create syntenetics from robotic attachments to be used by characters or syntechns.

Prerequisites: Jusay Geologist, T/Mechanical 5 ranks, T/Electrical 5 ranks, Craft Robotics 5 ranks.

Benefit: A character must have created or purchased a robotic attachment. You must succeed at a T/Mechanical (DC varies depending upon the complexity of the syntenetic) and a T/Electrical check (DC varies depending upon the complexity of the syntenetic) to install the necessary syntenetic

material into the attachment. This allows the syntenetics to adhere to the robotic attachment forming a programmable and learning syntenetic. The time needed to create syntenetics is one day per 1000 cr of the items market price. See Chapter 7: Syntenetics, for creation DC's and prices. Jusay Crystals are the primary supplies needed for the creation of syntenetics and you need half the base price in crystals and 1/25 the base price in experience. This experience loss cannot be negated. Jusay crystals are used for living hosts (i.e. Mandorian and BLU), and Dark Jusay crystals are used for dead hosts (i.e. VOID). If both checks succeed, the syntenetics function properly and can be installed at any time (see the Install Syntenetics feat). If either or both checks fail, then the syntenetic design is flawed. Time spent fixing the design flaw takes 24 hours times the amount failed by the DC check. For example, if a scientist is creating syntenetics with a DC of 20, he would make a T/Mechanical check DC20 and a T/Electrical check DC 20. If he rolls a 17 on the T/Mechanical check and a 21 on the T/Electrical check, he would have to spend 72 hours fixing his design flaw. Once he has spent the allotted time he then can make two brand new checks. If both pass then the syntenetics are created. If a 1 is rolled on either of the checks half of the supplies are destroyed, including the crystals. If he rolls a natural 20 on either of the checks the cost in supplies including the Jusay crystals is halved. Experience point loss does not get reduced, just the actual money and crystals used.

Normal: Without this feat, normal robotic attachments cannot be changed to syntenetics. Robotic attachments need computers or programs to control how they work.

Special: Tech level 12+.

IMPROVED BIO-REVERSAL (SPECIAL)

You can reverse the effects and damage of the Bio-Cycle experiments.

Prerequisite: Bio-Reversal.

Benefits: As Bio-Reversal, except, two Bio-Cycles are reversed and the character only takes one negative level.

Normal: See Bio-Reversal.

Special: Any tech level. Available to Life Protector prestige class or characters that have met the pre-requisites.

IMPROVED VEHICLE EVASION (COMBAT)

You are adept at piloting a two-legged vehicle to avoid damage when being hit.

Prerequisite: Vehicle Evasion.

Benefits: As per Vehicle Evasion, except, a successful Drive, Pilot, or Tumble check negates all damage dealt by the attack. This feat supersedes Vehicle Evasion.

Normal: Without this feat, when hit with damage while piloting a two-legged vehicle there is no chance of avoiding this damage.

Special: Tech level 12+, only works for two-legged vehicles.

INSTALL SYNTENETICS (GENERAL)

You have the ability to install syntenetics without risk of damaging the host or the syntenetic.

TABLE 3-2: INSTALL SYNTENETICS DC MODIFIERS

Type of Install Equipment	DC Modifier with Install Syntenetics Feat	DC Modifier w/o feat
None	Cannot be installed	Cannot be installed
Syntenetics kit	No DC, install automatic	+8
Syntenetics kit with lab/facility	No DC, install automatic	+4

Prerequisites: T/Medical 5 ranks (living host), T/Computer 5 ranks, T/Electronic 5 ranks

Benefits: This feat allows you to install syntenetics without risk of host rejection and or damage to the syntenetics. You can also install syntenetics outside of a laboratory or facility. The time it takes to install syntenetics is 1 hour times the DC listed in the syntenetic's description.

Normal: Syntenetics installed without this feat require a laboratory or facility equipped to handle such technology and a T/Medical (T/Computer for syntenetic programs) check equal to the DC listed in the description of the syntenetic. T/Medical or T/Computer checks are made at a -8 when only using a syntenetics kit, a -4 when in a facility or laboratory and a kit.

The consequences of failure are severe, if your check result fails by 5 or more, the installation or removal of the syntenetic destroys it and the host suffers 1d4 points of ability damage and loss of functionality of the specific portion of the body for 1d4 weeks (Roll randomly which ability is damaged). If the check result fails by 10 or more, the damage is permanent and can not be recoverable. A host who undergoes successful installation of syntenetics loses functionality of the specific portion of the body for 24 hours. Reduce this time by 2 hours for every point above the DC the character achieves. The loss of functionality

can never be reduced below 2 hours in this fashion.

Special: Tech level 12+.

JUSAY GEOLOGIST (GENERAL)

You have studied and are adept on the different types of Jusay Crystals, and their effects. You also know how to mine, transport, store and use them to make items, syntenetic attachments and power sources.

Prerequisite: Int 13+.

Benefits: This feat allows you to mine, cut, and utilize Jusay Crystals for making items, equipment and syntenetics.

Normal: Without this feat any skills or actions working with Jusay Crystals (such as mining or cutting) are at a -4. Creation feats that utilize Jusay crystals, such as create syntenetics, cannot be used.

Special: Tech level 12+.

REPAIR SYNTENETICS (GENERAL)

You are adept at working with Jusay crystals and repair kits allowing you to repair syntenetic attachments.

Prerequisites: Technical/any two 5 ranks, Craft Robotics 5 ranks.

Benefits: Utilizing your knowledge of how syntenetics works, you can repair damaged syntenetics. With a syntenetic tool kit, and the appropriate amount of Jusay crystals, a character can repair a number of hit points to these devices according to his repair check. Roll on the Table 3-3 below to see how much is repaired in one hour. The character can continue to make repair checks every hour until the device is repaired. The character still needs to have the resources available to make the repairs or have means of finding these resources.

Normal: Syntenetics are too advanced to repair with a normal repair check, with one exception; the *repair* spell can fix damaged syntenetics as per the spells description.

Special: Tech level 12+.

TABLE 3-3: REPAIRING SYNTENETICS

<i>Repair Check Result</i>	<i>Damage Repaired</i>
Less than 10	None
11-20	1d6 + Dex modifier
21-30	2d6 + Dex modifier
31+	3d6 + Dex modifier

SPEED CRAFTING (GENERAL)

You are adept at crafting things faster.

Prerequisites: Int 13+, Dex 13+, Craft (any) 5 ranks.

Benefit: This feat cuts down the time of any Craft or Creation feat by 25%. This feat also allows the VOID Creature Reaver to perform his experiments outside of the Bio-Research Centers.

Normal: Without this feat item crafting and creation follows the standard rules.

Special: Tech level any. This feat may be taken multiple times, its effects do not stack, however, each time you take this feat it applies to a new Craft skill or item creation feat.

SUPERIOR BIO-REVERSAL (SPECIAL)

You can reverse the effects and damage of the Bio-Cycle experiments.

Pre-requisites: Bio-Reversal, Improved Bio-Reversal.

Benefits: As per Bio-Reversal, except, four Bio-Cycles are reversed and the character no longer receives negative levels.

Normal: See Bio-Reversal feat

Special: Any Tech Level. Available to Life Protector prestige class or characters that meet the prerequisites.

VEHICLE EVASION (COMBAT)

You are adept at piloting a two-legged vehicle to avoid damage when being hit.

Prerequisite: Vessel (ground/walker) (T20).

Benefits: A successful Drive, Pilot, or Tumble check negates half of the damage dealt by a single attack. If the check result exceeds the damage roll, the damage is reduced by half (Round fractions down, minimum of 1 point of damage). You must state your using this feat when hit before the damage is dealt. This feat is considered a full round action.

Normal: Without this feat, when hit with damage while piloting a two-legged vehicle there is no chance of avoiding this damage.

Special: Tech level 12+, only works for two-legged vehicles.

OPTIONAL RULE

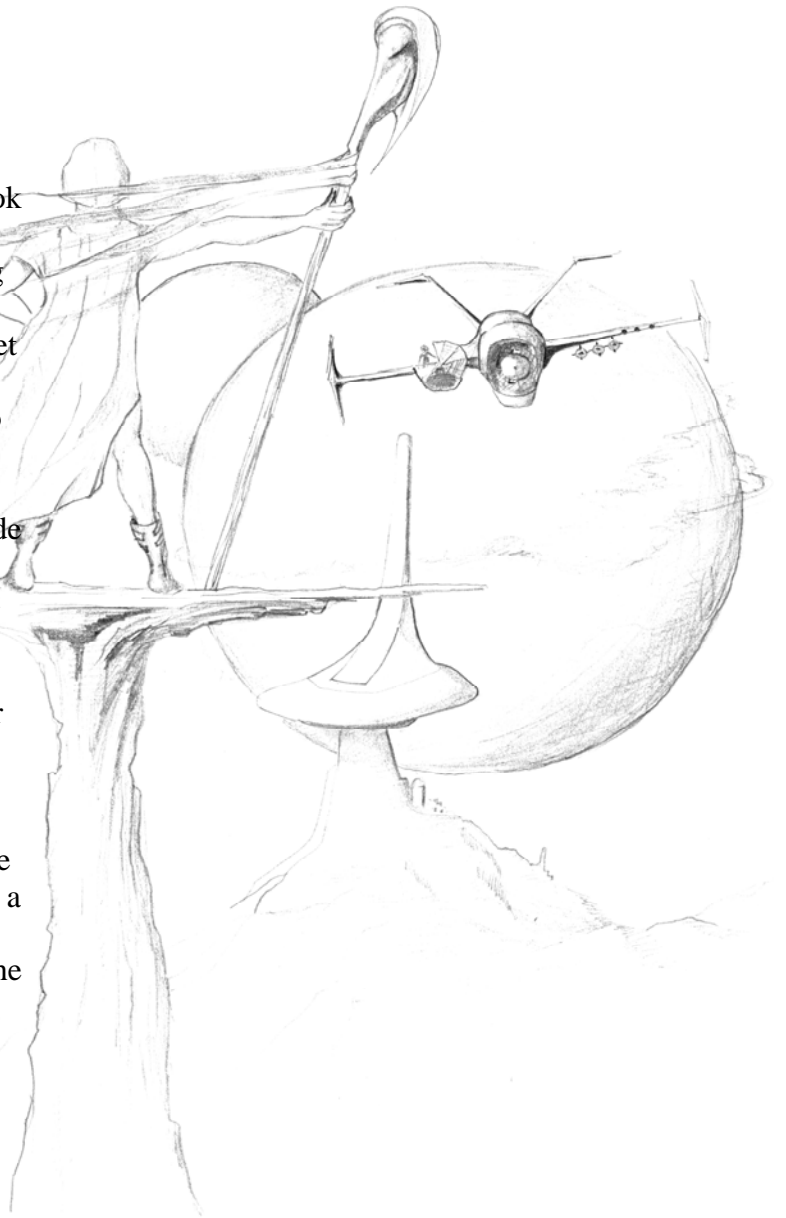
Learning Feats from a higher TL.

When a character comes across a higher TL piece of equipment that requires a feat he does not know, the character must learn that feat. To learn this feat the character must find an instructor, PC or NPC, that has the feat he wishes to learn. After gaining an entire level being instructed, the character then understands how the technology works and if he has a feat available to him he can take the higher TL feat. This rule is designed to balance the game in allowing lower TL characters to use higher technology equipment if they put forth the time and effort.

Example: A character comes from a lower TL planet (0-4) and adventures to Mandor (TL15) and he wants to be able to drive a two-legged vehicle. To drive a two-legged vehicle he has to have the Vessel/Ground/Legged vehicles feat. Coming from a low TL planet the character has no idea even how to begin to drive one of these two-legged vehicles. There is a character in the party that comes from Mandor and can pilot or drive a Vessel/Ground/Legged vehicle. Throughout the campaign the character learns from his friend how the two-legged vehicle works and the controls to operate the vehicle. Upon gaining his next level, even though he comes from a low TL (0-4) he has put enough time and effort into learning the feat from his friend he is able to take the Vessel/Ground/Legged vehicle feat. Upon learning the Vessel feat he is considered to have a class skill in Drive/Vessel/Ground/Legged (walker) of 0. If the character had previous ranks in the ride skill, he can apply his ride skill to the Drive

skill once he takes enough skill points in Drive equal to his current ranks in the ride skill.

Example: A Mandorian mining vessel lands on a remote low TL (0-4) planet to look for Jusay crystals. Jason (PC) has a two-legged vehicle and is in charge of protecting the mining contingent. While protecting the miners he meets Daniel (PC) from this planet who is interested in leaving his home planet and traveling with the miners. Daniel is also interested in driving Jason's two-legged vehicle. Daniel is a Pathfinder Roleplaying Game fighter class that has 4 ranks in the ride skill. Throughout the mining detail Jason teaches Daniel about his two-legged vehicle and running the systems. Before the mining contingent leaves the planet Daniel acquires another level and he is able to select another feat. Since he has earned an entire level and was being instructed in driving the two-legged vehicle he chooses the feat Vessel/Ground/Legged as one of the feats he can learn. Daniel takes the feat and now has a drive skill of 0. Daniel takes his newly earned skill points and puts 4 of them into the drive skill. Since Daniel's drive skill (4 ranks) is equal to his ride skill (4 ranks), he now has effectively 8 ranks in Drive / Vehicle / Ground / legged.



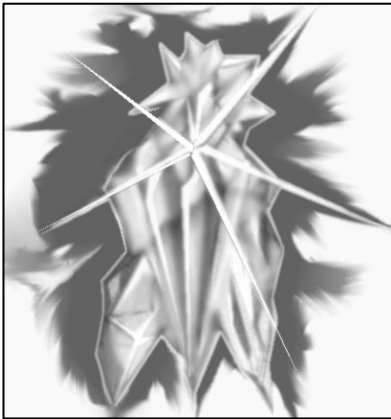
CHAPTER 4: Jusay Crystals

Content Note

Other Power Sources, Tables 4.4 and 4.5 and only those rows of Table 4.6 that do not specify that they relate to Jusay crystals are Open Content.

Everything else related to Jusay crystals is Product Identity and considered Closed Content

Jusay is a crystal that is unique to the realm of Dredan. This crystal is comprised of small crystallized sources of positive material energy. The races of Dredan have discovered that the properties of this crystal are a reliable source of permanent energy. Centuries of



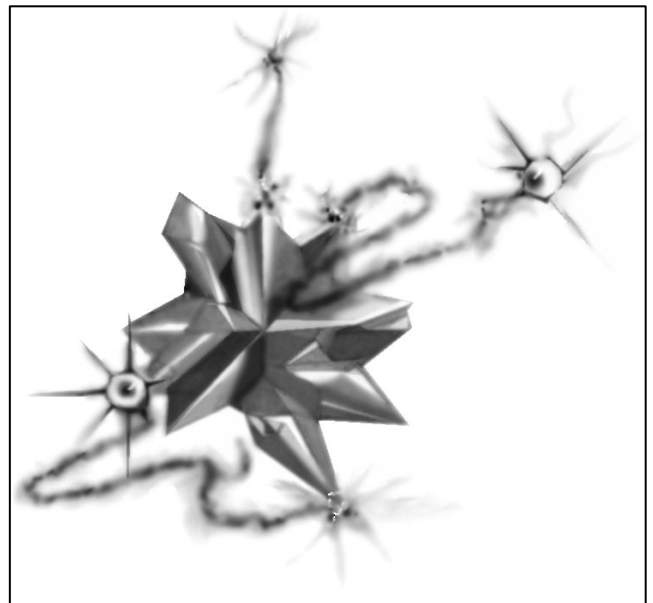
research have brought the Mandorians to the present day where they have created power plants and reactors that harness and control this unlimited source of

power. The crystals can go dormant because of over-extended use, but usually any star ship or weapon has enough crystals to power it for a lifetime. The crystals can be damaged and destroyed like any other crystal, but when exposed to negative energy the reaction is more violent depending upon the amount that was exposed. These crystals power the Mandorian Empire and you will see huge reactors filled with large amounts of these crystals giving them the power source they need.

The Mandorian government places restrictions on the buying and selling of this life sustaining

crystal. Any large amounts of these crystals that are purchased are illegal unless the Mandorian government is notified and a permit is given to have these large quantities. Generally only the starship builders have these types of permits due to the amount of credits it requires to acquire one of these permits. Obtaining large amounts of crystals without a permit is considered illegal. Information regarding locations of large deposits is highly sought after by the government and the Underworld (Dredan black market).

The purity of the Jusay crystal varies with the color. Dead Jusay crystals are black and almost look like their dark counterparts. The purest of the Jusay crystals are perfectly clear and as beautiful as the rarest of diamonds. Jusay can come in all colors and sizes. Pure Jusay crystals refract light in astonishing colors and patterns. Scientists speculate that this is why the Felonians in their true form are hard to look upon. The BLU exist because of the Jusay crystals, and injections of Dark Jusay can destroy their life-force rendering them lifeless like robots.



The Jusay crystals that are used to power two-legged vehicles and star ships are about the size of a bowling ball. Jusay crystals in hand weapons can be as small as a marble. The large reactors used to power the expansive Mandorian cities have tons of Jusay inside them.

Dark Jusay

Dark Jusay was unheard of until the Mandorians came across the VOID race. The VOID used the technology stolen from a remote Mandorian scouting and mining expedition to convert the pure Jusay crystals into a black Dark Jusay crystals. This technology was developed by Krondemek-Dredan. Dark Jusay crystals do not radiate positive energy like their colored cousins, Dark Jusay emit negative energy.

Krondemek-Dredan, by accident, fused negative energy with the Jusay crystals causing a violent reaction. The power of the violent positive and negative energy reaction

was able to take him from the world of the living to a new world, undeath. Krondemek perfected this procedure and uses these Dark Jusay crystals to power his army and expand his empire. All known Dark Jusay come from regular Jusay crystals. It is unknown whether or not there are natural deposits of Dark Jusay. Some speculate that there are entire mountain regions in the Gour hole permeated with nothing but Dark Jusay crystals.

The conversion required to turn Jusay crystals into Dark Jusay crystals is costly because the negative energy combined with the positive energy from the crystals reacts violently. Some evil races buy and sell the Dark Jusay crystals and many others have stolen the research that Krondemek has utilized. Anyone in Mandorian controlled space caught with Dark Jusay is punishable by death. Dark Jusay is considered a perversion of the true source of power.

TABLE 4-1: JUSAY CRYSTAL CLASSIFICATIONS

<i>Crystal Classification</i>	<i>Rarity</i>	<i>Value per cubic inch</i>	<i>Power Ratio (EP/rd/cu. in.)</i>	<i>Radiation damage Rads per cu inch</i>
Class A* (Clear)	100	100,000 gp/cr	16 EP / rd / cu inch	128
Class B (Red)	98-99	50,000 gp/cr	8 EP / rd / cu inch	64
Class C (Orange)	95-97	25,000 gp/cr	4 EP / rd / cu inch	32
Class D (Yellow)	92-94	12,500 Gp/cr	2 EP/ rd / cu inch	16
Class E (Green)	88-91	6,250 gp/cr	1 EP/ rd / cu inch	8
Class F (Blue)	83-87	3,130 gp/cr	.5 EP/ rd / cu inch	4
Class G (Indigo)	77-82	1,560 gp/cr	.25 EP / rd / cu inch	2
Class H (Violet)	1-76	780 gp/cr	.125 EP / rd / cu inch	1

*Class A crystals cannot be used in personal weapons. Personal weapons do not have the ability to hold that much power. Class A crystals have to be installed into powerplants, vehicle weapons, and starships.

TABLE 4-2: RAW JUSAY CRYSTAL RADIATION EFFECTS

Severity	Rads	Jusay Effects¹	Jusay Symptoms	Dark Jusay Effects²	Dark Jusay Symptoms
Mild	1-10	1d6 gain in hit points	Slight glow of the skin	One negative level (Fort DC 21)	Skin color whitens
Moderate	11-50	2d6 gain in Hit points	Nausea and skin temp increase	1d2 negative levels (Fort DC 22)	Shriveling of the skin
Severe	51-100	4d6 gain in Hit points	Sweating and skin burns	1d4 negative levels (Fort DC 24)	Pigment drained, Skin dries and cracks
Extreme	101-500	8d6 gain in Hit points	Severe burning, dangerous skin temp	2d4 negative levels (Fort DC 28)	Destruction of tissue
Lethal	501+	16d6 gain in Hit points	Body consumed with energy	4d4 negative levels (Fort DC 36)	Evaporation of life

¹ Jusay crystals release positive energy, touching this energy can grant temporary hit points to living creatures. If a character's temporary hit point total is higher than their maximum amount of hit points they must make a Fortitude saving throw (DC 20) each round or the body's constitution cannot withstand the pure energy and is destroyed. These temporary hit points drain from the character at a rate of 1d20 rounds from when they were acquired. Undead take damage from positive energy equal to the hit points that would normally be gained.

² Dark Jusay crystals are exactly opposite of Jusay crystals. These crystals radiate strong negative energy also known energy drain. Anytime a living creature touches a Dark Jusay crystal unprotected, the negative energy begins sapping their life-force. The Fortitude base DC is equal to 20+ the maximum number of levels that could be drained (This saving throw applies only to raw crystals, if this radiation is focused in an item, such as a sword or powerplant, then no saving throw is allowed). If at any time a creatures negative levels equal their HD or a character is reduced to 0 levels, the creature dies. Sometimes it is possible they raise once again as undead spawn. The most common undead creature to rise from a creature being drained by energy drain is a wraith. Undead creatures are healed by Dark Jusay at a rate of 1d4x5 hitpoints per level that would have been drained.

Jusay Crystal Attributes

Jusay attributes are the physical characteristics of each crystal. The primary means of telling the difference in crystals is by the color. The primary attribute of the Jusay crystal is its classification. Some of the other attributes is rarity, value per cubic inch, power ratio, and radiation. All Dark Jusay crystals are the same color so it is harder to tell the classification of the crystals without equipment to detect the strength of the negative energy radiating from them.

Jusay Crystal Classifications

Jusay Crystals are not all clear, the clearer the crystal the more it is worth in value. The power output of the pure crystals is far superior to the crystals that have the different shades of color. Jusay crystals cover the entire color spectrum. Please see the Power Ratio column in Table 4-1 to see the maximum power output per crystal classification. All power outputs in the classification list are listed per cubic inch.

Rarity

Rarity is how often a certain classification of crystal is found once a crystal deposit is located. Refer to the rarity column when a crystal deposit is located and roll percentage dice. This percentage is how easy certain classifications of crystals are able to be found. If a 100% is rolled on a percentage dice then the crystal deposit is clear and the crystals are of the highest quality and completely pure. Refer to Table 4-1 for the rarity values.

Value Per Cubic Inch

The value of the Jusay crystals is measured per cubic inch. Find the classification of the crystal and multiply the value in gp/cr times the number of cubic inches. That will give you the base market value of the Jusay crystal. Refer to Table 4-1 for value per/cu. inch.

Power Ratio

This ratio is the maximum amount of power (EP) a crystal can support per cubic inch. This power is fed to the equipment's power supply or power plants and is converted to useable energy which powers the equipment. EP output is still determined by the power plants installed into a vehicle or star ship. But this power ratio is used to determine the maximum EP output the certain classifications of crystal can support.

If your power plants only produce 20 EP per round, you cannot use a larger crystal to make them produce more power; you just have the capability of powering more power plants. Refer to Table 4-1 for the power ratio per cubic inch for each classification of each crystal.

Radiation damage

Since Jusay is used as a fuel source for weapons, equipment and power plants, exposure to these crystals unprotected can cause radiation damage. Living matter

coming in contact with Dark Jusay crystals receive damage as per the radiation factor listed on the crystal quality chart. Undead coming in contact with normal Jusay crystals also receive this radiation damage as per the crystal classification chart. The strength of the radiation is measured in rads per cubic inch. However, undead are immune to the effects of Dark Jusay radiation because undead are immune to non object effecting Fortitude saving throws. The more power a crystal provides, the higher the risk of radiation exposure by physically handling the crystals. Jusay crystals when touched can have dire effects on the unprotected body. The size and classification determines the intensity of the radiation given off by the crystals. Please see Table 4-2: Raw Jusay Crystal Radiation Effects for more information on effects of Jusay crystal radiation exposure.

Example: A Dark Jusay crystal would drain 4d4 negative levels from a living creature, and an undead touched by this crystal regains 4d4x5 temporary hitpoints. Living creatures that lose levels need to refer to the Player's Handbook on restoring negative levels lost. If no healing is attained these negative levels disappear at the rate of 1 per hour.

Utilization of Jusay Power Sources

Jusay crystals are the primary power source for the Dredan realm. Jusay is considered an unlimited power source, but it can still be drained or destroyed due to excess or obsessive usage. Jusay crystals radiate power depending on the classification and volume per cu. inch. The classification and volume of a crystal puts out a set amount of power (EP) per round.

Some equipment can tap into or draw more power from these crystals then the normal EP power output per round. This excessive use can drain the crystals and sometimes destroy them. Excessive power draws from the crystals is not suggested, but is sometimes

used when needed in dire situations. Draining a crystal by using excessive power draws causes the crystal to stop emitting energy and become dormant. The length of time a crystal is dormant is dependent upon its power output. During this dormant period power cannot be drawn from the crystal until it is fully recharged. Jusay crystals that are not damaged will recharge at a rate of 1 hour per EP power output. So a cubic inch of class A Jusay takes 16 hours to recharge. If power is attempted to be taken from the crystal in this dormant period the crystal must make a saving throw or be destroyed causing it to burn up. The saving throw DC is based on the amount of power that was being drawn from the crystal. If a class A Jusay crystal puts out 16 EP/cu. inch, is dormant, and you attempt to draw 16 EP on the next round to fire your weapon the crystal will have to make a DC 16 saving throw or be destroyed. This saving throw is cumulative round by round. Until the crystal is completely recharged, any power drawn from it will require a saving throw. If the saving throw is made, the recharge time is reset because the crystal is dormant again. Please see table 4-3 for Jusay crystal saving throws and recharge

TABLE 4-3: CRYSTAL DRAIN SAVES AND RECHARGE RATE

<i>Crystal Classification</i>	<i>Saving throw bonus</i>	<i>Crystal Recharge Rate</i>
Class A (Clear)	+4/cu. inch	16 hours
Class B (Red)	+2/ cu. inch	8 hours
Class C (Orange)	+1/ cu. inch	4 hours
Class D (Yellow)	no bonus	2 hours
Class E (Green)	no bonus	1 hour
Class F (Blue)	no bonus	30 minutes
Class G (Indigo)	no bonus	15 minutes
Class H (Violet)	no bonus	7.5 minutes

rate.

Example: You have a pistol that fires one shot a round and uses 1 EP per round in power. This pistol has a cubic inch of (Class E) green Jusay for a power source. The first round you fire one shot, and 1 EP of power is

used. This is a normal setting for this crystal, so you can fire the next round at no consequence. The next round you put the pistol on a setting of two to increase your damage. The pistol then draws 2 EP and fires. Since the green Jusay can only provide 1 EP per round you have drained your crystal.

You have two choices the next round, either put the pistol away and let it recharge (1 hour) or over-use the crystal and force it to produce more power. The next round you leave it on a setting of two and fire again. After you fire you must immediately make a saving throw for the crystal. Since you forced the crystal to generate 2 EP's the crystals saving throw DC is 2. You roll a saving throw and add the crystals saving throw bonus (green = no bonus). If you succeed the crystal is still dormant but not destroyed. The next round you fire again on a setting of two. The crystals save DC is cumulative so you add the DC from last round with the EP's used this round (DC 2 + 2 EP's = new save DC of 4). You can keep doing this until you either fail your save or let the crystal recharge for 1 hour.

The recharge rate of the crystal is cumulative just like the save DC. The EP recharge time/save DC continues to cumulate until the crystal is completely recharged. A dormant crystal that puts out 1EP is forced to draw 10EP in the next 5 rounds, the save DC of the crystal is DC10, and until the dormant crystal is charged for 10 hours it will remain dormant. Any additional power draws from this crystal will make the save DC and the recharge time go up.

Jusay Crystal Clusters

Jusay crystals do not have to be of the same classification to power a device. You can throw all different classifications together, add up the total power (EP) output and use them as a cluster. The rules governing Jusay clusters are the same as individual crystals.

Each crystal still puts out its maximum EP rating, but this power can be additive with other crystals to power larger devices.

If your weapon is powered by a cluster rather than a single crystal, and you draw enough power to cause the cluster to go dormant, drawing any more power will force the crystals in the cluster to have to make individual saving throws. If some of the crystals in the cluster fail their save, your overall power output in EP would be reduced because some of the crystals were destroyed. If you destroy more than 50% of your cluster in this fashion, a chain reaction happens and the rest of the cluster is destroyed. Please see

next setting. All of the crystals have been overdrawn and they go dormant. All of the crystals have to make a saving throw for the excess power that was drawn by the weapon.

- The class A crystal expended an extra 16 EP on the second round so its saving throw would be DC 16. The class A crystal receives a +4 bonus to its save. If the saving throw for the class A crystal was successful, it is not destroyed. The crystal is dormant for 16 hours until it can recharge.
- The class B crystal expended an extra 8 EP on the second round so its saving

TABLE 4-4: JUSAY CONVERSION DC'S

<i>Item</i>	<i>Skill</i>	<i>DC</i>	<i>Conversion Price</i>
Standard Power pack (handheld weapons, rifles, and small equipment)	T/Mechanical, T/Electronics	12	1200 gp/cr
Backpack Power pack (handheld weapons, rifles, and small equipment)	T/Mechanical, T/Electronics	15	1500 gp/cr
Vehicle Power-Plant (Vehicle power-plants including vehicle weapons and equipment)	T/Mechanical, T/Electronics, T/Engineering	20	20,000 gp/cr
Standard Power-Plant (facility equipment, like generators, large computers, and self powered turrets.)	T/Mechanical, T/Electronics, T/Engineering	20	200,000 gp/cr
Starship Power-Plant	T/Mechanical, T/Electronics T/Engineering	30	2,700,000 gp/cr

table 4-3 for Jusay crystal saving throws and recharge rate.

Example: You have a vehicle weapon that draws 32 EP/round on a normal setting. The cluster that supplies the power to the weapon is made up of the following crystals: One cu. inch class A (16 EP), one cu. inch of class B (8 EP), and 2 cu. inches of class C (8 EP).

- On the first round you fire the weapon on normal setting, all crystals charge the weapon and 32 EP is expended. No crystal had to exceed its maximum power output so they are not dormant and the weapon can be fired the next round normally.
- The next round you fire the weapon again but you put the weapon on a setting of 2, the weapon charges 32 EP for the normal setting and an additional 32 EP for the

throw would be DC 8. The class B crystal receives a +2 bonus to its save. If the saving throw for the class B crystal was successful, it is not destroyed. The crystal is dormant for 8 hours until it can recharge.

- The class C crystal expended an extra 8 EP on the second round so its saving throw would be DC 8. The class C crystal receives a +2 bonus to its save because it receives a +1 bonus per cubic inch. If saving throw for the class C crystal failed, then the crystals burn up and are destroyed.

In the example above, it will take the crystals that powered the weapon 16 hours to recharge back to a normal state. Once the 16 hours has passed the total EP rating of the crystal cluster is now only 24 EP /round.

This is not enough to power the weapon on a normal setting every round. The pilot runs the risk of further destroying his power source if he does not replace the destroyed crystals to make his weapon function normally. Destroying the 2 cu. inches of class C crystal was a costly mistake of 50,000 cr/gp.

Jusay Power and Conversion

Jusay Crystal power is available at TL 12. Any ship, device or piece of equipment that is at least TL12 can use Jusay crystals as a fuel source instead of using fuel/power plant combinations. Jusay crystal powered devices do not need fuel; therefore any space that would have been required to store fuel is freed up and available for other purposes on the ship. Most of the time this extra space is converted into storage and cargo holds. To use a Jusay powered device, you must purchase a device that has been crafted for Jusay power and has a crystal containment chamber or you can purchase an external Jusay containment chamber. External storage devices are merely plugged into the device and power is retrieved from the storage device instead of the battery. A facility,

TABLE 4-5: JUSAY LARGE CRAFT AND STARSHIP POWER PLANTS

Technology Level 12	4 times the normal tonnage
Technology Level 13	3.5 times the normal tonnage
Technology Level 14	3.25 times the normal tonnage
Technology Level 15	3 times the normal tonnage

computer, or piece of equipment that has a conventional fusion power plant that uses fuel cannot use Jusay crystals. A new power plant must be purchased that can support the use of the crystals. A power plant can be adapted to use Jusay crystals instead of fuel,

but the power-plant must be in an adequate facility (TL12+) and an engineering check(T/Mechanical and T/Electronics; DC dependent upon type of power plant) must be made for this conversion to be completed. The standard price of a crystal-converted power plant is equal to 10,000 gp/cr times the DC check. Starship power plant conversion is 90,000 gp/cr times the DC per unit converted. If a vehicle or smaller device is going to be converted over to Jusay power then the appropriate supplies and materials need to be on hand and a T/Engineering, T/Mechanical and T/Electrical check must be made. The standard price of converting a vehicle power plant is 1,000 gp/cr times the DC check per unit. The standard price of converting a battery-powered device is 100 gp/cr times the DC check per unit. This price must be paid before each check is made. This price covers the costs of material and equipment needed to do this conversion. Once this conversion is made then the power plants or batteries rely on crystals and standard sources of power no longer work. For an example of the DC checks for converting standard power sources to Jusay sourced power see Table 4-4: Jusay conversion DC's.

When converting large craft or starship power plants to Jusay crystals, the size of the power plant also increases. The conversion price listed earlier in this chapter takes care of the cost of the size increase. This size increase is needed for the large energy storing devices (similar to a capacitor), which are charged by the crystals to feed the power plants. As you go up in technology levels the size difference becomes less due to the technology and miniaturization of the components. A TL 12

TABLE 4-6: JUSAY VEHICLE AND STARSHIP POWER PLANTS

Power Plant Type	Minimum TL	Size	Power Output	Unit Cost
Vehicle Advanced Fuel Cells	TL12	1.5vL	1 EP	100 cr
Vehicle Advanced Jusay Fuel Cells	TL12	1.5 vL ¹	1 EP	20.1 KCr
Vehicle Modern Fusion	TL13	30vL	10 EP	6.6 KCr
Vehicle Modern Jusay Fusion	TL13	30vL ¹	10 EP	26.6 KCr
Vehicle Advanced Fusion	TL15	3vL	1 EP	330 cr
Vehicle Advanced Jusay Fusion	TL15	3vL ¹	1 EP	20.33 KCr
Starship Fission	TL 7	2 tons	1 EP	6 MCr
Starship Jusay Fission	TL 12 modified ⁴	2 ² or 8 ³ tons	1 EP	8.7 MCr
Starship Fusion	TL 9	1.5 tons	1 EP	4.5 MCr
Starship Jusay Fusion	TL 12 modified ⁴	1.5 ² or 6 ³ tons	1 EP	7.2 MCr
Starship Fusion	TL13	1 ton	1 EP	3 MCr
Starship Jusay Fusion	TL13	1 ² or 3.5 ³ tons	1 EP	5.7 MCr
Starship Fusion	TL15	1 ton	2 EP	3 MCr
Starship Jusay Fusion	TL15	1 ² or 3 ³ tons	2 EP	5.7 MCr

¹ Jusay vehicle power plants are the same size as their non-Jusay counterparts.

² Small craft (0-99 tons) Jusay power plants are the same size as their non-Jusay counterparts.

³ Large craft (100+ tons) and starship power plants require more power and the Jusay power plants displace more tonnage.

⁴ Lower tech level fission or fusion power plants when converted to Jusay power plants become modified TL 12 plants. You still have to have the knowledge and TL 12 facilities to convert the power plant.

Jusay power plant is four times the size of a non-Jusay power plant. A TL 13 Jusay power plant is 3.5 times the size of a non-Jusay power plant. A TL 14 Jusay power plant is 3.25 times the size of a non-Jusay power plant. A TL 15 Jusay power plant is three times the size as its non-Jusay counterpart.

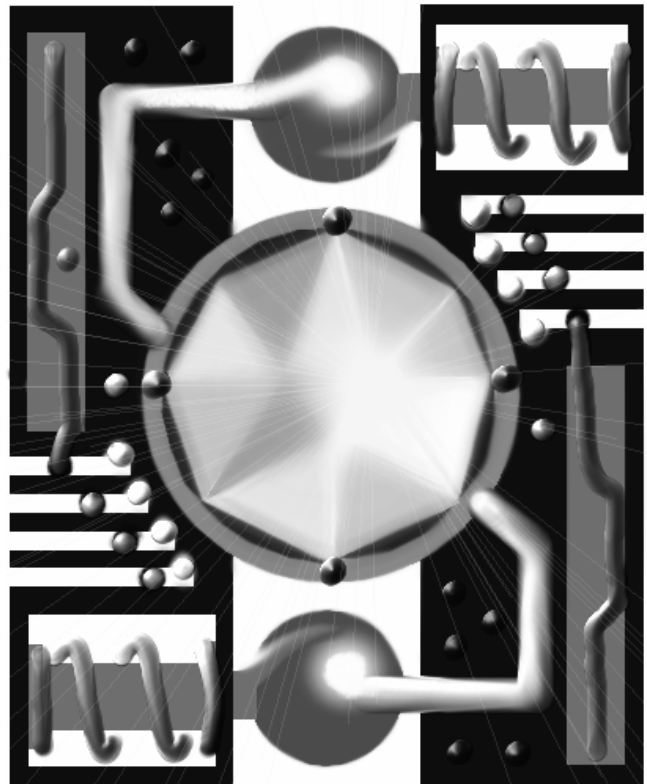
Jusay Crystal Power Plants

Table 4-6 lists the common T20 Vehicle and Starship power plants with their converted Jusay counterparts.

Other Power Sources

Even though the Dredan realm uses the Jusay crystal exclusively for their power source, this does not mean that other sources of power do not exist. All sources of power listed in the T20 system are available in Dredan. It is completely possible to have a human controlled planet use fusion or fission as their primary source of power. It is also

possible for there to be combinations of both as primary or backup systems.



Except for a few exceptions, Jusay items do not radiate positive or negative energy. Characters holding these items do not receive radiation damage as per the Jusay radiation chart. All the energy emitted from the crystals are absorbed into the item and used for powering the effects the creator wishes to make. Follow the specific guidelines outlined later in this chapter to make magical weapons and armor. The rest of this chapter follows this one simple rule; the crystals become part of the cost to make the items and the components needed to enchant the items. Some items use additional spells with the crystals, but all of these have been accounted for in the descriptions of the individual items.

The Jusay crystals are not consumed in the creation of the item; they are either mounted or created in the items. Generally, players do not have enough money to purchase these items outright, so they have to find crystals to make their own items.

NOTE- Most of the items listed deal in positive and negative energy. These items generally do not deal the “standard” damage of the Pathfinder Roleplaying Game system. The damage is primarily negative levels and temporary hit point gain. It is just as easy to die by giving them more hitpoints or draining their levels rather than reducing them to negative 10 hit points.

Creating Jusay Weapons

Creating Jusay weapons is similar to creating magic items in the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)* except that Jusay weapons are only positive and negative energy based. The weapon special abilities in the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)* would need to be created according to the procedure as defined in the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)*. Jusay weapons add a positive or negative energy descriptor to the weapon. The effects of the

energy is similar to certain spells and spell like effects that can be found elsewhere in the Pathfinder Roleplaying Game system. To make a Jusay weapon follow these simple steps:

- Use the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)* and design the weapon you want to make.
- You have to have the Jusay Geologist Feat described in this book and the Craft Magic Arms and Armor feat.
- The weapon has to have a magical bonus of at least +1 to be enchanted with Jusay crystals.
- Take the total market value of the weapon created before adding the crystals. This value is the maximum gp value of crystals that can be enchanted into the weapon.
- Figure the EP rating of the crystals, multiply them by 8 to get the radiation damage, and then consult the radiation damage chart. The radiation damage is the extra damage that the weapon applies when striking a target. This damage is either positive or negative depending on the crystals.
- Add the crystal’s value to the weapon value to get the total market price.
- Generally, the crystals are melded into the hilt or pommel of a weapon. Sometimes the crystals can make up the blade of the weapon if the size of crystal requires that large of an amount of Jusay Crystals.
- Jusay and Dark Jusay crystals cannot be added to the same weapon; the crystals would react violently and consume one another.

Examples of Jusay Weapons

The following weapons are examples of Jusay Weapons that can be created. Please use these descriptions as a reference for making your own Jusay weapons.

Jusay Long sword +5: This is a +5 longsword that's blade flickers with reddish positive energy when unsheathed. This weapon was created with a cubic inch of class B (Red) Jusay crystals. When striking a target with this longsword the target takes an additional 4d6 points of positive energy. If a living creature is struck with this weapon they gain 4d6 temporary hit points*. If a negative energy or undead creature is struck with this weapon they take 4d6 hit points of damage.

Major evocation; CL 15th; Craft Magic Arms and Armor, Jusay Geologist, Price 100,000 gp (50,000gp for +5 enhancement, 50,000gp of Jusay Crystals); Cost 75,315 gp. *If a living creature exceeds its maximum hit points, then a Fortitude save (DC 20) must be made each round this total exceeds this maximum. If the saving throw is failed then the creature is consumed in raw energy. These hit points dissipate at a rate of 1d20 rounds from the time they were acquired.

Dark Jusay Longsword +5: This is a +5 longsword that's blade flickers with purplish negative energy when unsheathed. This weapon was created with a cubic inch of class B Dark Jusay crystals. When striking a target with this longsword, the longsword bestows 1d4 negative levels (no save) upon its target*. If a negative energy or undead creature is struck with this weapon they take gain 1d4x5 in temporary hit points for one hour.

Major necromancy; CL 15th; Craft Magic Arms and Armor, Jusay Geologist, Price 100,000 gp (50,000gp for +5 enhancement, 50,000gp of Jusay Crystals); Cost 75,315 gp. *These negative levels are removed a number of hours equal to the CL of the item. (15 hours)

Jusay Armor

Creating Jusay armor is similar to the creation of Jusay weapons and follows the rules according to magic armor creation in

the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) with a few additions outlined below:

- Use the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) and design the armor you want to make.
- You have to have the Jusay Geologist Feat described in this book and the Craft Magic Arms and Armor feat.
- The armor has to have a magical bonus of at least +1 to be enchanted with Jusay crystals.
- Unlike weapon enchanting, the gp value of the crystals can exceed the value of the enchanted armor. The Jusay or Dark Jusay crystal gp value has to equal or exceed the base price modifier of the armor special ability for the Jusay armor special ability to be enchanted into the armor. Dark Jusay crystals cannot be combined with Jusay crystals in an item.
- Add the crystal's value to the armor value to get the total market price

Magic Armor and Ability Descriptions

Armor of Felon: This special armor is +5 full plate, but the enhancement bonus can range from +1 to +5, and can be made out of any type of armor. The Armor of Felon is easily recognizable by faint colored glow that emanates from it. The color of this glow will be the color of Jusay crystal used in making it. This specific armor was made out of 1 cu. inch of class A, 1 cu. inch of class B, and 1 cu. inch of class C. If multiple colors were used in making the armor it shimmers with the different colors. On a successful melee attack against the wearer of the armor, this armor does 8d6 damage (no save) of positive energy back against the attacker. The wearer of the armor still takes the damage from the attack. If the attacker is a living creature then the 8d6 positive energy is added to the attacker as temporary hit points. See Chapter 4: Jusay Crystals, for handling temporary hit points to living creatures. Armor of Felon

TABLE 5-1: JUSAY ARMOR

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Special Ability</i>	<i>Base Price Modifier</i>
01-40	01-20	01-15	Positive resistance	+18,000 gp ^{1,3,4}
41-80	21-40	16-30	Negative resistance	+18,000 gp ^{1,2,4}
81-90	41-60	31-45	Positive resistance, improved	+42,000 gp ^{1,3,4}
91-00	61-80	46-60	Negative resistance, improved	+42,000 gp ^{1,2,4}
-	81-90	61-75	Positive resistance, greater	+79,000 gp ^{1,3,4}
-	91-00	76-90	Negative resistance, greater	+79,000 gp ^{1,2,4}
-	-	91-95	Armor of felon	+201,800 gp ^{1,3,5}
-	-	96-00	Wraith armor	+201,800 gp ^{1,2,5}

¹ This price is the gp amount of crystals an enchanter is required to use to create the desired special ability

² Dark Jusay crystals are required for this special ability

³ Jusay crystals are required for this special ability

⁴ These are armor special abilities that can be added to enchanted armor

⁵ These are specific armors.

can be the “Serenea” item needed to keep a Felonian alive when they are off of their home planet. One reason the Felonians use the armor in this fashion is the Jusay crystals can not be extracted from the item. The wearer of this armor can exist in a positive energy environment with no fear of the positive environmental effects. However this armor still does not grant freedom of movement or give the wearer the ability to breathe in an airless environment. These would have to be added to the armor during the time of creation.

Strong abjuration; CL 15th; Craft Epic Magic Arms and Armor, Jusay Geologist,

energy shield- positive; Price 201,800; Cost 175,000 gp in Jusay crystals, 25,000 gp (+5 enhancement bonus), + 1,800 (mw full plate

Negative Resistance: Armor that has this special ability has a faint purplish glow emanating from it. This armor absorbs 1d2 negative levels per attack. If a character wearing Negative Resistance armor is attacked by a vampire and the vampire touches him and drains 1d4 levels, 1d2 of these levels would be negated from the attack.

Weak necromancy; CL 3rd; Craft Magic Arms and Armor, Jusay Geologist, *negative*

resistance; Price +18,000 gp in Dark Jusay crystals.

Negative Resistance, Improved: As negative resistance except that this armor absorbs 1d4 negative levels per attack.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, Jusay Geologist, *negative resistance*; Price +42,000 gp in Dark Jusay crystals.

Negative Resistance, Greater: As negative resistance except that this armor absorbs 2d4 negative levels per attack.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, Jusay Geologist, *negative resistance*; Price +79,000 gp in Dark Jusay crystals.

Positive Resistance: Armor that has this special ability has a faint glow (according to the color of crystal used) emanating from it. This armor absorbs 2d6 positive energy per attack.

Faint evocation; CL 3rd; Craft Magic Arms and Armor, Jusay Geologist, *positive resistance*; Price +18,000 gp in Jusay crystals.

Positive Resistance, Improved: As positive resistance except that this armor absorbs 4d6 positive energy per attack.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, Jusay Geologist, *positive resistance*; Price +42,000 gp in Jusay crystals.

Positive Resistance, Greater: As positive resistance except that this armor absorbs 8d6 positive energy per attack.

Moderate evocation;

CL 11th; Craft Magic Arms and Armor, Jusay Geologist, *positive resistance*; Price +79,000 gp in Jusay crystals.

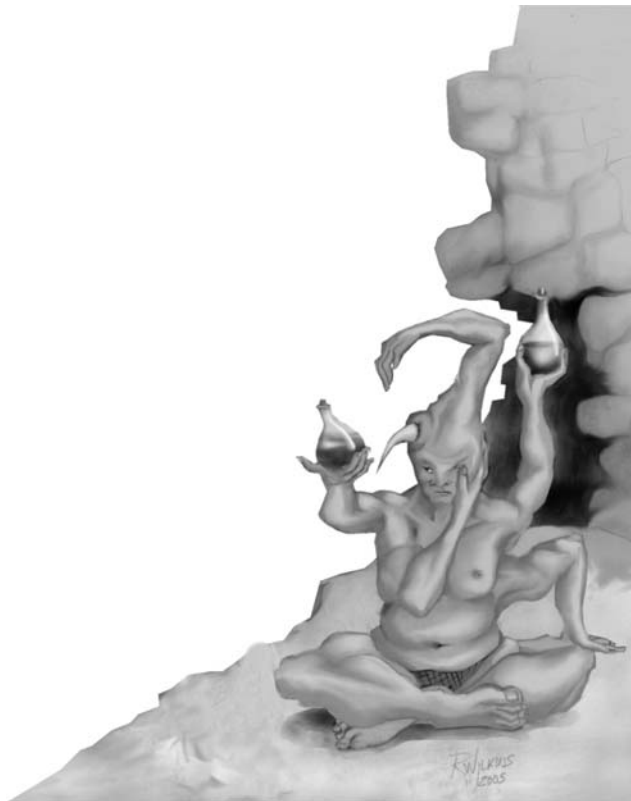
Wraith Armor: This special armor is +5 full plate, but the enhancement bonus can range anywhere from +1 to +5 and made out of any type of armor. Wraith Armor is easily recognizable by writhing deep blackish-purple glow emanating from it. This glow distorts the features of the wearer so much that they almost look incorporeal. This specific armor was made out of 1 cu. inch of class A Dark Jusay, 1 cu. inch of class B Dark Jusay, and 1 cu. inch of class C Dark Jusay. When an attacker strikes the wearer of this armor in melee he must make Fortitude save (DC 28) or the attacker's life force is sucked out of him bestowing 2d4 negative levels. The wearer of this armor can exist in a negative energy environment with no fear of the negative energy environmental effects. However this armor still does not grant freedom of movement or give the wearer the

ability to breathe in an airless environment. These would have to be added to the armor during the time of creation.

Strong abjuration; CL 15th; Craft Epic Magic Arms and Armor, Jusay Geologist, *energy shield-negative*; Price 201,800; Cost 175,000 gp in Dark Jusay crystals, 25,000 gp (+5 enhancement bonus), + 1,800 (mw full plate).

Jusay Potions

Jusay potions do not exist in the realm of Dredan primarily because no one wants to waste a highly valuable crystal for a one shot potion that you would drink, except for



the VOID. You can find all of the normal potions in Dredan, but rarely will you find a potion made out of Jusay. The VOID have mastered a Dark Jusay potion known as Dark Jusay liquid. They inject this liquid into their subjects slowly killing them off until they are undead. If the victims make their saving throws they advance through the process known as Bio-Cycles. The VOID have mastered this craft and if the subject makes their saving throw it is almost a 100% success rate of turning their subject into an undead being. This process is done inside the "Incubator" class starship, also known as a Bio-Research Center. These centers travel from system to system spreading the plague known as the VOID race.

Bio-Cycle Potion Equivalents: To get the effect of a negative level drain you would need at least a cu. /inch of class E Dark Jusay crystal. However as per the radiation damage and rules, if you find a way to inject yourself with a potion like substance equivalent to what is stated above the damage would only be temporary levels. The Bio-Cycles are a refining process that requires a facility. Few people know how the VOID do it, and most that find out do not live to tell it.

Jusay Rings

Rings are generally the most common magic item found throughout the Dredan realm. Many of the armor abilities can be duplicated into rings. However since Jusay crystals have to be used in creating Jusay items, the rings in Dredan will not be as powerful as the armor or larger magic items. This is due to the amount area that the crystals can be placed into. Rings are just too small to have a crystal mounted on it unless it's a pure Class A crystal. Class A crystals

are extremely rare and a ring that has a Class A crystal is definitely extremely powerful for its small size. Please see the *Table 5-2: Jusay Rings* for the new rings introduced into this setting.

Dark Trapping: This insidious platinum banded ring has a cubic inch of class A Dark Jusay mounted in the center. Twice per day the wearer of this ring can make a melee touch attack against a target and the target must succeed on a will save (DC 24) or be trapped inside the Dark Jusay crystal. If the target succeeds on its Will save the daily usage is still wasted. Once trapped inside the ring the creature must begin making Fortitude saving throws every round (DC 28). A failed save drains the creature trapped 2d4 levels. This goes on until the level drain kills the soul trapped. This ring can trap 64 HD worth of creatures. When this ring has a soul trapped in it, there is an eerie red glow coming out of the center, this glow slowly fades away as the soul dies trapped in the ring. If multiple creatures are trapped inside the ring there are multiple red glows. The glow fades away once the trapped soul is dead. Once the creatures' soul in the ring is dead, the rings wearer can expel the dead soul that was trapped. Once expelled, the body of the soul trapped reforms into a wraith equivalent to the HD of the creature that was trapped. This item is generally used by the VOID Dredan Knights.

Note- The class A Dark Jusay crystal can be removed without damaging the crystal by a character that has the feats and prerequisites needed to make the ring.

Strong conjuration/necromancy; CL 16th; Forge Epic Ring, Jusay Geologist, *trap the soul*; Price 200,000 gp; Cost 100,000 gp (cu. inch

TABLE 5-2: JUSAY RINGS

<i>Minor</i>	<i>Medium</i>	<i>Major</i>	<i>Ring</i>	<i>Market Price</i>
01-40	01-20	01-15	Positive resistance, minor	6,250 gp
41-80	21-40	16-30	Negative resistance, minor	6,250 gp
81-90	41-60	31-45	Positive resistance, major	28,000 gp
91-00	61-80	46-60	Negative resistance, major	28,000 gp
-	81-90	61-75	Positive resistance, greater	44,000 gp
-	91-00	76-80	Negative resistance, greater	44,000 gp
-	-	81-85	Felon	51,200 gp
-	-	86-88	Wraith	51,200 gp
-	-	89	Jusay regeneration, minor	62,500 gp
-	-	90	True form	64,800 gp
-	-	91	Positive energy storing, minor	75,000 gp
-	-	92	Negative energy storing, minor	75,000 gp
-	-	93	Jusay regeneration, major	100,000 gp
-	-	94	Positive burst	100,000 gp
-	-	95	Positive energy storing, major	125,000 gp
-	-	96	Negative energy storing, major	125,000 gp
-	-	97	Jusay regeneration, greater	150,000 gp
-	-	98	Positive energy storing, greater	150,000 gp
-	-	99	Negative energy storing, greater	150,000 gp
-	-	00	Dark trapping	200,000 gp

class A Dark Jusay crystal) + 92,000 gp (*trap the soul* 2/day) + 8,000 gp platinum band.

Felon: This red crystal Jusay ring is another “Serenea” item needed to keep the Felonians alive when they are off of their home planet. Twice per day for 10 minutes the wearer of this ring can exist in a positive energy environment with no fear of the positive environmental effects. The user is also immune to positive energy for the duration of the rings power. However this ring still does not grant freedom of movement or give the wearer the ability to breathe in an airless environment. These would have to be added to the ring during the time of creation. Moderate abjuration; CL 8th; Forge Ring, Jusay Geologist, *lifeward*; Price 51,200 gp; Cost 51,200 gp (one cu. inch of a class B Jusay).

Jusay Regeneration: This simple but gaudy band holds two cu. inches of Jusay crystals; one cu inch of class B (red) Jusay crystal and one cu. inch class D (yellow) Jusay crystal. Upon activating the ring the crystals begin to regenerate the wearer at a rate of 1hp/rd. for 24 rounds. After the 24 rounds have passed, the crystals stop glowing and the ring must recharge for 10 hours. These hitpoints gained are not temporary hitpoints.

Moderate positive energy; CL 7th; Forge Ring, Jusay Geologist; Price 62,500 gp; Cost 62,500 gp in Jusay crystals (one cu. inch class B and one cu. inch class D).

Jusay Regeneration, Major: This simple but gaudy band holds a single cu. inch of class A (clear) Jusay crystal. Upon activating the ring, the crystal begins to regenerate the wearer at a rate of 1hp/rd. for 48 rounds. After the 48 rounds pass the crystal stop glowing and the ring must recharge for 16 hours. These hitpoints gained are not temporary hitpoints.

Moderate positive energy; CL 10th; Forge Ring, Jusay Geologist; Price 100,000 gp;

Cost 100,000 gp in Jusay crystals (one cu. inch class A Jusay).

Jusay Regeneration, Greater: This simple but gaudy band holds two cu. inches of Jusay crystals; One cu. /inch class A Jusay crystal and one cu. /inch class B Jusay crystal. Upon activating the ring, the crystals begin to regenerate the wearer at a rate of 1hp/rd for 48 rounds. After the 48 rounds passes the crystal stops glowing and the ring must recharge for 24 hours. These hitpoints gained are not temporary hitpoints. Additionally this ring can absorb 2d4 negative levels when activated.

Strong positive energy; CL 15th; Forge Ring, Jusay Geologist; Price 150,000 gp; Cost 150,000 gp in Jusay crystals (one cu inch class A and one cu. inch class B).

Negative Energy Storing, Minor: This ring functions like the resistance rings except that these rings contain two dormant Dark Jusay crystals that allow the wearer to absorb and store two negative levels. Once the ring absorbs the negative levels it begins to glow deep purple. The wearer can expend the negative levels on a creature with a successful melee touch attack (no save). Once expended the crystal goes dormant until it absorbs more negative levels. Undead hit by these negative levels gain 1d4x5 hitpoints per negative level.

Moderate necromancy; CL 7th; Forge Ring, Jusay Geologist; Price 75,000 gp; Cost 75,000 gp in dormant Dark Jusay crystals (one cu. inch of dormant class B and one cu. inch of dormant class C Dark Jusay). **Note-** The Dark Jusay crystals need to be dormant during the time of enchanting to make this ring.

Negative Energy Storing, Major: This ring functions like the minor version except that it can absorb and store 4 negative levels.

Moderate necromancy; CL 11th; Forge Ring, Jusay Geologist; Price 125,000 gp; Cost 125,000 gp in dormant Dark Jusay crystals (one cu. inch of dormant class A and

one cu. inch of dormant class C Dark Jusay). **Note-** The Dark Jusay crystals need to be dormant during the time of enchanting to make this ring.

Negative Energy Storing, Greater: This ring functions like the minor version except that it can absorb and store 8 negative levels.

Strong necromancy; CL 15th; Forge Ring, Jusay Geologist; Price 150,000 gp; Cost 150,000 gp in dormant Dark Jusay crystals (one cu. inch of dormant class A and one cu. inch of dormant class B Dark Jusay). **Note-** The Dark Jusay crystals need to be dormant during the time of enchanting to make this ring.

Negative Resistance, Minor: This ring is a simple band that houses a single Dark Jusay crystal that allows the wearer to resist small portions of negative level drain. This ring protects the wearer from one negative level per attack.

Faint necromancy; CL 3rd; Forge Ring, Jusay Geologist, *negative resistance*; Price 6,250 gp; Cost 6,250 gp worth of Dark Jusay crystals.

Negative Resistance, Major: This ring functions exactly like the minor version except that this ring protects the wearer from 1d2 negative levels per attack.

Moderate necromancy; CL 7th; Forge Ring, Jusay Geologist, *negative resistance*; Price 28,000 gp; Cost 28,000 gp worth of Dark Jusay crystals.

Negative Resistance, Greater: This ring functions exactly like the minor version except that this ring protects the wearer from 1d4 negative levels per attack.

Moderate necromancy; CL 11th; Forge Ring, Jusay Geologist, *negative resistance*; Price 44,000 gp; Cost 44,000 gp worth of Dark Jusay crystals.

Positive Burst: This simple ring has a cover over the cu. inch of class A Jusay crystal. As a standard action once every 3 days, the ring bearer can remove the cover releasing the energy stored within causing a

raw positive energy burst to all creatures within a 50' radius of the wearer. Undead with the area of effect take 16d6 damage of positive energy Reflex save DC 20 for half. All living creatures receive 16d6 temporary hitpoints Reflex save DC 20 for half. Once the burst has been expended the crystal is dormant and cannot be used until it recharges itself.

Moderate positive energy/conjuration; CL 10th; Forge Ring, Jusay Geologist; Price 100,000 gp; Cost 100,000 gp Jusay Crystal (one cu. inch class A Jusay), + mithril or adamantium metal(enough to cover the crystal).

Positive Energy Storing, Minor: This ring functions like the resistance rings except that these rings contain two dormant Jusay crystals that allow the wearer to absorb and store 2d6 points of positive energy. Once the ring absorbs the positive energy it begins to glow depending upon the color of crystal embedded into the ring. The wearer can expend the positive energy on a creature with a successful melee touch attack (no save). Once expended the crystal goes dormant until it absorbs more positive energy. If this is used on a living creature the creature gains temporary hitpoints equal to the amount that was stored.

Moderate positive energy/abjuration; CL 7th; Forge Ring, Jusay Geologist; Price 75,000 gp; Cost 75,000 gp in dormant Dark Jusay crystals (one cu. inch of dormant class B and one cu. inch of dormant class C Jusay). **Note-** The Jusay crystals need to be dormant during the time of enchanting to make this ring.

Positive Energy Storing, Major: This ring functions like the minor version except that it can absorb and store 4d6 points of positive energy damage.

Moderate positive energy/abjuration; CL 11th; Forge Ring, Jusay Geologist; Price 125,000 gp; Cost 125,000 gp in dormant Dark Jusay crystals (one cu. inch of dormant

class A and one cu. inch of dormant class C Jusay). **Note-** The Jusay crystals need to be dormant during the time of enchanting to make this ring.

Positive Energy Storing, Greater: This ring functions like the minor version except that it can absorb and store 8d6 of positive energy.

Strong positive energy/abjuration; CL 15th; Forge Ring, Jusay Geologist; Price 150,000 gp; Cost 150,000 gp in dormant Dark Jusay crystals (one cu. inch of dormant class A and one cu. inch of dormant class B Jusay). **Note-** The Jusay crystals need to be dormant during the time of enchanting to make this ring.

Positive Resistance, Minor: This ring is a simple band that houses a single Jusay crystal that allows the wearer to resist small portions of positive energy. This ring protects the wearer from 1d6 points of positive energy per attack.

Faint Positive energy/abjuration; CL 3rd; Forge Ring, Jusay Geologist, *positive resistance*; Price 6,250 gp; Cost 6,250 gp worth of Jusay crystals.

Positive Resistance, Major: This ring functions exactly like the minor version except that this ring protects the wearer from 2d6 points of positive energy per attack.

Moderate positive energy/abjuration; CL 7th; Forge Ring, Jusay Geologist, *positive resistance*; Price 28,000 gp; Cost 28,000 gp worth of Jusay crystals.

Positive Resistance, Greater: This ring functions exactly like the minor version except that this ring protects the wearer from 4d6 points of positive energy per attack.

Moderate positive energy/abjuration; CL 11th; Forge Ring, Jusay Geologist, *positive resistance*; Price 44,000 gp; Cost 44,000 gp worth of Jusay crystals.

True Form: This ring is an actual hollowed out clear Jusay crystal. This ring was given to the Mandorian ambassadors that visit the Felonian home planet. Its powerful enchantment was used to transform the

Mandorian ambassadors into the true Felonian form to protect them from the planet's harsh atmosphere. As a standard action once per day the wearer of the ring can activate it to assume the form of a Felonian. This form can be maintained by the ring for up to 170 minutes.

Strong transmutation; CL 17th; Forge Ring, Jusay Geologist, *shapechange*; Price 55,080 gp; Cost 55,080 gp.

Wraith: This Dark Jusay ring writhes with inner power and radiates dark magic. Twice per day for 10 minutes the wearer of this ring can exist in a negative energy environment with no fear of the negative environmental effects. The user is also immune to energy drain effects for the duration of the rings power. However this ring still does not grant freedom of movement or give the wearer the ability to breathe in an airless environment. These would have to be added to the ring during the time of creation.

Moderate abjuration; CL 8th; Forge Ring, Jusay Geologist, *death ward*; Price 51,200 gp; Cost 50,000 gp (one cu. inch of class B Dark Jusay).

Scrolls

All scrolls in the Dredan realm are exactly like the scrolls described in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110). The creation of scrolls follows the Pathfinder Roleplaying Game system of rules regarding scrolls. Dredan has a few new spells that you can use to create scrolls but there is no difference in creating these scrolls as per the Pathfinder Roleplaying Game system.

Jusay Rods

Rods can be beneficial in any campaign.

Some powerful rods can absorb spells while others have handy utility purposes.

Rods are present in the realm of Dredan just like any other campaign, and the rules governing the use of rods according to the

Pathfinder Roleplaying Game system are presented in the *Pathfinder® Roleplaying Game Core*

Rulebook™ (PZO1110).

Dredan has a few unique Jusay powered rods that can only be found in this realm.

Death-Barrier:

These specific rods come in pairs. Each rod consists of a 4 ft. long ivory in-laid iron pipe with a single cu. inch class A Dark Jusay crystal mounted at the top. You need both rods to activate the barrier. When activated the area between the rods becomes solid black wave of darkness radiating strong necromantic magic. Per the activator's choice, the wall can be solid black or invisible. When the wall is invisible, only *detect magic* or a similar spell can detect its presence. The rods can be placed at any angle in any direction with the Dark Jusay crystals at the top of the barrier. The rods will extend to a height of 20 ft. If they are in a corridor they will only go as high as the ceiling or 20 ft., or whatever comes first. The rods can be placed in any fashion; vertical, horizontal, and even at an angle depending on how the activator wants them to be. Once activated the rods duplicate the effect of an immovable rod and can be suspended in mid air. Once both rods are set up and activated, the space between them becomes a wall of dark energy. Anything passing through the wall or in-between the rods, takes 2d4 negative levels in energy drain with no saving throw. The creator can make focus items keyed for the rods, so that if someone has a key, they can pass through the wall with no effect.

Example: A wizard wants to protect the entrance to his keep, only those that have a pre-determined appointment will receive a

key. When they come to the appointment they return the key to the wizard. The wizard

places the death barrier rods on the inside of the door since the door opens out. He also chooses the wall to be invisible. One night, a rogue sneaks into his keep by picking the lock to his door. He opens the door and walks through the opening and right through the path between the two rods and instantly becomes drained almost

killing him. These rods could be placed half way down a pit trap, horizontally against the pit walls, so when someone falls into the pit they get drained as they fall.

Strong transmutation/necromantic; CL 15th; Craft Rod, Jusay Geologist, *levitate*, *animate object*, *wall of negative energy*; Price 200,000; Cost 200,000 gp in Dark Jusay crystals (2 one cu. inch class A Dark Jusay).

Life-Barrier: These rods work exactly like the death-barrier rods except when passing through them the creature takes 8d6 points of positive energy with no saving throw. Undead would take damage and living creatures would gain temporary hitpoints. These rods are used in battles for soldiers to run through to gain temporary hitpoints to turn the tide of battle. Just like the death-barrier rods they are 4' in length, but they have one cu. inch of class A crystals mounted at the top.

Strong transmutation/positive energy; CL 15th; Craft Rod, Jusay Geologist, *levitate*, *animate object*, *wall of positive energy*; Price 200,000; Cost 200,000 gp in Jusay crystals (2 one cu. inch class A Jusay crystals).

Negative Absorption: This specially crafted rod is used for times when there is an abundance of negative energy creatures and walls around. This rod consists of an inert class B Dark Jusay crystal mounted at the top

TABLE 5-3: JUSAY RODS

Rod	Market Price
Positive absorption	50,000 gp
Negative absorption	50,000 gp
Life-barrier	200,000 gp
Death-barrier	200,000 gp

of the physical rod. The rod is enchanted while the crystal is dormant so it has the capacity to absorb negative energy. This rod is able to store up to 50 levels of negative energy before it can no longer be used. Unlike the rod of absorption this rod cannot expend this stored energy. Once it has reached its capacity the crystal is no longer dormant and glows with power.

Disenchancing the item is just like creating the item in reverse; except you do not cast spells into it, you cast *dispel magic* and beat the CL of the rod during the disenchantment process. Creating these rods is a way to restore the power to dead crystals.

Strong abjuration; CL 15th; Craft Rod, Jusay Geologist, *spell turning*; Price 50,000 gp; Cost 25,000 gp and one cu. inch of inert Class B Dark Jusay.

Positive Absorption: This rod functions exactly like the rod of negative absorption except for that it stores up to 300 points of positive energy. This rod can be disenchanted just like the negative rod to recover the now active Class B Jusay crystal.

Strong abjuration; CL 15th; Craft Rod, Jusay Geologist, *spell turning*; Price 50000 gp; Cost 25,000 gp and one cu inch of inert class B Jusay.

Jusay Staffs

Very few items can compare to the power of the staff. Jusay staffs are very similar in power to the staffs in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110), with the exception that these staffs are focused around the Jusay crystals. These crystals fuel their power. Much like many of the other Jusay items, the value of the crystals outweigh any enchanting costs since the crystals are the cost and the power feeding the staff's unique abilities.

The Felonians have mastered the craft of staff making and wield powerful enchantments through their Life-Protectors and their staffs. Creating Jusay staffs is just

like making the other Jusay items and follows the outlined procedure in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) as far as time and creation. The major difference with the Jusay staffs is the spells are not needed to enchant the staffs, just the Jusay crystals. Just like the other Jusay items, the Jusay crystal values alone exceed the value required to make the enchantment so the creation cost is not stated or it matches the market value. Since most staffs are bigger, the crystal classifications are not as important. The crystal classification suggested in the building of the staff just takes the closest gp value of crystal needed to complete the desired effect. Staffs are bigger so you could have any combination of crystals as long as you meet the gp requirement.

Most Jusay staffs are not made for profit, because there is no profit to benefit from such an expensive endeavor. They are made out of necessity and the driving force of the will to live. Jusay staffs are also exactly like Jusay wands if you use spells that are higher than 4th level. See Jusay wands section for more details on making Jusay staffs that cast spells like a wand.

TABLE 5-4: JUSAY STAFFS

Staff	Market Value
Armageddon ¹	100,000 gp
Dead ¹	100,000 gp
No-Death ¹	100,000 gp
Positive Plane ¹	200,000 gp
Negative Plane ¹	200,000 gp
Protector ¹	200,000 gp

¹ All staffs made with Jusay crystals are major items.

The following staffs in Table 5-4 are specific to the Dredan realm; see the staff descriptions for creation information.

Armageddon: This staff is commonly carried by the Felonian Life-Protectors because of its unique ability for a last ditch effort to defeat the forces of evil. As soon as the staff is activated, the Life-Protector activates his or her Life-Protection ability, avoiding the damage of the Armageddon staff. Sometimes a Protector is unable to get their protection ability invoked in time (pesky VOID beholders with their anti-magic eye) and they pay for it with their life. Adequately named, this staff is comprised of two parts; a negative energy side and a positive energy side. The pieces are separate until the staff is ready to be activated. To activate the staff, you connect the (one cu. inch of Class B) Dark Jusay tipped section of the staff to the (one cu. inch of Class B) Jusay tipped section of the staff. Upon the connecting the two parts together the opposite energies begin to react to each other and in 1d4 rounds the staff explodes in raw energy. This violent explosion does a d6 damage times the amount of the combined radiation in rads of the two crystals in a 50 ft. radius burst. Creatures within in the area of effect are allowed a Reflex save (DC 28) for half damage.

Example: One cu. inch of class B Dark (64 rads) combined with one cu. inch of class B Jusay (64 rads) results in 128d6 of pure energy damage in a 50' radius burst from the staff.

Strong positive energy/necromancy; CL 8th; Craft Staff, Jusay Geologist; Price 100,000 gp; Cost 100,000 gp (50,000 gp Class B Jusay and 50,000 gp Class B Dark Jusay).

Dead: This vile and disgusting staff is usually created by piecing together bone fragments from the Dredan Knight's foes. At the top of this staff is a single cu. inch of class A Dark Jusay. This is one of the many weapons in the Dredan Knight's arsenal, and

it is a powerful one. The staff of the dead is adequately named because it enhances the Dredan Knight's magical powers. The staff's powers are as follows:

- *Animate dead* 1/day
- *Dominate person* 2 /day
- *Dominate monster* 1/week
- Grants the Extra Turning feat

Strong enchantment, moderate necromancy; CL 18th; Craft Staff, Jusay Geologist, *animate dead*, *dominate person*, *dominate monster*; Price 100,000; Cost 100,000 gp (cu. inch of class A Dark Jusay).

Negative Plane: This obsidian staff is approximately 5 ft. long and laced with approximately 2 cu. inches of class A Dark Jusay crystals. These crystals can be mounted on the tip of the staff or be scattered throughout the entire length, it's all up to the creator. This staff is easily recognized when it is activated. Once per week the wielder of the staff can activate the Dark crystals and they begin to glow with the otherworldly power of the negative energy plane. Major dominant negative energy planar traits are brought into play centered on the staff for 10 minutes. The utter darkness saps the life from everything within a 30 ft. radius. Visibility is limited to 5 ft., torches and fire are stifled out, and color is evaporated so that they only seem like shades of grey. Every living entity in the area effect must make a Fortitude save (DC 25) or gain 1d4 negative levels. A saving throw must be made every round until the duration of the staff is over or you exit the area of effect. This area of effect moves with the staff.

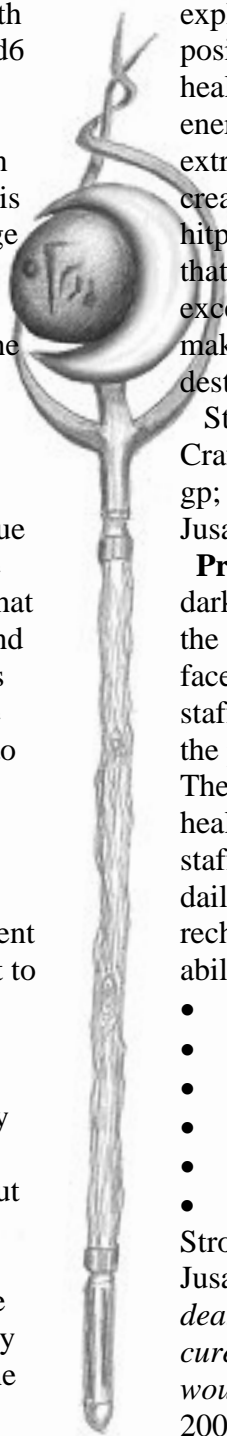
Strong necromancy; CL 18th; Craft Staff, Jusay Geologist, *energy drain*; Price 200,000 gp; Cost 200,000 gp (2 cu. inches of class A Dark Jusay crystals).

No Death: Generally this staff is either a part of a two handed weapon or pole-arm because of its unique power. A warrior can also wield a one handed weapon and grip the staff in the other. Barbarians favor this staff

due to its traits. The staff radiates strong positive energy due to the large class A Jusay crystal mounted at the top. Any time a living creature is reduced to -1 hit points while holding the staff, it charges the creature with a positive energy jolt infusing them with 8d6 temporary hit points causing them to rise once again. This ability cannot be commanded, it just happens as a free action in combat sequence right after the damage is dealt. If a character receives enough damage from one attack to take him to a -10 hit points, the staff cannot prevent this, the character is dead. A character cannot use the staff on another character that is at -1 hit points or less to invoke this ability. This ability is self only. Any negative energy or undead creature picking up this staff takes 8d6 points of damage per round. This unique ability mixed with a barbarians rage can be deadly to any foe. A DM must remember that all of these hit points are only temporary and they do drain away at a rate of 1d20 rounds after the last use. Once they drain away the character's normal hit point total comes into play again.

Moderate positive energy; CL 11th; Craft Staff, Jusay Geologist; Price 100,000 gp; Cost 100,000 gp (1 cu/inch class A Jusay crystal). **DM NOTE-** Make this an intelligent item with a high ego and chaotic alignment to spice up your campaign...IE cursed item.

Positive Plane: This ivory staff is approximately 5 ft. long and laced with approximately 2 cu. inches of class A Jusay crystals. These crystals can be mounted on the tip of the staff or be scattered throughout the entire length, it is all up to the creator. This staff is easily recognized when it is activated. Once per week the wielder of the staff can activate the Jusay crystals and they begin to glow with the brilliant power of the positive energy plane. Major dominant positive energy planar traits are brought into play centered on the staff for 10 minutes. The vibrant light explodes everything to life



within a 30 ft. radius. Every creature in the area of effect must make a Fortitude save (DC 15) or be blinded for 10 rounds. In addition to the brilliant colors, and the exploding life that comes to play inside this positive sphere, all creatures are granted fast healing 5 (except creatures with the negative energy subtype or undead) as an extraordinary ability. Each round that a creature is at their max hitpoints, 5 temporary hitpoints per round are granted. Keep in mind that each round a creature's hitpoint total exceeds their maximum hitpoints they must make a Fortitude save (DC 20) or be destroyed bursting into raw energy.

Strong abjuration/positive energy; CL 15th; Craft Staff, Jusay Geologist; Price 200,000 gp; Cost 200,000 gp (2 cu. inches of class A Jusay crystals).

Protector: This +2 staff has spiraled darkwood that twists the entire 5 ft. length of the staff until it ends with a large multi-faceted Jusay crystal mounted at the tip. Each staff has a very unique look but is always in the possession of a high level Life-Protector. The staff grants its wielder many powerful healing and protection spells. Like all Jusay staffs, it is not limited by charges, but has a daily usage limit to allow the crystal to recharge. This staff has the following abilities:

- *Death ward* 2/day
 - *Cure light wounds, mass* 1/day
 - *Cure moderate wounds, mass* 1/day
 - *Cure serious wounds, mass* 1/day
 - *Cure critical wounds, mass* 1/week
 - Grants the Empowered Healing feat
- Strong conjuration; CL 18th; Craft Staff, Jusay Geologist, Feat-Empower Healing, *death ward, mass cure light wounds, mass cure moderate wounds, mass cure serious wounds, mass cure critical wounds*; Price 200,000 gp; Cost 200,000 gp (200,000 gp worth Jusay Crystals).

TABLE 5-5: JUSAY WANDS AND STAFFS

Spell	Duration ¹	Formula ²	Total ³	Staff	Wand
Death ward (CL 8th)	1min/lvl	4*8*2000gp*2	128,000 gp	no	yes
Delayed blast fireball ^{4,5} (CL 14th)	instantaneous	7*14*2000gp*8	1,568,000 gp	yes	no
Delayed blast fireball ⁵ (CL 14th) 1/day	instantaneous	7*14*2000gp*8/5	313,600 gp	yes	no
Fireball ^{4,5} (CL 10th)	instantaneous	3*10*2000gp*8	480,000 gp	no	yes
Ice storm ⁵ (CL 8th)	1 round	4*8*2000gp*4	256,000 gp	no	yes
Mage's disjunction ^{4,5} (CL 18th)	instantaneous	9*18*2000*8	2,592,000 gp	yes	no
Prismatic wall ^{4,5} (CL 16th)	10min/lvl	8*16*2000*1.5	384,000 gp	yes	no
¹ As per the <i>Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)</i> , the duration of the spell affects the cost multiplier. One addition to the rule; if a spell has an instantaneous duration the cost is multiplied by 8. See estimated magic item gold piece values.					
² These formulas are based off of enchanting an item with a use-activated or continuous effect since these weapons can be fired once per round unless otherwise stated.					
³ Most areas do not have the money to buy these items. These prices are stated purely for reference in creating the items by players that have “acquired” their own Jusay crystals. Only large factions will have these large amounts of crystal quantities, I.E. Mandorian Government, VOID facilities, and perhaps large merchant houses.					
⁴ All of these items can be fired once per round. Jusay staffs are generally cheaper then Jusay wands because they have a daily limit to their spell-like abilities.					
⁵ These items are considered Epic magic items because their cost is over 200,000 gp.					

Jusay Wands

Just like the staff, the wands are powered and charged by Jusay crystals. These crystals provide a constant magic power allowing the wands to fire without fear of running out of charges unlike standard wands. To create a wand using Jusay crystals you need to find the spell you wish to enchant into the wand and instead of 375 gp times the level of spell times the caster level (minimum level to cast spell), you would use the rules for creating a use activated or continuous item as per the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)*. The only additional rule you need to remember is if the spell has an instantaneous duration, multiply the cost of the wand times 8. Once you get the price needed to make the item you want, you must have the appropriate amount of Jusay or Dark Jusay crystals needed to make up the cost, not including any component or special costs as needed per the spells description. All spell

component or material costs are figured as normal. Just like staffs, Jusay wands are generally major items because of the price of the crystals needed to power their abilities. A wand can be made out of any size and color of crystal as long as the value of the crystals equals or exceeds the cost of the wand. Staffs use the actual positive and negative energy to make powerful energy effects. Wands turn the crystal's energy into raw energy to fuel the spells they cast. Essentially if you are creating a Jusay wand with spells higher then 4th level, the wand is a staff. To save cost when creating these items, most will make the abilities useable only a couple times per day, otherwise the amount of crystals that are needed can be astronomical. It is not uncommon to see a wand or staff made out of an entire Jusay crystal shard. See the *Table 5-5* for examples of creating standard Jusay wands and staffs.

Jusay Wondrous Items

Jusay wondrous items are created just like the other items detailed in this chapter. As per the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) you can create the item using the charts listed and take the market value of the item and use Jusay crystals to power the item.

Prerequisites of Jusay Item Creation

Jusay items are a little different than the standard items primarily because they use the Jusay crystals to cover the cost in the creation of the items, and they are also the component needed to make the item. The Jusay crystals are not used up when they are enchanted into an item. Jusay crystals primarily hold the power to fuel the enchantments or spells put into these items. Some items alter the Jusay crystal effects to make powerful positive and negative energy based items. Other items just convert the positive or negative energy into power to cast spells enchanted into them. To create Jusay items you must follow these prerequisites, except for weapons and armor, see the weapons and armor sections for details:

- Craft feat depending on type of item your making
- Jusay Geologist feat, without understanding the true attributes and properties of the crystals listed in the Jusay chapter, a character cannot properly enchant the Jusay crystals.
- Market price cost of the item in Jusay crystals to provide enough power in energy to run the abilities.

Jusay Crystals in Magic Items

All Jusay items have visible crystals in them. Some may be tiny gems, and others may be comprised of one giant long shard. Unless otherwise stated in the description of the specific item, removing the crystal or crystals from the item destroys the item and the

crystal. There are a few items that the crystals can be removed, but this procedure is costly. When holding a Jusay item, unless otherwise stated in the description of the item, the user does not suffer from the radiation effects of the crystals. This is because the item's enchantment is harnessing the power of the crystals to fuel the item.

Jusay Costs and Game Balancing

Due to the extremely high cost of creating Jusay items, most of these items are not for sale anywhere. These items are created by large societies and factions in the realm for use in furthering their goals. Jusay crystals can be purchased on the open market, depending upon the cost of the crystal and its classification. You will not find the higher classifications of the crystals because of their power and their demand. DM's should exercise caution when giving the crystals those players find, mine, or acquire their classification. Dredan is a campaign setting based on mid to high level characters so the powers of these items are not unbalancing.

The purpose of the magic items in this chapter is to balance the game play when the magic races encounter the higher technology races that exist in the realm. High technology weapons deal massive amounts of damage per round and can fire non-stop.

The creation of Jusay magic items are generally the result of a combined effort of a guild or race of creatures so that the monetary value of these costly items comes from the combined efforts of many. Many of these items require an epic level caster to create.

With large amounts of Jusay crystals available to larger factions the costs are more attainable, but the time needed to create these items is still a factor.



CHAPTER 6: DREDAN BLOODLINES, SPELLS & DOMAINS



Content Note

This entire chapter is Product Identity and considered Closed Content

Dredan is affected by two major planar rifts, and both of these rifts are tears in the planar fabric. The negative and positive energy planes spew into the material plane of Dredan. Because of these rifts there is an abundance of these two energy types throughout this material realm.

The Dredan realm has many new spells and two new domains that are available to characters. Many of these spells have to do with negative and positive energy since the realm is based upon the influx of these types of energies. If a character has a class that is not listed in the Dredan spell lists, consult your DM to see if these spells are available to your class.

Sorcerer Bloodlines

Negative

The power of the negative energy plane resides in you, and its debilitating effects surround you and influence the spells you cast. This influence comes from either years of exposure to a negative energy source or the repercussions from dark experiments with negative energy by your ancestors.

Class Skill: Knowledge (planes).

Bonus Spells: *positive energy ward* (3rd), *positive resistance* (5th), *magic circle against positive energy* (7th), *enervation* (9th), *wall of negative energy* (11th), *anti-positive field* (13th), *negative word* (15th), *negative aura* (17th), *energy drain* (19th).

Bonus Feats: Combat Casting, Empower Spell, Improved Initiative, Improved Iron Will, Iron Will, Maximize Spell, Spell Focus (necromancy), Spell Penetration.

Bloodline Arcana: Whenever you cast a spell of the necromancy school, increase the spell's DC by +2. This ability stacks with Spell Focus.

Bloodline Powers: Negative energy ripples throughout your body; you feel the dark energy draining your life force away with each spell you cast.

Drain Touch (Sp): Starting at 1st level, you can make a melee touch attack draining 1d6 points of damage +1 for every two sorcerer levels from your target. You gain a temporary hit points bonus equal to the amount of damage drained. There is no saving throw but spell resistance still applies. The damage is negative energy and undead are healed by 1d6 points instead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Negative Resistance (Ex): At 3rd level, you gain negative energy resistance 1 as per the spell *negative resistance* described in this book. At 9th level, your negative energy resistance increases to 4.

Vampiric Wave (Sp): At 9th level, you can unleash a wave of vampiric negative energy once per day. This 60-foot-cone shaped burst does 1d6 points of damage per 2 caster levels (maximum 10d6). Those caught in the area of your blast receive a Reflex save for half damage. You gain temporary hitpoints equal to half of the damage you deal. Undead are healed for 1d6 hit points of damage per 2 caster levels. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Necrotic Aura (Su): At 15th level the negative power glows around your body and gives you a permanent *negative aura* as per the spell described in this book. This ability is always on but can be suppressed for one round as a swift action. This aura only affects you.

Lifeless (Su): At 20th level, the negative energy you have harnessed throughout your life has taken its toll and evaporated almost all of your life force. You acquire the negative energy subtype. You are immune to sneak attacks, critical hits, poison, sleep effects, paralysis and stunning. Additionally, you are immune to any spell from the necromancy school.

Positive

The power of the positive energy plane resides in you, and its effects bask you with it brilliance making your veins explode with life...almost so much you can't contain it. Your ancestors may have been surrounded by large deposits of Jusay crystals or encountered a being that infused your bloodline with the life-giving energy from the positive plane.

Class Skill: Knowledge (planes).

Bonus Spells: *negative energy ward* (3rd), *negative resistance* (5th), *magic circle against negative energy* (7th), *brilliance* (9th), *wall of positive energy* (11th), *anti-negative field* (13th), *positive word* (15th), *positive aura* (17th), *vibrance* (19th).

Bonus Feats: Combat Casting, Great Fortitude, Improved Great Fortitude, Improved Initiative, Magical Aptitude, Maximize Spell, Spell Focus (evocation), Spell Penetration.

Bloodline Arcana: Whenever you cast a spell with the positive descriptor you gain 1 temporary hit point per level of spell cast. Standard rules for temporary hit points apply.

Bloodline Powers: Positive energy ignites your body with power; you feel a euphoria of energy invading all of your senses each time you use the energy of your heritage.

Brilliant Touch (Sp): Starting at 1st level, you can make a melee touch attack conveying 1d6 points of positive energy +1 for every two sorcerer levels you possess. This positive energy either grants them with temporary hit points or does damage. Living creatures gain temporary hit points, undead and negative energy creatures take damage. There is no

saving throw but spell resistance still applies. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Positive Resistance (Ex): At 3rd level, you gain positive energy resistance 1d6 as per the spell *positive resistance* described in this book. At 9th level, your positive energy resistance increases to 6d6.

Wisp Form (Sp): At 9th level, you can assume the form of a wisp similar to the true form of a Felonian. Upon transformation into wisp form you get the physical and extraordinary (Ex) abilities of the Felonian form but none of the mental and spell-like (Sp) abilities which includes the ESP ability. You can maintain the wisp form for 10 min per sorcerer level and this form can be dismissed as a free action. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Vibrant Aura (Su): At 15th level the positive energy glows around your body and gives you a permanent *positive aura* as per the spell described in this book. This ability is always on but can be suppressed for one round as a swift action. This aura only affects you.

Infusion (Su): At 20th level, the positive energy becomes fused to your form permanently granting you the positive energy subtype. You are immune to sneak attacks, critical hits, poison, sleep effects, paralysis and stunning.

New Bard Spells

1ST-LEVEL BARD SPELLS

Detect Energy: This spell detects positive or negative energy and auras within a 60 ft. area.

New Cleric Spells

1ST-LEVEL CLERIC SPELLS

Detect Energy: This spell detects positive or negative energy and auras within a 60 ft. area.

Detect Living: This spell functions exactly like *detect undead*, except that it detects the auras of living creatures, and you are vulnerable to an overwhelming life aura if you are undead.

Positive/Negative Energy Ward: +2 to AC and saves, counters mind control, hedges out elementals and outsiders.

2ND-LEVEL CLERIC SPELLS

Negative Resistance: Prevents one negative level from being drained from the caster per attack.

Positive Resistance: Prevents 1d6 of positive energy per attack.

3RD-LEVEL CLERIC SPELLS

Magic Circle against Positive/Negative Energy: As *ward* spells, but 10 ft radius and 10 min/level.

4TH-LEVEL CLERIC SPELLS

Lifeward: Grants immunity to all healing and positive energy spells and effects.

5TH-LEVEL CLERIC SPELLS

Wall of Positive Energy: Creates a wall made out of positive energy.

Wall of Negative Energy: Creates a wall made out of negative energy.

6TH-LEVEL CLERIC SPELLS

Antinegative Field: 10 ft. field hedges out negative energy.

Antipositive Field: 10 ft. field hedges out positive energy.

7TH-LEVEL CLERIC SPELLS

Negative Word: Destroys, paralyzes, stuns or slows positive energy creatures.

Positive Word: Destroys, paralyzes, stuns or slows negative energy creatures.

8TH-LEVEL CLERIC SPELLS

Positive Aura: +4 to AC, +4 resistance, and SR 25 against negative energy spells.

Negative Aura: +4 to AC, +4 resistance, and SR 25 against positive energy spell.

Vibrance: Subject takes 1d6 of positive energy per level max 20d6.

New Cleric Domains

There are two new cleric domains representing the positive energy plane and the negative energy plane. These domains and spells are presented in the same format as the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110).

Negative Domain

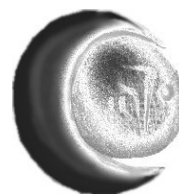
Deities: Ater.

Granted Power: A cleric that worships Ater can call upon the power of the negative energy plane.

Desecrating touch (Sp): You can touch a creature as a standard action, granting a profane penalty on that creature's attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Desecrating Aura (Su): At 8th level, you can emit a 30-foot aura of negative energy for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. The aura acts per the spell *desecrate* and treat the caster as a permanent shrine to Ater for the purposes of the bonuses provided per the spell's description. The cleric's holy symbol must be visible to get the shrine bonuses of the aura. Activating this ability is a standard action.

If at any time a *desecrating aura* and a *planar infusion* come in contact with each other, both auras are negated and both priests who had the active auras are stunned for 1d4 rounds. The auras cancel each other out until they are no longer touching.



Domain Spells: 1st – positive energy ward, 2nd – positive resistance, 3rd – magic circle against positive energy, 4th – enervation, 5th – wall of negative energy, 6th – antipositive field, 7th – negative word, 8th – negative aura, 9th – energy drain.

Positive Domain

Deities; Lux-Lucis.

Granted Power: A cleric or Life-Protector that worships Lux-Lucis, can call upon the power of the positive energy plane.

Casting spells from the positive domain allows you to take the Bio-Reversal feats. See Chapter 3: Skills and Feats.

Brilliant Touch (Sp): You can make a melee touch attack conveying 1d6 points of positive energy +1 for every cleric level you possess. This positive energy either grants them with temporary hit points or does damage. Living creatures gain temporary hit points, undead and negative energy creatures take damage. There is no saving throw but spell resistance still applies. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Planar Infusion (Su): At 8th level, you can emit a 30-foot aura of positive energy for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. All creatures within the positive aura gain fast healing 5. If a living creature in the aura is already at maximum hit points then they gain 5 temporary hit points per round. Standard rules for temporary hit points apply. Negative energy creatures and undead take 1d6 points of positive energy damage per round. Activating this ability is a standard action.

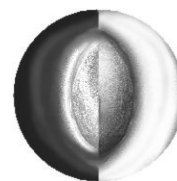
If at any time a *planar infusion* and *desecrating aura* come in contact with each other both auras are negated and both priests who had the active auras are stunned for 1d4 rounds. The auras cancel each other out until they no longer touch.



Domain Spells: 1st – negative energy ward, 2nd – negative resistance, 3rd – magic circle against negative energy, 4th – brilliance, 5th – wall of positive energy, 6th – antinegative field, 7th – positive word, 8th – positive aura, 9th – heal, mass.

Sidebar: Ater Lux-Lucis (The Source)

Ater Lux-Lucis is the name known to many scholars and teachers of the pantheons as the source of the energy planes. Ater Lux-Lucis is a greater deity that resides on the border of the positive and negative energy planes.

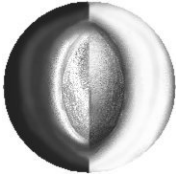
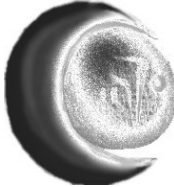



Along the boundary where the positive and negative planes collide is a small material plane that acts as a buffer for beliefs and ideals between these violent planes. Very seldom do the mortals of Dredan even realize there is a battle going on between the energy planes until creatures from both the positive and negative planes find their way to Dredan.

Never concerned about the battle between the dark and light planes, Ater Lux-Lucis hardly bothered with the affairs of these planes other than watching to make sure that the flow of energy and balance between these energy planes remained neutral. It is this lack of concern that sealed the fate of Ater Lux-Lucis to this day.

Using the rifts from their home planes, the minions of these harsh energy planes began sifting through the dimensional gateways into their new battleground, Dredan. Feeling his power grow as a deity, Ater Lux-Lucis did not intervene to stop the battles on this prime material plane. Instead he basked in the power from the negative and positive energy worshipers, and he imbued them with his own power for each side. Ater Lux-Lucis imbued the Jusay crystals with his power and gave his worshippers a divine focus item for their new spells. The Jusay and Dark Jusay

TABLE 6-1: TWO IN ONE (THE DEMOGRAPHICS OF AN INSANE DEITY)

	<i>Ater Lux-Lucis (Near extinct) Positive and Negative Domains</i>	<i>Ater (Dark Personality) Negative Domain</i>	<i>Lux-Lucis (Light personality) Positive Domain</i>
			
Deity	Greater Deity (DR 22 total)	Intermediate Deity (DR 11)	Intermediate Deity (DR11)
Home plane	Energy Planes	Energy Planes/Dredan	Energy Planes/Dredan
Symbol	Black and white cats eye disk (combination of dark and light)	Circular black disk with white moon	Circular white disk with black moon
Alignment	True neutral	Neutral evil	Neutral good
Portfolio	Positive and Negative energy	Negative energy, darkness, and destruction	Positive energy, light, and life
Worshippers	Good, neutral and evil worshippers, Felonians, and undead	Undead, monsters, neutral and evil mortal worshippers	Felonians, good and neutral worshippers
Cleric alignments	N,NE, NG, CE, CG, LE and LG	N,NE, CE and LE	N, NG, CG and LG
Domains	Positive and Negative energy, Good, Healing, Evil, Chaos, Death, and Law	Negative energy, Evil, Death and Chaos	Positive energy, Good, Healing, and Law
Favored Weapon	Dire Flail	Scythe	Heavy flail

crystals were created. Watching as the mortals used the Dark Jusay and Jusay crystals he imbued, he felt his power growing at an astronomical rate. Not being able to foresee the fate that lie ahead of him, the mortal worshippers began to leave their systems and started a planar conquest for their god.

With the balance of positive and negative energy no longer able to be controlled, Ater Lux-Lucis was pulled from both sides as his worshippers began to use his power to advance their conquests. Soon the number of mortal worshippers exceeded his capability to control this balance and Ater Lux-Lucis's

very essence was torn in two. His mind and powers were split asunder while his being still existed as one. Torn from the strain of maintaining two separate ideals, two separate religions, the evil and good are no longer one, they are two in one. With madness succumbing him, Ater Lux-Lucis's personality split and he became Ater, God of negative energy and Lux-Lucis God of positive energy.

With each personality not knowing of the others existence in the same being, they fight to gain the advantage in the battle on the material plane of Dredan. The more these followers pursue their planar conquests, Ater

and Lux-Lucis grow in power and the essence of the greater deity Ater Lux-Lucis dwindles.

Each personality is a god in his own right, and seeks to destroy his opposite. As the number of mortal followers for each god grows, the more power is given to each of the deities personalities. Not many scholars know, but some suspect, the two deities Ater and Lux-Lucis are actually one in the same. For over millennia, the realm of Dredan has been watched by the other deities to see the fate of this once greater deity reduced to a battle of two intermediate deities in his mind. If the balance ever shifts and one of the personalities prevails over the other, the balance of power in the inner planes will rock and the other deities may have to get involved.

New Dredan Knight Spells

1ST-LEVEL DREDAN KNIGHT SPELLS

Detect Living: This spell functions exactly like *detect undead*, except that it detects the auras of living creatures, and you are vulnerable to an overwhelming life aura if you are undead.

Positive Energy Ward: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2ND-LEVEL DREDAN KNIGHT SPELLS

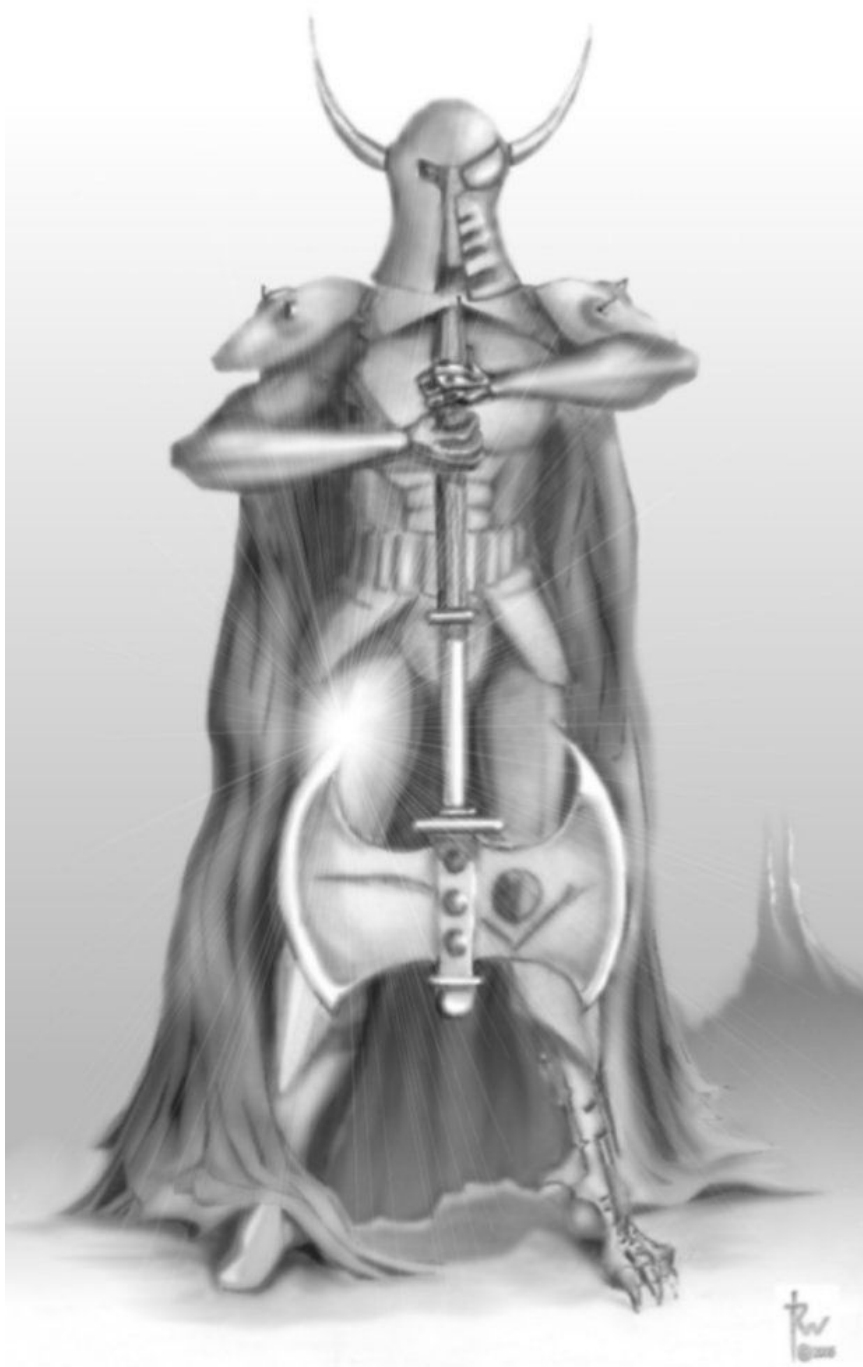
Positive Resistance: Prevents 1d6 of positive energy per attack.

4TH-LEVEL DREDAN KNIGHT

SPELLS

Lifeward: Grants immunity to all healing spells and positive energy effects.

Magic Circle against Positive Energy: As *positive energy ward*, but 10 ft. radius and 10 min/level.



New Druid Spells



1ST-LEVEL DRUID SPELLS

Detect Energy: This spell detects all energy and auras within a 60 ft. area.

2ND-LEVEL DRUID SPELLS

Positive/Negative Energy Ward: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

3RD-LEVEL DRUID SPELLS

Negative Resistance: Prevents one negative level from being drained from the caster.

Positive Resistance: Prevents 1d6 of positive energy per attack.

4TH-LEVEL DRUID SPELLS

Magic Circle against Positive/Negative Energy: As *ward* spells, but 10 ft. radius and 10 min/level.

5TH-LEVEL DRUID SPELLS

Lifeward: Grants immunity to all healing spells and positive energy effects.

6TH-LEVEL DRUID SPELLS

Wall of Positive Energy: Creates a wall made out of positive energy.

Wall of Negative Energy: Creates a wall made out of negative energy.

7TH-LEVEL DRUID SPELLS

Antinegative Field: 10 ft. field hedges out negative energy.

Antipositive Field: 10 ft. field hedges out positive energy.

New Life Protector Spells



1ST-LEVEL LIFE PROTECTOR SPELLS

Detect Energy: This spell detects all energy and auras within a 60 ft. area.

Negative Energy Ward: +2 to AC and saves, counters mind control, hedges out elementals and outsiders.

2ND-LEVEL LIFE PROTECTOR SPELLS

Negative Resistance: Prevents one negative level from being drained from the caster.

3RD-LEVEL LIFE PROTECTOR SPELLS

Magic Circle against Negative Energy:

As *negative energy ward*, but 10 ft. radius and 10 min/level.

4TH-LEVEL LIFE PROTECTOR SPELLS

Wall of Positive Energy: Creates a wall made out of positive energy.

6TH-LEVEL LIFE PROTECTOR SPELLS

Antinegative Field: 10 ft. field hedges out negative energy.

7TH-LEVEL LIFE PROTECTOR SPELLS

Positive Word: Destroys, paralyzes, stuns or slows negative energy creatures.

8TH-LEVEL LIFE PROTECTOR SPELLS

Positive Aura: +4 to AC, +4 resistance, and SR 25 against negative energy spells.

Vibrance: Subject takes 16d6 of positive energy.

New Paladin Spells



1ST-LEVEL PALADIN SPELLS

Negative Energy Ward: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2ND-LEVEL PALADIN SPELLS

Negative Resistance: Prevents one negative level from being drained from the caster.

4TH-LEVEL PALADIN SPELLS

Magic Circle against Negative Energy:

As *negative energy ward*, but 10 ft. radius and 10 min/level.

New Ranger Spells

1ST-LEVEL RANGER SPELLS

Negative Resistance: Prevents one negative level from being drained from the caster.

Positive Resistance: Prevents 1d6 of positive energy per attack.

New Sorcerer/Wizard Spells

1ST-LEVEL SORCERER/WIZARD SPELLS

Detect Energy: This spell detects all energy and auras within a 60 ft. area.

Detect Living: This spell functions exactly like *detect undead*, except that it detects the auras of living creatures, and you are vulnerable to an overwhelming life aura if you are undead.

Positive/Negative Energy Ward: +2 to AC and saves, counters mind control, hedges out elementals and outsiders.

3RD-LEVEL SORCERER/WIZARD SPELLS

Negative Resistance: Prevents one negative level from being drained from the caster.

Positive Resistance: Prevents 1d6 of positive energy per attack

4TH-LEVEL SORCERER/WIZARD SPELLS

Brilliance: Subject gains 8d6 positive energy.

Magic Circle against Positive/Negative Energy Ward: As *ward* spells, but 10 ft. radius and 10 min/level.

5TH-LEVEL SORCERER/WIZARD SPELLS

Energy Shield-Negative: Creatures attacking you take negative energy drain; you're protected from negative energy.

Energy Shield-Positive: Creatures attacking you take positive energy; you're protected from positive energy.

Wall of Positive Energy: Creates a wall made out of positive energy.

Wall of Negative Energy: Creates a wall made out of negative energy.

6TH-LEVEL SORCERER/WIZARD SPELLS

Antinegative Field: 10 ft. field hedges out negative energy.

Antipositive Field: 10 ft. field hedges out positive energy

8TH-LEVEL SORCERER/WIZARD SPELLS

Vibrance: Subject takes 16d6 of positive energy.

DREDAN Spell Descriptions

The spells herein are presented in alphabetical order according to the "Order of Presentation", in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110).

ANTI-NEGATIVE FIELD

Abjuration [Positive]

Level: Clr 6, Drd 7, Pos 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10 ft.-radius emanation, centered on you

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes

This spell functions much like *antimagic field*, except that the protection is only against negative energy effects', including spells, spell-like abilities, and supernatural abilities. Also this field prevents the functioning of any negative energy items or

spells within its confines. *Antinegative field* prevents the entrance of most types of negative energy creatures.

This spell may only be used defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. See *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) for details on abjurations and barriers. This field also turns Dark Jusay crystals dormant as long as they are in the field. Once the crystals are out of the field effect, then the crystals work normally. Creatures created by Dark Jusay crystals (such as VOID) do not wink out, they are held at bay.

ANTI-POSITIVE FIELD

Abjuration [Negative]

Level: Clr 6, Drd 7, Pos 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10 ft.-radius emanation, centered on you

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes

This spell functions much like *antimagic field*, except that the protection is only against positive energy effects', including spells, spell-like abilities, and supernatural abilities. Also this field prevents the functioning of any positive energy items or spells within its confines. *Antipositive field* prevents the entrance of most types of positive energy creatures.

This spell may only be used defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. See *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) for details on abjurations and barriers. This field also turns Jusay crystals dormant as long as they are in the field. Once

the crystals are out of the field effect, then the crystals work normally. Creatures created by Jusay crystals (such as BLU) do not wink out; they are held at bay.

BRILLIANCE

Evocation [Positive]

Level: Clr 4, Pos 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25ft. + 5 ft / 2 levels)

Effect: Ray of positive energy.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Upon completion of the spell you point your finger at your target and a ray of brilliant pure white positive energy streams toward your target. You must make a range touch attack to hit. Upon hitting the target, it takes 1d6 of positive energy per caster level (maximum 10d6). Depending on the creature type is what happens with the positive energy. If the target hit was undead then the undead creature takes 1d6 of positive energy damage per level (maximum 10d6). If the target hit was a living creature then the creature gains 1d6 per level (maximum 10d6) of temporary hitpoints. NOTE- Any living creature that has temporary hit point total exceeding their maximum hitpoints must make a Fortitude save (DC 20) or be consumed in pure energy. These hitpoints drain away at a rate of 1d20 rounds.

Brilliance is the positive energy version of *enervation*.

DETECT ENERGY

Divination

Level: Brd 1, Clr 1, Dru 1, Sor/Wiz 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min. / level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of all energy types including positive and negative. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of the energy.

2nd Round: Number of energy auras (creatures, objects, or spells) in the area and the power of the most potent positive or negative aura present.

If you are a positive creature, and the strongest negative aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

TABLE 6-2: DETECT ENERGY

<i>Creature/Object</i>	<i>Aura Power</i>			
	<i>Faint</i>	<i>Moderate</i>	<i>Strong</i>	<i>Overwhelming</i>
Positive or negative creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Positive or negative outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of a positive or negative deity ² (class levels)	1	2–4	5–10	11 or higher
Positive or negative magic item or spell (caster level)	6 th –10 th	11 th –15 th	16 th –20 th	21 st or higher
¹ Except for undead and outsiders, which have their own entries on the table.				
² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. (I.E. Dredan Knight)				

Aura Power: A negative or positive aura's power depends on the type of negative or positive creature or object that you are detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: A positive or negative aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect energy* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

TABLE 6-3: DETECT ENERGY AURA STRENGTH

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils can consist of these energy sources, and as such this spell does detect them.

Each round, you can turn to detect energy in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT LIVING

Divination

Level: Clr 1, Dre 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

TABLE 6-4: DETECT LIVING

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

You can detect the aura that surrounds living creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of living auras.

2nd Round: Number of life auras in the area and the strength of the strongest living aura present. If you are undead, and the strongest living aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each living aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a living aura is determined by the HD of the living creature, as given on the following table:

TABLE 6-5: DETECT LIVING AURA STRENGTH

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Lingering Aura: A living aura lingers after its original source is destroyed. If *detect living* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). If a living aura is in the middle of a forest or a place where there is lots of vegetation, it's hard to distinguish between the auras of the vegetation and the dim lingering aura. How long the aura lingers at this dim level depends on its original power:

Each round, you can turn to detect in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

ENERGY SHIELD

Necromancy [Negative] or Evocation [Light, Positive]

Level: Sor/Wiz 5,

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell envelops you in cackling dark negative energy or brilliant white positive energy, and causes damage to each creature that attacks you in melee. The energy also protects you from either positive or negative energy-based attacks (your choice).

Any creature striking you with its natural weapons or a melee weapon deals normal damage, but at the same time the attacker gains 1d4 negative levels for the negative shield and 1d6 +1 point per caster level (maximum of +15) of positive energy for the positive shield. This damage is either positive energy damage (if the *shield* protects against positive attacks) or negative energy damage (if the *shield* protects against negative energy attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the energy is thin and wispy. The color of the energy shield is determined randomly (50% chance of either color)—white or blue if the *positive shield* is cast, deep purple or black if the *negative shield* is employed. The special powers of each version are as follows.

Positive Energy Shield: The energy is warm to the touch. You take only half damage from

positive energy-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Negative Energy Shield: The energy is chilling to the touch. You take only half damage from negative energy-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

LIFE WARD

Conjuration [Positive]

Level: Clr 4, Dre 4, Dru 5,

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Undead or negative energy creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all healing spells, magical healing effects, and any energy effect with the positive descriptor.

Life ward does not protect against other sorts of attacks such as spells with good descriptor.

MAGIC CIRCLE AGAINST NEGATIVE ENERGY

Abjuration [Positive]

Level: Clr 4, Dru 5, Pal 4, Pos 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of *negative energy ward* spell, and no negative energy summoned creatures can enter the area. You must overcome a

creature's spell resistance in order to keep it at bay (as in the third function of *negative energy ward*), but the deflection and resistance bonuses and the protection from mental control apply regardless of an enemies spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against negative energy* can be focused inward rather than outward. When focused inward, the spell binds a negative energy creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *negative energy ward* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its' ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can

attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *negative energy ward* and vice versa.

MAGIC CIRCLE AGAINST POSITIVE ENERGY

Abjuration [Negative]

Level: Clr 4, Dre 4, Dru 5, Neg 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell functions like *magic circle against negative energy*, except that it is similar to *positive energy ward* instead of *negative energy ward*, and it can imprison a creature with positive energy traits (see Felonian).

NEGATIVE AURA

Abjuration [Negative]

Level: Clr 8, Neg 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A dark divine glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by positive energy creatures, and causing positive energy creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *positive energy ward*, this benefit applies against all attacks, not just against attacks by positive energy creatures.

Second, each warded creature gains spell resistance 25 against positive energy spells and effects and spells cast by positive energy creatures.

Third, the abjuration blocks possession and mental influence, just as *positive energy ward* does.

Finally, if a positive energy creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *negative aura's* save DC).

NEGATIVE ENERGY WARD

Abjuration [Positive]

Level: Clr 1, Dru 2, Pos 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by negative energy creatures, from the mental control, and summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both of these bonuses apply against attacks or effects created by negative energy creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *negative energy ward* effect. If the *negative energy ward* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attack require

touching the warded creature. Positive energy summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

NEGATIVE RESISTANCE

Abjuration [Positive]

Level: Clr 2, Drd 2, Pal 2, Pos 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from negative energy. The subject gains negative energy resistance of 1 negative level or ability point, meaning that each time the creature is subjected to gaining negative levels or ability points (whether from a natural, technological or magical source), the negative effects gained is reduced by 1 before being applied to the creature's current abilities. The value of the negative energy resistance granted increases to 1d2+1 negative levels or ability points at 7th level, and to a maximum of 1d4+1 negative levels or ability points at 11th level. The spell protects the recipient's equipment as well.

Negative resistance absorbs only negative levels and ability points. The subject could still suffer unfortunate side effects.

Note: *Negative resistance* overlaps (and does not stack with) *negative energy ward*.

NEGATIVE WORD

Evocation [Negative, Sonic]

Level: Clr 7, Neg 7

Components: V,

Casting Time: 1 standard action

Range: 40 ft.

Area: Non-negative energy creatures in a 40-ft.-radius spread centered on you.

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

TABLE 6-6: NEGATIVE WORD

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

Any non-negative energy creature within the area that hears the *negative word* suffers the following ill effects.

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is stunned for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: The negative energy onslaught sucks all life out of the creature killing it. Save negates. If the save is successful, the creature instead takes 1d4 levels of energy drain.

Furthermore, if you are in the Dredan realm when casting this spell, non-negative energy extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *negative word*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *negative word*.

POSITIVE AURA

Abjuration [Positive]

Level: Clr 8, Pos 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by negative energy creatures, and causing negative energy creatures to become blinded (if applicable) when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *negative energy ward*, this benefit applies against all attacks, not just against attacks by negative energy creatures.

Second, each warded creature gains spell resistance 25 against negative energy spells and effects and spells cast by negative energy creatures.

Third, the abjuration blocks possession and mental influence, just as *negative energy ward* does.

Finally, if a negative energy creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *positive aura's* save DC).

POSITIVE ENERGY WARD

Abjuration [Negative]

Level: Clr 1, Dre 1, Dru 2, Neg 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell functions like *negative energy ward*, except that the deflection and resistance bonuses apply to attacks from positive energy creatures, and positive energy summoned creatures cannot touch the subject.

POSITIVE RESISTANCE

Abjuration [Negative]

Level: Clr 2, Dre 2, Drd 2, Neg 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from positive energy. The subject gains positive energy resistance of 1d6 positive energy, meaning that each time the creature is subjected to positive energy (whether from a natural or magical source), the positive energy is reduced by 1d6 before being applied to the creature. The value of the positive energy resistance granted increases to 4d6 positive energy at 7th level, and to a maximum of 8d6 positive energy at 11th level. The spell protects the recipient's equipment as well.

Positive resistance absorbs only positive energy. The subject could still suffer unfortunate side effects.

Note: *Positive resistance* overlaps (and does not stack with) *positive energy ward*.

POSITIVE WORD

Evocation [Positive, Sonic]

Level: Clr 7, Pos 7

Components: V,

Casting Time: 1 standard action

Range: 40 ft.

Area: Non-positive energy creatures in a 40-ft.-radius spread centered on you.

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any non- positive energy creature within the area that hears the *positive word* suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against those effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is stunned for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: The positive energy onslaught fills the creature with energy causing it to explode killing it. Save negates. If the save is successful, the creature instead takes 3d6 points of positive energy +1 point per caster level (maximum +25).

Furthermore, if you are in the Dredan realm when casting this spell, non- positive energy extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place

regardless of whether the creatures hear the *positive word*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *positive word*.

VIBRANCE

Evocation [Positive]

Level: Clr 8, Pos 8, Sor/Wiz 8

Components: V,S, M/DF

Casting Time: 1 standard action

Range: Close (25ft. + 5 ft / 2 levels)

Effect: Ray of positive energy.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell functions like *brilliance*, except that the creature struck takes 1d6 per level of the caster (maximum 20d6) of positive energy, and if the creature is living the temporary hitpoints last longer. Temporary hitpoints drain from a living creature struck by *vibrance* at a rate of 1d20 minutes.

NOTE- Any living creature that has temporary hitpoints exceeding their maximum hitpoints must make a Fortitude save (DC of caster as per 8th level spell) every round or be consumed in pure energy. There is no saving throw to avoid taking the positive energy, however spell resistance still applies. *Vibrance* is the positive energy version of *energy drain*.

WALL OF NEGATIVE ENERGY

Evocation [Negative]

Level: Clr 5, Drd 6, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Clear or opaque sheet of dark negative energy up to 20 ft. long/level or a ring of deep violet negative energy with a radius of up to 5 ft. per two levels; either form 20 ft. high

TABLE 6-7: POSITIVE WORD

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering deep violet negative energy springs into existence. One side of the wall, selected by you, sends forth waves of negative energy; dealing 1d4 negative levels of energy drain to creatures within 10 feet and 1d2 negative levels of negative energy to those past 10 feet but within 20 feet. The wall gives negative levels when it appears and on your turn each round to all creatures in the area. In addition, the wall gives 2d4 negative levels of energy drain to any creature passing through it. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of positive energy or more in 1 round, that length goes out. (Do not divide positive damage by 4, as normal for objects.)

Wall of negative energy can be made permanent with a *permanency* spell. A permanent *wall of negative energy* that is extinguished by positive energy becomes inactive for 10 minutes, then reforms at normal strength.

WALL OF POSITIVE ENERGY

Evocation [Positive energy]

Level: Clr 5, Drd 6, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of shimmering white positive energy up to 20 ft. long/level or a ring of white energy with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering white positive energy springs into existence.

One side of the wall, selected by you, sends forth waves of positive energy, dealing 8d6 of positive energy to creatures within 10 feet and 4d6 of positive energy to those past 10 feet but within 20 feet. The wall deals positive energy when it appears and on your turn each round to all creatures in the area. In addition, the wall gives 16d6 of positive energy to any creature passing through it. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 1d4 negative levels of energy drain or more in 1 round, that length goes out. (Do not divide negative levels by 4, as normal for objects.)

Wall of positive energy can be made permanent with a *permanency* spell. A permanent *wall of positive energy* that is extinguished by negative energy becomes inactive for 10 minutes, then reforms at normal strength.

CHAPTER 7: Syntenetics (The Fusion of Creation Science and Creature)

Content Note

This entire chapter is Product Identity and considered Closed Content

Origin of Syntenetics

Syntenetics were first discovered by the BLU race and are available at TL 12. The BLU race was considered the first syntenetics. The BLU were created out of extremely advanced robotic materials for their bodies. Some of these bodies were made out of metal, plastics, and other resilient substances that could withstand pressure, heat and other forces.

The Mandorians used Jusay crystals in the form of a paste like substance to mix with the materials used to create the body of a BLU. The positive energy from the Jusay substance over long periods of time evolved the BLU body structure into an actual machine biological life form. However, these forms were still made out of electronics and computer chips so these syntechs had the abilities and processing capabilities of computers with the personalities, emotions, and other characteristics of life forms.

The first few BLU who realized the awakening effect that they had undergone, began to observe and watch for more of these awakenings. As these awakenings occurred the BLU began seeking out others of their kind, much to the dismay of their Mandorian owners. BLU scientists began using the Mandorian technology to create more of these bodies and experimented with the Jusay crystals until they were able to re-create the awakening effect the minute the body like

syntech was constructed. Using this technology the Mandorians and BLU together began creating syntenetics.

Syntenetics come in a variety of different types; such as limbs, organs, weapons that directly interface with the brain, and even the human sensory system. Mandorian scientists are still unable to recreate a BLU from syntenetic materials. They can create the robots they have been making for centuries and eventually an awakening will happen but the time is unknown and is different for each robot. Only the BLU know exactly how to recreate other BLU and this is a closely guarded secret. BLU are now a part of the Mandorian society and recognized as a race.

VOID Syntenetics

The VOID have stolen almost all of their technology from the Mandorians, except for syntenetics. The basic building blocks of the syntenetic material is the Jusay crystals.

The VOID are unable to handle or work with Jusay crystals effectively, so they use the dark crystals instead. Using similar technology to the Jusay syntenetics, the VOID use the Dark Jusay crystals to create a debilitating effect instead of an awakening. This type of technology was grafted into many purposes including the Bio-Cycles used to create their race and many of the syntenetics that work with the VOID race. These syntenetics can also be grafted onto any negative energy creature as long as there is an actual form to attach the syntenetic too. Incorporeal undead cannot benefit from syntenetics unless the syntenetic itself is enchanted with the spell *ghost touch*.

TABLE 7-1: CREATING SYNTENETICS

Syntenetic	Robotic required¹	Creation Price of Syntenics (cr)⁷	Example
Arm	Robotic arm	Ability squared x 1000 ²	Syntenetic arm
Head	Faceplate or none	Ability squared x 1000 ²	Scholar syntenetic
Leg	Robotic leg	(Increase in movement) squared x 500 ²	Syntenetic leg
Comm. node	None	10k (short 15km), 20k (continental ⁵ 1d4x1000 km), 50k (planetary ⁵)	Syntenetic comm. node
S.P.A.T. whip blade	S.P.A.T. whip blade	Normal 50k; powered with positive or negative energy; settings (1) = 52k, settings 2 = 58k, settings (3) = 68k, settings (4) = 82k, and settings (5) = 100k.	S.P.A.T.-S whip blade
Spinal node	None	10k	Spinal node
Visual node	None	5k (low light), 10k (darkvision 60'), 20k (infrared 60'), 20k (darkvision 120')	R.E.V. (Red Eye of VOID)
Weapon	Crafted robotic weapon	Small and medium 2.5k, large 12k (not including power settings)	Dark syntenetic piercers v1-5
Syntenetic Programs ³	None		
• Skill enhance		Bonus squared x 100	SMF (skill memory flash)
• Feat enhance		Character level squared x 1000	FMF (feat memory flash)
• Spell-like ability ⁶ +1/day		Hit dice of creature x 1000	DKSP
• Supernatural ability ⁶ +1/day		Hit dice of creature x 2000	DKSU
Advanced arm	Robotic arm	Creation Price ⁴ x 1.5	Arm of the VOID
Advanced head	Faceplate or none	Creation Price ⁴ x 1.5	
Advanced leg	Robotic leg	Creation Price ⁴ x 1.5	Leg of the VOID
Advanced comm. node	None	Creation Price ⁴ x 2	Comm. node X-1
Advanced S.P.A.T. whip blade	S.P.A.T. whip blade	Creation Price ⁴ x 1.5	A-S.P.A.T-S whip blade
Advanced spinal node	None	Creation Price ⁴ x 2	Grafted spinal node
Advanced visual node	None	Creation Price ⁴ x 2	Grafted R.E.V.
Advanced weapon	Crafted robotic weapon	Creation Price ⁴ x 1.5	Grafted Dark syntenetic piercer v1-5
Advanced syn. Programs ³	None		
• Skill enhance		Creation Price ⁴ x 1.5	Protected SMF
• Feat enhance		Creation Price ⁴ x 2	Protected FMF
• Spell-like ability ⁶ +/day		Creation Price ⁴ x 1.5	Protected DKSP
• Supernatural ability ⁶ +/day		Creation Price ⁴ x 2	Protected DKSU

¹ Consult *Table 3-1: Skills and Technology Levels* footnote 4, in Chapter 3, for robotic item required prices.

² Arm syntenetics can only enhance the physical abilities (Strength, and Dexterity). Head syntenetics can only enhance the mental abilities (Intelligence or Wisdom). Leg syntenetics enhance the movement, jumping and swimming skills of a host. For every 5' increase in movement, increase the jump and swim skill by +1. For every two enhancements on an ability score, subtract 1 point from the opposite ability.

Example:

- Syntenetic arm; +8 Strength, -4 Dexterity.
- Syntenetic faceplate; +4 Intelligence, - 2 Wisdom.
- Syntenetic leg; +5' movement, +2 Jump and +2 swim.

The advanced syntenetic versions do not have the negative modifiers, are protected from EMP and electrical attacks, and do not count towards the number of syntenetics allowed per Constitution bonus. Example advanced syntenetic arm +8 Strength.

³ A host is limited to only one of each type of these syntenetic programs installed. These syntenetics are computer programs so they do not count towards the maximum number of syntenetics allowed. Instead of making a T/Mechanical and T/Electrical check, you must make a T/Electrical and T/Computer check.

TABLE 7-1: CREATING SYNTENETICS CONT...

⁴	To figure the advanced syntenetic cost, take the creation cost of the non-advanced version times the listed modifier.
⁵	Continental and Planetary communication syntenetics only work if the planet is TL8+ and has a communication satellite network available. Most Mandorian controlled planets have these systems.
⁶	Spell-like and Supernatural ability syntenetic programs only add one to the daily usage of existing spell-like or supernatural abilities. They cannot grant new ones. You cannot add multiple usages, see footnote 3.
⁷	Multiple syntenetics can be combined (for the purposes of getting around the maximum number of syntenetics allowed), but for each additional syntenetic that is added, multiply the previous cost of the combined syntenetics by 2. No more than four syntenetics can be grouped together in this fashion. You still can only have one type of each of the syntenetic programs installed, grouped or ungrouped (see footnote 3).

Creating Syntenetics

To create a syntenetic attachment a character must have created (see Craft robotics skill in Chapter 3) or purchased a robotic attachment. You must succeed at a T/Mechanical (DC varies depending upon the complexity of the syntenetic) and a T/Electrical check (DC varies depending upon the complexity of the syntenetic) to mix the necessary syntenetic material with the attachment. This allows the syntenetics to adhere to the robotic attachment forming a programmable and learning syntenetic. The Jusay Geologist feat is required to make the Jusay paste which is the syntenetic material.

If either or both checks fail, then the syntenetic design is flawed. Time spent fixing the design flaw takes 24 hours times the amount failed by the DC checks. For example, if a scientist is creating a syntenetic with a DC check of 20, he would make a T/Mechanical check DC 20 and a T/Electrical check DC 20. If he rolls a 17 on the T/Mechanical check and a 21 on the T/Electrical check, he would have to spend 72 hours fixing his design flaw. Once he has spent the allotted time he then can make two brand new checks. If both pass then the syntenetic is created. If a 1 is rolled on either of the checks, half of the supplies are destroyed, including the Jusay crystal substance. If he rolls a natural 20 on either of the checks the cost in supplies including the Jusay crystals is halved. Experience point loss does not get reduced, just the actual money and crystals used.

The time needed to create syntenetics is one day per 1000 cr/gp of the items market price. See syntenetic descriptions for creation DC's and prices.

To determine the costs for syntenetic creation outside of the descriptions provided for in this book follow these guidelines and reference *Table 7-1*.

- Syntenetics are installed to hosts and can only enhance abilities that a host has, such as, improving the strength in an arm.
- Syntenetics cannot enhance armor bonuses. Syntenetics are not armor or help with the armor class of a host (unless you enhance the host's Dexterity ability).
- Syntenetics cannot enhance saving throws (resistance bonuses), unless you're enhancing the ability that the base saving throw is derived from.
- Syntenetic programs can interface and program the host with several abilities depending upon the skills and feats of the creator/programmer. The syntenetic program works directly with the host's mental faculties to govern their actions allowing these skills and feats. Skills or skill ranks can be added to the host as long as the particular class can take the skill.
- You cannot fully utilize a skill rank syntenetic program to its maximum capability if it is higher than 3+your character level, per the Pathfinder Roleplaying Game system. You can

purchase a skill program that is higher than your maximum ranks allowed. The extra skill ranks that are higher than your max are not in effect until you level and your skill rank maximum increases.

Supplies for the creation of syntenetics are always half the market price in credits. 25% of these costs must be in Jusay or Dark Jusay crystals. Jusay crystals are used for living hosts (i.e. Mandorian and BLU), and Dark Jusay crystals are used for dead or negative energy hosts (i.e. VOID). If a living host installs a syntenetic made with Dark Jusay crystals, he loses a negative level per round until it is removed. If an undead or negative energy host installs a positive syntenetic, they will receive 1d6 damage of positive energy/round until it is removed.

If you succeed on both of your checks when the syntenetics are created, they are considered to be functioning properly and they can be installed at any time (see the installing syntenetics section or the *Install Syntenetics* feat in Chapter 3).

Installing Syntenetics

Characters that install syntenetics without the feat *Install Syntenetics* require a laboratory or medical facility equipped to handle such technology and a T/Medical check equal to the DC listed in the description of the syntenetic. The consequences of failure are severe, if your check result fails by 5 or more, the installation or removal of the syntenetic destroys it and the host suffers 1d4 points of ability damage and loss of function of the specific portion of the body for 1d4 weeks (roll randomly which ability is damaged). If the check result fails by 10 or more, the damage is permanent and cannot be recoverable. A host who undergoes successful installation of syntenetics loses function of the specific portion of the body for 24 hours. Reduce this time by 2 hours for every point above the DC the character

achieves. The loss of functionality can never be reduced below 8 hours in this fashion.

If a syntenetic made out of Dark Jusay crystals is installed into a living host the host immediately receives a negative level and this negative level remains until the syntenetic is removed. If a standard Jusay syntenetic is installed into a VOID or a negative energy host, that host immediately takes 1d6 points of damage. Each round the syntenetic is installed add another d6 damage dice to the total damage rolled for that round. For example, on the 3rd round a VOID character with a Jusay syntenetic installed takes 3d6 points of damage, on the 4th, 4d6 and so on. This damage continues to accumulate continues until the syntenetic is removed, or the creature is destroyed.

A successful Jusay Geologist check DC 15 (Intelligence check with the Jusay Geologist feat) can identify what type of Jusay syntenetic an item is. You may also use the spell *detect energy* or *detect magic* to determine if the syntenetic has a positive energy aura or negative energy aura around it.

Installed Syntenetics

A character may only have a maximum number of syntenetics equal to their Constitution bonus +1, unless stated in the race or class description (such as BLU or VOID). Advanced syntenetics do not count towards the total amount of syntenetics installed. This is due to the technology used to create them. See individual descriptions for these types of syntenetics.

Syntenetic Descriptions

Each description will follow this format

Name: Description details of the syntenetic.

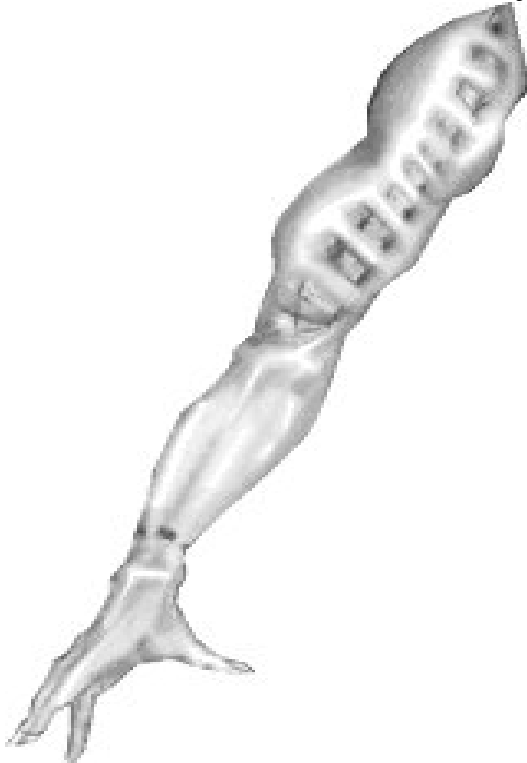
Creation Specifications: Any skills or feats required to make the syntenetic and the create DC (Market value/3000, minimum of 15) of the syntenetic.

These descriptions can be used as examples to create new syntenetics using Table 7-1 as a guide. Table 7-1 uses the market price of the syntenetic. From this price the rest of the creation specifications can be figured.

A-S.P.A.T.-S Whip Blade: This functions just like the S.P.A.T.-S whip blade except this is an advanced syntenetic. EMP and electricity only affect this syntenetic if the host fails their Reflex save.

Creation Specifications: Same as S.P.A.T.-S whip blade except the cost is multiplied by 1.5 and used to figure market price, base price, and creation DC.

Arm of the VOID: This arm functions just



like the syntenetic arm, except that the -4 Dex modifier is removed. The Arm of the VOID is an advanced syntenetic device and does not count towards the maximum amount of attachments you can have installed at any one time. EMP and electricity only affect this syntenetic if the host fails their Reflex save.

The forearm section can be removed from this arm to install other syntenetics such as weapons. Unless otherwise stated in the

descriptions, any syntenetics installed in the forearm portion of the Arm of the VOID are not advanced versions so they will count towards the total amount of syntenetics a host can hold.

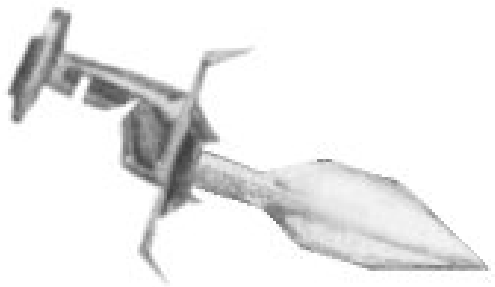
Creation specifications; Craft Robotics (skill) if creating robotic piece, Create Syntenetics; Create DC 33; Market value 97,500 gp/cr; Cost to create 48,750 gp/cr (24,375 gp/cr in Jusay Crystals).

Communications Node X-1: This is an advanced version of the communications node so EMP and electricity only affect this syntenetic if the host fails the Reflex save.

Creation Specifications; Same as syntenetic communications node except the cost is multiplied by 2 and used to figure market price, creation price, and creation DC.

Dark Syntenetic Piercers v1-5: This Dark Jusay small powered syntenetic weapon replaces the hand of the host with a dagger like weapon. This weapon cannot be disarmed, but can be broken. Many hosts that have these types of syntenetic weapons have several different types so that they can change them out depending on the situation. It takes 1 round to replace these weapons. The Dark Syntenetic Piercer version 1 has a hard coded power setting of one. This weapon inflicts 1d4 piercing damage + 1d4 negative levels. A Fortitude save DC 15 negates these negative levels. This weapon acts like a +1 weapon for the purposes of defeating damage reduction. Versions 2 through 5 do the same damage and energy drain except that each power setting increases the Fortitude save DC check by +1. Version 2 = DC 16 and acts like a +2 weapon, Version 3 = DC 17 and acts like a +3 weapon, Version 4 = DC 18 and acts like a +4 weapon, Version 5 = DC 19 and acts like a +5 weapon.

Creation Specifications (Dark version 1); Craft Robotics (skill) if creating robotic piercer, Create Syntenetics; Create DC 15; Market value 4,802 gp/cr; Cost to create



2,401 gp/cr (1200.5 gp/cr in Dark Jusay Crystals).

Creation Specifications (Dark version 2); Craft Robotics (skill) if creating robotic piercer, Create Syntenetics; Create DC 15; Market value 10,802 gp/cr; Cost to create 5,401 gp/cr (2700.5 gp/cr in Dark Jusay Crystals).

Creation Specifications (Dark version 3); Craft Robotics (skill) if creating robotic piercer, Create Syntenetics; Create DC 15; Market value 20,802 gp/cr; Cost to create 10,401 gp/cr (5200.5 gp/cr in Dark Jusay Crystals).

Creation Specifications (Dark version 4); Craft Robotics (skill) if creating robotic piercer, Create Syntenetics; Create DC 15; Market value 34,802 gp/cr; Cost to create 17,401 gp/cr (8700.5 gp/cr in Dark Jusay Crystals).

Creation Specifications (Dark version 5); Craft Robotics (skill) if creating robotic piercer, Create Syntenetics; Create DC 18; Market value 52,802 gp/cr; Cost to create 25,401 gp/cr (12,700.5 gp/cr in Dark Jusay Crystals).

DKSP (Dredan Knight Spell-like Ability +1/day): This program increases one of the Dredan Knights spell-like abilities per day by 1. This increase affects one ability and adds one more use per day of the specific spell-like ability. SP programs are created by programmers who have the specific spell-like abilities. Only one specific SP program can be running at a time. To add a new SP program to enhance a different spell-like ability the old one has to be removed.

Removing an SP program takes 1 hour and requires a T/Computer check equal to create DC.

Example; A Dredan Knight has an SP program installed via his spinal node. The SP program he has loaded is *dominate monster*. With this program running he gets one additional usage of *dominate monster* per day.

Creation Specifications; Create Syntenetics; Create DC (variable); Market value (variable); Cost to create (variable) and XP (variable). For creation costs see *Table 7-1: Creating Syntenetics*.

DKSU (Dredan Knight Supernatural Ability +1/day): This program increases one of the Dredan Knights supernatural abilities per day by 1. This increase affects one (Su) ability by adding one more usage per day of the specific supernatural ability. (Su) programs are created by programmers who have the specific supernatural abilities. Only one specific (Su) program can be running at a time. To add a new (Su) program to enhance a different supernatural ability the old one has to be removed. Removing an (Su) program takes 1 hour and requires a T/Computer check equal to the create DC.

Example: A Dredan Knight has a (Su) program installed via his spinal node. The (Su) program he has loaded is *spell burst 50 ft. radius*. With this program running he gets one extra *spell burst 50 ft. radius* per day.

Creation Specifications; Create Syntenetics; Create DC (variable); Market value (variable); Cost to create (variable) and XP (variable). For creation costs see *Table 7-1: Creating Syntenetics*.

FMF (Feat Memory Flash): Feat memory flash or FMF's are programs that syntenetics use to manipulate portions of the hosts mental facilities to add an additional feat. FMF's can only be programmed by a programmer that has the feat he is flashing. FMF's cannot be installed into a host that does not meet the prerequisites of the feat.

FMF's require T/Computer checks instead of T/Electrical checks when they are being created. A host may have only 1 FMF manipulating his mental facilities at a time. To get a new FMF, the old one has to be removed. Removing a feat program takes 1 hour and requires a T/Computer check DC equal to the creation DC.

Creation Specifications: Create Syntenetics; Create DC = variable (dependent upon character level); Market value = variable (Dependent upon character level); Cost to create = variable (dependent upon character level) and XP (dependant upon character level). For creation costs see *Table 7-1: Creating Syntenetics*.

Grafted Dark Syntenetic Piercer v 1-5: These function exactly like the dark syntenetic piercers v1-5, except for this is an advanced syntenetic. EMP and electricity only affect this syntenetic if the host fails their Reflex save.

Creation Specifications; Same as dark syntenetic piercers v1-5 except all cost values are multiplied by 1.5 and used to figure market price, creation price, and creation DC.

Grafted R.E.V.: This advanced version of the R.E.V. is exactly like the R.E.V., except that special techniques and technology have been put in place to protect the R.E.V. from EMP and electrical attacks. EMP and electricity only affect this syntenetic if the host fails their Reflex save.

Creation Specifications; Create Syntenetics;



Create DC 15; Market value 20,000 gp/cr; Cost to create 10,000 gp/cr (5,000 gp/cr in Jusay Crystals).

Grafted Spinal Node: This functions exactly like the spinal node, except for this is an advanced syntenetic. EMP and electricity only affect this syntenetic if the host fails their Reflex save.

Creation Specifications; Same as spinal node except all cost values are multiplied by 2 and used to figure market price, creation price, and creation DC.

LEG of the VOID: The Leg of the VOID is similar to a syntenetic leg, except that the base land movement speed of the host is +10 ft. instead of +5. Additionally, jump and swim checks are at a +5. EMP and electricity only affect this syntenetic if the host fails their Reflex save.

Creation Specifications; Craft Robotics (skill) if creating the robotic leg, Create Syntenetics; Create DC 15; Market value 37,500 gp/cr; Cost to create 18,750 gp/cr (9,375 gp/cr in Jusay Crystals).

Protected DKSP: This functions exactly like the DKSP, except for this is a protected program. EMP and electricity only affect this program if the host fails their Reflex save. Protected programs are not syntenetics so they do not count towards the maximum amount of allowed syntenetics.

Creation Specifications; Same as DKSP except all cost values are multiplied by 1.5 and used to figure market price, creation price, and creation DC.

Protected DKSU: This functions exactly like the DKSU, except for this is a protected program. EMP and electricity only affect this program if the host fails their Reflex save. Protected programs are not syntenetics so they do not count towards the maximum amount of allowed syntenetics.

Creation Specifications; Same as DKSU except all cost values are multiplied by 2 and used to figure market price, creation price, and creation DC.



Protected FMF: This functions exactly like the FMF's, except for this is a protected program. EMP and electricity only affect this program if the host fails their Reflex save. Protected programs are not syntenetics so they do not count towards the maximum amount of allowed syntenetics.

Creation Specifications; Same as FMF's except all cost values are multiplied by 2 and used to figure market price, creation price, creation DC, and XP.

Protected SMF: This functions exactly like the SMF's, except for this is a protected program. EMP and electricity only affect this program if the host fails their Reflex save. Protected programs are not syntenetics so they do not count towards the maximum amount of allowed syntenetics.

Creation Specifications: Same as SMF's except all cost values are multiplied by 1.5 and used to figure market price, creation price, and creation DC.

Protected Visual Node: This functions exactly like the visual node syntenetic, except for this is an advanced syntenetic. EMP and electricity only affect this syntenetic if the host fails their Reflex save

Creation Specifications; Same as visual node except all cost values are multiplied by 2 and used to figure market price, creation price, and creation DC.

R.E.V. (Red Eye of VOID): The REV Visual node is nothing more than a syntenetic installation to the host's eye enhancing the abilities of the eye. All VOID have R.E.V. syntenetics that allow them to see heat intensities and variations within 60 feet. When activated the eye glows red, hence the name.

Creation Specifications; Create Syntenetics; Create DC 15; Market value 10,000 gp/cr; Cost to create 5,000 gp/cr (2,500 gp/cr in Jusay Crystals).

Scholar Syntenetic: This syntenetic consists of a small chip installed into the brain of a host or attached in a faceplate

which connects to the hosts head region. The Scholar syntenetic grants a +4 Intelligence enhancement bonus and a -2 Wisdom bonus.

Creation Specifications; Craft Robotics (skill) if creating robotic faceplate, Create Syntenetics; Create DC 15; Market value 16,000 gp/cr; Cost to create 8,000 gp/cr (4,000 gp/cr in Jusay Crystals).

SMF (Skill Memory Flash): Skill memory flash or SMF's are programs that syntenetics use to manipulate portions of the hosts mental facilities to enhance existing skills. SMF's provide a +5 competence bonus to the skill they are enhancing. SMF's can be created only by a programmer that has at least 5 ranks in the skill he is enhancing. SMF's require T/Computer checks instead of T/Electrical checks when they are being created. A host may have only 1 SMF manipulating his mental facilities at a time. To get a new SMF, the old one has to be removed. Removing an SMF program takes 1 hour and requires a T/Computer check DC 15.

Creation Specifications: Create Syntenetics; Create DC 15; Market value 2,500 gp/cr; Cost to create 1250 gp/cr.

S.P.A.T.-S Whip Blade: The self propelled



auto tracking syntenetic whip blade is a self-retracting, self propelled, whip like weapon that can be powered with negative or positive energy. As a free action the host may deploy the blade and give it a target. The SPAT-S uses the hosts base attack bonus to attack or grapple and has a reach of 15 feet. If a SPAT-S is attached to a syntenetic arm, then the host may use his base attack bonus + the hosts Strength modifier + the syntenetic's arm Strength modifier. The SPAT-S is programmed with the *Improved Trip* and *Improved Grapple* feats. The SPAT-S can be enchanted with positive energy (living hosts) or negative energy (undead hosts), depending on the type of Jusay crystals used. The SPAT-S deals 1d4 of slashing damage plus 1-5d6 positive energy (Fortitude DC 15-DC 19 negates depends on the power setting) or 1d4 negative levels (Fort DC 15 - DC 19 negates depending on the power setting). The SPAT-S can attempt one attack, trip, or grapple per round. Each round an opponent is grappled with a SPAT-S he automatically takes the positive or negative energy unless he makes a Fortitude save (DC 15 – DC 19). The powered SPAT-S whip blades are treated as a +1 (power setting of 1) to +5 (power setting of 5) weapon for the purposes of defeating damage reduction. However, the SPAT-S's do not receive the attack and damage bonuses as per the normal +1 to +5 weapons. Powered S.P.A.T.-S can be created with none or 1-5 power settings. For each additional setting added beyond 1, the Fortitude saving throw of 15 increases by 1. This is a standard syntenetic install and counts towards the maximum number of syntenetics a character can have (Constitution bonus +1).

Creation Specifications; Craft Robotics (skill) if creating S.P.A.T. whip blade, Create Syntenetics; Normal create DC; 17, Powered setting create DC; setting (1) = 17, setting (2) = 19, setting (3) = 23, setting (4) = 27, and setting (5) = 33. Market value; 50,000 gp/cr

(normal), 52,000 gp/cr (1 setting), 58,000 gp/cr (2 settings), 68,000 gp/cr (3 settings), 82,000 gp/cr (4 settings), and 100,000 gp/cr (5 settings); Cost to create (normal) 25,000 gp/cr (12,500 gp/cr in Jusay Crystals); Cost to create (power settings, 1) 26,000 gp/cr (13,000 gp/cr in Jusay Crystals). Cost to create (power settings, 2) 29,000 gp/cr (14,500 gp/cr in Jusay Crystals). Cost to create (power settings, 3) 34,000 gp/cr (17,000 gp/cr in Jusay Crystals). Cost to create (power settings, 4) 41,000 gp/cr (20,500 gp/cr in Jusay Crystals). Cost to create (power settings, 5) 50,000 gp/cr (25,000 gp/cr in Jusay Crystals).

Example: A S.P.A.T.-S whip blade that was created with a power setting of 3, uses Dark Jusay crystals, and does 1d4 slashing damage + 1d4 negative levels (as per spell “*enervation*”). It is treated as a +3 weapon for the purposes of defeating damage reduction and has a Fortitude saving throw DC of 17, and has a market price of 68,000 gp/cr.

Note: If a S.P.A.T.-S. whip blade is created without any powered settings, then the crystals are used to activate the device only. This whip blade would only act as a slashing weapon and would not have any extra damage (positive or negative) and would not require a saving throw. The only damage that a normal whip blade would deal is 1d4 + Strength modifier. Feats that increase the threat range or modify the hit or damage cannot be applied to the whip blade. The syntenetics are controlling the targeting not the actual host.

Spinal Node:

This syntenetic is widely used and there are many variations of it available. The general spinal node syntenetic is an interface for



hosts to tap into machines, computers, vehicles and anything else with a computer system. The spinal node is attached directly into the host's spine at the base of the neck. The most recent usage of the spinal node was found on VOID subjects. This node taps directly into the brain, bloodstream and many other functions of the host. The VOID use this as an access point for their systems to control, program or perform the bio-cycles on willing or unwilling hosts when creating new VOID.

Creation Specifications; Create Syntenetics; Create DC 15; Market value 10,000 gp/cr; Cost to create 5,000 gp/cr (2,500 gp/cr in Jusay Crystals).

Syntenetic Arm: This medium sized syntenetic arm grants the host a +8 Strength bonus and a -4 Dexterity bonus. This is a standard syntenetic install and counts towards the maximum number of syntenetics a character can have (Constitution bonus +1). This Strength bonus only applies to Strength checks when using this arm.

Creation specifications; Craft Robotics (skill) if creating the robotic piece, Create Syntenetics; Create DC 22; Market value 65,000 gp/cr; Cost to create 32,500 gp/cr (16,250 gp/cr in Jusay Crystals).

Syntenetic Communications Node: This syntenetic can be attached anywhere the host desires for easy access to the communication panel on the syntenetic. The communication node allows encrypted two-way conversation to anyone that has similar syntenetics installed that know the encryption key. These syntenetics come in three versions, short, continental and planetary communications. These syntenetics still count toward the maximum number of syntenetics a character can have (Constitution bonus +1).

Creation Specifications; Craft Robotics (skill) if creating the robotic leg, Create Syntenetics; Create DC 15 (short), 15 (continental), 17 (planetary); Market value 10,000 gp/cr (short), 20,000 gp/cr

(continental), and 50,000 gp/cr (planetary); Cost to create (short) 5,000 gp/cr (2,500 gp/cr in Jusay Crystals); Cost to create (continental) 10,000 gp/cr (5,000 gp/cr in Jusay Crystals); Cost to create (planetary) 25,000 gp/cr (12,500 gp/cr in Jusay Crystals).

Note: If you are using the continental or planetary communications nodes, then the planet you're on has to have the adequate TL and satellite network to support these functions.

Syntenetic Leg: The syntenetic leg gives the host a +5 bonus to his base land speed, and adds a +2 competence bonus to jump and swim checks. This syntenetic still counts toward the maximum number of syntenetics a character can have (Constitution bonus +1).

Creation Specifications; Craft Robotics (skill) if creating robotic leg, Create Syntenetics; Create DC 15; Market value 25,000 gp/cr; Cost to create 12,500 gp/cr (6,250 gp/cr in Jusay Crystals).

Syntenetics in Combat

Syntenetics are technologically advanced attachments, interfaces and programs that adhere to a host and can compliment or even control portions of the host. Syntenetics are based off their robotic counterparts when they have a skeletal frame or physical attribute. Some syntenetics do not need robotic frames because they are internal to the host or attach directly to the hosts body. Attacking or destroying syntenetics is similar to attacking objects. Each syntenetic has hardness and hit points. Syntenetics are also susceptible to EMP forms of attacks and electricity. Electricity is lethal to the interior mechanisms of how syntenetics work. See *Table 7-2* for hardness and hitpoints of different types of syntenetics.

How Syntenetics Work

Syntenetics are created with Jusay crystals and are used with living or dead hosts. The energy from the Jusay crystals mixed with the robotic attachments and the computerized components that make up the syntenetics allow them to bond and interface directly with the host's system. Syntenetics are made with Jusay crystals and become a working part of the host and are technologically advanced that they act like any other portion of the host's body. You have the normal sensory functions with syntenetics that act as extremities, and since the syntenetics are computerized and interface directly with the host's brain, they can have advantages over a normal arm, eye or leg. Higher reactions, increased perception, and heightened senses are just a few advantages that syntenetics can offer.

Dark Jusay syntenetics adhere to their negative energy host and function like the portion of the host that was replaced or enhanced.

Moving or utilizing a syntenetic that is a limb is just like a non-syntenetic limb. However, any actions with these limbs or other syntenetics that requires an action is still the same per the rules utilized in Pathfinder Roleplaying Game/T20 systems.

Syntenetics are susceptible to EMP and electricity. Any syntenetic that is struck by electricity is shutdown for a short period of time. If the electrical charge was big enough,

or a critical failure on a saving throw vs. electricity happens, the syntenetic can be destroyed. Generally, syntenetics are shutdown for 1d4 rounds. If a weapon that utilizes electricity has a power setting, then the duration of the shutdown is 1d4 rounds +1 round for each power setting that was being utilized. Advanced syntenetics are exactly like the non-advanced versions, except that are allowed a saving throw to avoid being shutdown. Non-advanced versions just get shutdown. Advanced syntenetics do not count towards the maximum number of syntenetics allowed on a host per their Constitution score.

Table 7-2: Syntenetic Hardness and Hitpoints

<i>Syntenetic (TL 12)</i>	<i>Hardness</i>	<i>AR (T20)</i>	<i>Hit Points</i>	<i>Break DC</i>
Arm	20	12	40	32
Head (Faceplate)	20	3	10	32
Leg	20	12	80	32
Comm. node	1	2	4	16
S.P.A.T. whip(w) blade (b)	(w) 20 / (b) 20	(w) 12 / (b) 6	(w) 40 / (b) 10	(w) 32 / (b) 32
Spinal node	1	2	4	16
Visual node	1	2	4	16
Weapon, Melee	20	6	10	32
Syntenetic Programs	N/A	N/A	N/A	N/A
Advanced Syntenetics	Same as regular	Same as regular	Same as regular	Same as regular

CHAPTER 8: Technology Equipment

Content Note

This entire chapter is Product Identity and considered Closed Content

All of the races can have access to the equipment from any of the books utilized by the Pathfinder Roleplaying Game or T20 systems as long as the planet you are buying the equipment from has the appropriate technology level (TL). Equipment that is from a higher TL than the planet's rating is not available and the races on that planet cannot comprehend the advanced technology. This section will address the specific equipment that is used by the different races of Dredan. Each piece of equipment will have a gp/cr value listed depending on the TL of the planet. Some planets do not have the technology to use credits so they will pay in gold pieces. In the starships section, some starships have such a high monetary value that the value is addressed in millions of credits (MCr) as per the *Travellers Handbook*.

Personal Weapons

Most of the weapons in this section are similar to the weapons that can be found in the T20 *Traveller's Handbook* with a few major differences. The VOID use the negative energy from the Dark Jusay crystals to power some of the common weapons for the purpose of capturing and harvesting their targets.

The goal of the VOID race is to bolster their forces and expand their empire. Destroying potential recipients or "cattle", as referred to by the VOID, is just not an option. Capture is

generally the goal of the VOID unless the targets are highly resistant or marked for



TABLE 8-1: STUNNERS (FORCE EFFECT: FORTITUDE SAVE)

Type	TL	Cost	ROF	Setting	Weight	Range (m)	Damage	Type Dam	Size	Notes
Body Stunner (.125 EP/setting)	12	1k	1	1-5	700g	15	1d10	Bludgeoning 1d10+0-4, DC 10+0-4	S	Marksman
Stunner Pistol (.125 EP/setting)	12	1.2k	1	1-5	1200g	15	1d10	Bludgeoning 1d10+0-4, DC 10+0-4	S	Marksman
Heavy Stunner Pistol (.125 EP/setting)	12	1.8k	1	1-5	1500g	15	2d8	Bludgeoning 2d8 +0-4, DC 11+0-4	S	Marksman
Stunner Rifle (.125 EP/setting)	12	2k	1	1-5	5kg	60	2d10	Bludgeoning 2d10+0-4, DC 12+0-4	M	Combat Rifleman
Heavy Stunner Rifle (.25 EP/setting)	12	2.5k	1	1-5	7kg	70	4d12	Bludgeoning 4d12 +0-4, DC 13+0-4	M	Combat Rifleman
Stunner SMG (.25 EP/setting)	12	2.5k	4	1-5	4kg	35	1d10	Bludgeoning 1d10+0-4, DC 10+0-4	M	Marksman
Assault Stunner (.25 EP/setting)	13	9k	1/4	1-8	9kg	50	2d10	Bludgeoning 2d10+0-7, DC 12+0-7	M	Combat Rifleman
Light Stunner Tripod/Bipod (.5 EP/setting)	13	20k	4/10	1-10	15kg	120	4d10	Bludgeoning 4d10+0-9, DC 13+0-9	M	Combat Rifleman
Heavy Stunner Tripod/Bipod (.75 EP/setting)	13	50k	10/50/100	1-10	20kg	120	8d12 AOE 3m	Bludgeoning 8d12+0-9, DC 15+0-9	L	Heavy Weapons
Stunner Cannon (.75 EP/setting)	13	200k	1/4/10	1-10	250kg	200	12d20 AOE 9m	Bludgeoning 12d20+0-9, DC 20+0-9	L	Heavy Weapons Vehicle mounted, Turret mounted

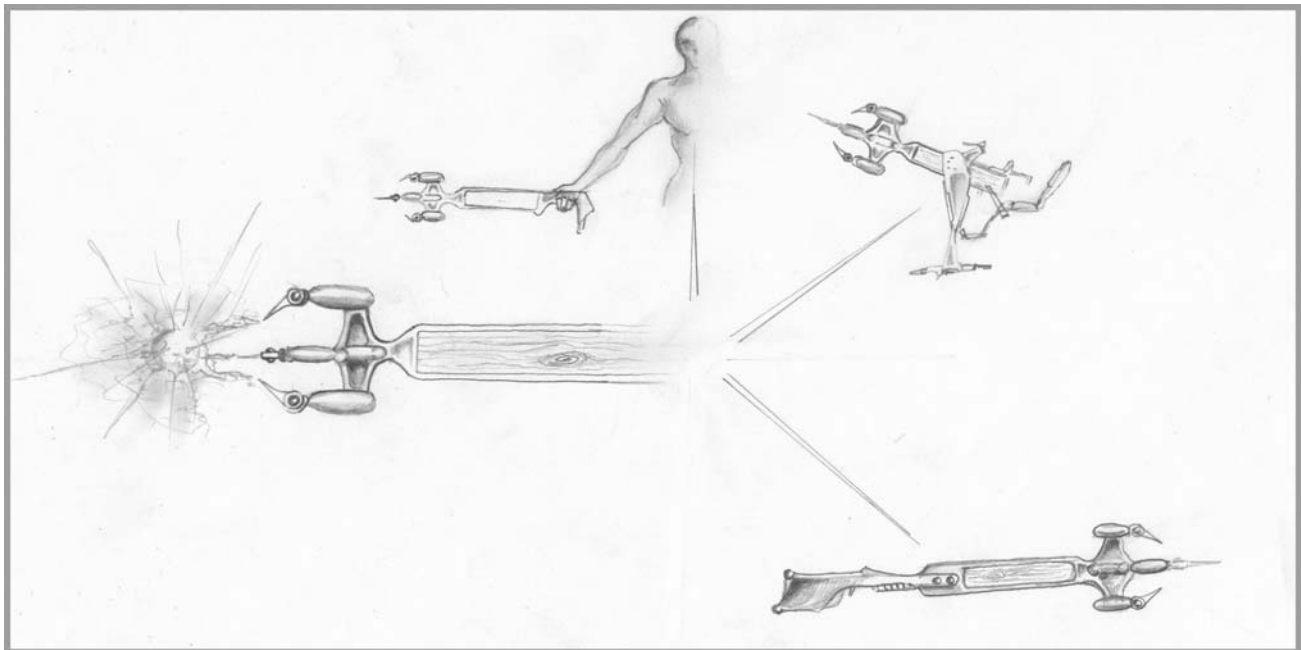
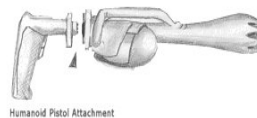
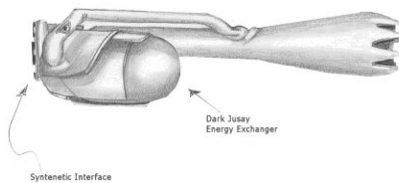


TABLE 8-2: ENERVATORS (NEGATIVE [ENERGY DRAIN]: FORTITUDE SAVE

Type	TL	Cost	ROF	Setting	Weight	Range (m)	Damage	Type Dam	Size	Notes
Body Enervator (.25 EP/setting)	12	1k	1	1-5	700g	10	1d4	Level drain 1d4, DC 10 +0-4	S	Marksman
Enervator Pistol (.25 EP/setting)	12	750	1	1-5	1200g	10	1d4	Level drain 1d4, DC 10 +0-4	S	Marksman)
Heavy Enervator Pistol (.25 EP/setting)	12	1.5k	1	1-5	1500g	15	1d4	Level drain 1d4, DC 11 +0-4	S	Marksman
Enervator Rifle (.25 EP/setting)	12	2.5k	1	1-5	5kg	45	1d4	Level drain 1d4, DC 12 +0-4	M	Combat Rifleman
Heavy Enervator Rifle (.5 EP/setting)	12	3k	1	1-8	7kg	45	1d4	Level drain 1d4, DC 13 +0-7	M	Combat Rifleman
Enervator SMG (.5 EP/setting)	12	4k	4	1-5	4kg	25	1d4	Level drain 1d4, DC 10 +0-4	M	Marksman
Assault Enervator (.5 EP/setting)	13	12k	1/4	1-5	9kg	40	1d4	Level drain 1d4, DC 12 +0-4	M	Combat Rifleman
Light Enervator Tripod/Bipod (1 EP/setting)	13	20k	4/10	1-5	15kg	75	1d6	Level drain 1d6, DC 13 +0-5	M	Combat Rifleman
Heavy Enervator Tripod/Bipod (1.5 EP/setting)	13	60k	10/50/ 100	1-5	20kg	75	2d4 AOE 3m	Level drain 2d4, DC 15 +0-4	L	Heavy Weapons
Enervator Cannon (1.5 EP/setting)	13	250k	1/4/10	1-10	250kg	100	2d4 AOE 9m	Level drain 2d4, DC 20 +0-9	L	Heavy Weapons Vehicle mounted, Turret mounted



extinction. The weapons listed in this section are mainly used by the VOID to assist in the harvesting of the recipients for the Bio-Cycles to increase their army.

The Mandorians and BLU have copied this technology and created the Stunner and Arc Weapons that utilize Jusay crystals instead of the Dark Jusay. Anyone caught with a Dark Jusay weapon in Mandorian controlled space is considered an enemy of the Mandorian Empire. If this person is apprehended with no resistance, a lighter sentence of life on a maximum security planet is enforced. Any resistance during the arrest process is punishable by death.

Other races might have obtained these weapons, but only because they have encountered the VOID and have discovered their true purpose, not to destroy, but to debilitate and harvest. Most of these weapons, except for the Arc Weapons, if used on the VOID will not work, just because of the nature of the VOID race. Being undead makes them almost immune to all of their weapon's effects.

All of the following weapons do not need to hit the Armor Class of a character. These weapons, except for the arc weapons, fire using a ranged touch attack. The AR of armor can still reduce the dice of damage dealt, but the effective AC of a character against these weapons is a touch AC.

The following pages have tables listing the different types of weapons developed by the VOID and use the following format:

Type: The type of weapon is described here as well as the power requirements in Jusay crystals required to fire the weapon once per round on a setting of 1. Jusay crystals give unlimited shots at a rate of 1/round, if you increase the setting on a shot, depending on your crystal EP output, you have the possibility of draining the crystal. Please refer to Chapter 4 for details on draining crystals. The larger the crystal you put in the weapon, the less chance you have of draining

the crystal. Due to the energy output of Class A crystals, personal weapons cannot be fitted with class A crystals. Only power plants are able to harness the energy of a class A Jusay Crystal. A weapon with a setting of 5 would need 5 times the power requirements in crystals to be able to fire the weapon on a setting of 5 once per round.

TL: This is the minimum technology level required to manufacture or purchase such an item.

Cost: Price in gp/cr to purchase these weapons. This price does not include the Jusay crystals.

ROF: Rate of fire. The number of rounds that may be fired during a standard attack action in the following format; Single shot/burst fire/automatic fire.

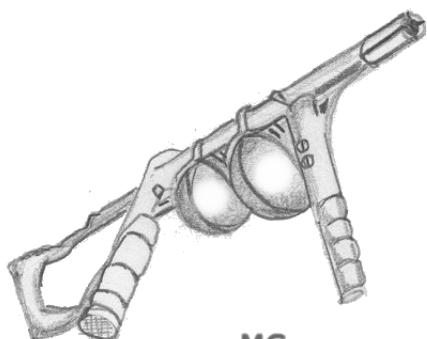
Setting: Each weapon has a power setting. This setting uses more power to increase the damage or saving throw of the specific type of weapon. These specific weapons cannot run on battery or conventional power packs due to the nature of the weapon's effects. These weapons (except for Stunners and Arc) must use Dark Jusay crystals. If a weapon's EP requirement equals the Jusay power output, that weapon can fire once per round without draining the crystal. A setting of 2 on the pistol takes 2 times the EP power output. If the crystal's maximum EP can only support a setting level of 1, then a setting of 2 would drain the crystal. The next time you fire, the crystal would have to make a saving throw or be destroyed due to burn up. See Chapter 4: Utilization of Jusay Power, for detailed descriptions of how much power each crystal has and the details on how this process works.

Weight: Weight in grams (g) or kilograms (kg).

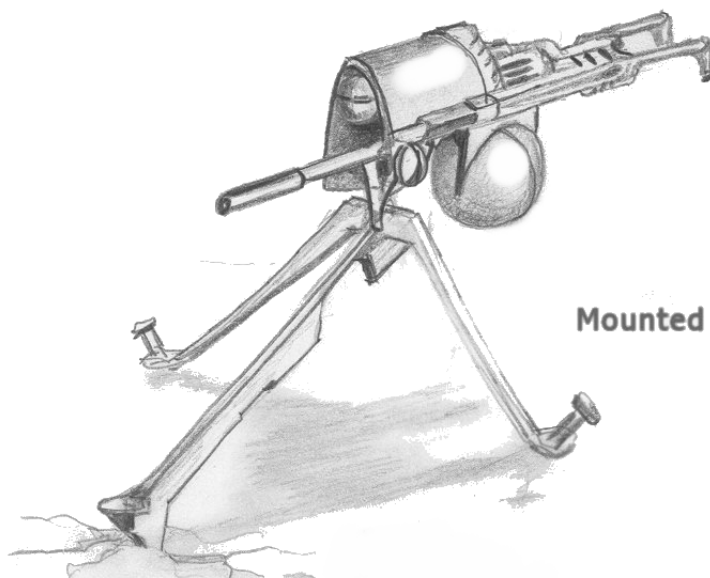
Range: The range increment for this weapon. Most technology weapons have a range increment of 10 bands, Jusay powered weapons have a maximum range of 5 bands.

TABLE 8-3: SAPPERS (NEGATIVE [ENERGY DRAIN]: FORTITUDE SAVE)

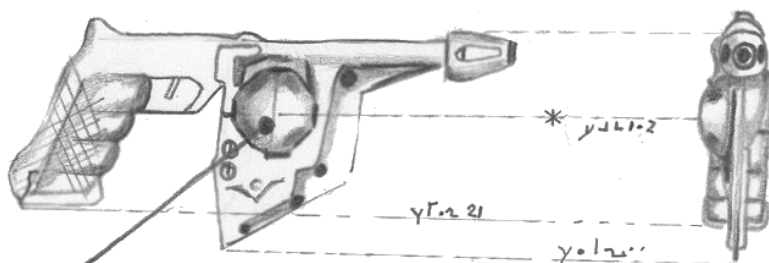
<i>Type</i>	<i>TL</i>	<i>Cost</i>	<i>ROF</i>	<i>Setting</i>	<i>Weight</i>	<i>Range (m)</i>	<i>Damage</i>	<i>Type Dam</i>	<i>Size</i>	<i>Notes</i>
Body Sapper (.125 EP/setting)	12	1k	1	1-5	700g	10	1d6 Str	1d6+0-4 Strength or Dexterity drain, DC 10 +0-4	S	Marksman
Sapper Pistol (.125 EP/setting)	12	750	1	1-5	1200g	10	1d6 Str	1d6+0-4 Strength or Dexterity drain, DC 10 + 0-4	S	Marksman
Heavy Sapper Pistol (.125 EP/setting)	12	1.5k	1	1-5	1500g	15	2d6 Str	2d6+0-4 Strength or Dexterity drain, DC 11 + 0-4	S	Marksman
Sapper Rifle (.125 EP/setting)	12	2.5k	1	1-5	5kg	45	2d6 Str	2d6+0-4 Strength or Dexterity drain, DC 12 + 0-4	M	Combat Rifleman
Heavy Sapper Rifle (.25 EP/setting)	12	6k	1	1-8	7kg	45	2d12 Str	2d12+0-7 Strength or Dexterity drain, DC 13 + 0-7	M	Combat Rifleman
Sapper SMG (.25 EP/setting)	12	4k	4	1-5	4kg	25	1d6 Str	1d6+0-4 Strength or Dexterity drain, DC 10 + 0-4	M	Marksman
Assault Sapper (.25 EP/setting)	13	12k	1/4	1-5	9kg	40	1d8 Str	1d8+0-4 Strength or Dexterity drain, DC 12 + 0-4	M	Combat Rifleman
Light Sapper Tripod/Bipod (.5 EP/setting)	13	20k	4/10	1-5	15kg	75	1d10 Str	1d10+0-4 Strength or Dexterity drain, DC 13 + 0-4	M	Combat Rifleman
Heavy Sapper Tripod/Bipod (1 EP/setting)	13	60k	10/50/ 100	1-5	20kg	75	3d10 Str AOE 3m	3d10+0-4 Strength or Dexterity drain, DC 15 +0-4	L	Heavy Weapons
Sapper Cannon (1 EP/setting)	13	250k	1/4/10	1-10	250kg	100	5d10 Str, AOE 9m	5d10+0-9 Strength or Dexterity drain, DC 20 + 0-9	L	Heavy Weapons Vehicle mounted, Turret mounted



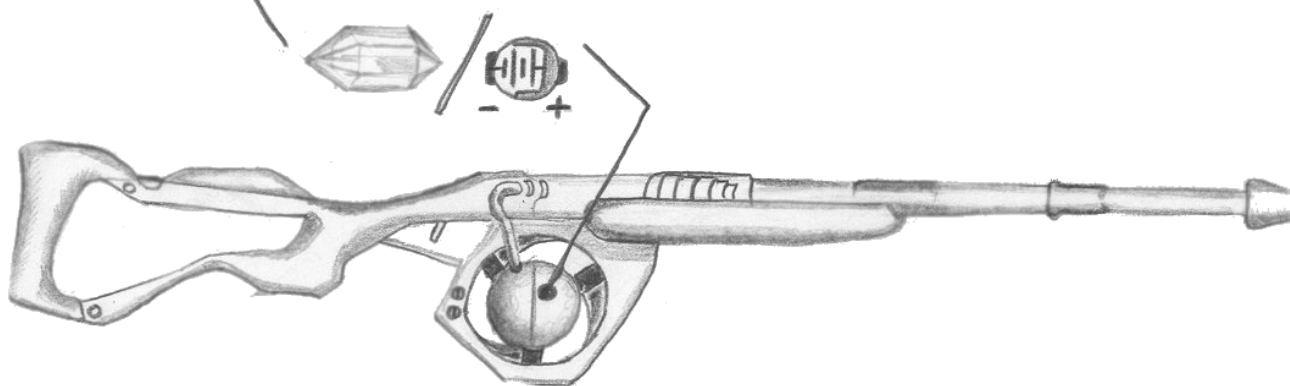
MG



Mounted MG



Pistol



Rifle

TABLE 8-4: BOGGERS (NEGATIVE [MIND AFFECTING]: WILL SAVE)

Type	TL	Cost	ROF	Setting	Weight	Range (m)	Damage	Type Dam	Size	Notes
Body Bogger (.125 EP/setting)	12	1k	1	1-5	700g	10	1d6 Int/Wis	1d6+0-4 Int or Wis drain, DC 10+0-4	S	Marksman
Bogger Pistol (.125 EP/setting)	12	750	1	1-5	1200g	10	1d6	1d6+0-4 Int or Wis drain, DC 10 + 0-4	S	Marksman
Heavy Bogger Pistol (.125 EP/setting)	12	1.5k	1	1-5	1500g	15	1d6	1d6+0-4 Int or Wis drain, DC 11 + 0-4	S	Marksman
Bogger Rifle (.125 EP/setting)	12	2.5k	1	1-5	5kg	45	2d6	2d6+0-4 Int or Wis drain, DC 12 + 0-4	M	Combat Rifleman
Heavy Bogger Rifle (.25 EP/setting)	12	6k	1	1-8	7kg	45	2d6	2d6+0-7 Int or Wis drain, DC 13 + 0-7	M	Combat Rifleman
Bogger SMG (.25 EP/setting)	12	4k	4	1-5	4kg	25	1d6	1d6+0-4 Int or Wis drain, DC 10 + 0-4	M	Marksman
Assault Bogger (.25 EP/setting)	13	12k	1/4	1-5	9kg	40	1d6	1d6+0-4 Int or Wis drain, DC 12 + 0-4	M	Combat Rifleman
Light Bogger Tripod/Bipod (.5 EP/setting)	13	20k	4/10	1-5	15kg	75	2d6	2d6+0-4 Int or Wis drain, DC 13 + 0-4	M	Combat Rifleman
Heavy Bogger Tripod/Bipod (1 EP/setting)	13	60k	10/50/100	1-5	20kg	75	3d6 AOE 3m	3d6+0-4 Int or Wis drain, DC 15 + 0-4	L	Heavy Weapons
Bogger Cannon (1 EP/setting)	13	250k	1/4/10	1-10	250kg	100	5d6 AOE 9m	5d6+0-9 Int or Wis drain, DC 20 + 0-9	L	Heavy Weapons Vehicle mounted, Turret mounted

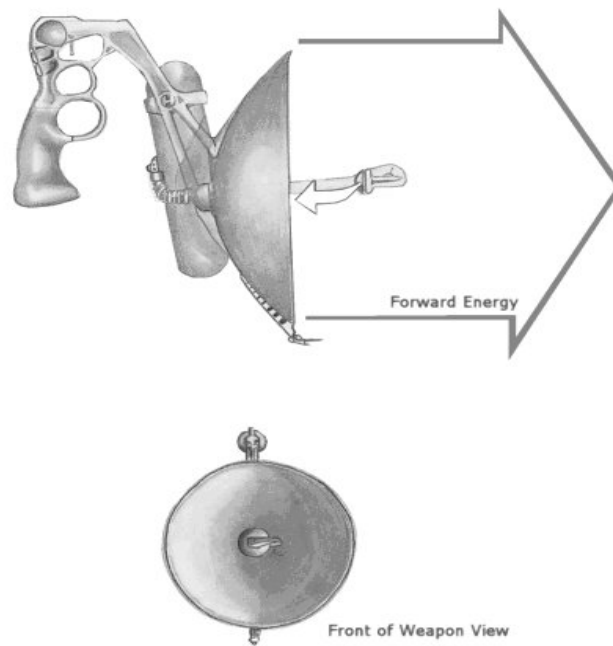
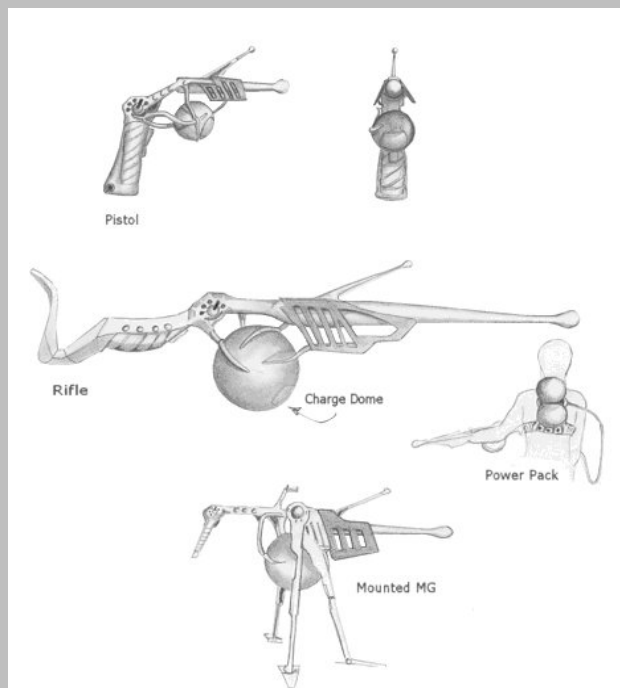


TABLE 8-5: ARC (ELECTRICITY/EMP: REFLEX SAVE)

Type	TL	Cost	ROF	Setting	Weight	Range (m)	Damage	Type Dam	Size	Notes
Body Arc Pistol (.25 EP/setting)	12	1k	1	1-2	700g	5	1d10	1d10 +0-1 Electrical, DC 10 +0-1	S	Marksman
Arc Pistol (.25 EP/setting)	12	750	1	1-3	1200g	5	1d10	1d10+0-2 Electrical, DC 10 +0-2	S	Marksman
Heavy Arc Pistol (.25 EP/setting)	12	1.5k	1	1-5	1500g	7	2d8	2d8+0-4 Electrical, DC 11 +0-4	S	Marksman
Arc Rifle (.25 EP/setting)	12	2.5k	1	1-5	5kg	22	2d10	2d10+0-4 Electrical, DC 12 +0-4	M	Combat Rifleman
Heavy Arc Rifle (.5 EP/setting)	12	6k	1	1-8	7kg	22	3d12	3d12+0-7 Electrical, DC 13 +0-7	M	Combat Rifleman
Arc SMG (.5 EP/setting)	12	4k	4	1-5	4kg	12	1d10	1d10+0-4 Electrical, DC 10 +0-4	M	Marksman
Arc Assault (.5 EP/setting)	13	12k	1/4	1-5	9kg	20	1d8	1d8+0-4 Electrical, DC 12 +0-4	M	Combat Rifleman
Light Arc MG Tripod/Bipod (.75 EP/setting)	13	20k	4/10	1-5	15kg	38	1d10	1d10+0-4 Electrical, DC 13 +0-4	M	Combat Rifleman
Heavy Arc MG Tripod/Bipod (1.5 EP/setting)	13	60k	10/50/100	1-10	20kg	38	3d20 AOE 3m	3d20+0-9 Electrical, DC 15 +0-9	L	Heavy Weapons
Arc Cannon (1.5 EP/setting)	13	250k	1/4/10	1-10	250kg	50	5d20 AOE 9m	5d20+0-9 Electrical, DC 20 +0-9	L	Heavy Weapons Vehicle mounted, Turret mounted



Damage: The base damage of a weapon on a power setting of 1. For base damage on higher settings see Type Damage. The blast area for weapons that have an area of effect (AOE) is the area diameter in meters. Example: Stunner cannons have a 9 meter blast area.

Type Damage: The type of damage a weapon deals. The numbers after the dice damage is additional damage to be added when you fire on a higher setting. The second set of numbers is the saving throw DC of the weapon's effect. If a weapon is fired with a setting higher than 1, then add the second set of numbers to the saving throw DC. A setting of 1 never increases the damage or the saving throw DC. A successful save negates the secondary effect of the weapon (ability drain, level loss, or stunning).

Size: The size category of the weapon.

Notes: The weapon proficiency feat required to use this type of weapon and additional details about the weapon, such as tri-pod or vehicle mounts.

Stunners

The Stunner series of weapons use energy to create a force effect on a target or area. Any creature that is hit with a stunner weapon must make a Fortitude saving throw to avoid being stunned. If a creature fails its saving throw, then they are stunned for 1d4 rounds +1 round for every power setting beyond 1. Some Stunner weapons have an increased ROF (Rate of Fire), standard T20 rules apply for these benefits, any increased to hit or damage due to ROF does not increase the saving throw or stunned duration. Any Stunner weapon that is an area of effect is allowed a Reflex save for half damage or stun duration.

VOID are unaffected by Stunner weapons.

Enervators

Considered to be the favorite weapon of the VOID, the Enervator series of weapons use

the Dark-Jusay negative energy to create a beam that duplicates the *enervation* spell effect. An increase in the power setting of the weapon does not increase the level loss, just increases the DC of the saving throw. A successful save is considered a missed shot and no negative levels are acquired.

Sappers

Using the Dark Jusay crystals, the VOID scientists have figured out how to harness the negative energy not only to drain life, but to drain the physical attributes, depending on the components and the type of crystals used. These weapons have become simply Sappers, since they sap the Strength or Dexterity from their target. A zero strength score causes paralysis. Strength or Dexterity loss returns at the rate of 1 point per hour. Strength or Dexterity loss is random when hit with a Sapper.

Boggers

Boggers, much like Sappers, drain the abilities of their target, but instead of draining life force or the physical attributes, they drain the *Wisdom* or *Intelligence* scores of any living creature. Roll randomly for each hit. But due to the nature of the energy required for a Bogger to work, they could be effectively stopped with almost any shielding vs. Psionic or mind attacks.

Arc Weapons

Arc weapons are based off of electrical and EMP (Electromagnetic Pulse) technology. By creating a path of least resistance through the air, they create an aimable conduit for an electromagnetic charge generated by the weapon. These weapons were developed by the VOID to combat the BLU specifically (since they are no good for harvesting and converting into VOID for their armies). The secondary effect of an arc weapon is to damage anything electrical that is not

protected. Any powered device that is hit by an arc weapon must make a saving throw or risk being shutdown or destroyed. VOID and BLU with non-advanced syntenetics can have their syntenetics shutdown or destroyed if they fail their Reflex saving throw. The DC is based on the power setting of the weapon and is listed in table 8-5. Any syntenetic that fails its save against an arc attack is shutdown for 1d4 rounds + a number of rounds equal to the power setting of the weapon. Since BLU are completely syntenetic, a failed arc save can be disastrous.

Arc weapons have a very limited range but fire in a cone-like pattern.

Arc weapons will also cause chemical compositions to ignite (chemical rounds and regular ammunition) in the clips and cylinders of any weaponry. This EMP pulse will only shut down personal weapons and equipment, the charge of any of these weapons is not sufficient enough to affect vehicles and ships unless the weapon is a vehicle or ship weapon.

Arc weapons do not work as designed in a vacuum. When an arc weapon is fired in an environment with no atmosphere, the least path of resistance is all around so the pattern is an area of effect burst centered on the weapon itself.

Combat Utilizing DREDAN Weapons

Combat in Dredan uses two different systems and styles of play. Both systems of play (T20 and Pathfinder Roleplaying Game) can work well together. One major change is that when using melee weapons, all to hit bonuses and damage bonuses are calculated using the Strength ability score. When using ranged weapons, the to hit bonuses are based on the characters Dexterity score. This is a solid aspect of the Pathfinder Roleplaying Game system that we use for the Dredan campaign. The T20 system of SI (structural integrity), AR (armor rating) and AF (armor factor) are all explained in the *Travellers Handbook* and

is a solid system for using damage reduction when characters are using higher technology equipment.

Vehicles

Dredan vehicles are similar to the vehicles in the T20 *Travellers Handbook* except that most of the vehicles are powered by Jusay Crystals (See Chapter 4, Jusay crystal power sources). Some remote or outlying systems will use non-Jusay powered vehicles just because of the price it takes to have a Jusay power plant as compared to the normal power plants.

One of the most common vehicles used by both the Mandorians and the VOID is the two-legged vehicle or walker. Most of these vehicles stand upright on two legs and have two appendages (arms) to hold weapons and equipment. These walkers are common in larger scouting parties and used in protecting facilities. This section will review the two-legged vehicles available to the prestige classes in this book and the equipment that you can use with these two-legged vehicles.

Two-legged vehicle use both melee and ranged weapons to dispatch foes. In addition, a weapon can either be handheld or integrated into the two-legged vehicles superstructure; each version has its benefits.

Mandorian VOID Hunter

(Two-legged vehicle available to the VOID Hunter prestige class)

Size: Huge (10,000 vl)

Structural Integrity: 50

Armor Class: 23 (10+AF+agility rating + size modifier)

Armor Factor: 15

Agility: 0

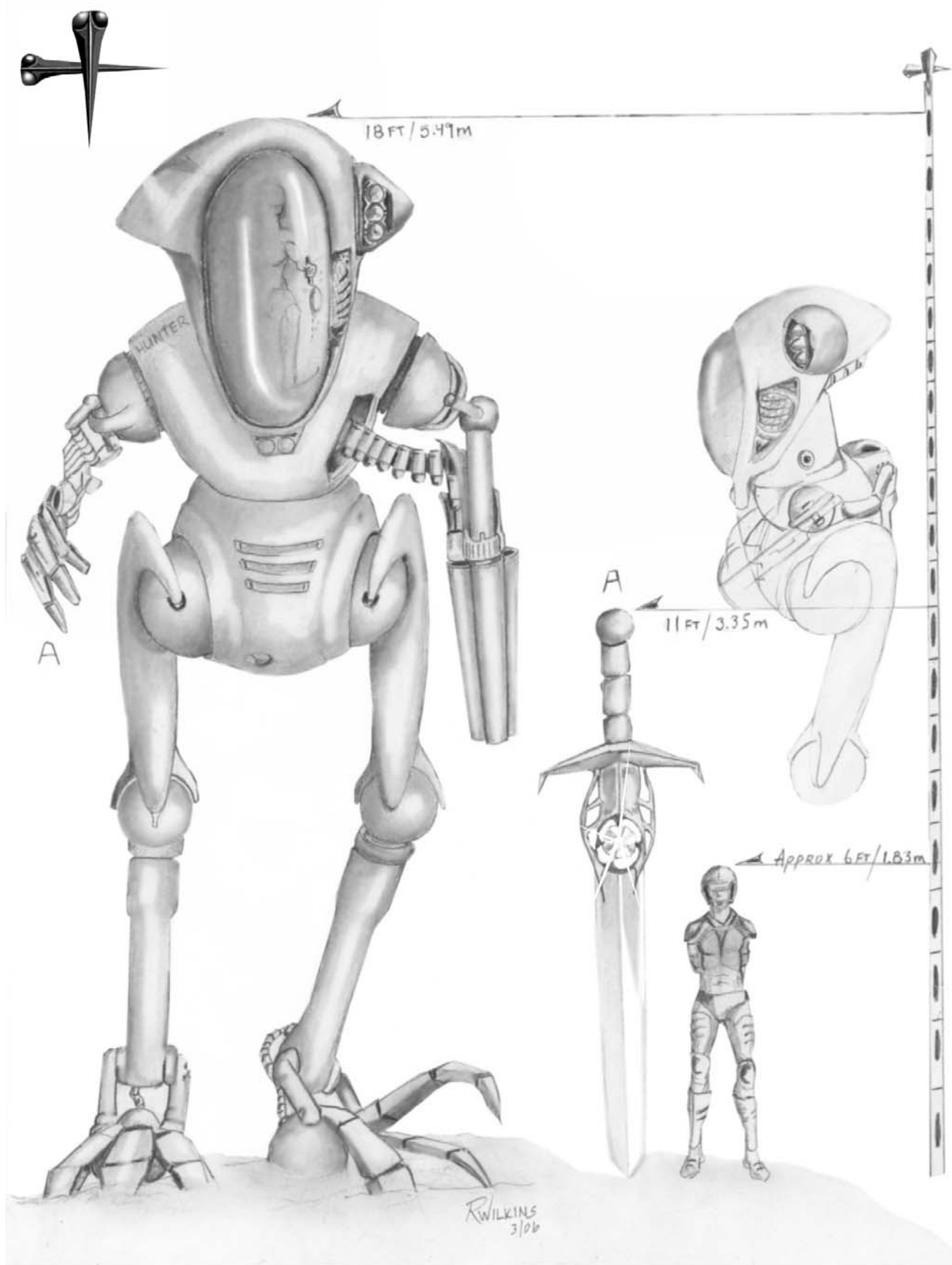
Reach: 15ft.

Vehicle Strength: 30 (+10) appendage only¹

Appendage Carrying Capacity in vl

(Holding weapons): 1864vL of weapon

Size Modifier: -2



Excess Power (EP/round): 10

Jusay Crystal Classification

requirements:** 41 cu/inches of Class D Yellow Jusay crystals (512,500 gp/cr) or 5 cu./inches of Class A and 1 cu/inch Class D (512,500 gp/cr).

Heavy Turret Firing Computer: Type M, Model 0 Advanced Synaptic Core, Basic Verbal Command, 10,000xp data storage, High Autonomous Logic Program

Computer Programs Installed: Anti-missile, Anti-aircraft, Gunner Interact, Weapon Systems (Heavy Turret)

Computer Price w/programs: 40,500 gp/cr

Combat Statistics: The VOID Hunter Two-legged vehicle has a +10 equipment bonus Strength score when using the arms (appendage). It takes a -8 penalty on Hide checks. The VOID Hunter Two-legged vehicle has a single slam attack that deals 2d8+10 points of damage. It has a reach of 10 feet.

Available Weapon Slots: 2 appendages (1864vL carrying capacity), 1 heavy turret (2000vL max weapon space) (additional equipment can be purchased or fitted. At any time the pilot can replace older technology equipment with newer equipment when it becomes available as per the class or the money the pilot has.

Standard Equipment Package: Pressurized cockpit (torso and helmet), Spinal node neural link (TL 14 and 15), 2 arm appendages (Str 30, Dex 20) that can be used to hold weapons, communications system (500km range), sensors (touch sensitivity to the arm appendages +2 Dex), standard radar sensor system (5km range).

¹ Dredan campaign setting uses a mixture of Pathfinder Roleplaying Game and T20 rules. One major change is that Dredan uses the standard Pathfinder Roleplaying Game system when applying damage for ranged and melee weapons. Ranged weapons go off

of Dexterity and melee weapons use Strength.

*This storage can be used to hold equipment, extra rounds or whatever the pilot chooses.

**These crystals are provided by the Mandorian Government only for the VOID Hunter prestige class. If you are not a member of the prestige class you either have to purchase these crystals or acquire them.

The Mandorian VOID Hunter is the main support for scouting trips and expeditions. The VOID Hunter walker is available to the VOID Hunter prestige class or any person that has government contracts that are adventuring with or for the Mandorian military.

COMBAT

The VOID Hunter vehicle uses the pilot's skill to operate the vehicle and has its own Strength score built into its appendages. The pilot of the VOID Hunter cannot be the target of any spell or effect that has to have line of sight. Line of sight is essentially blocked because the character is inside the cockpit of the vehicle.

The pilot of the vehicle in melee combat uses his pilot's skill plus the vehicle's Strength score to figure the vehicle's to hit bonus. Damage is calculated using the vehicle's Strength score. Any ranged attacks not tied to a firing computer use the pilot's gunnery skill + any vehicle or appendage Dexterity bonus.

VOID Holocaust

(Two-legged vehicle available only to the VOID Crommandant Prestige Class):

Size: Large (4000 vl)

Structural Integrity: 25

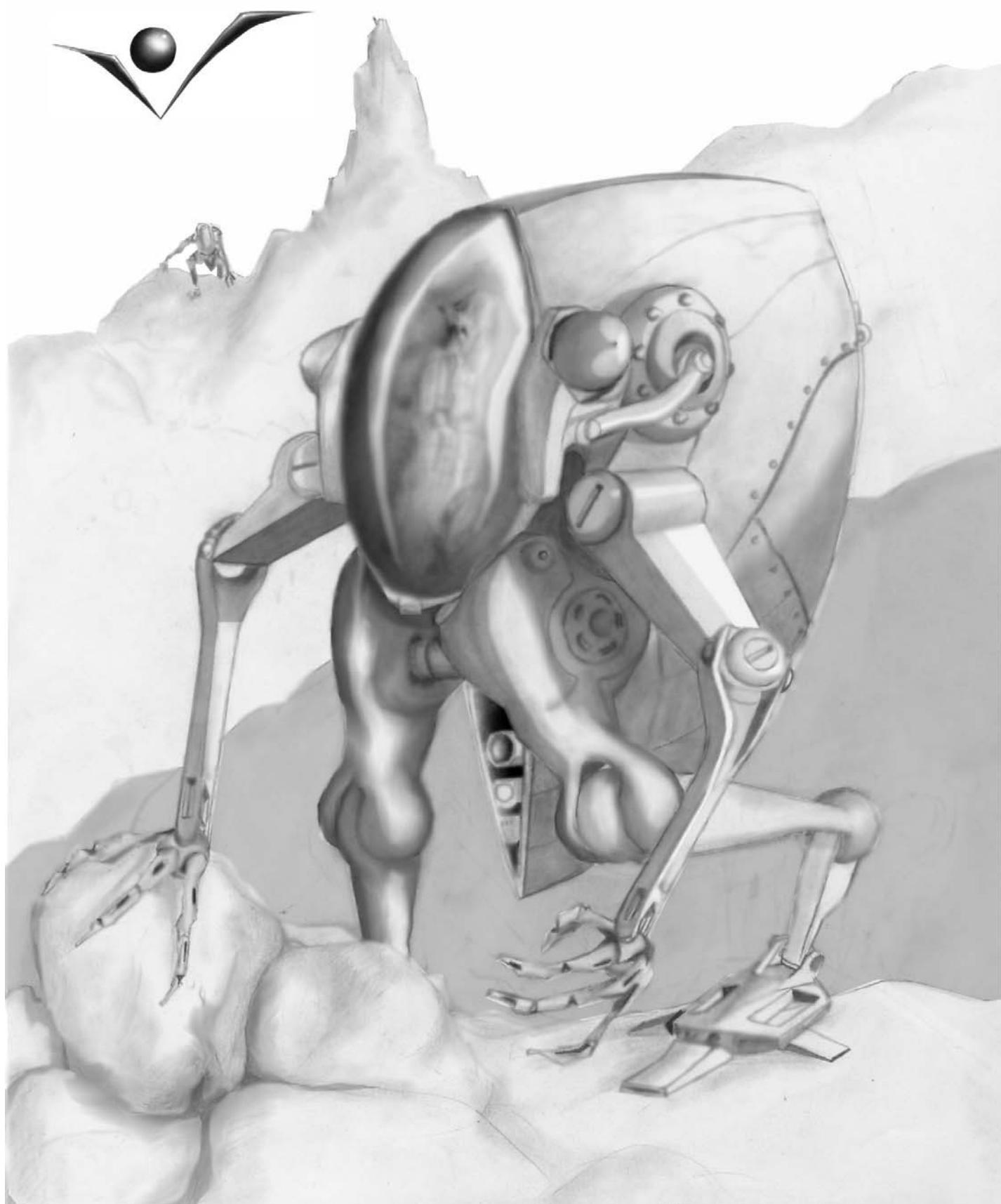
Armor Class: 21 (10+AF+agility rating + size modifier)

Armor Factor (armor rating T20): 12

Agility: 0

Reach: 10ft.

Strength Bonus: 45(+17) appendages only 1



Appendage Carrying Capacity in vL (Holding weapons): 4256vL of weapon

Size Modifier: -1

Speed: 100kph max on level terrain

Height: 15ft

Displacement volume: 4,000 vL

Storage Capacity: 390.4vL*

Weight: 4,400 lbs

Base GP/CR cost: 367,600gp/cr includes computer price (Free for Crommandant Prestige Class)

Power Plant EP/round: 100

Two-legged vehicle Power Requirements: 25.25 EP/round

Excess Power (EP/round): 74.75 EP/round (excess is used when a turret is mounted)

Jusay Crystal Classification requirements: 6 cu./inches of Class A and 1 cu./inch of Class C (625,000 gp/cr). **the crystals are provided to the prestige class only, if purchasing this two-legged vehicle you will have to buy the crystals separately.*

Heavy Turret Firing Computer: Type M; Model 0 Parallel Core, Basic Verbal Command, And Low Autonomous Logic Program

Computer Programs Installed: Anti-missile, Anti-aircraft, Gunner Interact, Weapon Systems (Heavy Turret)

Computer Price w/programs: 30,500 gp/cr

Combat Statistics: The Holocaust two-legged vehicle adds a +17 equipment bonus to a character's Strength score when using the arms (appendage). It takes a -4 penalty on Hide checks. The Holocaust two-legged vehicle has a two slam attacks that deal 1d8 points of bludgeoning damage + the vehicle's equipment Strength bonus. Its reach is 10 feet.

Available Weapon Slots: 2 appendages (4256vL carrying capacity), 1 heavy turret (1000vL max weapon space).

Standard Equipment Package: SPINAL NODE NEURAL LINK, Stolen from Mandorian two-legged vehicles(TL

14,15), IR video (Infrared) visual system 1,000m, 2 arm appendages (Str 45, Dex 12) that can be used to hold weapons, communications system (500km range), sensors (touch sensitivity to the arm appendages +2 Dex), standard radar sensor system (5km range).

¹ Dredan campaign setting uses a mixture of Pathfinder Roleplaying Game and T20 rules. One major change is that Dredan uses the standard Pathfinder Roleplaying Game system when applying to hit and damage for ranged and melee weapons. Ranged weapons go off of Dexterity and melee weapons use Strength.

*This storage can be used to hold equipment, extra rounds or whatever the pilot chooses.

COMBAT

The Holocaust is different in many ways compared to the VOID Hunter vehicle. The pilot skill is needed to operate the vehicle, but any of the combat functionality is tied to the character's ability scores except for vehicle turrets that are attached to a firing computer.

The Holocaust has an appendage Strength that would replace any Strength check a character would normally have to make using his arms. All melee to hit bonuses are calculated using the character's base attack bonus + any modifiers (feats) + the vehicle's appendage Strength bonus. The damage of a melee attack by a Holocaust vehicle is calculated by using either the vehicle's slam attack or whatever handheld weapon the vehicle is wielding plus the appendage's Strength bonus.

The pilot of the Holocaust cannot be the target of any spell or effect that has to have line of sight. Line of sight is essentially blocked because the character is surrounded by the vehicle. The Holocaust does not have a cockpit, the vehicle opens up and the pilot stands inside the vehicle. The Holocaust is essentially a large suit of powered armor.

The pilot of the vehicle in melee combat uses his base attack bonus plus the vehicle's equipment Strength bonus to figure the vehicle's to hit bonus. Damage is calculated using the vehicle's Strength score. Any ranged attacks not utilizing a firing computer uses the pilot's base attack bonus + any vehicle or appendage Dexterity bonus.

Vehicle Equipment

Handheld Weapons

A handheld weapon (weapon held by an appendage) does not count towards the overall two-legged vehicles volume. However, a two-legged vehicle with a handheld weapon can be disarmed and the two-legged vehicle's appendage has to have the Strength score to be able to hold the size in vL of the weapon. The maximum size a weapon an appendage can hold is equal to the minimum carrying capacity in volume. For example an appendage with a +10 Strength bonus can hold up to 1864vL. A +17 Strength bonus can hold 4256 vL of weapon.

The light, heavy and cannon types of weapons (see personal equipment tables in this chapter) can be mounted in an appendage of a vehicle. Generally the tri-pods are removed and replaced with a large handle that the appendage can grip.

Type: The type of weapon is described here as well as the power requirements in Jusay crystals required to fire the weapon once per round on a setting of 1. Jusay crystals give unlimited shots at a rate of 1/round, if you increase the setting on a shot, depending on your crystal EP output, you have the possibility of draining the crystal. Please refer to Jusay crystals chapter for details on draining crystals.

The larger the crystals you put in the weapon, the less chance you have of draining the crystal. A weapon with a setting of 5 would need 5 times the power requirements

in crystals to be able to fire the weapon on a setting of 5 once per round.

Weapons installed on an appendage use the vehicles power source to operate the weapons unless they are melee weapons. Melee weapons have their own power sources if they are powered.

TL: This is the minimum tech level required to manufacture such an item.

Cost: Price in gp/cr to purchase these weapons. This price does not include the Jusay crystals.

Setting: Each weapon has a power setting. The setting uses more power to increase the damage or saving throw of the specific type of weapon. If there is a setting higher then 1, then multiply the EP/round by the setting to get the power requirements. This has a possibility of draining a crystal.

If a weapon uses batteries, the number of charges required equals the setting.

Weight: Weight in grams (g) or kilograms (kg).

Range: The range increment for this weapon.

Damage: The base damage of a weapon on a setting of 1. For base damage on higher settings see Type Damage.

Type Damage: The type of damage a weapon deals. The second set of numbers is the additional damage to be added when you fire on a higher setting. Each increase in setting adds one dice of damage (non personal weapons only).

If a weapon is fired with a setting higher then 1, then add the second set of numbers to the saving throw DC (non personal weapons only). Each increase in the setting adds one dice to the saving throw. A general rule to follow except for a couple of the larger weapons is: The saving throw of the weapon is equal to the amount of damage done. A successful save negates the secondary effect of the weapons (ability drain, level loss, or stunning).

Size: The size category of the weapon.

TABLE 8-6: CREATING A VEHICLE HANDHELD WEAPON

Name	Type	TL	Cost ¹	Setting ²	Weight ³	Reach ⁴	Dmg ⁵	Size ⁶
Longsword MW	slashing	2	315gp	n/a	4.4lb/2kg	melee	d8	Medium
Vehicle-Blade w/Power setting (Vehicle Weapon)	slashing	12	3015gp	1-5	44lb/20kg/ 40vL	10 ft.	2d6	Large or Huge (dependant upon vehicle size)

- ¹ **Cost:** Creating a Vehicle-blade (vehicle equivalent of a longsword) is 10x the masterwork version in the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)* for each size increment. This cost is just the raw material and crafting costs of the size of the blade.
- ² **Setting:** Only applies if a weapon is created with power settings. Standard power settings are created just like weapon enhancements. Setting of 1 =2,000gp/cr, Setting of 2 =8,000gp/cr, Setting of 3 =18,000gp/cr, Setting of 4 = 32,000gp/cr, Setting of 5 =50,000gp/cr.
- ³ **Weight:** Weight conversions are as follows; 2vL= 1kg, 1kg = 2.2lbs, each appendage is rated by its Strength and can carry only a certain vL. For each size increment, multiply the weight by 10. See the two-legged vehicle descriptions in this book for appendage limits, or you can reference the *Travellers Handbook* under design sequences to make your own.
- ⁴ **Reach:** Increases in 5 ft. increments per size category. Longsword is melee with 5 ft reach. Large weapons have a 10 ft. reach, huge weapons have a 15 ft. reach.
- ⁵ **Damage** is multiplied per Pathfinder Roleplaying Game ruleset. So if a longsword is d8, then a large vehicle longsword = 2d6. Huge vehicle blade would be 3d6 damage. Each setting adds an extra d6 of positive or negative energy damage, depending upon the type of Jusay crystal used. Dark Jusay crystals drain 2d4 levels on each successful hit. (Fortitude DC15 on a setting of 1, DC19 on a setting of 5).
- ⁶ **Size:** A two-legged vehicle's weapon size is the same size as the vehicle itself. If the vehicle is large then the weapon is large.

Notes: Additional information.

The weapons described below are common melee examples. Almost any weapon from the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)* can be adjusted and installed as a vehicle weapon.

VEHICLE-BLADE

(Slashing/positive or negative, see Type Damage) (Single appendage-sword: TL12)
This sword is designed for the two-legged vehicles and is usually installed on one of the arm appendages of these vehicles. If crystals are installed into the hilt of this sword, the sword can become powered providing a higher damage potential. This weapon can be disarmed.

Type: melee/slashing, does not have to be powered. 1-5 EP's powered depending on what setting it is on.

TL: 12

Cost: 100,000gp/cr. This price does NOT include the Jusay crystals.

Setting: 1-5

Weight: 225 kg

Range: 10ft

Damage: 2d6 (Large) plus 1-5d6 positive energy or 2d4 negative levels, depending on the setting if its powered. The additional damage depends if there are Jusay crystals involved. Normal Jusay crystals are positive energy, Dark Jusay are negative energy.

Type Damage: Positive or negative energy depending if it is powered with Dark or normal Jusay crystals. If Dark Jusay crystals

are used then each time a living creature is hit a Fortitude saving throw (DC15; setting 1, DC19; setting 5.) needs to be rolled. A failed saving throw drains the living creature of 2d4 levels. These levels are temporary and are equivalent to the spell “*enervation*”.

Size: Large

Notes: This is a common Crommandant/VOID Hunter weapon utilized by their two-legged vehicles. This weapon is free to the Crommandant/VOID Hunter prestige class. This weapon can be disarmed.

VEHICLE-SCYTHER

(Slashing/positive-negative see Type Damage) (Dual appendage two handed weapon: TL12)

This scythe is designed for the two-legged vehicles and is installed on the arm appendages of these vehicles. If crystals are installed into the hilt of this weapon, the weapon becomes powered providing a higher damage potential.

Type: melee/slashing, does not have to be powered. 1-5 EP's powered depending on what setting it is on.

TL: 12

Cost: 125,000gp/cr. This price does NOT include the Jusay crystals.

Setting: 1-5

Weight: 350 kg

Range: 15ft

Damage: 2d6 (Large) normally, plus 1-5d6 depending if it's powered and the power setting. The additional damage depends if there are Jusay crystals involved. Normal Jusay crystals are positive energy, Dark Jusay are negative energy.

Type Damage: Positive or negative energy depending if it is powered with Dark or normal Jusay crystals. If Dark Jusay crystals are used then each time a living creature is hit a Fortitude saving throw (DC15 setting 1 – DC19 setting 5) needs to be rolled. A failed saving throw drains the living creature of 2d4

levels. These levels are not permanent and are equivalent to the spell “*enervation*”.

Size: Large

Notes: This is a common Crommandant/VOID Hunter weapon utilized by their two-legged vehicles. This weapon is free to the Crommandant and VOID Hunter prestige class. This weapon can be disarmed.

Creating Handheld Vehicle Weapons (TL12)

The items listed above are conversions of the standard melee weapons in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110). This conversion is for increasing the size of the weapon for a two-legged vehicle with arms (appendages/T20). Please consult the Table 8-6 for converting these weapons. This conversion only works with vehicles that have appendages (arms). For more information on increasing damages for sizes consult the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110). For other information refer to the table below.

The Dredan campaign setting uses a mixture of Pathfinder Roleplaying Game and T20 rules. One major change is that Dredan uses the standard Pathfinder Roleplaying Game system when applying damage for ranged and melee weapons. Ranged weapons use Dexterity and melee weapons use Strength.

Adding Jusay crystals to these weapons is equivalent to creating a magic item in the Pathfinder Roleplaying Game system. Each power setting on a melee weapon is equivalent to a +1 weapon on the item creation charts. So creating a vehicle two-handed sword with a power setting of 5 is equivalent to making a masterwork weapon and adding a +5 bonus to it. This is required because of the technology needed to create the crystal storage container and the technology that directs the crystal energy to the blades of the weapon. To make these types of weapons you need the Jusay

Geologist feat described in the feats section of this book. Spell and spell-like abilities can be also added to vehicle weapons as per the Pathfinder Roleplaying Game magic item creation system. If you are going to create high technology weapons for your vehicle consult the *Travellers Handbook* and use the T20 system. Vehicle weapons are technology based weapons, but the power settings with the Jusay crystals are considered magic enhancements.

Integrated Weapons

An integrated weapon is calculated into the total volume of the two-legged vehicle, but an integrated weapon cannot be disarmed. Usually an integrated weapon is mounted on some sort of turret or pinnacle.

Most integrated vehicle weapons tap into the vehicles power source, except if the weapon is held by an appendage. These weapons have their own internal power source. The prices listed are just for purchasing the weapon. If you're purchasing a weapon to be used by an appendage then Jusay crystals need to be purchased in addition to the price of the weapon to power it. If the appendage held weapon does not have its own source of power it needs to either be mounted on the appendage or attached via power cables. A damaged power cable renders the weapon in operable.

Miscellaneous Vehicle Equipment

SPINAL NODE NEURAL LINK

(TL 13-15)

Pilots use these links to plug into their two-legged vehicle. While driving or piloting their vehicles with these links installed a pilot tends to "feel" the machine granting better movement. These links provide a +2 to all actions a pilot makes in a two-legged vehicle (Piloting, gunnery, saving throws, skill checks, jumping and initiative). The pilot must

have a syntenetic spinal node installed in his body to utilize a neural link.

Power: .025 EP/round

Minimum TL: 13

Size: .0001vL

Cost Gp/Cr: 100,000

NOTES TO THE DM REGARDING DREDAN COMBAT:

Most of the equipment outlined in this book is defined as technology. The main reason for this is because most of the races introduced into the campaign setting reside in higher technology worlds. Technology weapons generally do more dice of damage per round than magic. However an interesting way of creating balance is creating magic based weapons that use the standard magic spells such as fireball or magic missile. Keep your mind open and create "magic" rifles and weapons that can fire multiple wands or staffs at once. This would be a mixture of magic and technology together and can create some extremely powerful weapons that do not require the Jusay crystals.



CHAPTER 9: Starships

Content Note

This entire chapter is Product Identity and considered Closed Content

In a technology environment, starships and starcraft are the major sources of transportation. Teleportation is not available in technology worlds until tech level 17. This chapter describes starships that the VOID and Mandorian Empires use throughout the realm. Each of the starships described in this chapter were built using the *Travellers Handbook* and follow the design sequences from that book. The only difference between T20 starships and Dredan starships is instead of using fuel to power the power plants, Jusay crystals are utilized instead. There will still be an abundance of the standard T20 starships in Dredan, this chapter only lists the

military vessels that have been converted to crystal power and are utilized by the military.

Mandorian Starships

Mandorian starships are the core of the Mandorian Empire. There are many different types of starships, and they are utilized for the many different functions of the day to day operations of the empire. The next section details the Mandorian Empire's military starships. To be able to have access to these starships you either have to be contracted by the Mandorian military or a member of the military. Independent houses and corporations throughout the empire may have their own versions of these starships, but they may not have Jusay crystals as a power source because of the cost and the danger of having this type of unlimited power. To own or use large quantities of Jusay crystals without the knowledge of the Mandorian military is illegal. Special permits

TABLE 9-1: ASP-M1/F2 (ATMOSPHERIC SOLARIC PROPULSION)

Class: Smallcraft (fighter)	EP Output: 4 EP1 (1 EP excess) 8EP2 (1 EP extra)1
Tech Level: 15	Agility: 6 (6 EP)
Size: Small (15 tons)	Initiative: +6 (+6 agility)
Streamlining: Fully streamlined	AC: 17 (+6 agility, +1 size)
Jump Range: None	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: 0
Fuel: Jusay (Class A only) 1 cu./inch	Meson Screens: 0
Duration: Unlimited	Black Globes: 0
Crew: 1	AR: 0
Staterooms: 0	SI: 77
Small Cabins: 0	Main Computer: Model/1 Bis
Bunks: 0	Sensor Range: Close (Model/1)
Couches: 1	Comm. Range: Close (Model/1)
Low Berths: 0	Flight Avionics: Model/2
Cargo Space: 4 tons ² or 2 tons with/ 2 Missile magazines ¹	Cost: 24,780,000 ¹ gp/cr (24.78 MCr) Or Cost: 58,510,000 ² gp/cr (58.51 MCr)
Atmospheric Speeds:	NoE = 1175 km per hr. Maximum = 4700 km per hr.
Cruising = 3525 km per hr.	
Other Equipment: None	Damage: 7d6 nuclear missiles +1d12 Radiation or 5d20 ² fusion gun

Weapons: One fixed triple turret USP 2; Missile racks¹, or one fixed duo turret USP 4; fusion guns².

¹ This is the configuration of the ASP-M with missiles (USP 2) as primary weapon.

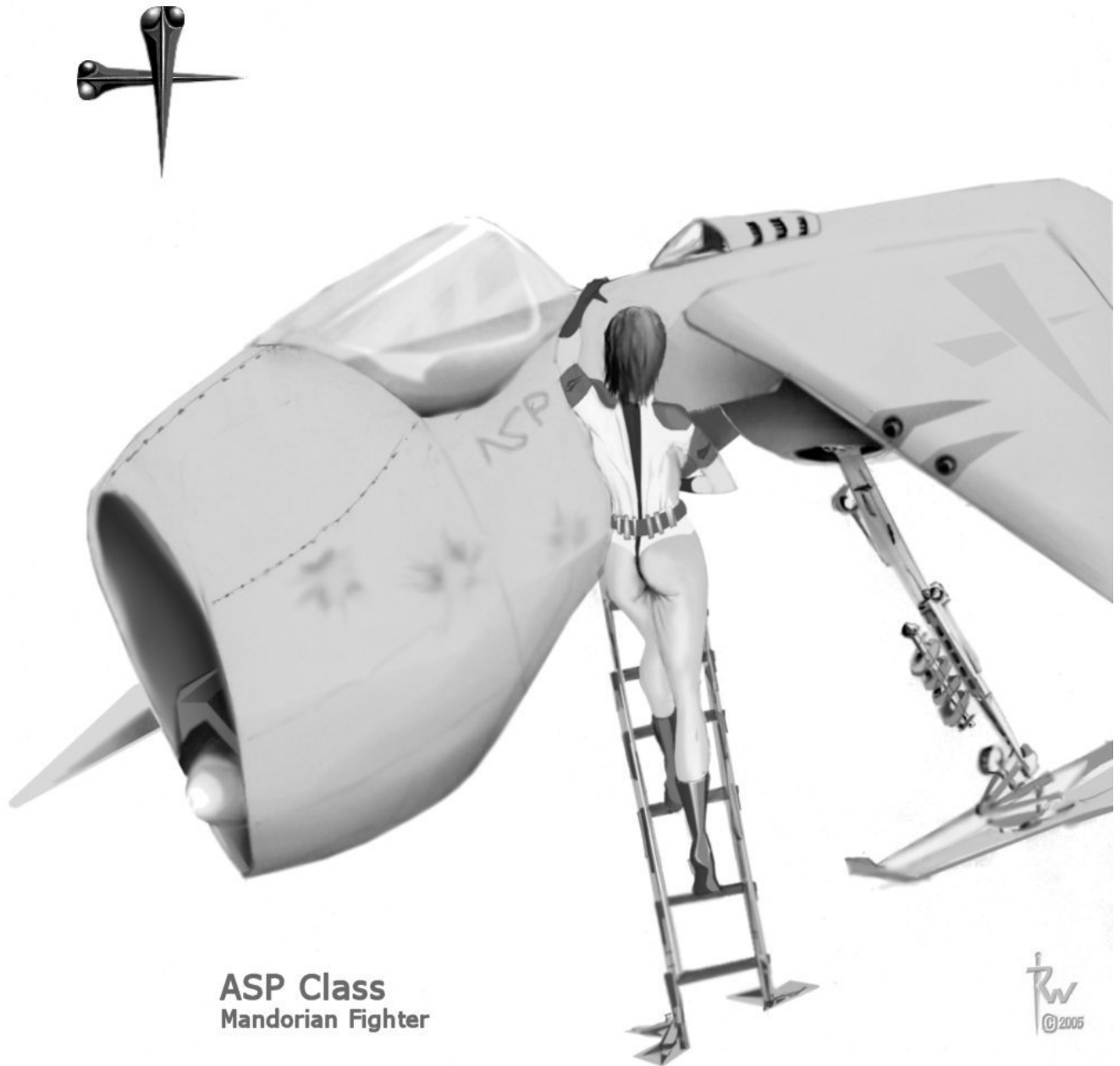
² This is the configuration of the ASP-F with duo fusion guns (USP 4) as a primary weapon.

or contracted services for the military are one of the few ways to acquire Jusay crystals legally.

ASP-M/F (Atmospheric Solaric Propulsion)

THE ASP-M/F is a star craft fighter that is used primarily as support for the larger Mandorian escorts and starships. The ASP with the missile configuration is used against

other starships. The ASP with a fusion gun configuration is designed for atmospheric support against other fighters and vehicles on the ground. Usually a squadron of ASPs is deployed with a science vessel to protect it as it travels throughout the system. The ASP does not have jump capability so it has to be transported by larger starships between systems.



ASP Class
Mandorian Fighter

KALADRIAN (Scout, Survey and Science Starship)

The Kaladrian starship is used for long distance research and scouting missions for the government. The general crew aboard a Kaladrian starship consists of a pilot, gunner, 2 Mandorian VOID hunter pilots, an engineer, medical officer, astrogator and 6 Marines. These ships are not in space for extended missions. They are used to travel to a system, scan the system, and find a suitable landing planet. Once landed, they deploy the VOID Hunter two-legged vehicles, and survey the area. If there is no threat to the landing party, a perimeter defense is set up and the pilot leaves the planet and contacts his superiors for further orders. The “Kaladrian” class ship is the main survey starship for finding planets that have large Jusay deposits for the Mandorian government. For this reason, it has heavy armor and a dual fusion gun turret for defenses.

The IPDS (Inter Planetary Defense Ship) is the workhorse of the Mandorian Empire. It patrols trade routes throughout the systems, protects the space ports and star bases, and is often seen escorting the “Kaladrian” class starships to their remote destinations. The majority of the IPDSs are located in the S.A.W.S war zone.

Each IPDS has the following crew: A Mandorian Commander, 13 Mandorian Captains (1 IPDS captain, 4 ASP pilots, and 8 VOID Hunter pilots), and 5 Ensign I officers (IPDS first officer, helm officer, flight officer, gunner officer, and comm. officer). The rest of the standard IPDS crew consists of gunners, engineering, medical, enlisted Marines, and astrogation officers.

The IPDS does not have the facilities to launch the ASP fighters while in flight. The four hangars are for transportation of these fighters. Once the IPDS lands or is docked the ASPs can be removed. There is usually one IPDS every 2 parsecs in space to relay messages to the home system of Mandor. The IPDS’s are used to escort and support

IPDS (Inter Planetary Defense Ship)

TABLE 9-2: KALADRIAN (SCOUT, SURVEY AND SCIENCE STARSHIP)

Class: Large craft (Scout, survey and science)	EP Output: 20 EP (2.5 EP excess)
Tech Level: 15	Agility: 2 (2.5 EP)
Size: Small (120 tons)	Initiave: +2 (+2 agility)
Streamlining: Fully streamlined airframe	AC: 12 (+2 agility)
Jump Range: Jump-6	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: 0
Fuel: Jusay (Class A only) 1 cu./inch	Meson Screens: 0
Duration: Unlimited	Black Globes: 0
Crew: 13	AR: 15 (USP 15 armor rating)
Staterooms: 1	SI: 103
Small Cabins: 3	Main Computer: Model 7
Bunks: 0	Sensor Range: System (Model/7)
Couches: 0	Comm. Range: System (Model/7)
Low Berths: 0	Flight Avionics: Model/7
Cargo Space: 5.2 tons	Cost: 216,002,000 gp/cr (216.002 MCr)
Atmospheric Speeds:	NoE = 1175 km per hr.
Cruising = 3525 km per hr.	Maximum = 4700 km per hr.
Other Equipment: Vehicle hangar housing 2 Mandorian VOID hunter two-legged vehicles (20,000 v1 total), laboratory, and 1 fresher room	Damage: 5d20 fusion
Weapons: One turret hardpoint, double mounted fusion guns. Gun rating; Fusion USP 5.	

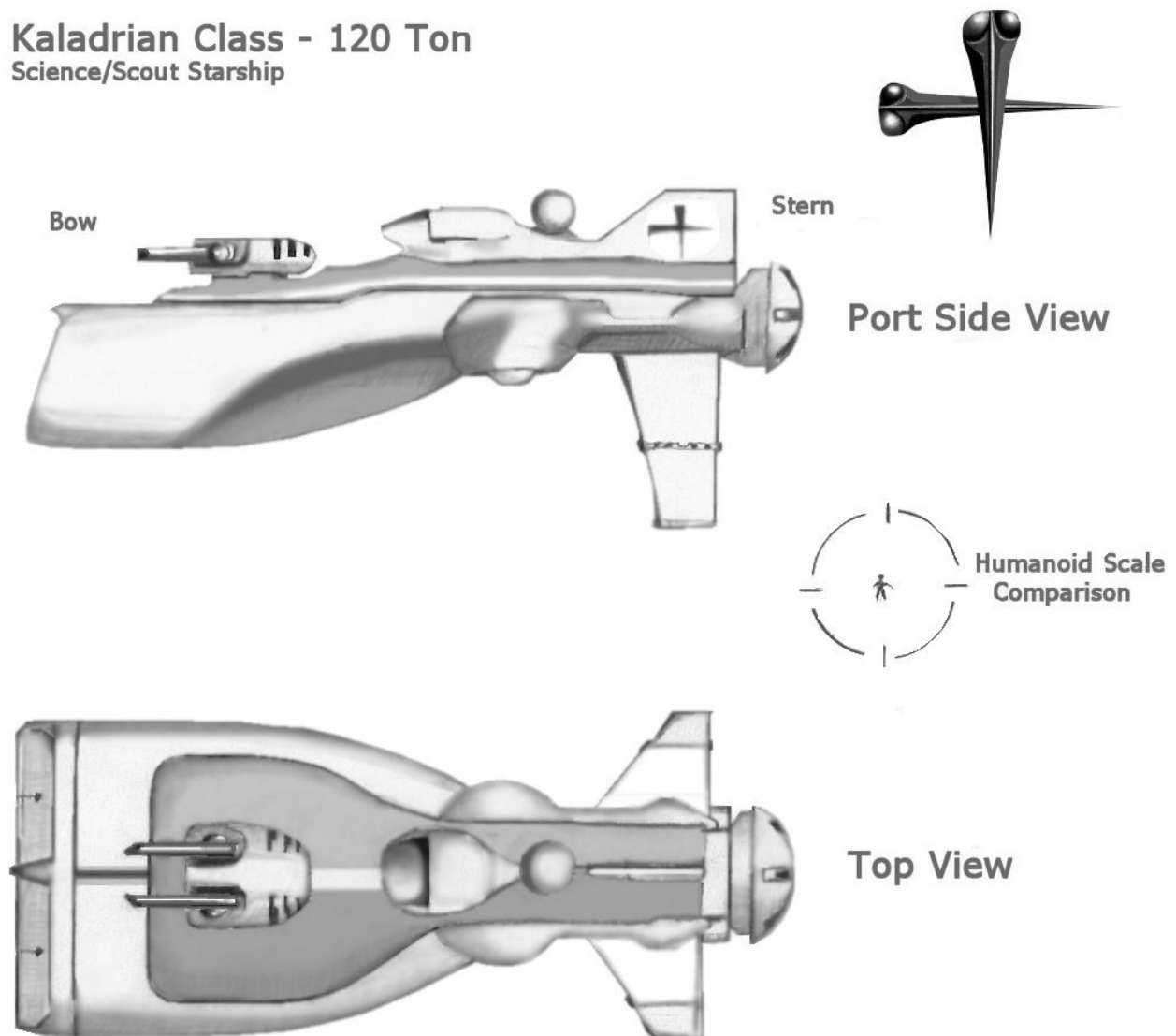
the Mandorian Space “Armadan” class battleships. IPDSs can land on the surface of the planet, but only if they are going to deploy the ASPs. Generally they will do low altitude drops of Marines and vehicles if they do not need the air support.

ARMADAN (Mandorian Space Armada Flagships)

The Armadan battleship and fleet carrier is the flagship of the Mandorian Empire’s Navy

known as the Mandorian Space Armada. The Armadan is used to defend the Mandorian owned systems and engage in battle anywhere the VOID Genocide class starships are detected. This starship is primarily used to destroy enemy space stations, starships, and ports. There is always at least 10 Armadan's

Kaladrian Class - 120 Ton Science/Scout Starship



patrolling the Mandorian controlled systems of Dredan. Most of these are in the S.A.W.S. (Space Armada War Sector) and constantly confront the VOID on the edges of Mandorian controlled space.

The Armadan is used to transport fighter wings and destroyers to the war ravaged outposts in the S.A.W.S zone. The Armadan starship is capable of firing every one of its weapons while maneuvering at 6G's.

When an Armadan detects a VOID Genocide class starship in its sector it immediately launches all of its IPDSs and fighters. If the Genocide has already begun to infest a planet in the system then the IPDS's will be fully loaded with ASPs and VOID Hunters to enter the atmosphere of the planet and destroy the Bio-Research centers that have been deployed. For more information on the Genocide starship see the section in this chapter called VOID starships.

The Armadan is the size of a floating city. An Armadan security naval assignment is a coveted duty station by Marines due to the large living quarters and easy security duties

that they have while in space. Generally Marines are quartered 4 per cabin in smaller ships and afloat for long periods of time. Tables 9-4 through 9-8 will show the details of the Armadan design. The great detail of this ship is so the Armadan can be used as a campaign setting, adventure setting or even a home base of operations for player characters.

The Armadan class starships are too expensive and can never be purchased. The cost of this awesome starship is estimated and never paid for by the Mandorian government. The starships are built when the materials become available. The ranks and crew are given in detail because the PC's may want to advance in the Mandorian military and specialize as a crew member of an Armadan.

Only a few of the Armadan class starships have ever been destroyed. The two most recent were in the S.A.W.S. zone. The very first destruction of an Armadan class starship was by the Felonians when their system was first discovered.

TABLE 9-3: IPDS (INTER PLANETARY DEFENSE SHIP)

Class: Medium Starship (System Patrol Defense)	EP Output: 50 EP (excess 1.2 EP)
Tech Level: 15	Agility: +0
Size: Medium (480 tons)	Initiative: +0
Streamlining: streamlined airframe-needle/wedge	AC: 10
Jump Range: Jump-6	Repulsors: 0
Acceleration: 6-G	Nuclear Dampers: 0
Fuel: Jusay (Class A only) 1 cu./inch	Meson Screens: 0
Duration: Unlimited	Black Globes: 0
Crew: 52	AR: 15
Staterooms: 20 (officers and pilots)	SI: 145
Small Cabins: 10 (gunners and Marines)	Main Computer: Model/9
Bunks: 0	Sensor Range: 2 parsecs (model/9)
Couches: 0	Comm. Range: System (model/9)
Low Berths: 0	Flight Avionics: Model/9
Cargo Space: 14.3 tons	Cost: 583,232,000 gp/cr (593.232 MCr)
Atmospheric Speeds:	NoE = 275kph
Cruising = 825kph	Maximum = 1100kph
Other Equipment: 4 vehicle hangers (2 VOID Hunter vehicles each), 4 small craft hangars (4 ASP's), 60 missiles (3 magazines), 20 nukes (1 magazine),	Damage: 2 Double fusion turrets USP 5: (attack bonus +5) 5d20 damage. and Triple turret missile rack USP 2: (attack bonus +2) 2d6 damage Triple turret nuclear missile rack USP 2: (attack bonus +2) 7d6 damage + 1d12 radiation damage
Weapons: 2 double turret fusion guns USP 5, 2 triple turret missile racks USP 2 (1 nuke, 1 normal)	

IPDS (Inter-Planetary Defense Ship) Class - 480 Ton

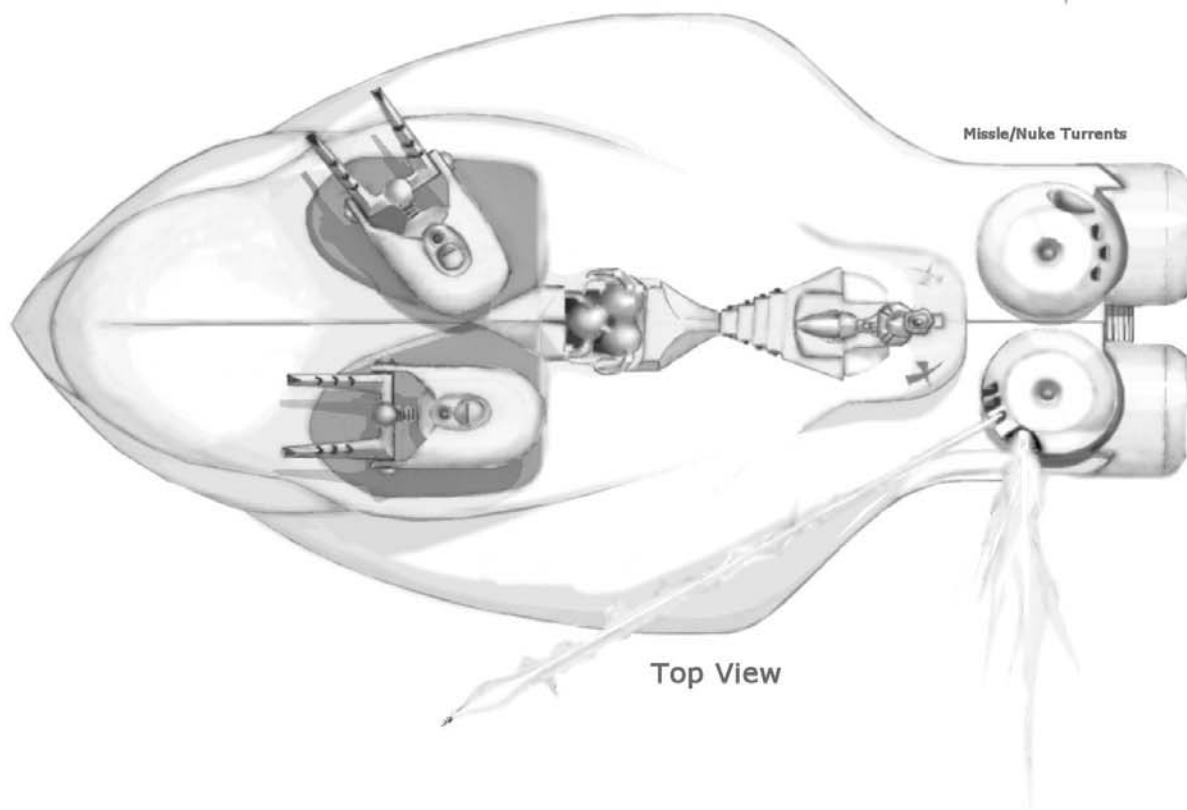
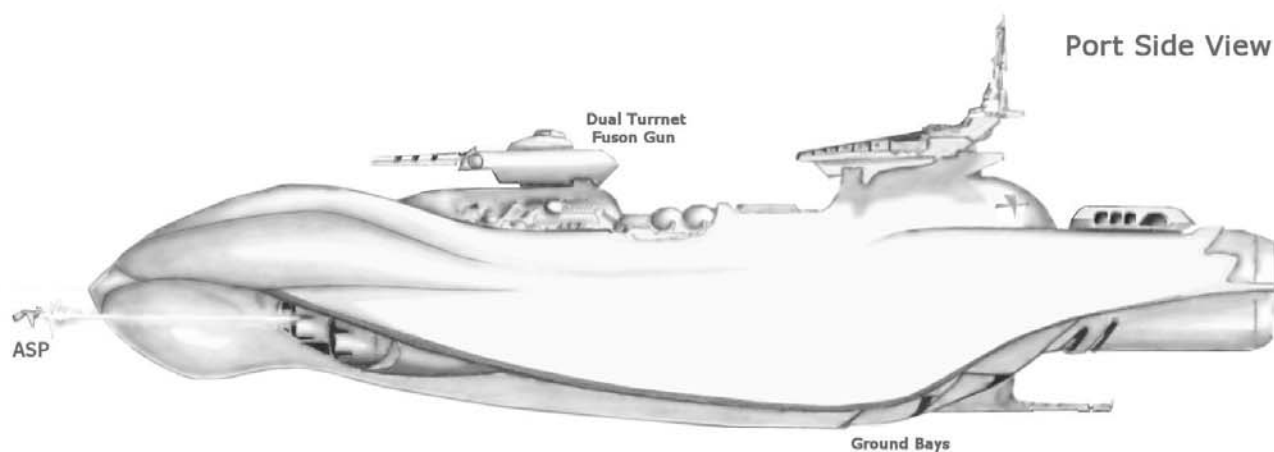


TABLE 9-4: ARMADAN (MANDORIAN SPACE ARMADA FLAGSHIP)

Class: Fleet Carrier and Dreadnaught	EP Output: 11,544 EP (3852 excess in Jump, and 7704 excess in Maneuver)
Tech Level: 15	Agility: +6 (7704 EP excess)
Size: 128 Ktons	Initiative: +6 (+6 agility)
Streamlining: Close structure/partially streamlined	AC: 16
Jump Range: Jump-6	Repulsors: 0
Acceleration: 6-G	Nuclear Dampers: USP 9
Fuel: Jusay (Class A only) 91 cu./inches	Meson Screens: USP 9
Duration: Unlimited	Black Globes: 0
Crew: 2,520 estimated	AR: 15
Staterooms: See fittings chart	SI: 757
Small Cabins: See fittings chart	Main Computer: Model/9 w / fiber backup
Bunks: See fittings chart	Sensor Range: 2 parsecs (model/9)
Couches: See fittings chart	Comm. Range: System (model/9)
Low Berths: See fittings chart	Flight Avionics: Model/9
Cargo Space: 15,257.5 (5,257.5 tons non-military and 10,000 tons military)	Cost: 88,047,900,000 gp/cr (88,047.9 MCr) estimated
	NOTE: Armadan should be used as an adventure, campaign setting, or player's home of reference if they are technology based.
Atmospheric Speeds: N/A space only	NoE = n/a
Cruising = n/a	Maximum = n/a
Other Equipment: See Armadan Hangars, Star Craft, and Launch Facilities table or Armadan Accommodations and Fittings Table	Damage: See Armadan Weapons and Damage table.
Weapons: See Armadan Weapons and Damage table.	
Crew: See Armadan Crew Table	

TABLE 9-5: ARMADAN HANGARS, STAR CRAFT, AND LAUNCH FACILITIES

Type	Location	Notes
1 Large Hanger (500t) with 1 rapid launch tube	Port/stern	This hanger holds one battle ready IPDS class starship to be deployed via rapid launch tube. Ready in 1d4 rounds
1 Large Hanger (500t) with 1 rapid launch tube	Starboard/stern	This hanger holds one battle ready IPDS class starship to be deployed via rapid launch tube. Ready in 1d4 rounds
8 Large Hangars (500t) with standard launch facilities	4 middle/port and 4 middle/starboard	Each hanger holds 1 IPDS class starship that can be ready in 1d10 turns. Roll individually for each.
1 Large Hanger (500t) with one rapid launch tube (15t) used to deploy and retrieve ASP-M/F fighters.	Port/stern	This hanger holds 20 ASP-M/F fighters. 5 fighters are always ready. Ready in 1d4 rounds
1 Large Hanger (500t) with one rapid launch tube (15t) used to deploy and retrieve ASP-F fighters.	Starboard/stern	This hanger holds 20 ASP-M/F fighters. 5 fighters are always ready. Ready in 1d4 rounds
Vehicle hangars (5700t or 7,980,000 vL) hold the VOID hunter two-legged vehicles and other military vehicles. Approximately 798 VOID Hunters can be stored here.	Interior/ connected to large hangars	These hangars are connected to the large hangars for loading and unloading of vehicles. Can be used as storage space.
10 maintenance shops	Interior	Connected to the vehicle hangars for repairs and maintenance
12 maintenance shops	Interior	one shop connected to each large hanger
Cargo hold	Bottom interior	10,000 tons used for military purposes

The Mandorians attempted to take control of the system that is the Felonian's homeworld. The only thing that was recovered from the ship is the log that mentions the Felonians appearing throughout the ship and shutting down the power by disabling and destroying the Jusay crystals. The starship was unable to

change its course and was destroyed in the black rock asteroid belt. Time has passed since the destruction of that starship, and the Mandorians are at peace with the Felonians due to their common enemy, the VOID. Mandorian scientists are still trying to obtain

TABLE 9-6: ARMADAN ACCOMMODATIONS AND FITTINGS

Type	Location	Notes
9 sickbays	Scattered throughout staterooms decks (bow part of ship)	Each sickbay has an autodoc attached.
9 autodoc's	Scattered throughout staterooms decks	Used for emergency situations
9 laboratories	Interior/bow	Depending on the mission of the Armadan is how these labs are configured, mostly run by BLU.
18 engineering shops	Attached to hangars, throughout power plants, near defense systems, and near the drives (jump and maneuver).	Each shop has system overrides for the hangar or starship component it's servicing.
8 vehicle shops	Connected throughout vehicle hangars	Used for the VOID Hunter two-legged vehicles in hangars
2700 staterooms	Bow, starboard and port	All personnel on the Armadan class starships have their own staterooms.
400 freshers	Scattered throughout the starship	Most are located in the hangers and cargo holds.

TABLE 9-7: ARMADAN WEAPONS AND DAMAGE

Type	Location	Damage
TL15 Particle accelerator Spinal Mount (3000t)	Top bow/middle/stern	USP27 16d12 +d10 radiation (+27 to hit)
16 (50ton) Fusion Bay Weapons, TL15, USP9	8 upper bow/starboard, 8 upper bow/port	9d20 (+9 to hit) per bay
16 (50ton) Fusion Bay Weapons, TL15, USP9	8 lower bow/starboard, 8 lower bow/port	9d20 (+9 to hit) per bay
16 (50ton) Fusion Bay Weapons, TL15, USP9	8 upper stern/starboard, 8 upper stern/port	9d20 (+9 to hit) per bay
16 (50ton) Fusion Bay Weapons, TL15, USP9	8 lower stern/starboard, 8 lower stern/port	9d20 (+9 to hit) per bay
3 (100t) Meson Bay Weapons, TL15, USP9	Bow upper starboard	9d20 + d12 radiation (+9 to hit) per bay
3 (100t) Meson Bay Weapons, TL15, USP9	Bow lower starboard	9d20 + d12 radiation (+9 to hit) per bay
3 (100t) Meson Bay Weapons, TL15, USP9	Bow upper port	9d20 + d12 radiation (+9 to hit) per bay
3 (100t) Meson Bay Weapons, TL15, USP9	Bow lower port	9d20 + d12 radiation (+9 to hit) per bay
6 (50ton) Plasma Bay Weapons, TL15, USP6	Top bow/starboard alongside spinal mount	6d12 (+6 to hit) per bay
6 (50ton) Plasma Bay Weapons, TL15, USP6	Top middle/starboard alongside spinal mount	6d12 (+6 to hit) per bay
6 (50ton) Plasma Bay Weapons, TL15, USP6	Top stern/starboard alongside spinal mount	6d12 (+6 to hit) per bay
6 (50ton) Plasma Bay Weapons, TL15, USP6	Bottom middle	6d12 (+6 to hit) per bay
4 (50ton) nuclear missile bays, TL15, USP9	Bottom bow/starboard	14d6 +d12 radiation (+9 to hit) per bay
4 (50ton) nuclear missile bays, TL15, USP9	Bottom bow/port	14d6 +d12 radiation (+9 to hit) per bay
4 (50ton) nuclear missile bays, TL15, USP9	Bottom stern/starboard	14d6 +d12 radiation (+9 to hit) per bay
4 (50ton) nuclear missile bays, TL15, USP9	Bottom stern/port	14d6 +d12 radiation (+9 to hit) per bay

TABLE 9-8: ARMADAN CREW

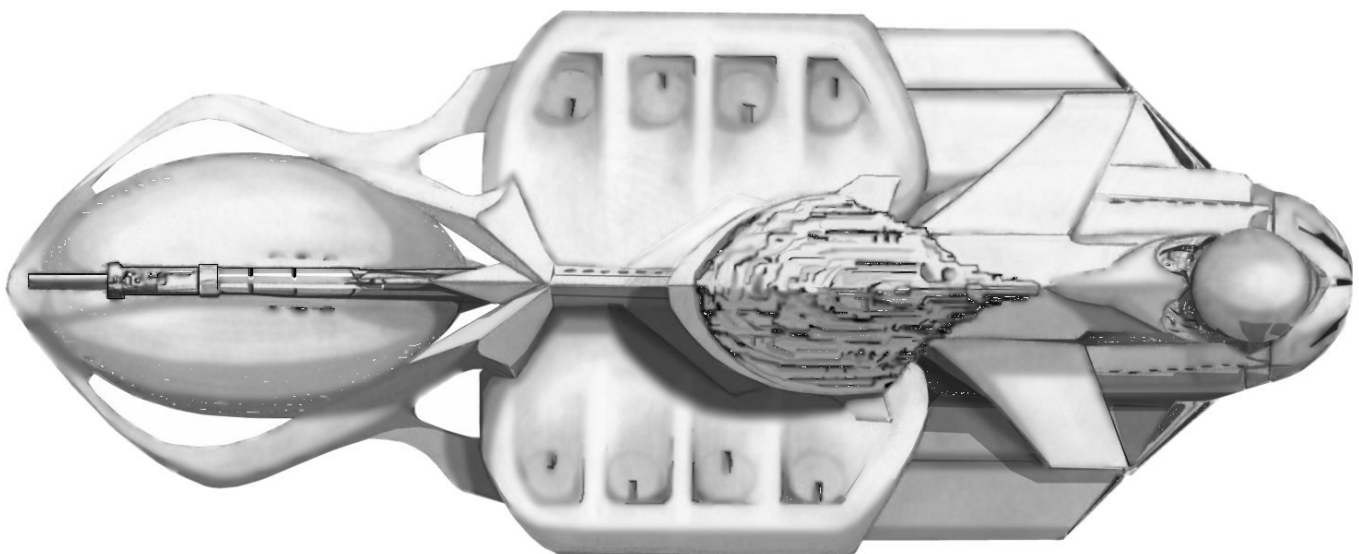
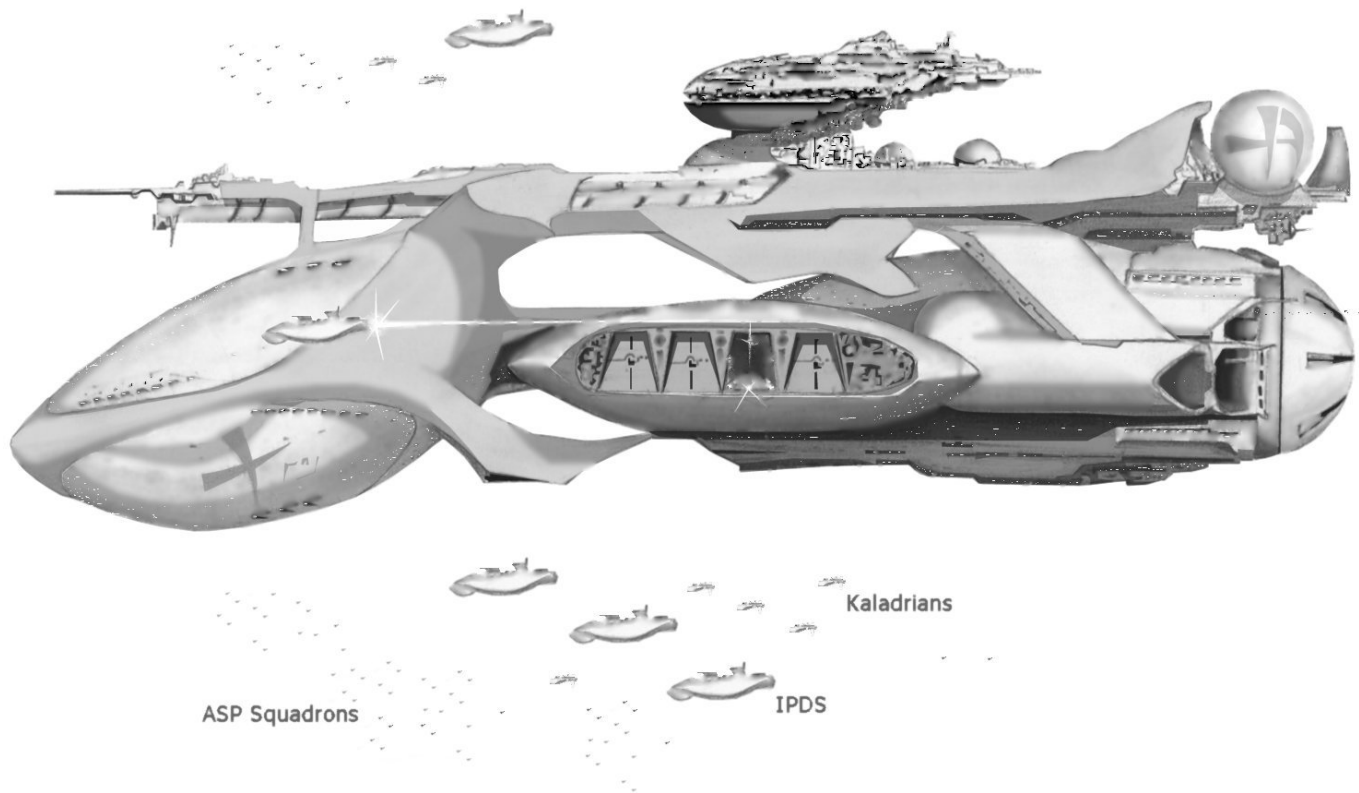
Title	Mandorian Space Armada Rank	# of Personnel/Average Lvl
Armada Commanding Officer	Armada Commander	1/20
First Officer	Brigadier	1/20
Helm Officers	Commander	2/18
Astragation Officers	Captain	2/15 (50% chance BLU)
Medical Officer	Brigadier	1/15 (50% chance BLU)
Flight Officers	Commander	10/15 (IPDS) starships
Gunnery Officer	Commander	1/15
Communications Officer	Commander	1/15
Engineering Officer	Commander	2/15
Command Crew	Captain rank and lower	50/10
Medical Crew	Sr. Enlisted, Enlisted	1, 9 (generally BLU)/8
Engineering Crew	Enlisted, Ensign and Ensign I	363/5 (10% BLU)
Gunnery Crew	Captains, Sr. Enlisted, Enlisted	4, 2, 270 (10% BLU)/10,8,5
Flight Crew	Enlisted, Enlisted-Officer	116, 500 (estimated IPDS crews)/6
Service Crew	Enlisted, Ensign I and Civilian	256 (10% BLU)/Any
Troops/Security	Enlisted	768 (Marines)/Any
ASP Armadan Fighter Wing	Captain-Commander	40/15
ASP IPDS Fighter Wing	Captain-Commander	40/15
Armadan Mechanized Assault Battalion	Captain-Commander	80/15
Total Armadan Starship Population	-	2520 estimated

the technology that was used by the Felonians to destroy or shutdown the Jusay crystals. Some BLU researchers have

deduced it's another form of power that the legends and rumors call magic.



ARMADAN - 128,000 Ton
Fleet Carrier and Dreadnaught



VOID Starships

HADES (fighter)

The Hades is the smallest of the VOID starships. Generally when there are Hades fighters in the area, there is a Bio-Research Center nearby. During space battles the VOID use the Hades fighters as deterrents and decoys to draw the attacks off of the Bio-Research Centers. Most of the VOID Hades pilots are captured Mandorian pilots that underwent the Bio-Cycle experiments. Even though the Hades is a bigger, heavier, and slower craft, its heavily armored hull allows it to go head to head with the Mandorian ASPs. The VOID do not generally use Hades fighters on troops, they like to incapacitate and capture their enemies to further bolster their armies. Hades fighters are used in planetary conquests as well as defending the larger VOID starships in space battles. Hades fighters fly in squadrons and their combined firepower focused on the larger starships can be a devastating attack force.

HAVOC VVT (VOID Vehicle Transport)

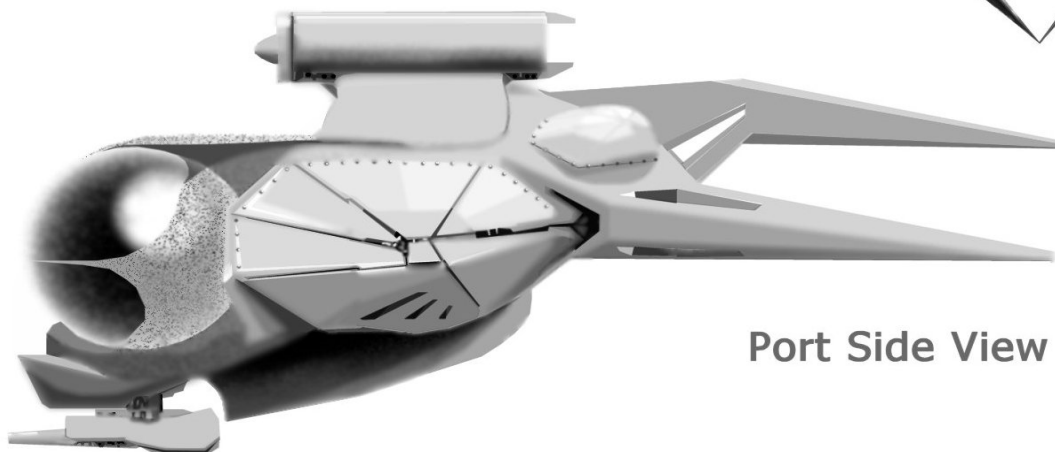
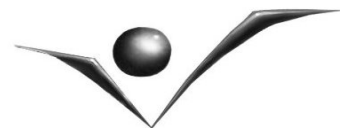
The Havoc VVT is the primary transport for the VOID Holocaust two-legged vehicles. These vehicles along with the Hades fighters are the primary defense of the VOID Bio-Research Centers. The Havoc VVT generally carries a contingent of 40 VOID/synpiot troops and 10 Crommandants with their Holocaust two-legged vehicles. The Havoc is lightly armored and has a battery of 4 fusion guns at the tip of the cone shaped starship. This is their only weapon. Since a lot of the VOID troops are undead and do not need to sleep, the Havoc is not equipped with any cabins or facilities. Any synpiots that are still alive have to make due in the vehicle hangar. Any prisoners that are harvested are herded into the vehicle hangar like cattle and bound and restrained. There is usually a couple "living" medics or priests that tend to the wounds of the synpiots that are not VOID. The rest of the crew of the Havoc are VOID or prisoners. The Havoc also transports the

TABLE 9-9: HADES (FIGHTER)

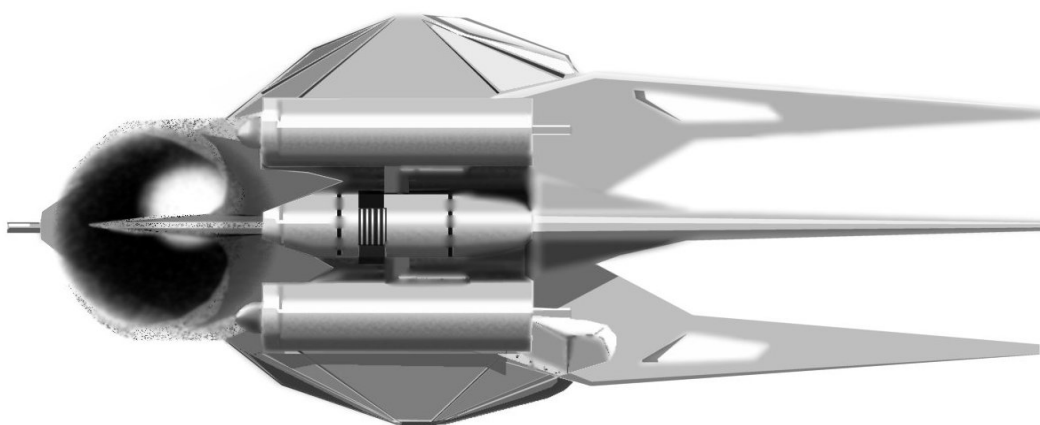
Class: Small craft (fighter) Cylinder	EP Output: 4 EP (.8 EP excess)
Tech Level: 12	Agility: 4 (.8 excess)
Size: Small (20 tons)	Initiave: +4 (+4 agility)
Streamlining: Airframe fully streamlined	AC: 15 (+4 agility, +1 size)
Jump Range: None	Repulsors: None
Acceleration: 3-G	Nuclear Dampers: 0
Fuel: Dark Jusay (Class A only) 1 cu./inch	Meson Screens: 0
Duration: Unlimited	Black Globes: 0
Crew: 1	AR: 12
Staterooms: 0	SI: 77
Small Cabins: 0	Main Computer: Model/2 Bis
Bunks: 0	Sensor Range: Close (Model/2)
Couches: 1	Comm. Range: Close (Model/2)
Low Berths: 0	Flight Avionics: Model/2
Cargo Space: 0.4 tons	Cost: 54.2 MCr
Atmospheric Speeds:	NoE = 1175 km per hr.
Cruising = 3525 km per hr.	Maximum = 4700 km per hr.
Other Equipment: None	Damage: 4d20 fusion gun (+4 to hit) USP 4
Weapons: One fixed turret USP 4 fusion gun.	

Hades Class

VOID Fighter



Port Side View



Top View

TABLE 9-10: HAVOC VVT (VOID VEHICLE TRANSPORT)

Class: Starship type 4	EP Output: 42
Tech Level: 12	Agility: 0
Size: Medium (400 tons)	Initiative: 0
Streamlining: Airframe Fully streamlined	AC: 10
Jump Range: Jump-3	Repulsors: None
Acceleration: 6-G	Nuclear Dampers: 0
Fuel: Dark Jusay (Class A only) 1 cu./inch	Meson Screens: 0
Duration: Unlimited	Black Globes: 0
Crew: 63 average	AR: 0
Staterooms: 0	SI: 145
Small Cabins: 0	Main Computer: Model/6
Bunks: 0	Sensor Range: Extreme (Model/6)
Couches: 0	Comm. Range: Extreme (Model/6)
Emergency Low Berths¹: 4	Flight Avionics: Model/6
Cargo Space: 0.4 tons	Cost: 527.5 MCr
Atmospheric Speeds:	NoE = 275 km per hr.
Cruising = 825 km per hr.	Maximum = 1100 km per hr.
Other Equipment: 28.6 ton Vehicle Hangar, 10 (4,000 vL) VOID Holocaust two-legged vehicles in the hangar.	Damage: 5d20 (USP 5) +5 to hit

Weapons: 2 double fusion gun turrets (1 battery)

¹ The VOID have converted the emergency low berths into 4 man Bio-Cycle chambers for use in areas where there is not a Bio-Research Center.

harvested humanoids to the Bio-Research Centers. For this reason these ships are not usually completely destroyed to save the prisoners that are trapped inside.

INCUBATOR (Bio-Research Center)

The Incubator starship is the center of operations for the VOID expansion on a planet. This starship is also known as the VOID Bio-Research Center. All of the Bio-Cycles are performed in this mobile starship. This starship has one purpose; to land on a planet and provide a laboratory facility to house all the creatures and humanoids that the VOID farm for the expansion of their race. A Bio-Research Center that is fully loaded with subjects can hold 20,000 humanoids.

Creatures that are harvested go to specially prepared labs by the Creature Reavers who convert the creatures and use them for their

pets. One Bio-Research Center can infest hundreds of miles on a planetary surface and is the base of operations for the VOID to take over the planet.

Generally the VOID will have a Bio-Research Center for each major settlement on the planet. The Bio-Research Center has adequate armor and a few defenses to protect itself from attack. The Bio-Research Center is comprised of 4 major components. The bulk of the starship is a giant egg shaped tower. Connected to the giant egg are three support legs that are stabilizers for this massive structure on the planet's surface. At the base of these legs are labs, hangars, and Bio-Research pods that house the humanoids that are harvested. Up the middle of these support legs are large elevators that can transport subjects and equipment to the giant egg for further experimentation.

TABLE 9-11: INCUBATOR (BIO-RESEARCH CENTER)

Class: Laboratory Ship	EP Output: 1326 EP (.8 excess)
Tech Level: 12	Agility: 0
Size: 37 Ktons	Initiave: 0
Streamlining: Close structure/fully streamlined	AC: 10
Jump Range: Jump-3	Repulsors: 0
Acceleration: 3-G	Nuclear Dampers: USP 1
Fuel: Dark Jusay (Class A only) 11 cu./inches	Meson Screens: USP 1
Duration: Unlimited	Black Globes: 0
Crew: 1000 estimated	AR: 12
Staterooms: 100 (estimated quarters for 200 VOID	SI: 550
Small Cabins: 200 (estimated quarters for 800 synpiots	Main Computer: Model/6 w / fiber backup
Bunks: none	Sensor Range: extreme (model/6)
Couches: none	Comm. Range: extreme (model/6)
Emergency Low Berths¹: 5000	Flight Avionics: Model/6
Cargo Space: 460t	Cost: 23,487,280,000 gp/cr (23,487.28 MCr) estimated

NOTE: Incubator should be used as an adventure or campaign setting, or players' home reference if they are technology based and VOID

Atmospheric Speeds:	NoE = 75kph
Cruising = 200kph	Maximum = 300kph
Other Equipment: See Incubator Hangars, Star Craft, and Launch Facilities table AND Incubator Accommodations and Fittings Table	Damage: See Incubator Weapons and Damage table.

Weapons: See Incubator Weapons and Damage table.

¹ The VOID have converted the emergency low berths into 4 man Bio-Cycle chambers.

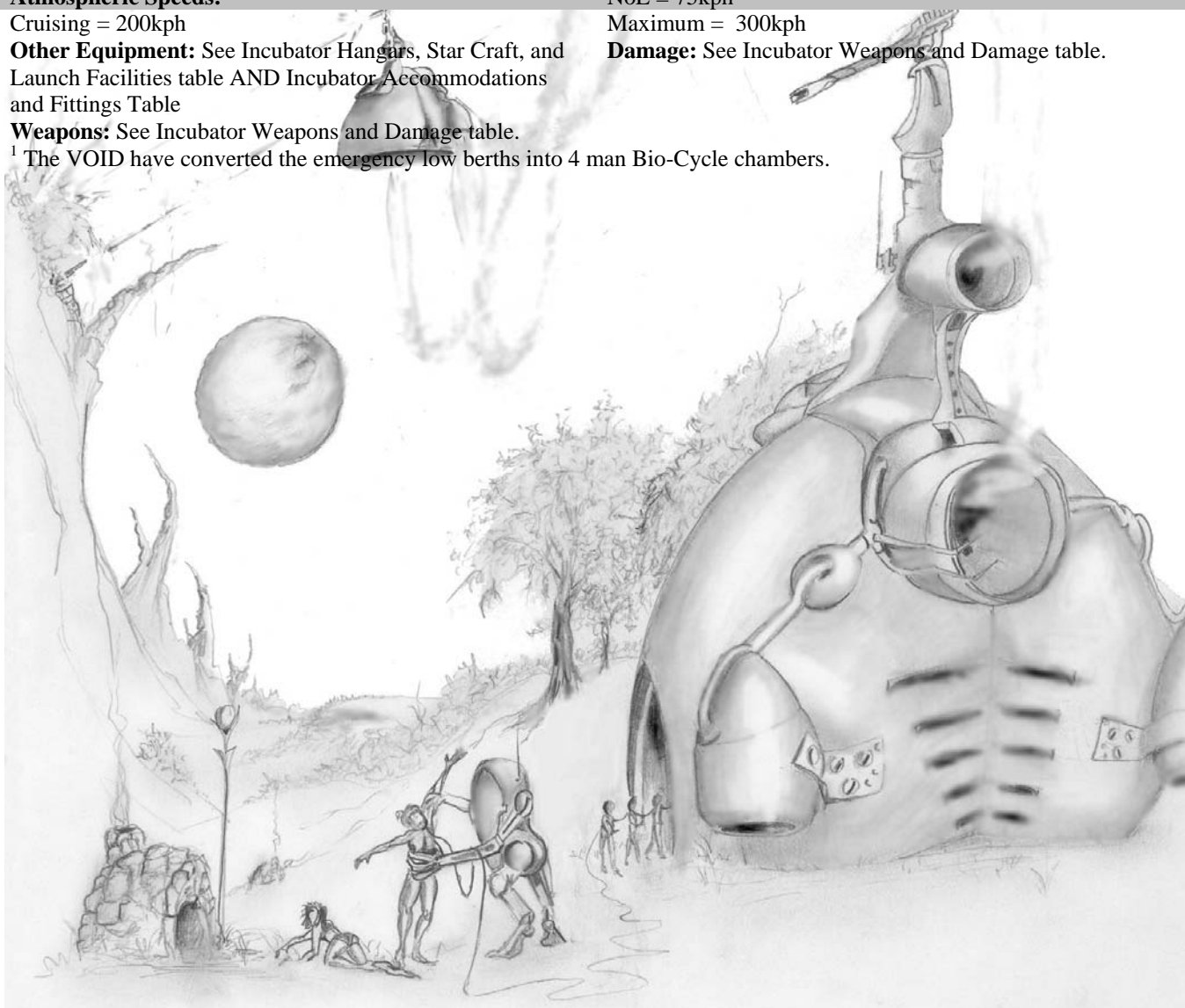


TABLE 9-12: INCUBATOR HANGARS, STAR CRAFT, AND LAUNCH FACILITIES

Type	Location	Notes
3 Small Craft Hanger (390t ea.) with 3 rapid launch tubes	Tubes exits are located on the equator above each leg where they connect to the main egg. Hangars are located in the core of the main egg.	These hangars hold 45 battle ready Hades class fighters to be deployed via the rapid launch tubes. Ready in 1d4 rounds
1 Vehicle Hanger (250t)	Base of one of the legs	This hanger holds up to 350 KvL of vehicles. This hanger holds the Crommandants Holocaust two-legged vehicles. Maximum 87 Holocausts.

TABLE 9-13: INCUBATORS ACCOMMODATIONS AND FITTINGS

Type	Location	Notes
3 maintenance shops	Interior of large egg	Attached to each small craft hanger
1 vehicle shop	Interior of one leg base	Attached to the vehicle hanger
7 engineering shops	Interior of large egg	Scattered throughout large egg
5000 Emergency Low Berths	Interior of large egg and on two of the three leg bases, the third leg base is the vehicle hangar	These are converted into 4 Bio-Cycle chambers per low berth.
500 laboratories	Interior of large egg and on two of the three leg bases, the third leg base is the vehicle hangar	Every 10 sets of 4 Bio-Cycle chambers is a laboratory that monitors the status of the Bio-Cycles
200 small cabins	Core of large egg	facilities for 800 synpiots (crew and troops)
100 staterooms	Core of large egg	Higher-ranking VOID, including 45 Hades fighter pilots, estimated 30 Crommandants, and several Creature Reavers.
Cargo Hold	Core of large egg	Holds Dark Jusay for Bio-Cycle injections.

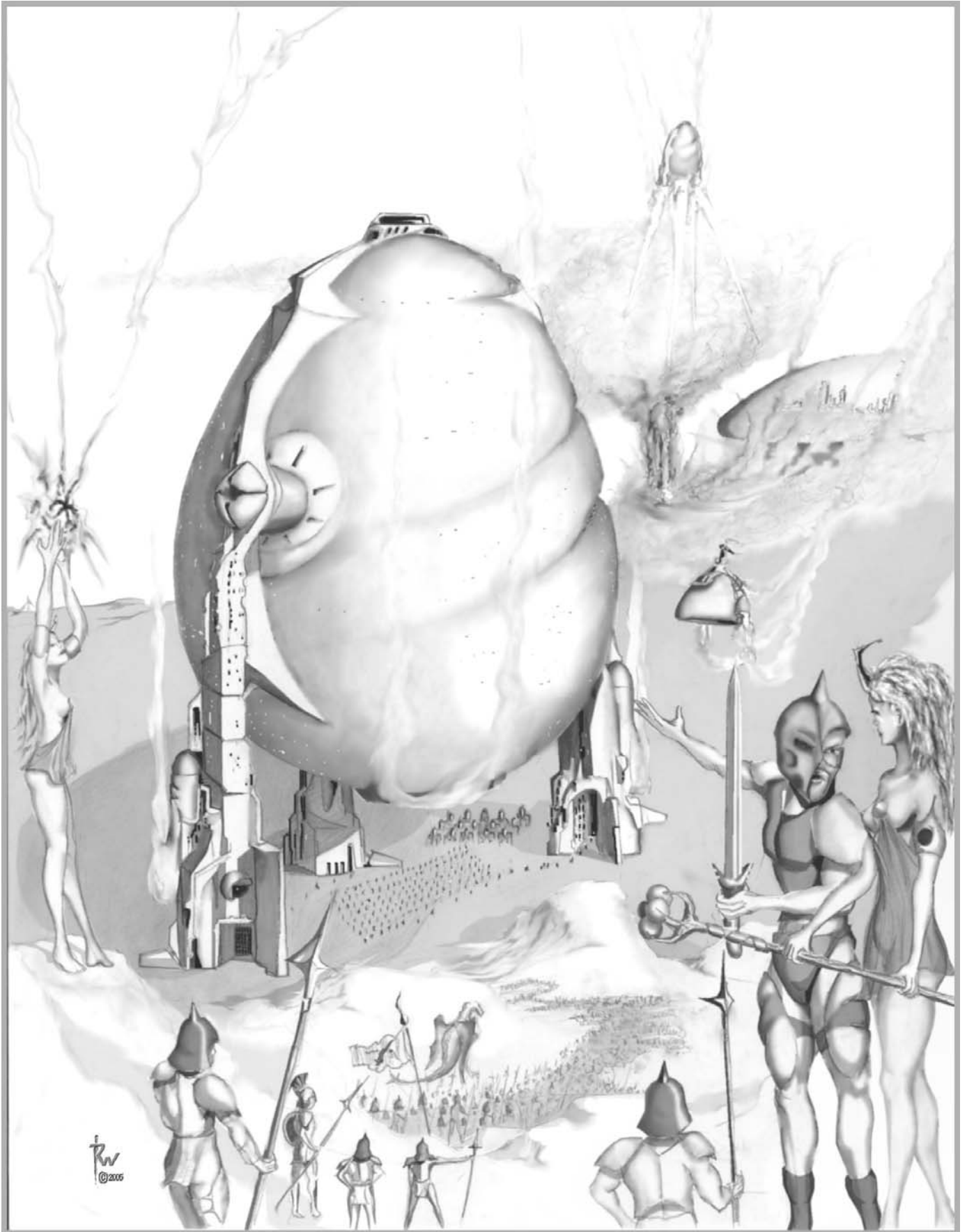
TABLE 9-14: INCUBATOR WEAPONS AND DAMAGE

Type	Location	Damage
50ton Fusion Bay Weapon, TL12, USP7	Tip of large egg	7d20 (+7 to hit)
3 (50ton) Fusion Bay Weapon, TL12, USP7	3 Spaced evenly along northern hemisphere of large egg	7d20 (+7 to hit)
3 (50ton) Fusion Bay Weapon, TL12, USP7	3 Spaced evenly along equator of large egg	7d20 (+7 to hit)
3 (50ton) Fusion Bay Weapon, TL12, USP7	3 Spaced evenly along southern hemisphere of large egg (above where the legs enter the large egg)	7d20 (+7 to hit)

The Bio-Research pods consist of 4 medium size containment centers that keep their subjects imprisoned while the experiments are in progress. For every 10 pods there is a laboratory that monitors the status of these pods. Some laboratories are designed specifically for creatures and are operated by Creature Reavers.

The Bio-Research Centers are on the planets until they have converted their maximum amount of subjects into VOID. Once the Bio-Research Centers are full and have converted their subjects into VOID, these subjects

begin building permanent structures or take over permanent structures to expand their control of the planet. Once the permanent base is in place, the Bio-Research Center re-fits with crew and supplies and launches to find either a new section of the planet to infest or launches into space to find its next target planet. A planet completely controlled by the VOID has over 50 Bio-Research Centers populating it until the permanent structures are obtained. Once the VOID have control of the planet and have fully operational bases, the Bio-Research Centers



leave. Each planet controlled by the VOID generally has a star base orbiting it. This star base is used to make more ships and outfit the current VOID fleet. A standard Incubator class star ship carries a contingent of 800 synpiots and 200 VOID. The commander of this starship is usually an extremely powerful Dredan Knight. Sometimes a Creature Reaver with his powerful pets may command one of these star ships.

Each Incubator starship has 45 battle ready Hades fighters and at least 30 Holocaust vehicles. Generally one or two Havoc transport star ships accompany the Incubator for added support in heavily resisted areas.

Creatures or humanoids that fail the Bio-Cycle experiments, and cannot advance further towards the VOID race, are used as slave labor for either the mining of Jusay or general operation of the bases. The resistant subjects are destroyed if their will cannot be converted towards the VOID way.

In a few rare occasions these Bio-Research Centers fall into enemy control and rebel factions take over these facilities. They are either dismantled or have been known to operate these centers for their own purposes. Mandorians that find these centers usually do not outright attack them, they use surveillance to determine just how full the center is and how many "living" subjects are still in inside. If it is determined that over $\frac{3}{4}$ of the research center has been converted to VOID, they will attack it and destroy it. If there still are at least 10,000 living subjects they will disable its operations and attempt to free the slaves.

GENOCIDE (VOID FCV and Dreadnaught)

The Genocide starship is the bane to all things living in a system. Its one true purpose is to destroy anything in its path and infect the systems with the VOID race. The Mandorian Space Armada has spotted at least 6 Genocide starships in the S.A.W.S. area.

There have been only two recorded destructions of these starships in Mandorian history. One Genocide starship was destroyed by a small contingent of Felonians. How they did it is unknown, but the Mandorian Empire is offering a sizeable amount of Jusay crystals leading to any information on locations and weaknesses of these starships. Besides its awesome size, the Genocide starship is easily recognizable by the large sphere in the middle of its hull that connects the drives and power plants (stern) section of the ship to the bridge and Incubator sections.

GENOCIDE Layout

The large disk in the middle of the hull is known as the hanger section. Inside this disk is estimated over 200 Hades fighters ready to be deployed at a moment's notice.

The stern section of the starship consists of Havoc VVT hangers and the entire section of all of the Genocide's drives and power plants that propel this massive starship.

The bow section of the Genocide consists of two parts: The external docking mounts for the 4 Incubator Bio-Research Centers, and the passenger and bridge of the starship.

If the Genocide is missing its 4 Incubator starships, then the VOID infestation of a nearby planet has begun. The Genocide is capable of firing all of its weapon systems anytime even while its jump or maneuver drives are active. It is suspected that Krondemek-Dredan travels in one of the Genocide starships. This is merely a speculation.

DM Notes on DREDAN Starships

Due to the sheer size and power of some of the Dredan starships it is suggested that an adventure or campaign setting can revolve around these ships. The monetary value

TABLE 9-15: GENOCIDE (VOID FCV AND DREADNAUGHT)

Class: Starship type U	EP Output: 27,006 (.8 excess)
Tech Level: 12	Agility: 0
Size: 400 Ktons, 437 Ktons (1 Incubator docked), 474 Ktons (2 Incubators docked), 511 Ktons (3 Incubators docked), 548 K tons (4 Incubators docked)	Initiave: 0
Streamlining: Dispersed structure/unstreamlined	AC: 10
Jump Range: Jump-3	Repulsors: 0
Acceleration: 3-G	Nuclear Dampers: USP 1
Fuel: Dark Jusay (Class A only) 211 cu./inches	Meson Screens: USP 1
Duration: Unlimited	Black Globes: 0
Crew: 10,039 estimated,	AR: 12
Staterooms: See fittings chart	SI: 825
Small Cabins: See fittings chart	Main Computer: Model/6 w / fiber backup
Bunks: See fittings chart	Sensor Range: Extreme (model/6)
Couches: See fittings chart	Comm. Range: Extreme (model/6)
Low Berths: See fittings chart	Flight Avionics: Model/6
Cargo Space: 2796 tons	Cost: 351,858,300,000 gp/cr (351,858.3 MCr) estimated
	NOTE: Genocide should be used as an adventure or campaign setting, or players' home reference if they are technology based.
Atmospheric Speeds: N/A space only	NoE = n/a
Cruising = n/a	Maximum = n/a
Other Equipment: See Genocide Hangars, Star Craft, and Launch Facilities table	Damage: See Genocide Weapons and Damage table.
AND	
Genocide Accommodations and Fittings Table	
Weapons: See Genocide Weapons and Damage table.	
Crew: See Genocide Crew Table	

TABLE 9-16: GENOCIDE HANGARS, STAR CRAFT, AND LAUNCH FACILITIES

Type	Location	Notes
4 External docking mounts	Bow/top and bottom, Bow/port and starboard	These external docking mounts hold 4 "Incubator" class starships
1 Large hanger (4400 tons) with launch facility	Stern/top off port side	This large hanger holds 10 Havoc VVT's. Launch in 1d10 turns.
1 Large hanger (4400 tons) with launch facility	Stern/top on starboard side	This large hanger holds 10 Havoc VVT's. Launch in 1d10 turns.
5 Small hangars (260 tons) each with rapid launch tubes	Northern hemisphere starboard on central sphere	Each hangar hold 10 battle ready "Hades" class fighters. Ready in 1d4 rounds.
5 Small hangars (260 tons) each with rapid launch tubes	Northern hemisphere port on central sphere	Each hangar hold 10 battle ready "Hades" class fighters. Ready in 1d4 rounds.
5 Small hangars (260 tons) each with rapid launch tubes	Southern hemisphere starboard on central sphere	Each hangar hold 10 battle ready "Hades" class fighters. Ready in 1d4 rounds.
5 Small hangars (260 tons) each with rapid launch tubes	Southern hemisphere port on central sphere	Each hangar hold 10 battle ready "Hades" class fighters. Ready in 1d4 rounds.
2 Vehicle hangars (285 tons each and each hanger holds 100 Holocaust vehicles)	Interior connected to each of the large hangars	Connected to the large hangars for loading and unloading of Holocaust vehicles on "Havoc" VVT's.
24 maintenance shops	Interior	one shop connected to each hanger
Cargo hold	stern interior	2796 tons



TABLE 9-17: GENOCIDE ACCOMMODATIONS AND FITTINGS

Type	Location	Notes
42 sickbays	Scattered throughout staterooms decks (bow part of ship)	Sickbays are used for on-board synpiots
10 laboratories	Scattered throughout staterooms decks (bow part of ship)	Used for upgrading/installing VOID and synpiot attachments.
35 engineering shops	Attached to hangars, throughout power plants, near defense systems, and near the drives (jump and maneuver)	Each shop has system overrides for the hangar or starship component it's servicing.
1500 staterooms	Bow part of starship between the exterior docking mounts.	4 synpiots per stateroom
2400 small cabins	Scattered throughout the starship	2 VOID per cabin

TABLE 9-18: GENOCIDE WEAPONS AND DAMAGE

Type	Location	Damage
(5000 ton) Meson Spinal Mount, TL12, USP13	runs the spine of top part of the starship	16d20 (+13 to hit)
100 (50 ton) Fusion Bay Weapon, TL12, USP7	starboard side of spinal mount, runs length of the ship	7d20 (+7 to hit)
100 (50 ton) Fusion Bay Weapon, TL12, USP7	port side of spinal mount, runs length of the ship	7d20 (+7 to hit)
195 (10 triple turret batteries) USP8 Beam lasers	bottom section of starship, bow to stern	8d8 (+8 to hit per battery)

TABLE 9-19: GENOCIDE CREW.(ESTIMATED NOT KNOWN) *FOR DM REFERENCE

Title	VOID or Synpiot (approx hit dice)	# of personnel
Commanding Officer	Dredan Knight Commander (20+)	1?
First Officer	VOID (20+)	1?
Helm Officers	VOID (20+)	2?
Astragation Officers	VOID (20+)	2?
Medical Officer	VOID Bio-Priest or Creature Reaver (20+)	1?
Flight Officers	VOID (15+)	20? (Havoc)VVT starships
Gunnery Officer	VOID (18+)	1?
Communications Officer	VOID (15+)	1?
Engineering Officer	VOID (11-20)	1?
Command Crew	VOID (11-20)	200 estimated
Medical Crew	Synpiot (2-10)	21 estimated
Engineering Crew	Synpiot (2-10)	2058 estimated
Gunnery Crew	Synpiot (2-10) VOID (11+)	653 estimated
Flight Crew	slaves, Synpiot (2-10) VOID (11+)	5030 estimated
Service Crew	slaves and synpiots	800 estimated
Troops/Security	VOID (11+)	1200+ estimated
Estimated total living personnel	slaves and synpiots	5250 estimated
Estimated undead VOID	VOID (11+)	4789 estimated
Total Genocide Starship Population	(1-20+)	10,039 estimated

needed to obtain these starships is unreachable. These starships were merely built with technology and slave labor. Some of the fighters and transports however may be obtainable. Hijacking of starships is common in Dredan because of the value of

crystals they contain and the technology they possess.

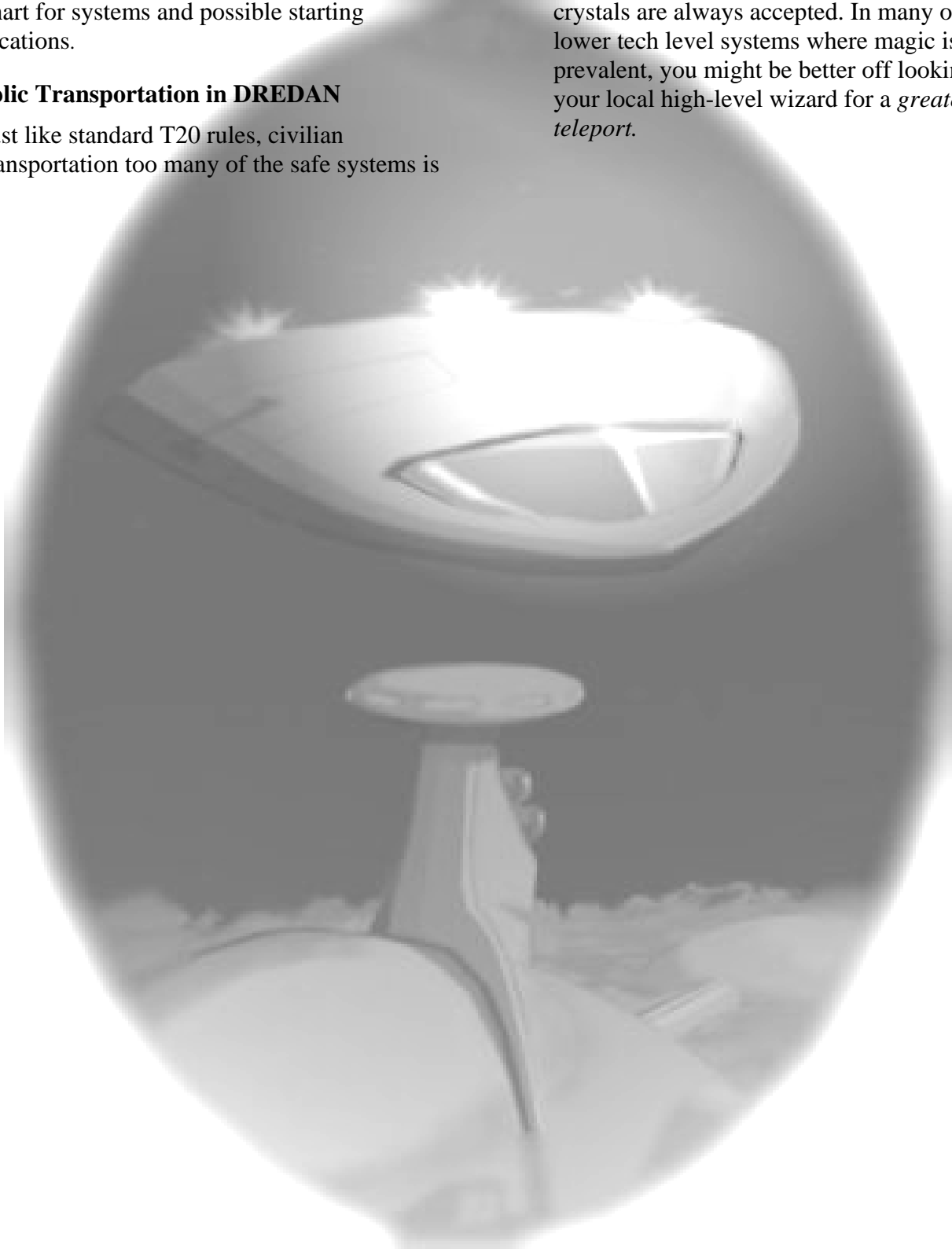
Mandorian starships are owned by the Mandorian Space Armada and the only way to command one of these starships is to be a member of the Mandorian Space Armada and have sufficient rank. Dredan space

adventures or campaigns are designed for mid to high level characters. Lower level campaigns are suggested to start on a home world or planet until players are ready to take to the stars. Refer to the Dredan realm star chart for systems and possible starting locations.

Public Transportation in DREDAN

Just like standard T20 rules, civilian transportation too many of the safe systems is

easily obtainable. Transports and merchant vessels travel the protected trade routes to many of the systems in the star chart. It is possible to find transportation too many of the outlying systems...for a price. Jusay crystals are always accepted. In many of the lower tech level systems where magic is prevalent, you might be better off looking for your local high-level wizard for a *greater teleport*.



CHAPTER 10: DREDAN Realm

Content Note

This entire chapter is Product Identity and considered Closed Content

The realm of Dredan is a material plane that has two distinct differences between other material planes in the Pathfinder Roleplaying Game setting. Portions of Dredan touch the two inner planes known as the Positive Energy plane and the Negative Energy plane. Most inhabitants of the material planes do not know how their plane exists in reference to the other planes and the demographics of planar cartography.

There are a few places in the realm that have had dimensional tears between the fabrics of the planes and have forced these harsh inner planes to collide with this material plane. The Felon system collides with the positive energy plane. Treat the Felon system as a part of the positive energy plane with a major positive energy trait. The Gour Hole is a dimensional tear between Dredan and the negative energy plane. Mandorian scientists think that the Gour Hole is nothing more than a black hole so they do not come within one parsec of this space anomaly. All expeditions by the Mandorians to the Gour Hole have been a disaster. Communications were lost, ships disappeared off the advanced sensors and life forms simply vanished. The systems surrounding the Gour Hole are harsh and deadly to explore. Felonians know exactly what the Gour Hole is but they keep this secret from the other races of the realm. Felonians do not explore this region because of the detrimental effects to their forms. The Gour Hole can be explored but treat it as a system that resides

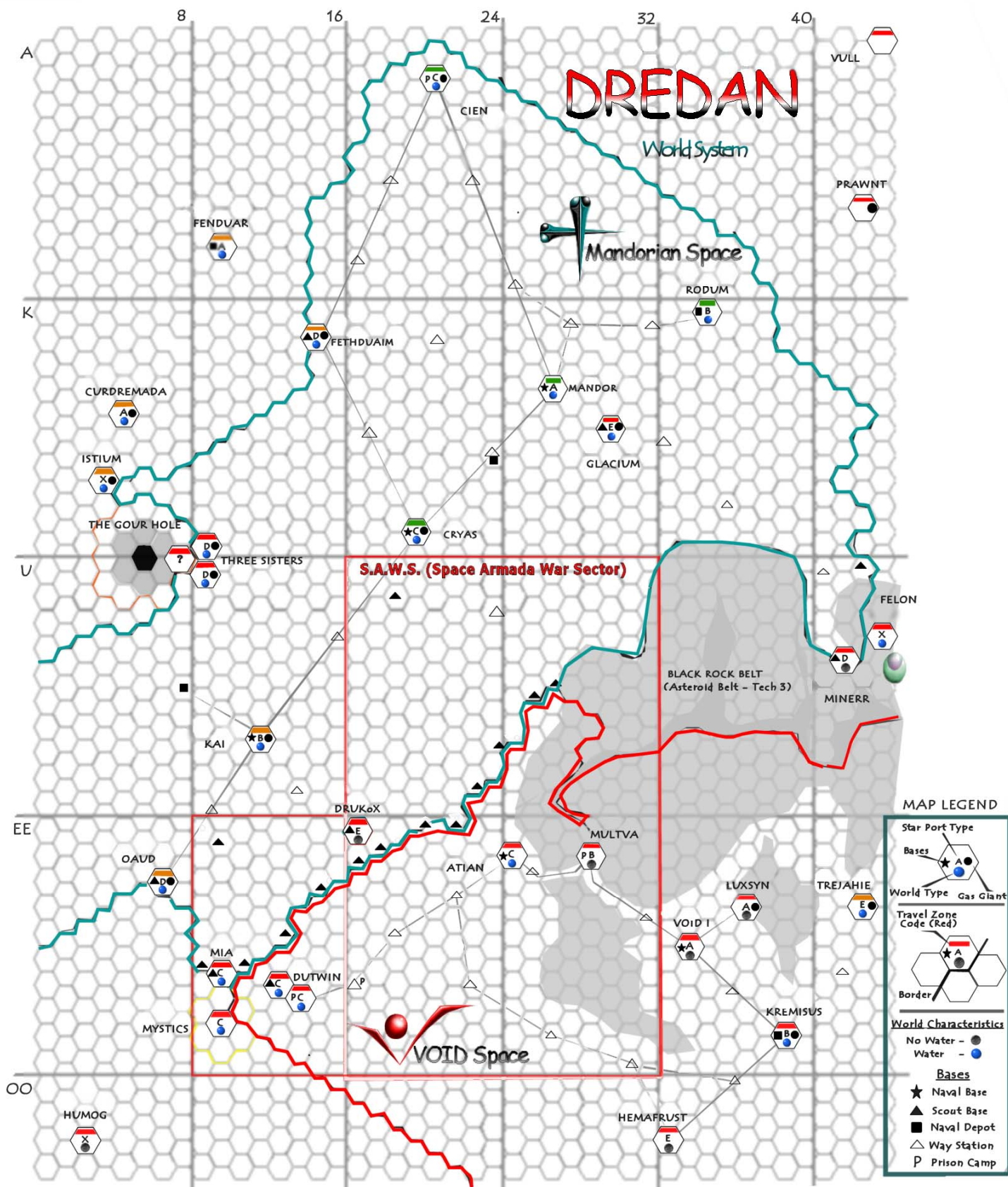
in the Negative Energy plane with a major negative energy trait. The rest of the Dredan realm is outlined in the star chart Pg 172.

DREDAN Star Chart

The Dredan star chart utilizes the T20 system of space travel and navigation located in the *Travellers Handbook*. All places use this system to describe type of regions, planets, and systems in that area. Each planet on the star chart is actually a system. In each system there is generally a star and a system of planets that orbit the star. Some systems may not even have a star or they may have multiple stars. Traveling to these systems can be accomplished in a multitude of ways. The standard Pathfinder Roleplaying Game travel of *greater teleport* can accomplish instantaneous travel to any location that the caster wishes. *Plane shift* will not be able to move you to other systems because all of these systems are on one prime-material plane.

Through technological advances the races of Dredan travel to these systems via starships. These starships come with many looks and many designs depending upon the intricacies of its creators. The major difference between the standard T20 starship and the starships of Dredan are that these starships have adapted the power plants of these ships to run on Jusay crystals giving them an unlimited fuel source. With this new crystal technology, starships last longer than their cousins and the Mandorians using this technology have expanded their empire throughout the known areas of the realm.

There are two major empires in the Dredan realm. The oldest empire is the Mandorian Empire. The most recent VOID Empire is posing a new threat to this generally peaceful realm. Remote Mandorian outposts have detected the first confrontation with the

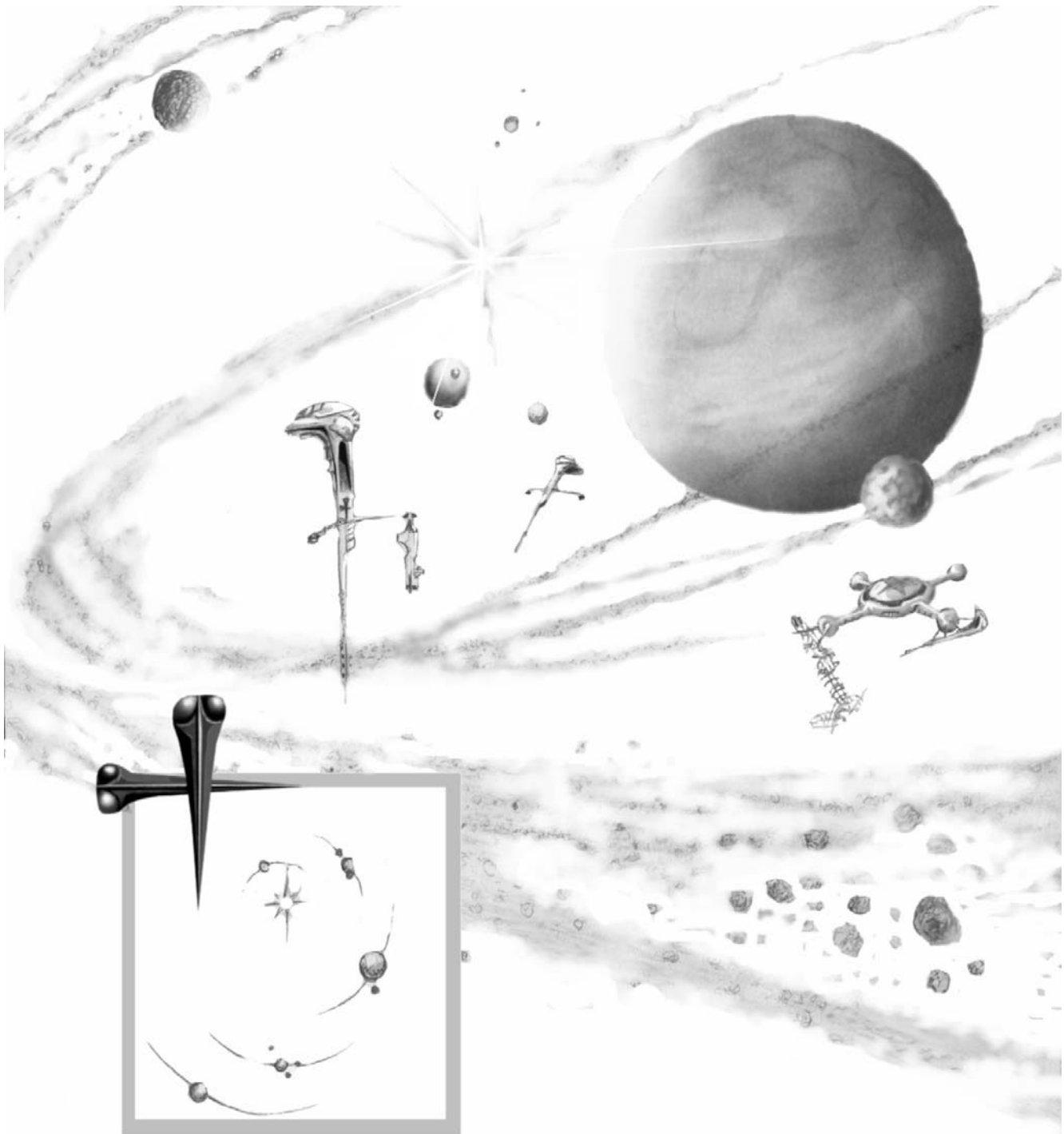


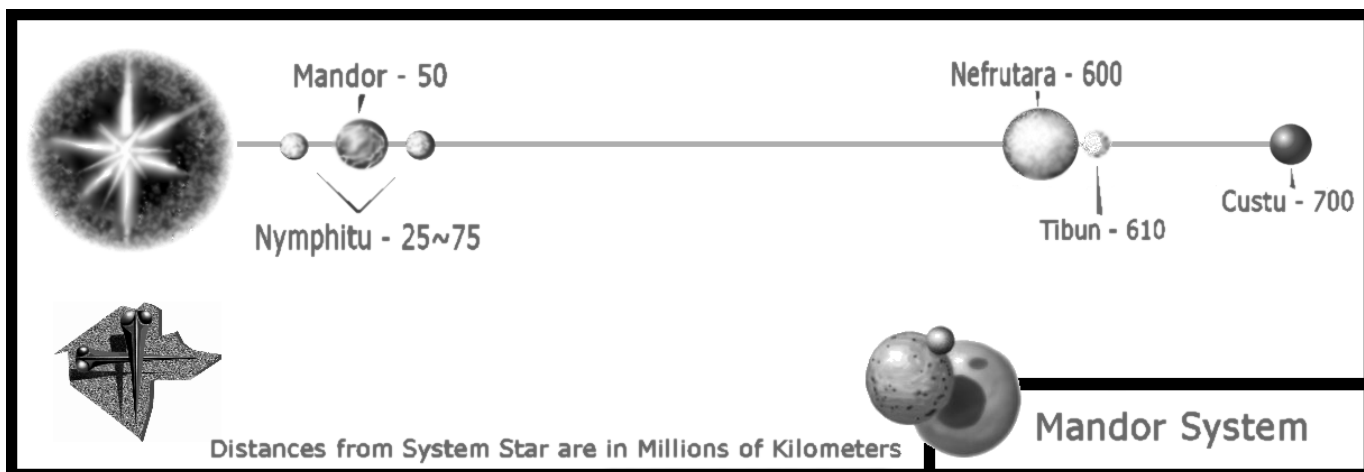
VOID Empire over 50 years ago. Since the awareness of the VOID race, it is speculated that the VOID have inhabited this realm for only a few millennia.

DREDAN Economics

Dredan economics is similar to the base Pathfinder Roleplaying Game gold piece system and the Traveller credit. The presence

of gold or credits is solely dependent upon the TL of the planet. It is possible that some systems do not have the technology to understand the standard credit, so a space traveler's credits would be worthless in value on that planet. However the platinum, gold, electrum, silver and copper piece are universal and they work on all systems no matter the tech level. All of the item





descriptions that are available or unique to Dredan will have a (cr/gp) credit/gold piece value. One gold piece is equivalent to a single credit.

The Dredan campaign setting introduces many new races and prestige classes that can utilize equipment from the *Travellers Handbook* and the magical items and equipment available from the *Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)*. The Dredan setting will be listing the following equipment that is specific to the races of Dredan. All the equipment from the sourcebooks listed earlier can be utilized depending on what planet the characters are from or visit. Technology levels (TL, T20 system) are very important in maintaining the balance of the game. In Dredan it is completely possible to have systems that are at a really low technology level and still have no awareness of magic. Magic is considered superstition and only a small amount of the population thinks it actually exists. Magic using characters on these planets need to be aware of the repercussions of their actions in a society that is not used to the presence of powerful magic. It is also possible for worlds to have advanced technology (TL15+) but have the technology based off of magic. In Dredan the magic races travel space just as well as the technology races. Rules for combat are the same however how they get

their power, use weapons are all based on whether or not their technology is magic based or science based. Mandorians are based strictly on science and advancements in technology will follow the TL's as described in the (T20) system. Magic can reside at these technology levels mimicking their technological counterparts but they just use magic as the energy source rather than fusion, fission or the many other ways that are explored in the rules. With that in mind, it is possible for planets to have star bases and space stations that are nothing more than floating magical cities in space duplicating their technology counterparts.

Mandorian Empire

Capital System: Mandor (TL 15)

Capital Planet in system: Mandor (TL15)

Population: 12,000,000,000,000 estimated (35% humanoid, 40% monstrous humanoid, 15% other (demon, undead, aberration, etc., 5% BLU)

Notable Languages: Common, Mandorian, and Felonian

Uncommon Languages: Any (all races from *Monster Manual I, II, and III* exist)

Average Technology Level: 12



Mandorian Empire Systems

There are several systems that are under Mandorian control. These systems are patrolled by the Mandorian Space Armada. The Mandorian Empire has several established trade routes and travel zones connecting these systems to the home system of Mandor. Each system in the Mandorian Empire has a capital planet and on each of these planets there is a major Mandorian controlled city with a Planetary General.

Some planets may have a dictatorship type of a government that adheres to the laws of the Mandorian Empire. Other systems just accept Mandorian law enough so that they can have the protection of the Mandorian Space Armada. Most of these systems are on the remote edges of the Mandorian Empire and adhere to the Mandorian laws loosely. The Mandorian government turns its head the other way just because of the locations of these systems.

Some systems adhere closely to Mandorian law because they are usually in hot zones or battle zones where there is a large presence of Mandorian forces fighting against the VOID. These systems are generally closer to the Black Rock region and the S.A.W.S (Space Armada War Sector).

MANDOR System

Capital Planet in system: Mandor

Other planets in system: Tibun, Nefrutara, Custu, and Nymphitu.

Population: 60,000,000,000 estimated (60% humanoid, 15% monstrous humanoid and 25% BLU, Felonian, other)

Notable Languages: Common, Mandorian, and Felonian

Uncommon Languages: Any monstrous humanoid

Average Technology Level: 15

The Mandorian System consists of five planets revolving around a star. The capital planet of this system is Mandor. All of the

planets in the Mandor system are inhabited and are heavily populated with large cities and greenhouses that give the planets the breathable atmosphere to support life. The Mandor system is the central system and the home base of the Mandorian Space Armada. The Mandor system contains a large naval base orbiting the capital planet of Mandor. There is always at least one Armadan starship in the Mandor system for home defense. Each of the planets within this system has large sources of water and many technologically advanced cities.

The Mandor system is the home system of the Mandorian race and carries the majority of the Mandorian Empires population of Mandorians and BLU. Most of the monstrous races have been hunted to extinction in the Mandorian system. Every planet in the system has small amounts of the monstrous races, but they either dwell deep in the planets earth away from detection or in the remote regions.

Some of the moons have a few rebel bases that are constantly moving to remain undetected from the Mandorian Space Armada. The Mandor system has several rebel factions of humans that fight openly against the Mandorian government both politically and secretly. The humans in these factions constantly fight to gain recognition and power against the Mandorian government.

MANDOR (HOMEWORLD)

Distance from sun: Inner system orbit, 50,000,000 km.

Planetary Capital City: Tedeum

The planet Mandor consists of three major continents connected by thousands of smaller cities and outposts. One continent spans the northern hemisphere of the planet, the second continent is located in the equatorial region, and the third continent spans the southern hemisphere. The entire world of Mandor is

over populated and basically nothing more than connected cities. There are very few uninhabited areas on the planet.

All major cities of Mandor are connected with high velocity transit systems. Supersonic trains and jets fly all over the planet transporting its inhabitants. The only places that are not populated by cities are the large bodies of water between the continents. There are several transit systems that span these large bodies of water. These transit systems are in tunnels through the water or on platforms above the water. Most of the bodies of water have been explored. There are several underwater cities that house the upper class societies of Mandor. There are a few major cities that are on man-made floating platforms spanning hundreds of miles.

The northern and southern caps of the planet have long since been melted and are completely over-run with population. In-between the major cities are major greenhouses that span thousands of stories with many levels that help provide the necessary oxygen for the preservation of the planet. Some of these greenhouses contain large genetically engineered forests that span hundreds of miles. Major cities soar into the skyline several miles. The higher the cities go the cleaner they become. Generally the ground level of each city is the dirtiest and is inhabited by the lower social structures of the Mandorian society.

TIBUN (THE SHADOW PLANET)

Distance from sun: Outer system orbit, 610,000,000 km.

Planetary Capital City: Ti

Tibun is the second furthest planet from the Mandor system's sun. Tibun is used for many of the wealthy merchant houses that have large contracts with the Mandorian government. Each merchant house is loyal to

the Mandorian government but always does business on the side when there is a profit.

Tibun loosely adheres to Mandorian law because of the political power of these houses. Responsible for supplying the Mandorian Space Armada, these houses are left to their own accord unless a blatant defiance of the government is witnessed. There has only been a few times over the centuries where the Mandorian government has taken out a powerful merchant house to prove a point. Generally each merchant house owns and runs a city on Tibun.

Ti is the capital city of Tibun and the Mandorian government headquarters for the planet. Ti houses all the representatives from the merchant houses and these representatives meet, discuss issues, and are constantly formulating plans to gain the upper hand over the houses with the Mandorian government.

Tibun originally started out as a mining planet that had huge deposits of Jusay crystals all over its surface and below. Huge strip mining operations raised the surface of the planet and bore deep into the planet's crust. There are still smaller mining companies that run the Jusay mines but the amount of crystals that are pulled from these mines is not substantial enough to attract the attention of the Mandorian government. However, there are a few houses that have run across secret veins in these unused mines and are profiting nicely from their new discoveries.

The surface of Tibun is always dusty, cloudy, and cold. With almost all of the natural planet's vegetation destroyed by the mines, Tibun like Mandor had to create the planetary greenhouses to keep the planet stable and the environment intact. These greenhouses are individually run by each of the houses and provide comfortable atmospheres for their cities. Once outside of the cities the landscape is barren and rugged. Tibun has a huge population of monstrous

humanoids that use the wasteland and abandoned mines as their domains. The promise of finding Jusay crystals in these unused mines constantly lures unsuspecting adventurers to their death.

NYMPHITU (THE PLEASURE PLANET)

Distance from sun: Inner system orbit, 25,000,000 – 75,000,000 km depending on its point in orbit

Planetary Capital City: Legas

Nymphitu is known as the Mandor systems pleasure planet. Nymphitu has no large continents or land masses. Nymphitu consists of a gigantic body of water that spans the entire planet. From the middle of the northern hemisphere to the middle of the southern hemisphere is a gigantic ring of tropical islands.

Nymphitu, due to its slow orbit around the Mandor system's sun has twice the normal days in a year compared to the other inner planets. Over three quarters of these days are during the tropical summer heat of this lush planet.

Nymphitu has not been industrialized nor is it over populated. Passage to Nymphitu is extremely expensive and requires some sort of social status in the Mandorian government or you must be a member of the large merchant houses. Nymphitu has a large population of BLU that serve the powerful Mandorians that live and visit this exotic planet. The largest island holds the only true major city known as Legas and this city is the only public port of entry into this planet. Legas has all the amenities of pleasure and relaxation that the Mandorians enjoy. Most of the other races that observe the Mandorians including humans, consider them to have a rigid and military like personality and claim that they are devoid of human pleasure. Obviously they have never been to Nymphitu.

The sheer beauty of Nymphitu masks a deep and dark secret. Beneath the gorgeous coral reefs and tropical islands are a few smaller cities that are hidden from the surface world and are run by the shady politicians and the underworld overlords that the Mandorians claim to have dispersed decades ago. These underworld houses have powerful contacts within the Mandorian government and are able come and go on and off planet as they wish. As long as the underworld houses continue to fuel the needs of the surface islands and keep them in full supply of the necessities of the Mandorian rich, which includes a lucrative drug market, the Mandorian government turns its head.

There is little visible security on Nymphitu, but the Mandorian Space Armada is always within a few hours of Nymphitu to come to the rescue of the systems wealthy inhabitants. Jusay is harvested in secret on this planet by the underworld to finance their lucrative operations. It is rumored that one of the "Armadan" class starships is ran by an underworld house.

The off season is a few months out of the year where Nymphitu's orbit is furthest away from the sun. This is the main time where the planet restocks its supplies for the upcoming seasons and the space traffic around this planet is the busiest. It's not uncommon to see gigantic freighter and merchant vessels docking in its star port to shuttle supplies to Legas and many other private islands. This season is wrought with fierce storms and is also the time that the underworld uses to supply their own merchant vessels with Jusay crystals that were harvested throughout the year.

NEFRUTARA (THE PLANET OF LIFE)

Distance from sun: Outer system orbit, 600,000,000 km.

Planetary Capital City: Tera-Minor

Nefrutara is known as the “green planet”. This large planet orbits the sun in unison with its counterpart Tibun. Nefrutara was the first failed Mandorian terraforming experiment. The Mandorians tried to terraform Nefrutara over a century ago. This failed experiment exploded life on this planet out of control and the lush jungles that were produced were almost alive. Using the failed terraforming technology on this planet, a few BLU scientists were able to create the greenhouse technology used throughout the Mandorian Empire presently. The majority of the Mandor system’s monstrous humanoids live on Nefrutara.

Tera-Minor is the capital city and the only Mandorian government stronghold on the planet. Tera-Minor still holds a large contingent of BLU interested in the creation of life. In the wilderness of Nefrutara the technology level is extremely low due to its harsh environment. Gigantic plant life, insects and reptiles freely roam this wild planet. Nefrutara frequently hosts hunting expeditions for anyone that has the money to safari into this untamed world.

Nefrutara is the sole reason why the atmosphere and environment of Tibun is so rugged. Almost the entire length of Tibun’s orbit is in the shadow of the planet Nefrutara. Only a couple months out of the year is Nefrutara orbiting side by side Tibun. Elves and other humanoids thrive deep in the Nefrutara jungles and have a spiritual bond to the joining of the planets. Some elven nations on Nefrutara have alliances with the BLU researchers and scientists that visit this lush planet. It is not uncommon to see Elves, Halflings and other races living in the confines of Tera-Minor. The Mandorians regard these as lesser humanoids, devoid of the intelligence to comprehend their technology and leave them alone. This fact alone has caused the humanoid nations of Nefrutara to thrive. Some of these nations are

adept with this newly learned technology and others consider this a perversion to all things nature.

Jusay deposits abound throughout this planet, but the deposits are still not large enough to attract the attention of the Mandorian government. The Mandorians thought they stripped the major Jusay deposits on this planet prior to their terraforming experiments.

CUSTU (MANDORIAN MILITARY TRAINING FACILITY)

Distance from sun: Outer system orbit, 700,000,000 km.

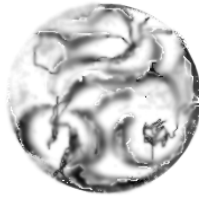
Planetary Capital City: Desta Outpost

Custu is the furthest planet from the sun and has vast Mandorian government bases used for training and housing of the Mandorian military. The major cities in Custu reside within the greenhouses built to maintain them. Much of the Mandorian Empire’s planetary defense and attack forces train on Custu.

Heavy Jusay mining still exists on Custu used to supply the Mandorian outposts throughout the empire. Custu has a city for each of its military branches. The Mandorian Space Armada is based out of the Desta Outpost. The Mandorian Marines reside in an equally large city known as M.E.C. (Mandorian Elite Corps). M.E.C. is a rugged and harsh military city that thrives because of the amount of loyal Marines that train here. The underworld has a lot of contacts in M.E.C. and uses these contacts to buy and sell their supplies of Jusay. Much of the rest of the planet is in ruin due to the large-scale war games and training exercises. Outside the greenhouse environments on Custu the planet is devoid of life and the air is breathable but harsh and cold.

GLACIUM System

Glacium



Glacium System

Capital Planet in system: Glacium

Other planets in system: None

Population: Unknown

Notable Languages: Common, Mandorian and giant

Uncommon Languages: Any cold creature including several Frost Giant clans.

Average Technology Level: 3

Glacium is noted as a system on the star chart; however it is not technically a system.

The Glacium system comprises of only one planet called Glacium. There is no star in the system and Glacium does not have a lunar cycle.

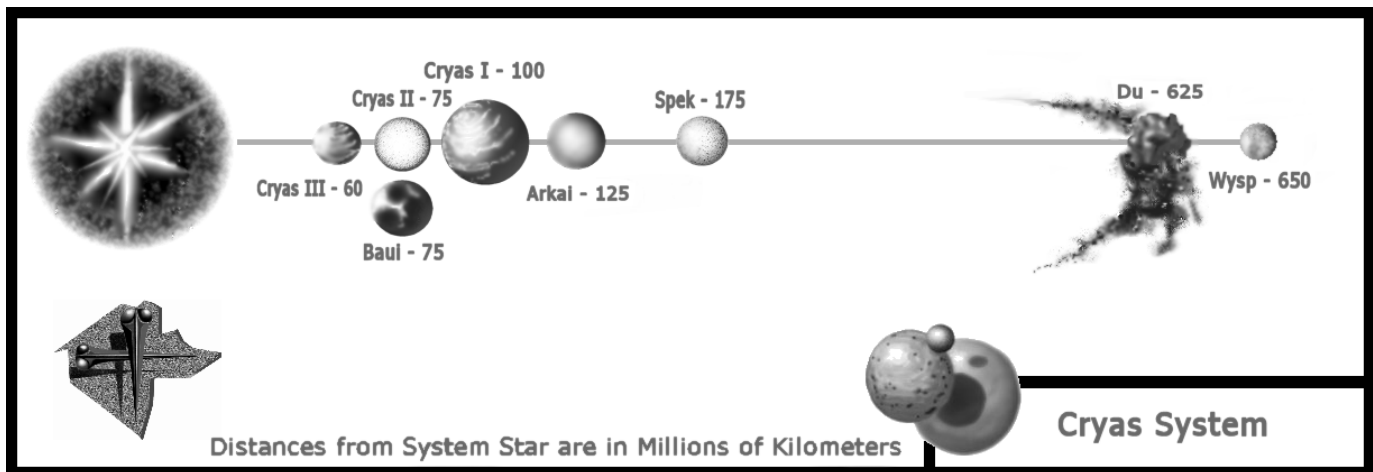
Glacium when first discovered was considered to be a solid ice planet drifting in space. Upon closer inspection it was found that Glacium did have an atmosphere, although it was very thin. Glacium's trajectory is much like a comet and is heading towards the Mandor system. Some suggest that the gravitational pull from the Mandor system's sun is drawing Glacium closer. The Glacium system is suspected to collide with the Mandor system in the next few hundred millennia. Glacium's heading is not its most unique attribute. Upon sending science patrols to Glacium, the Mandorians have discovered the uniqueness of this world.

Glacium has two eco-systems and two atmospheres. Glacium is the only duo-atmosphere planet known to the Mandorians

and BLU. Glacium's outer atmosphere is thin, cold, harsh and devoid of light.

However the frozen plane of Glacium's upper surface abounds with cold dwelling creatures. It is suspected that when Glacium was a part of a system, a great disaster destroyed the system and the abundance of water and liquids that were present during this occurrence froze the upper atmosphere. This ice age created an ice shell surrounding the entire planet ranging from 15,000 feet above ground level to about 28,000 feet. Several enormous mountain peaks throughout the planet anchor this frozen atmosphere. The moisture from the atmosphere underneath this shell constantly freezes and keeps this ice shell intact.

The actual surface of Glacium resides 15,000 feet below the arctic wasteland, which created a gigantic greenhouse. Lava flows, enormous phosphorant plants, and other cave type vegetation produce the heat and light that feed this delicate eco-system. Light is refracted from the ice shell above so that the open lower atmosphere shimmers like light being refracted through a prism. The over abundance of gigantic flora and mosses support the atmosphere much like the Mandorian greenhouses. The constant ice-melt running down the major peaks that connect the ice shells above constantly give water and moisture to the world below. There are areas on the upper ice surface of Glacium



that are thin enough enabling one to see through them to the ground thousands of feet below.

The surface of Glacium has a multitude of creatures that populate this delicate eco-system. There are several well known dwarven clans that reside in and around the mountains. It is rumored that there is a clan of dwarves for each mountain peak that rises to hold the ice shelves above. Deep within the mountains of Glacium there are many other more dark and sinister clans at war with anything that crosses their path. It is suggested that the caverns beneath the crust of Glacium has one or maybe several dark elf clans that constantly conspire against the surface races on Glacium.

GLACIUM (THE FROZEN PLANET)

Distance from sun: no system orbit, no system sun, single planet system.

Planetary Capital City: Goduk

The Mandorians have explored the upper surface of Glacium looking for Jusay deposits. Since the entire upper surface shell is nothing more than frozen and condensed liquids and atmosphere, there were very little crystal deposits found. The Mandorians have sent a few scout parties through the ice and the mountain peaks of Glacium to explore the under surface of this delicate eco-system, but they have never returned and were never able

to be tracked. Glacium's capital city Goduk resides at the base of the tallest peak on Glacium. Mount Jaden pierces through the ice shell of Glacium and protrudes into the upper atmosphere of the harsh and cold environment around 42,000 feet (estimated by the BLU). Goduk is at the base of Mount Jaden on the upper ice shell and surrounds one half of the mountains circumference. The city of Goduk is nothing more than an advanced Jusay mine. The primary reason why this mountain is called Mount Jaded is because of the massive Green Jusay deposits that are found within this enormous peak. The mining city of Goduk is another major supplier for the Mandorian military. It is rumored that the base of Goduk has sealed off all the known tunnels going deeper below into the mountain. These tunnels were sealed off due to the constant raids against Goduk by the races from below.

The upper surface of Glacium has a very thin atmosphere and breathing is difficult without assistance. The atmosphere above the upper surface resides between fifteen and thirty-five thousand feet. Mount Jaden protrudes into space and has a single sealed Mandorian space outpost that is equipped with an advanced sensor and communications facility used as an early warning system for anything that is hostile to the precious Green Jusay mine below.

CRYAS System

Capital Planet in system: Cryas I

Other planets in system: Cryas II (Closest to Cryas I), Cryas III (Closest to Star), Du (Largest of the Two Asteroid Belt Planets), Wysp (Smallest and Furthest Planet from Star), Spek (Opposite orbit of Cryas Trio but furthest to Trio), Baui (Opposite orbit of Cryas Trio but closest to Trio), and Arkai (All Water Planet, near Cryas Trio and follows their orbit)

Population: 100,000,000,000 estimated (35% Mandorian, Human and Humanoid, 65% other)

Notable Languages: Common, Mandorian, and Felonian

Uncommon Languages: Any monstrous humanoid

Average Technology Level: 12

The Cryas system is the workhorse of the Mandorian Empire. The Cryas system holds the largest amount of loyal Mandorian population outside the Mandor system. The planets in the Cryas system vary as far as loyalty to the Mandorian Empire but none of the leaders of the planets in the Cryas system will oppose the Mandorian government. Cryas contains the largest amount of mercenary, trade, shipping and creation houses in the Mandorian Empire. Cryas contains many of the major Jusay mines used throughout the empire. Cryas is the last of the safe trade routes in the Mandorian Empire. The trade routes beyond Cryas are patrolled by the Mandorian Space Armada. These rules are not as strict due to large amount of neutral shipping companies that deal with the planets in the Cryas System.

CRYAS I (PLANET OF KNOWLEDGE)

Distance from sun: Inner system orbit, 100,000,000 km.

Planetary Capital City: Hailum

Cryas I is the largest planet in the system and contains most of the population in the system. Cryas I is run by the Mandorian government and is a sizeable contributor to the total forces of the Mandorian Empire. Cryas I has a balanced population of larger cities and remote work areas. Cryas I also exists in the habitable zone of the system so Mandorian greenhouses are not needed. The polar ice caps are well preserved and the major oceans are scattered throughout the planet. The BLU civilization supports many of its several cities and is filled with educational institutions that are the leading edge of new technology within the Mandorian Empire.

This planet in particular is highly loyal to the Mandorian government and adheres to the Mandorian law closely but has a civil system in place where the population can vote and make issues known to the Heads-of-State within the government. The Mandorian government generally ignores these Heads-of-State unless there is a possible state of civil unrest that may affect resources provided by the planet.

Hailum is the capital of Cryas I and has many powerful BLU diplomats and environmentalists that constantly bargain for rights to protect planets and civilizations that the Mandorian military has encountered. The largest movement known today in Cryas I is against the industrialization of the Glacium system which would destroy the only known dual atmospheric phenomena. Scientists believe that any major influx of industrialization or population could harm this delicate ecosystem.

CRYAS II (ILUM DEMOCRACY)

Distance from sun: Inner system orbit, 75,000,000 km.

Planetary Capital City: Ilum

This smaller planet of the Cryas trio is closer to the sun than Cryas I. Cryas II is generally

warmer with an average temperature 20 degrees above Cryas I but maintains attributes that are similar to Cryas I.

The capital city of Ilum is an average Mandorian city of one billion people. Ilum is a free democracy and encourages the relationship between the Mandorian and the other humanoid races. The Mandorian government closely watches the leader of Cryas II, a son of a powerful merchant house in the Mandor system. He is left unbothered by the Mandorian government because Cryas II's major export is the high grade metal and

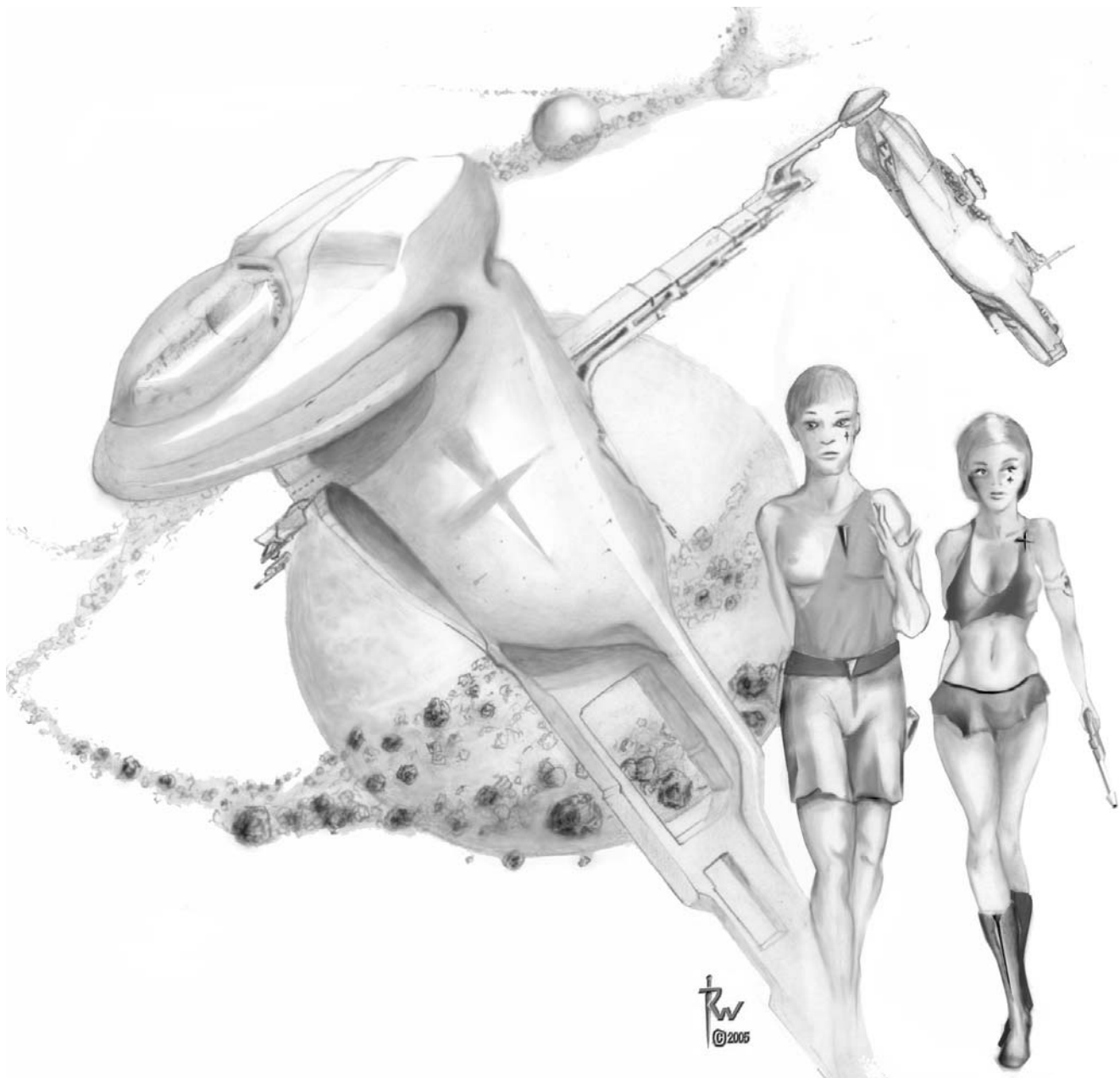
minerals used in the creation of the Mandorian military star ships.

CRYAS III (THE ORIGINAL)

Distance from sun: Inner system orbit, 60,000,000 km.

Planetary Capital City: Destinium

Cryas III is still located in the system's star habitable zone so the greenhouses are not needed; however, Cryas III is also the closest planet to the star so the population on Cryas III is considerably less. Cryas III has similar



attributes to Cryas I and II, however Cryas III is used primarily for the mining of Jusay. The hot arid environment on Cryas III is the optimum condition needed to locate, mine and refine Jusay. Cryas III's capital city is known as Destinium. Destinium was the first city formed in the Cryas system and has been around the longest due to the abundance of Jusay crystals.

WYSP (THE SHIPYARD)

Distance from sun: Inner system orbit, 650,000,000 km.

Planetary Capital City: Cerstian

Wysp is the smallest and furthest planet out from the Cryas system's sun. Wysp is strictly a Mandorian Space Armada naval shipyard and star base. Wysp's major function is to receive the supplies from the other planets in the system and build ships for the Mandorian fleet. Wysp has the highest technology level of all the planets due to its advanced shipyards and defense satellites protecting its star ports. The capital city of Cerstian was named after the late Space Armada Fleet commander Julense Cerstian. Julense Cerstian used his personal funds he amassed from his countless raids on other worlds to build Cerstian from the ground up. Cerstian is built in a Mandorian Planetary greenhouse and provides a meeting place for many of the Space Armada leaders who are either coming from or heading to the S.A.W.S. The planet Wysp itself has a thin atmosphere and is very hot, however is still liveable with the conditions like a gigantic desert.

DU (MINING CENTRAL)

Distance from sun: Inner system orbit, 625,000,000 km.

Planetary Capital City: Durkum

The planet Du is nothing more than a large asteroid that exists in the middle of the asteroid belt around the Cryas star. Du

resides in the habitable zone of the Cryas star but has a rather harsh environment. Du is a valued planet due to its multiple star ports that serve as loading and unloading stations for the mass amounts of free trader mining companies. These corporations harvest the exclusive metals in the asteroid belt encompassing the system. Due to the nature of the inhabitants of these mining outposts and colonies, the Mandorian Space Armada lightly monitors Du. Traders, pirates and merchants abound on the planet of Du.

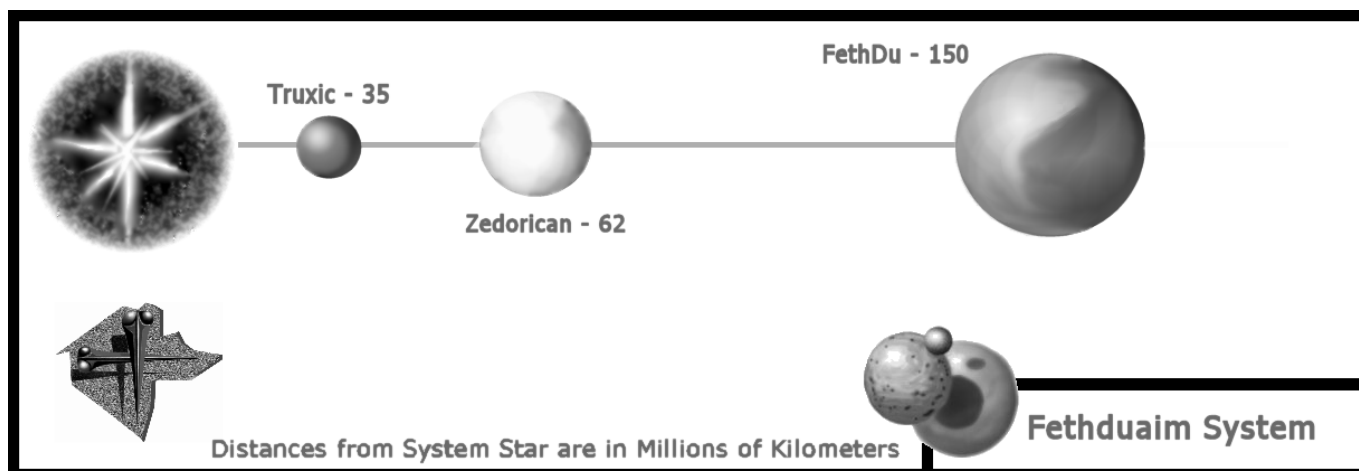
Durkum is the capital city of Du and is the hub of commerce for the planet. If a vehicle or starship maintenance is needed, Durkum offers these services for a price. Du has many major mining houses that are constantly in "heated arguments" with each other for the prized contract offered by the Mandorian Space Armada that is updated yearly. The house that wins the contract for that year moves into the palace of Durkum and works exclusively with the Mandorian government. The black-market of metal and parts in Durkum is a major source of income for the other houses. Many of the major Jusay mining houses on Mandor seek contracts with the metal mining companies located in and around Du.

ARKAI (THE WATERWORLD)

Distance from sun: Inner system orbit, 150,000,000 km.

Planetary Capital City: Liqui

Arkai is considered the "The Waterworld" of the Cryas system and is a major refueling station for many of the smaller merchant and mining houses in the Cryas system. The major income of Arkai is the sale and taxation of conventional starship fuel. Anyone with adequate papers that is not on the Mandorian Space Armada wanted list may refuel on its surface. Arkai is a major hub for non-Jusay powered starships.



Arkai's major export besides conventional starship fuel is the manufacturing of water surface vehicles. Arkai holds the contract with the Mandorian government for the manufacturing and transportation of the MMTS (Mandorian Mass Transit System). This system consists of large underwater tubes used to house the supersonic transit systems throughout the empire.

Liqui is the capital city, which consists of a huge water naval base. This city is almost fully submerged under the planets water surface and is the largest under water city in the Mandorian Empire. Liqui is known for its beautiful art consisting mostly of water sculptures. Huge coral reefs and gigantic pearls are a few of the many treasures found under the surfaces of Arkai. The city of Liqui is known to have many sizeable contracts that deal with large colonies of underwater primitives. These contracts are suspected to be the originators of most of the large underwater treasures the Liqui marketplace supports.

BAUI (THE NEUTRAL PLANET)

Distance from sun: Inner system orbit, 75,000,000 km.

Planetary Capital City: Beltenue

The planet of Baui orbits opposite of the Cryas trio and has the same planetary attributes of Cryas I. Baui would have been

the Cryas system capital planet but it was located too far from the other planets. When Baui was in contention for the Cryas system capital planet, it built a gigantic star port and shipyard in hoping to attract the Mandorian government. Merchants and traders that transit the trade route to the Mandor system now use these facilities. Beltenue is the capital city of Baui and is clean and self-sufficient. Beltenue is often used for a neutral location where the mining houses meet to discuss contracts. Many peace conventions have been held in the visually stunning city of Beltenue.

SPEK (THE UNBOTHERED PLANET)

Distance from sun: Inner system orbit, 75,000,000 km.

Planetary Capital City: Kesquine

Spek is exactly how it sounds, remote and unbothered. Spek is similar in attributes to Cryas I but does not have the money to support space stations and star ports. Spek is considered to have primitive inhabitants and is unaware of Mandorian law. The only time the Mandorian government concerns itself with Spek is when they need new recruits for their support personnel aboard their massive starships. Spek's average technology level is around TL 8.

Kesquine is the planetary capital and considered a small city of only about a few

million. Keskin's population is primarily human.

FETHDUAIM System

Capital Planet in system: FethDu

Other planets in system: Truxic, and Zedorican.

Population: Unknown estimated 1,000,000+ (Low TL, high gravity)

Notable Languages: Common and popular humanoid races (Elven, gnome, dwarf and halfling)

Uncommon Languages: Any monstrous humanoid

Average Technology Level: 1

The Fethduaim system is largely uninhabited by the Mandorian Empire. Due to the low technology worlds that exist in Fethduaim, only star ports were constructed for the purposes of the trade routes to and from the Cien system. Only conventional starships use these starports and the gas giant for refueling. An occasional starship will land on the non capital planets and try to find Jusay deposits, but the "primitive races" watch for the invaders from the sky and try to resist them in any way possible. The magic races populate this system and the items they create are based heavily on Jusay crystals.

FETHDU (THE GRAVITY PLANET)

Distance from sun: Inner system orbit, 150,000,000 km.

Planetary Capital City: Dueed

FethDu is the largest planet in this system and one of the largest planets in the Dredan realm. Due to its large size the planet's gravitational pull is extreme. FethDu is over 20,000 km in size. The humanoids on this planet are used to the heavy gravity on this planet and are on average 50% stronger than their equivalent counterparts. FethDu has limited technology and the technology races generally do not concern themselves with the

exploration of this planet. The planet's large gravitational pull makes it difficult to maneuver and land so starships generally stop around the gas giant for re-fueling purposes before they head to their destination.

Dueed is FethDu's largest city and is comprised mostly of humans. Dueed's population is around 150,000 people and has the main concentration of population on this planet. FethDu has all the different planetary environments such as mountains, lakes, deserts, and polar ice caps. FethDu boasts a large portion of its area in vast plains and grasslands that harbor some of the system's most fertile soil.

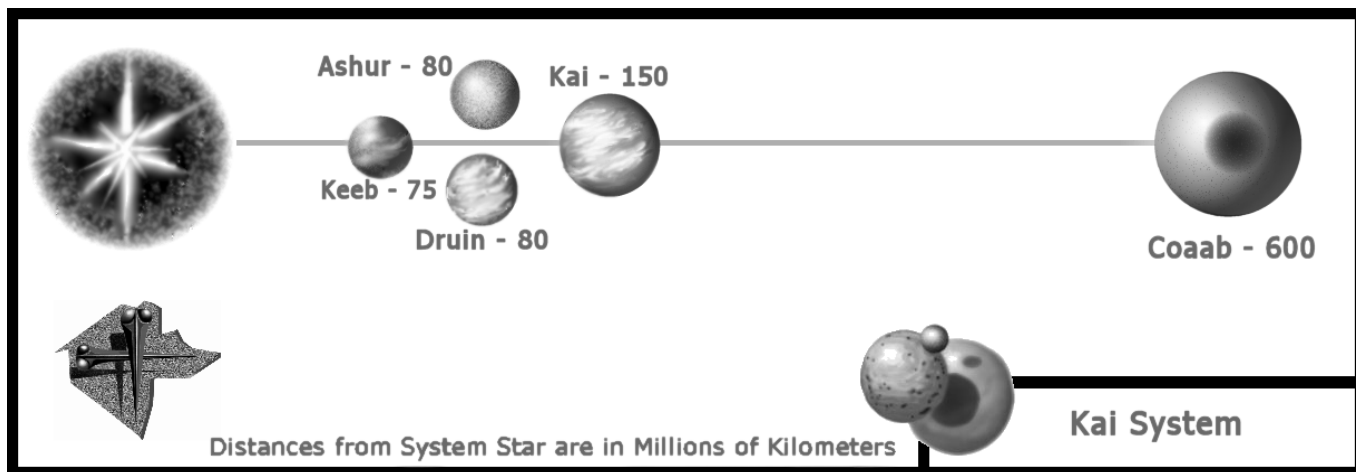
ZEDORICAN (THE PLANET OF FEY)

Distance from sun: Inner system orbit, 62,000,000 km.

Planetary Capital City: Wedlust

Zedorican has a comfortable atmosphere with a gentle climate that harbors lush tropical jungles, calm and serene mountain valleys, and islands strewn across the coral mixed ocean. Zedorican's major population consists of Fey and offshoots of Fey races. The Fey have long since ruled this planet and the balance of nature is kept intact. With several gigantic clans of wyrms helping the Fey protect this serene planet, little is heard of the scouting and research parties that land on this beautiful planet. Elven nations with powerful druid sects guard their home and always keep a watchful eye to the sky waiting for more visitors to arrive un-invited. It is said that the Felonians have powerful clergy that assist with keeping the peace of this planet. Working with the Felonian ambassadors, one may figure out how passage can be arranged to view this breathtakingly beautiful world.

Wedlust is the capital city of this planet and is comprised of almost exclusively Fey and Elven races. With a population of over a million strong and a guard with hundreds of



great wyrms and their riders, Wedlust stays serene and unbothered in a galaxy filled with war and strife. It is said that there are a few barbarian clans that roam the wilds of this planet along with nations of monstrous humanoids always vying for a way to take down the control of the Fey. It is speculated that the reason why the human and Mandorian research teams that travel to this land never return is because they choose not to leave.

TRUXIC (THE DEAD PLANET)

Distance from sun: Inner system orbit, 35,000,000 km.

Planetary Capital City: Xavestin Ruin

The planet of Truxic has been nicknamed "Toxic" by countless space travelers who dared enter this hostile environment. Not only does the atmosphere have a slight acidic tinge to it, the very creatures of this dead planet have been tainted with the holocaust that ensued centuries before. Truxic is a prime example of what happens when planetary scale battles go wrong.

The once powerful Xavestin Empire resided on Truxic and had several gigantic nations of faithful followers. It was rumored that an armada size force from the Gour hole found their way to the Fethduaim system and laid siege on the planet Truxic first. The planetary battles that ensued not only destroyed the

attackers and inhabitants of the planet, but destroyed the planet and atmosphere itself. It is said that the riches of the Xavestin Empire still remain untouched and are guarded by the never dying guardians of this ruined civilization.

KAI System

Capital Planet in system: Kai

Other planets in system: Keeb, Druin, Ashur, and Coaab (Gas giant outer rim)

Population: Estimated 4,000,000,000+ (35% Mandorian, 35% Humanoid, 5% BLU and 25% other)

Notable Languages: Common, Mandorian, and Felonian

Uncommon Languages: Any monstrous humanoid

Average Technology Level: 15

The Kai system is one of the most important strategic systems in the entire Mandorian Empire. The Kai system is the main staging point for the Mandorian Space Armada to outfit, repair and stage attacks against the VOID in the S.A.W.S. battle region. Kai attracts mercenaries, free traders, and many freelance pilots who hire their services to the Mandorian Empire for strikes against VOID activity in the Mandorian controlled space. Kai is also one of the last systems that is regularly patrolled by the Mandorians. The trade routes extending to the Oaud system are

dangerous and constantly raided for the rich Jusay deposits coming from the Oaud system. Depending on the VOID activity on or around the DruKox system, merchant freighters and cargo ships may or may not have a Mandorian Space Armada escort. If the shipments are of sizeable value they will be always escorted by a small contingent of Mandorian starships, including an occasional "Armada" class battlecruiser.

The Kai system consists of 4 planets and a large gas giant. All of the planets in the Kai system are in the habitable zone of the Kai systems' sun.

KAI (MSA ASSEMBLY PLANET)

Distance from sun: Inner system orbit, 150,000,000 km.

Planetary Capital City: Jung

Kai is the largest planet in the system and has several Class A star ports orbiting it. Kai is the Mandorian Space Armada rendezvous point for major fleet scale attacks into the S.A.W.S battle area. The surface of Kai is 50% water and boasts major naval shipyards that transport goods to launch areas for the outfitting of the orbiting star ports. Kai has a vast defense system in its oceans consisting of tens of thousands of nuclear warheads that are launched in case of an invasion against the star ports or into the system. Kai has extensive satellite detection and tracking systems for all vessels that enter and leave the Kai system. Its major cities serve as residences for Space Armada officers and enlisted that are on leave or off duty.

Under the surface of Kai's oceans reside five major Mandorian military intelligence bases. These bases maintain the detection and tracking satellite systems that hold most of the Mandorian's military intelligence. These intelligence bases have some of the most technologically advanced computer systems for research and development and are almost exclusively ran by top secret and the most

advanced BLU units that are loyal to the Mandorian Empire. It is suspected that Dr. Kaladrian, the original BLU, and one of the only survivors of the first encounter with the VOID race, does his research here.

Jung is the planetary capital and is run by the Mandorian military. Most of the Mandorian Space Armada's officers reside in this large technologically advanced city. Jung has several of its city sectors residing on large anti-grav platforms that hover over this large metropolis. Most of Jung's wealthy live on these platforms, and passage to these platforms requires an invite or a Mandorian military ID card. Jung has a population of over 2 billion and spans over a thousand miles. The underworld corruption runs deep on the planet of Kai and its presence can be located in the shady areas under the large anti-grav platforms. Looking down on Kai from orbit one can see the platforms of Jung are arranged in fashion so that it looks like a gigantic Mandorian symbol.

KEEB (THE MINERAL PLANET)

Distance from sun: Inner system orbit, 75,000,000 km.

Planetary Capital City: Plistin

Keeb when in orbit looks like a vast wasteland. The entire planet's surface consists of a single ocean in the center of the planet looking like a blue ring around its equator. Keeb was suspected to have a natural disaster in its past that destroyed most of the dominant vegetation. Keeb's polar ice caps are almost extinct. 80% of this planet's area consists of deserts or plains. Rain is unheard of on most of Keeb's surface except for around the equator where most of the cities of Keeb reside. Keeb remains fully inhabited due to the vast amounts of minerals that are pulled from the major deserts of this planet. Each city in Keeb is administered by a single merchant mining house that takes advantage of their local regions resources.

Keeb's major exports are precious metals, gems, minerals and Jusay.

Keeb's planetary capital city is named Plistin after the late Admiral Plistin who died with his entire Armadan crew on a large scale encounter with the VOID fleet. It was rumored that Admiral Plistin's Armadan destroyed a VOID Genocide starship and 8 Incubator starships before he was destroyed by a second Genocide. The center of Plistin has a statue of Admiral Plistin and a military memorial for all of the crew of Plistin's Armadan. The metropolis of Plistin houses representatives from all of the merchant and mining houses on the planet. Plistin also maintains several military training facilities across its deserts for hot weather and harsh environment training.

DRUIN (TPP, TROPICAL PLEASURE PLANET)

Distance from sun: Inner system orbit, 80,000,000 km.

Planetary Capital City: Castereun

Druin has a tropical environment and is completely opposite of its neighbor Keeb. Druin is 80% water and the rest of its landmasses are large tropical islands. Druin pales in comparison to Nymphitu's exotic environment and rich, extravagant facilities. Druin is used as a vacation planet for all of the Mandorian Space Armada lower ranked officers and enlisted forces. Druin caters too many of the other races in Dredan and is known not to turn a stranger away as long as he has the gold or credits to pay for his stay. Every Mandorian military member receives a 2 weeks paid furlough on Druin. The different races run a majority of Druin's cities. There are two social levels on Druin, those that have money and those that do not. All different levels of facilities can be found on the surface of Druin. Extremely expensive and extravagant facilities exist on or around the planetary capital of Castereun. As you

move further away from Castereun the facilities degrade. There are many less desirable islands on Druin where there is no law level and you better have a means of protecting yourself or the means to pay for your safe passage.

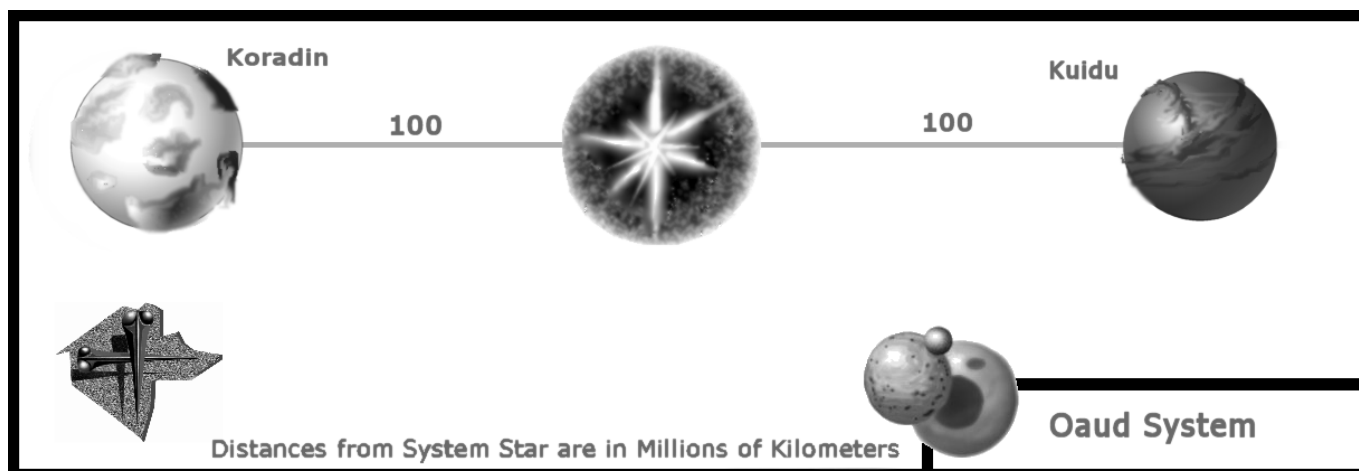
ASHUR (THE ASH PLANET)

Distance from sun: Inner system orbit, 80,000,000 km.

Planetary Capital City: Heurin

Little is known about the origins of this planet other than it did not originate in the Kai system. Some speculate that Ashur was a gigantic comet that was captured by the gravitational pull of Kai's sun and was never able to leave. Ashur's entire planet surface is covered with a grey powder and there is no atmosphere, gravity or water on this planet. Ashur's only city is in a specially constructed, fully enclosed greenhouse in the middle of Ashur's largest continent. Another speculation of Ashur's origin is that it was once a planet that had abundance of life with gigantic oceans. If you took a planet and poured all of the water out of its oceans you would have miles of deep chasms where the water used to be. This is what Ashur's landscape consists of. Ashur's entire surface contains the attributes of a living planet except for its entire surface is a grey ash.

Ashur's major export is a grey mineral called Heuro that is used in all syntenetic creation and its properties combined with Jusay crystals form a hardened material that is as hard as steel but as light as fiberglass. This synthetic takes on the color of the crystal mixed with it making it a highly sought after resource. Heuro when inhaled can act like a drug causing a dizzying effect. Inbided with other ingredients the underworld has concocted a drug that can numb the nerves of its host and produce a euphoria effect. Heuro can kill you if you breathe it too long. It permanently attaches



itself to living organisms and slowly begins to degenerate them.

Heurin is this planet's capital and only city. The only reason why Heurin exists is due to the massive amounts of money the Mandorian government has spent on the greenhouse and facilities. These facilities create the syntenetic substances used by military members. A human merchant house that has connections to any technology systems, governments or merchant houses control Heurin. Heurin has its own star port and star fleet that protects its own merchant vessels delivering their precious cargo to their clients throughout Dredan.

Heurin has a population of a few million and consists of human and renegade Mandorians. The Mandorian military suspects that the House Heurin has had a few dealings with the VOID race and these dealings may still be intact.

COAAB (KAI GAS GIANT)

Distance from sun: Inner system orbit, 600,000,000 km. **Planetary Capital City:** None (uninhabited)

Coaab is named after the first Mandorian scout vessel that discovered it when the Kai system was first explored. Coaab is used by all of the standard starships that assist vessels that use the trades routes throughout the Mandorian Empire. If a starship has jump capability and uses the standard fuel source

(not Jusay), then it is most likely that they have refueled at Coaab a few times. Being that common ships are allowed to refuel at no cost, many ships come through this sector. Each starship must obtain approval from the Mandorian military to utilize these resources. This allows the Mandorian military to keep an accurate log of all traffic in and out of the sector. These ships contact the small Mandorian squadrons that patrol the outer edges of the system and receive clearance. Pirates and smugglers often have certain captains in this squadron paid off so they do not have to report and receive clearance.

OAUD System:

Capital Planet in system: Koradin

Other planets in system: Kuidu

Population: Estimated 1,000,000,000+ (15% Mandorian, 45% Humanoid, 1% BLU and 39% elemental type, earth and air)

Notable Languages: Common and Humanoid

Uncommon Languages: Any monstrous humanoid

Average Technology Level: 10

The Oaud system consists of two extremely large planets, Koradin and Kuidu. The Oaud system is nicknamed the elemental system because of the two planets that orbit its sun. Due to the distance from the Mandor system and located so close to unexplored space, the

Oaud system is barely regulated as far as Mandorian law is concerned.

The Oaud system consists of two governments, one on each of its two planets. Both governments have contracts with the Mandorian Empire and mine Jusay crystals for the Mandorians. The Oaud system is on the brink of a system civil war for the complete control of the Jusay contracts and shipping rights to the Kai system. The Mandorian government does not involve themselves in the civil politics of the system unless the shipments of Jusay do not reach Kai. As long as the shipments are received the Mandorians ignore the heated politics between these two planets.

KORADIN (THE AIR PLANET)

Distance from sun: Inner system orbit, 100,000,000 km.

Planetary Capital City: Bardu

The makeup of Koradin is similar to the Elemental Plane of Air. Koradin does not have one large land mass, but consists more of large floating landmasses. Much evaluation and study has gone into the makeup of Koradin and scientists cannot conclude why the pieces of land and the atmosphere stays intact and continues to orbit Oaud's sun.

Most of the population of Koradin is either a descendant of an air elemental or has air elemental traits. Most of the pure Koradin natives have the supernatural ability of flight. Mandorians have studied this race of humanoids for centuries and still cannot comprehend how this flight is achieved. Many of the major cities that house the population of Koradin reside on the large landmasses that spin around a dense rock core in the center of this "planet". The core's mass is the size of a large asteroid, however the density of the rock if expanded would be the size of the entire planet. One theory of the creation of this planet is that the land mass

imploded to 1/100th its original size. This implosion broke off several chunks of landmasses that began orbiting the dense core. The atmosphere stayed intact and the air is breathable. The gravity of Koradin is average and is as typical planets, always pulling towards the core. Storms form and water rains towards the center core running in waterfalls down each of the floating landmasses until it reaches the core where it is evaporated. A Felonian artist once said, "Only in this place can one witness true beauty that only nature can create. Rainstorms create waterfalls that cascade from one floating landmass to the next, which seem as endless ribbons of liquid light."

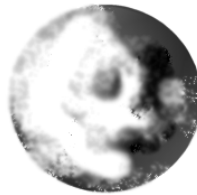
Bardu is the current system capital according to the Mandorians because they hold the major percentage of offered contracts for the Oaud system. Bardu is the largest floating landmass in Koradin and is populated with nearly every humanoid race. This population of over 10 million humanoids is lead by a Noble Djinni by the name of Sheik Barduair Ahlakoradin. Barduair is fascinated by the BLU race, employs them as his personal staff, and is often found experimenting and researching with them on all aspects of their technology. The more technology the Sheik acquires from the Mandorians and BLU, the more Jusay crystals he gives up, and there is plenty to spare. It is rumored that one of the landmasses floating around the core is nothing more than a ripped out chunk of Jusay the size of an "Armada" class battlecruiser. No one has ever seen this mass...yet.

KUIDU (THE EARTH PLANET)

Distance from sun: Inner system orbit, 100,000,000 km.

Planetary Capital City: Tolu

Rodum



Rodum System

Kuidu is completely opposite of Koradin. Kuidu is nothing more than a gigantic mass of rock with no atmosphere. The atmosphere of Kuidu exists only within the vast network of caves beneath the planet's crust. It is rumored that the entire planet is nothing more than a gigantic cave system. The closer you get to the middle of the planet the more breathable the atmosphere is.

Kuidu has several major star ports that are built right on the surface of the planet since it does not have an atmosphere. Gigantic structures spread out from the planet's surface in all directions with bays and docks for starships. The amount of Jusay deposits within the planet's crust is unknown. Since the entire planet consists of caves and caverns, the amount of crystal deposits are suspected to be astronomical.

Most of the population of Kuidu is either a descendant of an earth elemental or has earth elemental traits. Most of the pure Kuidu natives have the supernatural ability of burrowing. Mandorians have studied this race of humanoids for centuries and still cannot comprehend how this burrowing is achieved.

The location of the capital city of Tolu is unknown. Tolu resides deep inside the network of caverns and caves and has a population of over 2 million inhabitants. Dwarves, Deep Gnomes, Dark Elves, Humans, Earth elementals and Dao inhabit this subterranean planet. A powerful Dao by

the name of Great Khan Kuiduoalanthar Del Ak'Janni, runs Tolu with an iron hand. Do to the nature of the Great Khan, many of the contracts that are attempted with the Mandorians have either been broken or never adhered too. If Kuidoalanthar did not have a fascination for technology, he would hoard all of his Jusay crystals from his vast crystal mines and try to build an empire himself. Kuidoalanthar hates Sheik Barduair and will do anything in his power to destroy his system rival. It is suspected by the Mandorian intelligence that the Great Khan has connections deep within the underworld of the Mandorian Empire and the House Heurin of the planet Ashur in the Kai system. Kuidoalanthar seldom out rightly attacks the Mandorian Space Armada. He generally hires mercenaries to do that for him. With a surplus of Jusay crystals he is never without the funds to reinforce a space fleet.

RODUM System

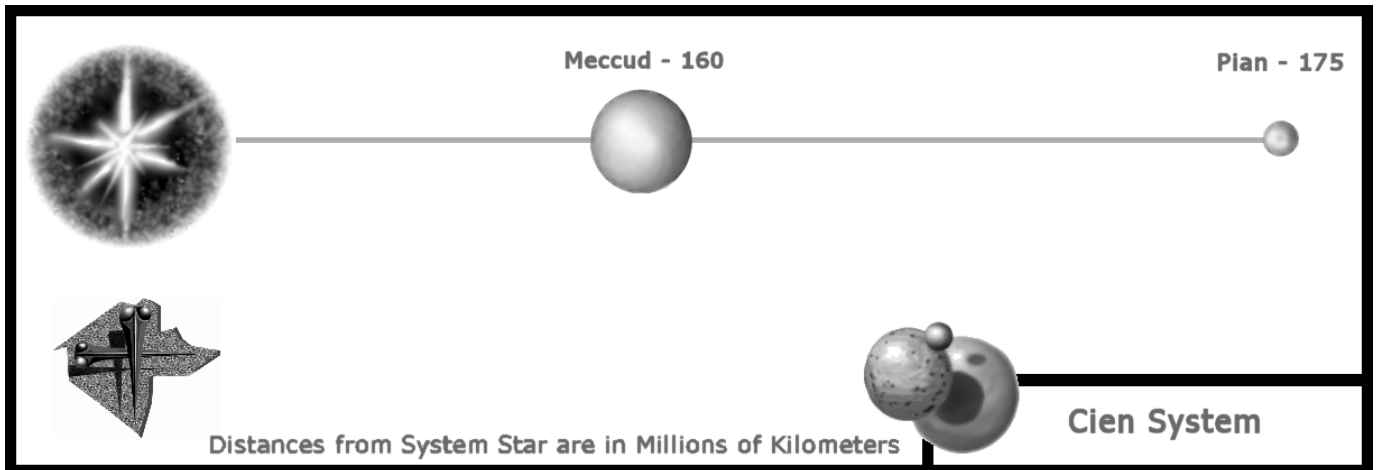
Capital Planet in system: Rodum (Single planet system no star)

Other planets in system: None

Population: Estimated 100,000+ (50% Mandorian, 35% humanoid, 5% BLU/Felonian, and 10% other)

Notable Languages: Common, Mandorian, Felonian, and humanoid)

Uncommon Languages: none known



Average Technology Level: 12 (Due to Mandorian mining facilities)

The Rodum system technically is not considered a system, it is more or less a single dead planet stationary in place. The Rodum system has no stars or gas giants. There is an established trade route to the Rodum system for the purposes of supplying the existing mines located on the planet.

RODUM (DEAD PLANET)

Distance from sun: None
Planetary Capital City: Cordne

Rodum is a dead planet with no atmosphere, gravity or vegetation. Rodum was one of the first explored planets by the Mandorian Empire when the Jusay mines in the Mandor system began to dry up. Rodum despite its harsh and desolate environment had major mining installations during the prime expansion of the Mandorian Empire. Rodum still has a few major underground facilities and mines, the largest of these facilities being Cordne, the capital city of the planet.

Cordne extends through a gigantic cavern over 20 miles long and over 300 feet high. All of the major caves exiting Cordne are sealed with dual airlocks allowing the city to have a comfortable living environment. Cordne is self-sufficient indefinitely as far as fresh food and vegetation supported by an

interior cave lichen greenhouse that covers the entire cavern's walls and ceiling. The caverns leaving Cordne go deeper into the planet and to several smaller Jusay mines. Most of the class A Jusay crystals have been mined, however, there are still substantial amounts of the lesser classifications of Jusay that Cordne uses to export to the Mandor system. Twice a year Cordne invites the major merchant houses of the Mandorian Empire to come and purchase their stock of Jusay crystals. Most of the houses that come to this bi-annual event are the weapons dealers and vehicle manufacturers that need large amounts of the lesser classifications of the Jusay crystal. Cordne has gigantic hangars that exist on the surface of the planet with elevators that raise and lower the vehicles and equipment that need to enter the city. Cordne is protected by the Mandorian Space Armada and the city itself is run by an ex-Armadan commander. Cordne's space station is a class B space station and has two space docks that can support two 400 ton starships.

CIEN system

Capital Planet in system: Meccud

Other planets in system: Pian

Population: Estimated 100,000,000 (All humanoid races including some monstrous)

Notable Languages: Common, Mandorian, and humanoid)

Uncommon Languages: All races
Average Technology Level: 15

The Cien system is known as the prison system. Cien has a star with two major planets and a gas giant on the outer rim of the system (not shown in diagram). Both of Cien's planets reside in the habitable zone and therefore have no need for planetary greenhouses. The only notable government in the Cien system is the Mandorian military which is located in each planet's capital city. The Cien system is patrolled by the Mandorian Space Armada and there is always at least one Armadan flagship in the system at all times scanning the system and the parsecs around the system for any non authorized military ship. The Cien system holds all of the criminals in the Mandorian Empire with judgements something less than the death penalty. Any ship entering the Cien system that does not have a known transponder and clearance from the Space Armada will be destroyed without hesitation. Several of the merchant houses have contracts with the Cien system to transport supplies and other requests by the system. The Mandorian government approves all of these contracts.

MECCUD (MAXIMUM SECURITY PLANET)

Distance from sun: 160,000,000 km
Planetary Capital City: Zoi

Meccud has by far the most hostile population in all of the planets in the Mandorian Empire. Meccud is a maximum-security prison planet for the Mandorian Empire. Meccud has a complex network of satellites orbiting it. These satellites are responsible for tracking the prison clans on the planet.

The way the Mandorian prison system operates as such, a criminal is tagged either with a minimum or maximum-security class.

If the criminal is a Mandorian then the tattoo underneath the left eye is coded with a registration index and cataloged into the mesh satellite network. These satellites track the entire population of the planet.

Quarterly the merchant houses that have the contract with the Cien system bring in requested supplies and other essentials needed by the prison population and they are offloaded onto "IPDS" class starships. The Meccud star port is a class A star port and contains three to five shipyards that continually build starships. There is at least one "Armadan" class flagship at any given time being repaired or built in these shipyards. The supplies aboard the IPDS's are transported to the surface of the planet to specific locations throughout the planet according to the recent tracked location of the prison clan it is supplying. These supplies are dropped to the surface in cubes that auto-destruct after 24 hours of landing. Any tampering with these cubes other than retrieving the contents from inside them, result in an explosion destroying everything within a few miles radius of the cubes. Each supply cube has a scanner and sensor that will scan a bar code either on the Mandorian tattoo or a tattoo on the prisoner that is retrieving his supplies. Once scanned his supplies are offloaded and cataloged.

There are several smaller governments or prison clans that live on and roam the surface of Meccud. Some of these clans are gangs of violent criminals that have banded together for protection from other criminals. Most of the weapons that these clans have are primitive and fire metal projectiles much like the lower tech levels. These weapons are generally black powder based and either primitive or equal advanced automatic versions of rifles and mounted weapons. Some of the prison clans have set up mining facilities to mine Jusay to export off of the planet to exchange for supplies. These crystals are exchanged at a highly discounted

rate. All crystal supplies are transported to the capital cities and offloaded for immediate exportation to the star port orbiting the planet. If a group of individuals or clan can meet certain behavior requirements and show a surplus of exports from the planet their security level can be downgraded to minimum-security.

Zoi is the capital city of Meccud and has a population of over one million residents. The population of Zoi is a mix of human, Mandorian, BLU and an occasional Felonian. The Felonians are treated with great respect, even by the prison clans due to their kindness and care of the medical needs of anyone who requests it. Felonians travel the planet looking for prisoners and their families to convert to their faith. They will heal anyone in need. There are many smaller cities on Meccud that have a population of 10,000 or less consisting of inmates and their families that have settled to live out their remaining sentence. Any outright attack on non-hostile settlements is given a penalty of death. Any discharge of a laser weapon or high technology weapon is recorded by the satellite system and is marked for destruction along with its owner. Any city population that exceeds 10,000 people is cataloged by the system and is marked for dispersal. The Mandorian government keeps large concentrations of population to a minimum so no rebellion armies can be amassed. Only the successful mining colonies are able to have this restriction waived.

There are several areas on Meccud that are considered red zones where the Mandorian military does not even enter. These areas are considered hostile and consist of violent prison clans, monstrous humanoid clans that originally lived on the planet, and many other violent races that the Mandorian government researches and studies. If high technology is detected in a red zone then the Mandorian Space Armada scrambles multiple "IPDS" class starships to blanket the planet surface

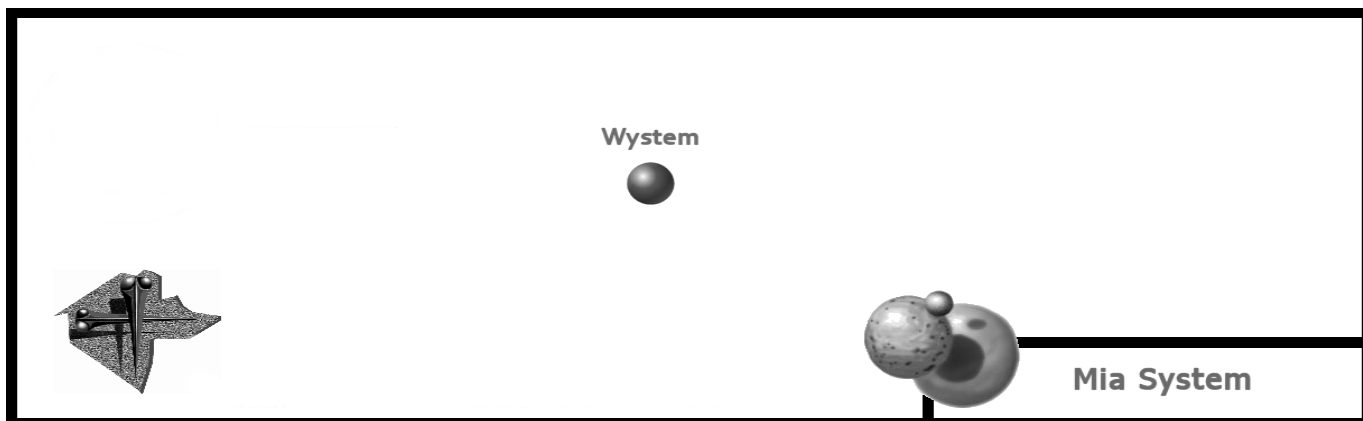
with missile warheads, both nuclear and standard. This methodology has kept the presence of energy weapons off the planet's surface. Most of the time when a prisoner shows or exposes a high-energy weapon, the rest of the prison population kills the inmate for fear of the "rain of death" brought to the surface by the starships above. These rains will blanket the entire red zone and destroy anything living within the area of blast rendering the target void-of-life for years to come. Nuclear weapons are used as a last ditch effort when the standard warheads do not prove affective. Only the "Armadan" class flagship commander has the authority to launch nuclear weapons onto the planet's surface.

PIAN (MINIMUM SECURITY PLANET)

Distance from sun: 175,000,000 km

Planetary Capital City: Broki

Pian compared to Meccud is a paradise for prisoners. There are several large cities that exist on the planet's surface and several smaller governments throughout the planet. Ex-politician criminals who find other inmates who believe in their way of thinking generally run these governments. Pian has several large Jusay mines that export their crystals to the starport above for exchange of privileges and supplies throughout the year. Most of the laborers in the Jusay mines are prisoners that have been upgraded from Meccud or consist of inmate miners that attracted the Mandorian law in an unfavorable way. Governments, clans, entire families, and often visitors reside on the planet Pian. Pian has the standard polar ice caps, warm humid equator and some areas are extremely beautiful. If a person were unaware that Pian was a prison planet they probably would never figure it out unless they actually asked someone. Most minimum-security inmates are happy in Pian because they receive a free allotment of



credits per month which can provide a stable living in almost any field of their expertise. As minimum-security inmates serve their sentence on Pian, they can occasionally check in with the planetary prison guard located in the capital city of Broki when they believe they are eligible for release. Broki's population has over 2,000,000 people with 50% of the population are considered military staff for the planetary prison system. Just like Meccud, Pian has a large network of satellites that scan the surface for high technology and energy weapon discharges. The underworld has a strong hold in the population of Pian and is constantly dealing with inmates and clans for services and favors. It is common practice for criminals in the maximum-security planet to work their status up to minimum so they can be extradited to Pian. Once they are in Pian, they may be able to be smuggled off the planet. Any personnel caught smuggling a prisoner will be destroyed immediately by the Space Armada and the house that the ship was registered to will either be destroyed or subject to punishment by the Mandorian Government. This punishment is usually in harsh fines or confiscation of materials and equipment, such as starships and vehicles.

MIA System

Capital Planet in system: Wystem

Other planets in system: None, but receives solar light from the gigantic mystic system star.

Population: Estimated 1,000,000,000+ (15% Mandorian, 45% Humanoid, 5% BLU and 35% other)

Notable Languages: Common, Mandorian, and Humanoid

Uncommon Languages: Any monstrous humanoid

Average Technology Level: 3

The Mia system consists of a single planet with no star. However this single planet plays an important role for the systems around it. Mia is used as a refugee assembly point from the other systems that were invaded by the VOID. The Mandorian Empire is currently trying to establish a class A star port in the Mia system but they have encountered great resistance from the VOID. The planet Wystem is currently an extremely low TL inhabited planet. As more and more refugees flee from the VOID they are landing on the planet Wystem and the inhabitants are becoming accustomed to the metal machines from the sky. With the Mandorian Space Armada bearing down on the Mia system to establish a foothold consisting of a major star port and space station so close to VOID controlled territory, the skies of Wystem are constantly busy with either ships or battles from the two empires clashing. Typically, Wystem still has a large number of the

monstrous humanoids roaming the planet. Generally technology will eradicate monsters, but with Wystem this is not the case. The Mandorian Empire is less concerned with the inhabitants of the planet and more concerned with who owns the space around the planet and in the system.

WYSTEM (THE REFUGEE OUTPOST)

Distance from sun: None (Single planet system)

Planetary Capital City: Kistae

Wystem receives its life giving light from the suns in the Mystics, Oaud, and Dutwin systems. Wystem is a colder environment but still is able to maintain life. With the solar energy coming from three separate locations the planet Wystem is cooler but it never grows dark. At any point in time, the planet Wystem is receiving light from at least two of the three suns. This constant light creates an abundance of life that is used to constant sunlight but not a lot of heat. Wystem is a hodgepodge of races that are being flushed out from every system nearby as the VOID attempt to increase their empire.

Kistae is considered the capital city on Wystem but is not a city. Kistae is more of a gathering place in the middle of the planet where the environmental conditions are the best and protection in numbers is the key.

Wystem is known for its gargantuan and colossal size creatures. Only the largest of any species can survive on a low sunlight environment. With the thin atmosphere and minimal light, the vegetation and species that originate from Wystem are generally large or greater in size. Standard forests and jungles have small trees that are a minimum of 100' above the surface. The largest of these trees sky upward a couple thousand feet. On the opposite side of the planet from Kistae, deep in the gigantic forests, resides a huge elven kingdom keeps their eyes to the skies as they watch for more invaders landing from above.

VOID Empire

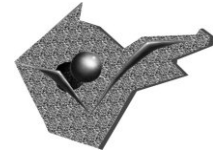
Capital System:

VOID I (TL 12)

Capital Planet in

system: VOID I

(TL12)



Population: Unknown (estimated 35% humanoid, 40% VOID, and 25% other)

Notable Languages: Common, Infernal (Programmed Language of the VOID)

Uncommon Languages: Any (All races from *Monster Manual I, II, and III* exist)

Average Technology Level: 12

Most of the VOID Empire is uncharted and unknown to the other races of the Dredan realm. The VOID Empire is almost as large as the Mandorian Empire but has attained its size in less than a century. Many of the Mandorian systems have never seen a VOID and have no idea of the size of this evil empire. The VOID expansion is due to the evil scheming of their leader, Krondemek-Dredan. Krondemek-Dredan uses his fiendish powers mixed with the Dark Jusay crystals to fuel his empire and constantly attacks systems to build his army.

As the VOID Empire expands, it encroaches upon the safe trade routes on the edges of the Mandorian Empire. Civilian trade has been shutdown near the borders of the Mandorian and VOID empires because the Mandorian military does not want the VOID to acquire any more supplies and technology to assist them in the expansion of their empire. The border systems on the Mandorian Empire pay extremely well for brave civilian merchants to bring them the supplies they need to keep their operations running. It is a very dangerous endeavor but offers high contracts to anyone who is brave enough to risk losing their starship to the VOID.

In every system in the VOID Empire there is a struggle for power. These systems constantly wage war against the VOID and against themselves as evil creatures try to

attain power either to fight with the VOID or fuel their own evil designs. Many of these systems are able to rise to power unnoticed because of the battles between the VOID and the Mandorians. Good aligned creatures either hide or are constantly fighting in the VOID Empire for survival and are constantly trying to be assimilated into the VOID army.

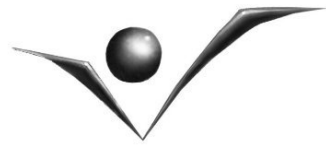
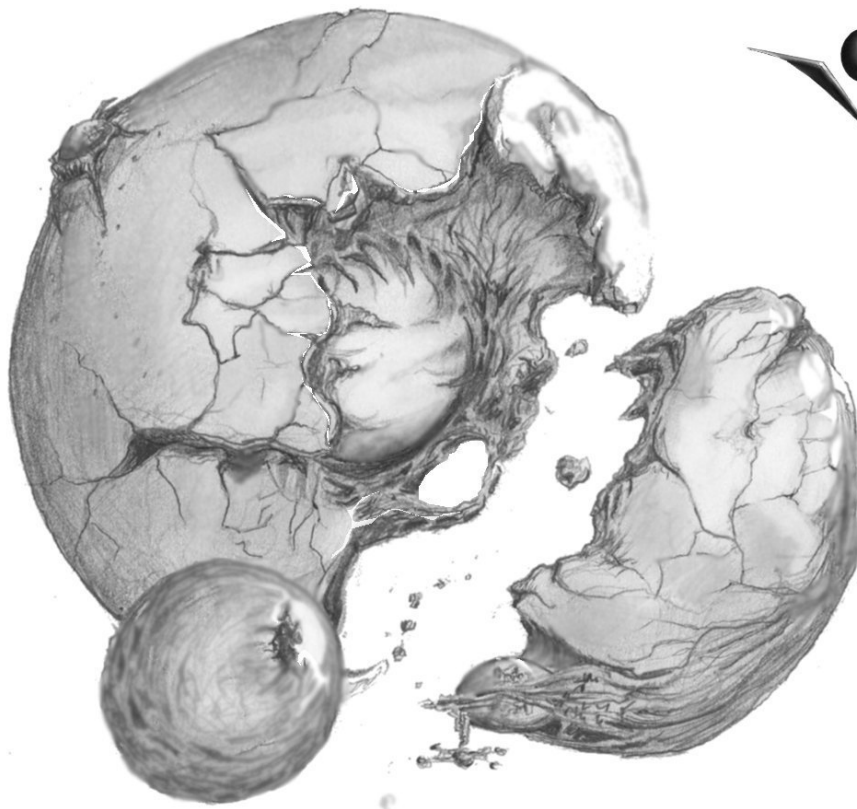
The Mandorian Space Armada pays large amounts in Jusay crystals for information and intelligence about the VOID Empire.

Accurate star charts are a valuable

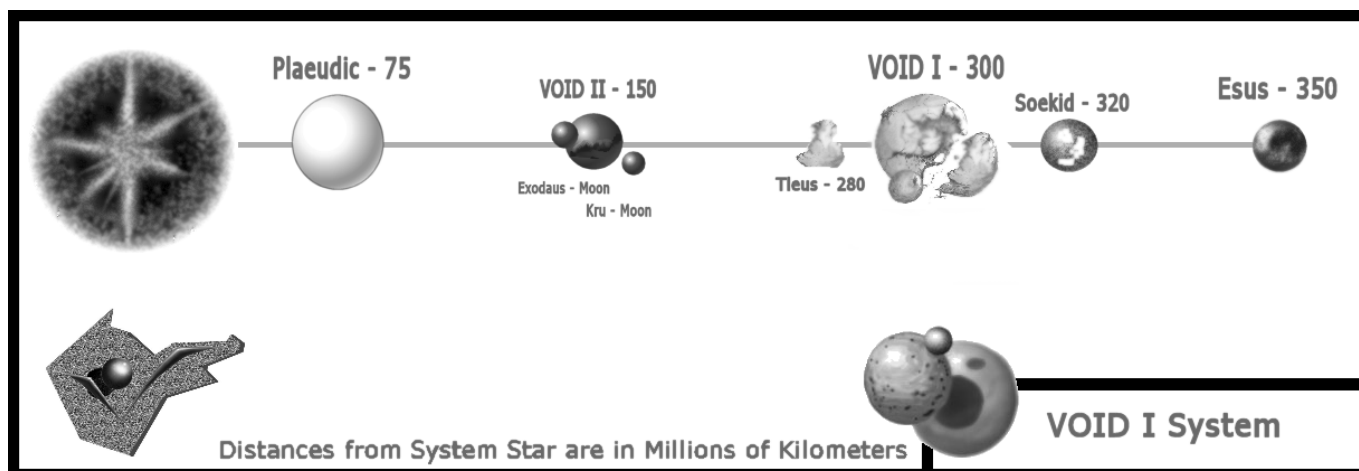
commodity that can be sold at a very high price.

VOID Empire Systems

There are several systems under the control of the VOID Empire and this control is expanding at an alarming rate. Most of the systems near the center of this empire lack significant water sources and have atmospheres bordering on deadly to living creatures. The Mandorian Space Armada has designated areas of the VOID Empire



Void I



bordering the Mandorian Empire a war zone, and has labeled it on their star maps as the Space Armada War Sector (S.A.W.S.). The systems located further from the center of the VOID Empire have less hostile environments and is where most of the population of the living VOID army reside. These systems have large amounts of humanoid syntech creatures known as Legacy Synpiots. Most of the VOID army is made up of these synpiots and these synpiots are loyal to the VOID way until they die and become a member of the true VOID race. Some humanoid races resist the infection of the VOID race and others welcome them with open arms.

VOID I System

Capital Planet in system: VOID I (Split planet)

Other planets in system: VOID II, ESUS (Gray Closest to VOID I), Plaeudic, Pleus (Grey between Void I and Void II), Exodaus (Grey near Void II closest to the dim star), Kru (Grey near Void II farthest from the dim star), and Soekid (Dim Grey).

Population: Unknown (Suspected to be mostly undead or dying)

Notable Languages: Common and Infernal (Programmed language of the VOID)

Uncommon Languages: Any Average

Technology Level: 12

The VOID I system is the hub of the VOID Empire and the main location of the VOID race. Most of the VOID's technology, research, starships and vehicles are made in the VOID I system. The VOID I system has a dying star and most of the planets in the VOID I system are dead or dying due to the sun being in its last stage. One of the main reasons of the VOID Empire expansion is to find new worlds for the VOID race to reside in. The VOID realize the limitless possibilities of the Dredan realm and seek to conquer it for themselves.

VOID researchers are concerned and watch their star continuously. Most humanoid races do not live long enough to concern themselves with stars that are dying because they never see it happen in their lifetimes. However, since the VOID race is undead, they do not have a lifespan and the dying of the star in their home system causes great concern.

VOID I (THE SPLIT PLANET)

Distance from sun: 300,000,000 km

Planetary Capital City: Mortig

VOID I is the capital planet of the VOID I system and is the home world for the VOID race. Most living pilots that ever venture to see the planet VOID I, do not live long enough to retell the corrupt state the entire planet is in. VOID I is wracked with an

atmosphere that is toxic to anything living. In the beginning of the VOID race, Kronemek-Dredan, the self-proclaimed leader of the VOID race, performed an experiment that destroyed the planet, the atmosphere, and all of the living creatures on the planet. A gateway was opened connecting VOID I to the negative energy plane and creatures were summoned through this gateway by Kronemek-Dredan. The negative energy from the creatures brought through this portal collided with one of the largest known Jusay deposits erupted in a violent reaction. The reaction caused an eruption deep in the planets core severing the entire planet in two. The planet was split, the atmosphere was split and anything that was alive on the planet died a horrid life evaporating death, only to rise again in undeath. VOID I has the largest concentration of undead in the realm other than the inhabitants of the systems known as the Three Sisters and the Gour hole. The dual atmospheres on VOID I are wracked with violent energy storms. The planet evaporates life itself as fast as it attempts to grow it.

The capital city of VOID I is Mortig. Mortig consists of a population of over 1,000,000,000 undead and negative energy creatures. The forces of the VOID army control most of these creatures. Mortig itself is a gigantic citadel that sits on a gigantic platform that moves over the surface of VOID I. Kronemek-Dredan himself controls where the citadel moves. The Mortig citadel can be spotted by starships in orbit around VOID I easily, and looks like a gigantic red eye glaring into the heavens. Mortig has little defensive capability compared to Mandorian cities of the same size. The violent and harsh atmosphere is defense enough against any pilot not trained in how to maneuver the storms. Only the VOID know how to approach and land on the surface of VOID I.

As the VOID Empire expands, more and more VOID leave VOID I, looking for new systems and planets to infect. VOID I is still

mined by the VOID army for the rare Dark Jusay crystals that formed during the violent reaction that split the planet. The VOID race depends on these dark crystals for the negative energy they emit to power their technology.

VOID II (THE RED WASTELAND)

Distance from sun: 150,000,000 km

Planetary Capital City: Daath Lurk (Future system capital city)

VOID II is a gigantic stretch of red wasteland devoid of water and living creatures. VOID II is the future site of the VOID Empire base of operations and currently maintains several star ports and shipyards used to build and maintain the VOID fleet. VOID II has an immense supply of metal that is constantly mined for the building of starships and vehicles utilized by the VOID army. VOID II has an immense chasm miles deep that runs along the equator of the planet filled with rich Jusay deposits. The atmosphere on VOID II is breathable but is filled with winds that whip across the surface of the planet picking up and reorganizing the red dust that permeates its entire surface.

The planetary capital city Daath Lurk is the center of operations for the research and building of the VOID army. Daath Lurk has a population of over 30,000,000,000 creatures and spans the entire western hemisphere of the planet. All of the VOID Incubator class starships (Bio-Research Centers) are constructed by the star ports orbiting VOID II. Due to the Mandorian Empire's resistance and destruction of several of the Incubator starships, the VOID are building more shipyards in several of the systems around VOID I. VOID II is the main center for the Creature Reavers and they have an entire city called Reav located on the opposite side of the planet from Daath Lurk. This is due to the power struggle between the Creature Reavers and the Dredan Knights.

Both classes in the VOID army are constantly vying for power and advancement in their rank in the VOID army. Currently Krongemek-Dredan relies heavily on his powerful Dredan Knights to be his generals. However, his confidence wanes as the Creature Reavers master their art and continue to create powerful pets.

ESUS

Distance from sun: 350,000,000 km

Planetary Capital City: Peseuxid

The planet Esus is a cold dead planet that contained many civilizations in its past. Esus at one time was a beautiful planet with oceans, lakes, rivers and vast mountain ranges. However with the sun dying, the planets atmosphere became tainted and cold and slowly killed the inhabitants of the planet. Throughout Esus are large ruins filled with untold riches from long lost civilizations. The atmosphere on Esus is breathable but has a slightly poisonous tinge. This poison slowly seeps into the systems of a living organism freeze drying it from the inside out. With proper filtering equipment or spells the atmosphere is breathable.

Peseuxid is the capital city of Esus and is a major research facility for the VOID where countless “cattle” (the VOID term for slaves) are used as experiments for the purposes only the VOID know. Peseuxid resides on a 100 mile plateau overlooking a dried up ocean and has a population of over 1,000,000 VOID and cattle.

PLAEUDIC (COLD WHITE DWARF)

Distance from sun: 75,000,000 km

Planetary Capital City: None

Plaeudic is not a planet in the VOID I system, but more like the cause of the system’s death. Plaeudic is the size of VOID I, but has the density of the sun in the VOID I system. Plaeudic continually pulls matter

from the systems sun degenerating it. Eventually the VOID predict that this will result in a supernova. Plaeudic’s temperature is too hot to colonize even though the VOID suspect that the entire mass of Plaeudic’s core is nothing more than pure crystal. The VOID have sent many science expeditions to Plaeudic which have met disaster as their ships were pulled into the cooling white sun.

SOEKID

Distance from sun: 320,000,000 km

Planetary Capital City: Daus

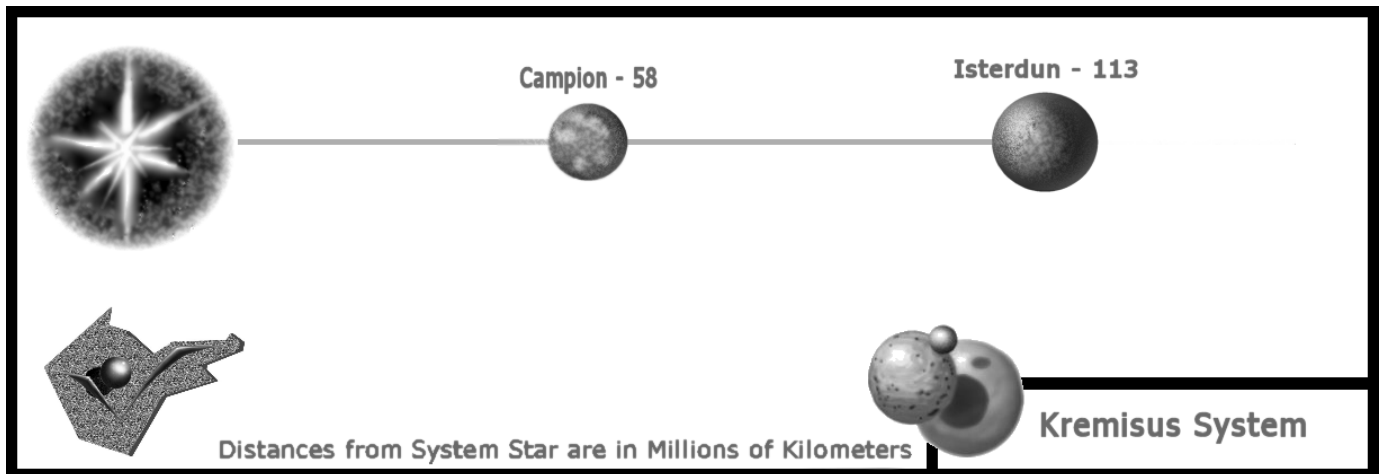
Soekid is another uninhabited planet in the VOID I system even though it has an atmosphere capable of supporting life. Much of the Legacy Synpiot training takes place on Soekid. Soekid has a few small oceans, which still support life, and the rest of the planet is desolate and barren. The VOID use Soekid as a training ground for the VOID army. Generally when a Legacy Synpiot advances a level, and resides in the VOID I system, he is transported to the VOID training city of Daus. After spending a few months on the surface of Soekid the VOID deem the Legacy Synpiot of advancement and begin the Bio-Cycles and upgrade of his abilities.

Daus has walls that reach over 300 feet into the air. These walls are present to protect the city from the creatures that reside on and under the surface of Soekid. Gargantuan and colossal size worm-type creatures roam looking for any type of prey to feed on. These worms are only a few of the monstrous creatures that exist in this deadly wilderness. It is suspected that there are a few civilizations of barbarians that roam the wastelands of Soekid and use the worms for protection and transportation.

EXOD AUS (PLANETARY MOON)

Distance from sun: 150,000,000 km

Planetary Capital City: Kainan



Exodaus is one of the two moons that orbit VOID II. Exodaus has a complex system of outposts and towers that are meshed throughout its surface. These outposts and towers house large energy weapons and are used as the primary defense system for VOID II and its star ports. Exodaus has no atmosphere or gravity.

Kainan is the capital city of Exodaus and is the main facility that controls all of the remote outposts and towers. The population of Kainan is all VOID since they do not need to eat or breathe to sustain themselves. Kainan has an estimated population of 50,000 VOID.

KRU

Distance from sun: 150,000,000 km

Planetary Capital City: Inan

Kru is the second of the two moons orbiting VOID II and has more mass than Exodaus. Kru consists of several outposts and towers much like Exodaus with one exception. The capital city of Kru also contains one of the largest harvest containment facilities in the VOID I system. Most of the population of Inan is prisoners harvested by the VOID army and are awaiting the details of their fate. A few of the fortunate prisoners may not live but rise again to serve as a member of the VOID race.

TLEUS

Distance from sun: 280,000,000 km

Planetary Capital City: Suka

Tleus is another dead planet located in the VOID I system that has no life or atmosphere. Tleus's capital city called Suka exists on a large deposit of Dark Jusay crystals. VOID scientists believe that Tleus was a piece from VOID I that was hurled into space when the planet split. This mass was captured by the planetary pull of VOID II and has remained captured and orbiting the planet. Tleus is one of only a few planets that can boast of large deposits of natural Dark Jusay. The rest of the Dark Jusay is created by the VOID using Jusay crystals.

KREMISUS System

Capital Planet in system: Campion

Other planets in system: Isterdun

Population: Unknown, mostly efreet, fire subtype humanoids and elementals

Notable Languages: Common, Infernal (Programmed language of the VOID), Auran, and Ignan

Uncommon Languages: Any

Average Technology Level: 12

The Kremisus system was the first system controlled by the VOID Empire when they started expanding their territory. Kremisus is

a highly populated system and is one of the major suppliers of troops for the VOID army. The planets in the Kremisus system are closer than average to their sun and have an average temperature of 50 – 60 degrees warmer than the planets in the mild Mandor system. Since the realm of Dredan is closely tied to the elemental planes, the system of Kremisus would be known as the fire system.

CAMPION

Distance from sun: 58,000,000 km

Planetary Capital City: Sespoul

Campion is the closest planet in the system to its sun and has a fiery surface with hot sands, lava lakes, and vast granite and basalt mountain ranges. The inhabitants of Campion are mostly immune to heat and fire and live comfortably on the surface. The average technology was TL 3 when the VOID first invaded Campion. Since the takeover, the rulers of Campion have seen the advantages the VOID offer their world and eagerly join the VOID Empire.

Krondemek-Dredan knows the Grand Sultan of Campion and often trades technological secrets for magic based fire secrets from the Grand Sultan and his advisors. The Grand Sultan resides in the capital city of Sespoul and has a large following of efreet and elementals. The only Jusay that has been discovered on Campion is the red colored Jusay crystals. Even though the red crystals do not have as much power as some of the other colors, the amounts of red Jusay crystals on Campion is astronomical and the Grand Sultan uses this in his favor. With the help of Krondemek-Dredan the Grand Sultan is using his own slave labor and resources to build an allied fleet of starships to assist the VOID in their quest for total domination.

The atmosphere on Campion is harsh but breathable and has a high mixture of sulfur

that can be deadly if ingested for long periods of time.

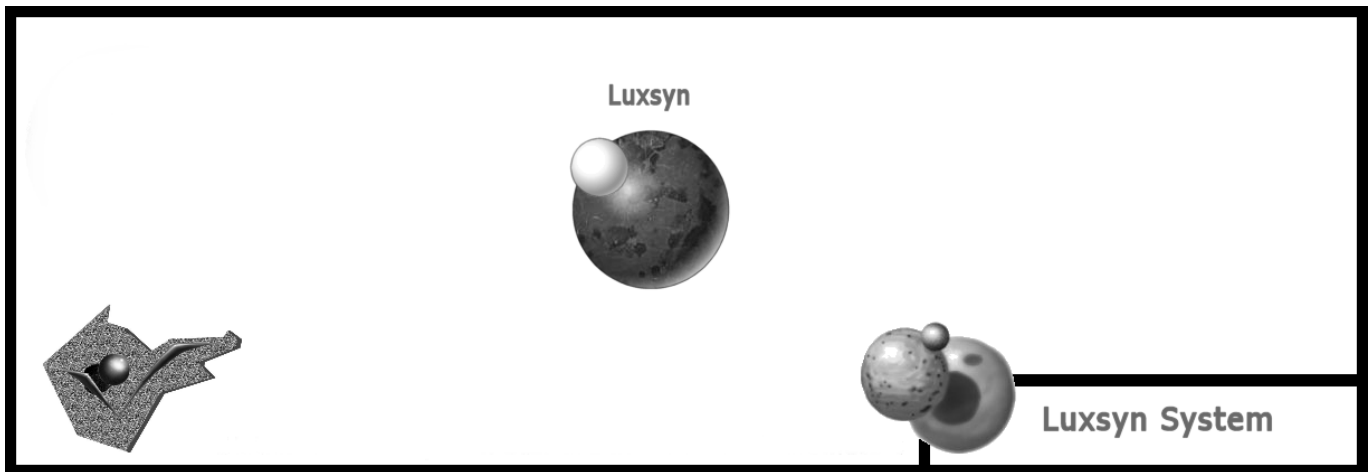
Sespoul resides in the middle of the largest active volcano on the planet. The volcano has a crater more than 50 miles in diameter and in the center of it is a gigantic plateau rising 500 feet into the air. This plateau is accessible only by flight or the single obsidian bridge that spans the distance of the volcano to the craters edge. Along the base of the mountains are several smaller cities full of the slave labor that the Grand Sultan uses to mine the precious crystal he needs to fuel his latest designs given to him by the VOID army. The Grand Sultan is loyal to Krondemek-Dredan for now, at least until he can build a sizeable fleet big enough to protect himself if he ever decided to build his own empire.

ISTERDUN

Distance from sun: 113,000,000 km

Planetary Capital City: Tro

Isterdun is another one of the red planets in the Kremisus system and has an atmosphere that is milder in comparison to Campion. Isterdun has more of the humanoid population in the system due to its atmosphere. Most of the humanoids are still fire related but have forms that closely resemble humans. Isterdun has a few smaller bodies of water on its surface and sustains a minimal amount of vegetation. This vegetation survives in the hot environment and can thrive on little or no water for long periods of time. Since the presence of the VOID in the Kremisus system, Isterdun has been harvested for cattle for the VOID army. There are a few major clans of efreet on Isterdun just like on Campion, but these clans are not as easily swayed by the VOID since most of their slave labor has been taken by the VOID army. The main efreet clan on Isterdun lives in the city of Tro named after the noble Efreeti Lord Trojanatheken.



Lord Tro resisted the VOID presence at first until he had a meeting with Krondemek-Dredan and seen the advantages the VOID have to offer his clan. Once Krondemek-Dredan showed him the evidence of this and the images of the Grand Sultan on Campion, Lord Tro has begun to work with Krondemek-Dredan to improve his own clan's status with the VOID. The only advantage Lord Tro has over the Grand Sultan is that the sources of Jusay crystals on his planet are not only the red Jusay crystal but also some rare large class A Jusay deposits. Krondemek-Dredan has not told him the importance of these crystals and shares little technology information with Lord Tro until he knows he can be fully trusted.

Tro is the planetary capital city of Isterdun and consists of 12 major districts. Each district is headed up by a noble Efreeti who reports directly to Lord Tro. These Efreeti are the generals and spies for Lord Tro and provide the major slave labor for the mining of the Jusay crystals that Krondemek-Dredan demands. It has not been verified, but Krondemek-Dredan may be working on research to turn Efreet and elementals into members of the VOID race. Lord Tro's appearance is forever changing as Krondemek-Dredan continues his experiments on his loyal follower.

LUXSYN System

Distance from sun: None

Planetary Capital City: None

Capital Planet in system: Luxsyn (White Dwarf Star)

Other planets in system: None

Population: Uninhabited

Notable Languages: None

Uncommon Languages: None

Average Technology Level: 0

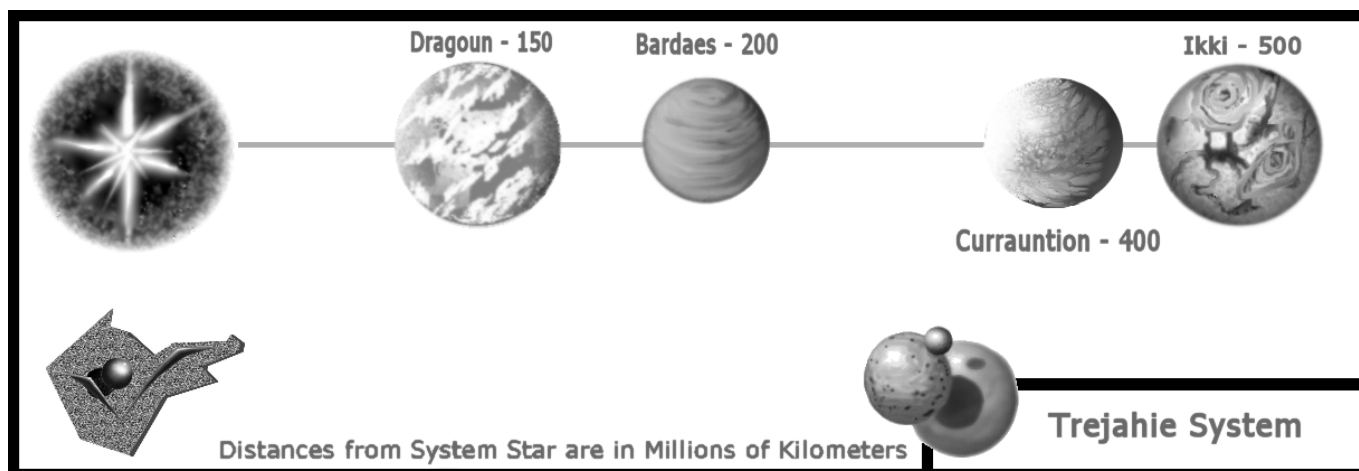
The Luxsyn system is not really a system but more a single star adrift in space. The Luxsyn system has no sun but does have a single gas giant satellite orbiting it.

LUXSYN (THE METAL STAR)

Distance from sun: None

Planetary Capital City: None

Luxsyn is thought to be one of the oldest stars in the realm. Luxsyn has a mass similar to the stars in the realm but is similar in size to the planets that revolve around these stars. For these reasons, Luxsyn is suspected to be a super cooled white dwarf star, and the gas giant was the collection of nebula that were emitted when Luxsyn destroyed its sister star. Luxsyn originally was not located where it currently stands, but was thought to come out of the Black Rock region of the realm. VOID scientists guess that the Black Rock



region is the result of what happened to the systems that were destroyed when their star or stars went supernova. Luxsyn was hurled away when these system stars went supernova protecting it from destruction. Since the density of Luxsyn is so great, the VOID predict that it is filled with almost every known mineral, including all the classifications of Jusay crystals. Luxsyn's temperature has cooled down enough for research teams, but the VOID are still experimenting with the technology to deal with the high gravitational pull by this tiny dense star. This research is one of Krondek-Dredan's highest priorities due to the valuable minerals he can pull from this star.

TREJAHIE System

Capital Planet in system: Dragoun (Green)

Other planets in system: Currauntion (White), Ikki (Red), and Bardaes (Gray).

Population: Estimated 20,000,000,000 (55% monstrous humanoid, 44% humanoid, 5% dragon, and 1% Felonian)

Notable Languages: Common, Infernal (Programmed language of the VOID), draconic, any monstrous humanoid, and any known humanoid.

Uncommon Languages: Any

Average Technology Level: 3

The VOID consider the Trejahie system theirs, however a more accurate depiction would be the VOID own the space around each of the system's planets. The VOID are building more star ports in orbit of the planets within the Trejahie system because of the mass resistance they have encountered on the surface of each of these planets. Even though the VOID have met great resistance in this system, they still have had great successes harvesting cattle from these planets. The Trejahie system is a major supplier of slaves and synpiots that the VOID army use in their conquest.

DRAGOUN (DRAGONWORLD)

Distance from sun: 150,000,000 km

Planetary Capital City: Goddragon

Dragoun is the planet that has caused the VOID the highest losses since the start of their empire's expanse. Dragoun is a gorgeous planet that resides in the perfect habitable zone of the system's sun. Dragoun has polar ice caps, jungles on its equator, and many regions with four seasons throughout its surface. As simple as the civilizations seem from a first glance, the VOID over estimated their power with technology in relation to the dragons that rule the planet. The sheer power of the dragons destroyed thousands of VOID before they were able to retreat to the stars. Since the first invasion of

VOID forces, the ancient protectors of Dragoun have resisted any infection and infiltration of their planet's surface. The dragons began studying the VOID infection and began using their magical abilities to detect and thwart any attacks upon the areas of the planet they control. Dragoun is a favorite spot for VOID Creature Reavers to recover new pets for their experiments. It is very seldom that a Creature Reaver escapes the planet's surface with anything older than a mature wyrm. It has also been a big mistake for the Creature Reaver to return with his newly created pet to retrieve more because the dragons know they are coming and most of the time they will find a way to bring back to life their fallen comrade. The VOID now take raids on the planet's surface seriously and seldom go unprepared.

The capital city of Dragoun is known as Goddragon. Goddragon is a gigantic mountain range nestled in between two major oceans that houses most of the good aligned dragons and millions of elves, gnomes and dwarves who work along side of the dragons to help keep their planet safe. Since the VOID invasion, the good and evil dragons have aligned to fight against the common threat to their world. Some evil dragons have gone willingly with the VOID to seek alliances in hopes of studying this new race and the advantages they bring.

BARDAES

Distance from sun: 200,000,000 km

Planetary Capital City: Skulskel City

Bardaes was the first planet in the Trejahie system to fall under VOID control. Most of the planet is lacking in vegetation and water. The real population of Bardaes is under its barren surface. Humanoid civilizations encompass the entire underworld region of the planet and have been battling each other for centuries for control of the subterranean domain. When the VOID landed they had

little resistance on the surface so they began setting up outposts around the Bio-Research Centers to defend them while the infestation began. The VOID soon found a complex cave system that went deep into the surface of Bardaes where they began exploring for Jusay crystals. The civilization they stumbled across first was a major dark elf city in the middle of four giant Jusay crystal veins. The dark elves began watching the VOID silently in the shadows as they mined and occasionally harvested any lifeform that came too near to their camps. The dark elves studied this new magic that these creatures brought and longed to have this magic for themselves. The dark elf civilization staged an ambush on the largest of the VOID mining camps and captured the Dredan Knight that was in charge of the entire planetary infestation. Witnessing the sheer power of this single undead abomination the dark elves interrogated the Dredan Knight to no avail. On the last night of the interrogation the Dredan Knight escaped but did not run from the dark elves, he merely stood there requesting in his native language of infernal to speak to their leader. In front of their leader he requested his staff and promised a great alliance and power for them to take over the rest of the population on the planet. The dark elves agreed and he grappled the dark elf priestess to the ground and let the power of the darkness of his staff suck her into unlife. When the dark globe disappeared, the other high priestesses watched their leader stand, an undead creation, at the side of their new master. In the last two decades the VOID have turned all the houses of these dark elves into VOID and they are now beginning to assault the other underground races of the planet. Presently, with the sheer number of VOID crawling around in the cave systems underneath Bardaes, the planet has been mostly turned over to the VOID and they have built a gigantic city on the surface with

mines and plants used to process the precious Jusay they retrieve from the depths of the caves. The VOID use Skulskel as a rendezvous point for their forces to stage attacks on the other planets of the system. The Felonians have saved a few smaller clans of humanoids from VOID control enough to mount a small resistance on the planet in hopes of saving it from becoming another one of the dead worlds known throughout the VOID Empire.

CURRAUNTION

Distance from sun: 400,000,000 km

Planetary Capital City: Askern

This cold planet has a very slow revolution about its axis and orbit around its sun. This slow revolution brings violent meltdowns of the ice in the summer and hard freezing winters. The summers on Currauntion bring an abundance of life for about 4 months out of its 24 month cycle around the sun. The other 20 month cycle is blasted by freezing cold winter storms. These storms are so inclement that during some cold seasons they encompass the entire planet with enough cloud cover that a 4 month warming season is skipped. Almost the entire population of Currauntion consists of cold-based creatures or barbarian humanoid tribes that wander its surface following the summer as it moves across the planet.

There are large mountain ranges that exist all over Currauntion with gigantic valleys in-between. In these mountain ranges live many clans of giants and large monstrous humanoids. The VOID use this planet to harvest the more powerful Synpiots they want to train.

IKKI

Distance from sun: 500,000,000 km

Planetary Capital City: Quintepian

Ikki's surface is misleading if you are viewing it from orbit. The entire surface has a red haze to it due to the caustic atmosphere and environment. Ikki is wracked with acid and static storms, and its surface is extremely cold. The atmosphere of Ikki is not made of air, but of several toxic gases that constantly react with each other. Even the VOID have trouble existing on this planet for too long due to the atmosphere's corrosive nature to metal. There is however, a distinct race of humanoids that dwell on the surface of this harsh planet.

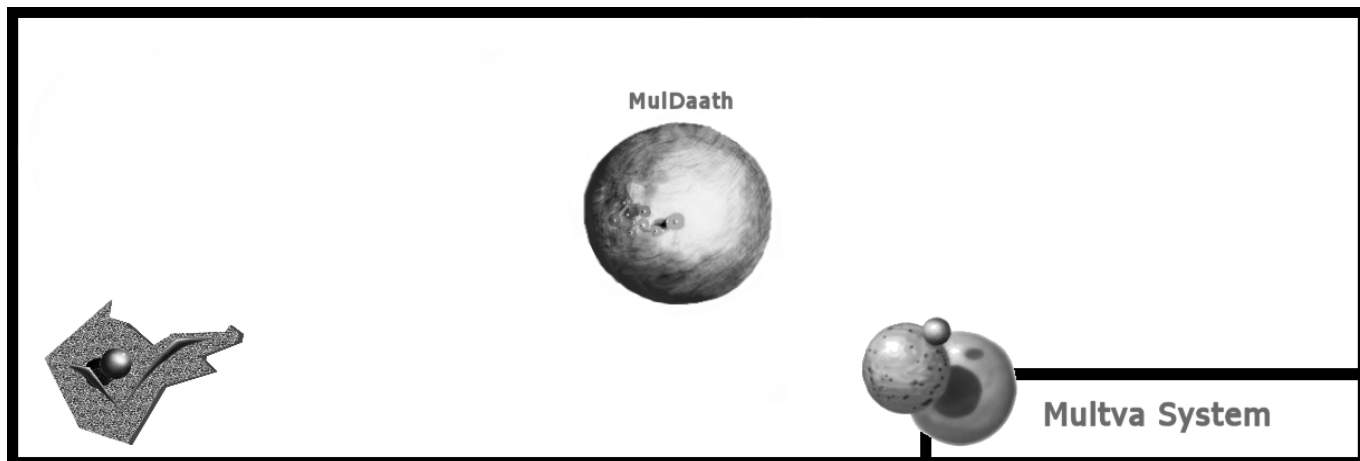
Quinteps are known only to live on this one planet and have existed without outside interference until now. Quinteps have five long legs and a hard carapace of body plates covering their entire exoskeleton. Quinteps are immune to all forms of acid and need to breathe the acidic gases to maintain their highly corrosive body systems. The VOID have failed in their experiments so far to convert the Quinteps over to their race, primarily because their blood corrodes and destroys any syntenetic attachment they try to install on their exoskeleton. Quinteps can use their blood and mix it with the soil of Ikki to create a strong resilient substance that they use to create almost anything they need to support their day-to-day life. Quinteps are purely cannibalistic in nature and eat the weak of their race for sustenance. For this reason the Quinteps never grow in numbers more than a few million on the surface of Ikki. The VOID continue to research a syntenetic material mixed with Dark Jusay, using the soil and blood of the Quinteps to create a successful Bio-Cycle process for this race.

MULTVA System

Capital Planet in system: MulDaath

Other planets in system: None, single planet system

Population: Estimated 20,000,000,000 (mixed population)



Notable Languages: Common, Infernal (Programmed language of the VOID), any monstrous humanoid, and any known humanoid.

Uncommon Languages: Any

Average Technology Level: 12

The Multva system lies deep within the Black Rock region of VOID space, and the only access to the system is through one highly patrolled open channel of free space that leads in and out of the Black Rock. Multva has one single dead planet called MulDaath that has existed for billions of years. It is suspected that the supernovas that created the Black Rock region also destroyed the life on MulDaath.

MULDAATH (PRISON AND HARVEST PLANET)

Distance from sun: No sun in the system

Planetary Capital City: None

MulDaath has the largest population of creatures in the VOID Empire. MulDaath is the primary drop off and recovery point for the VOID Bio-Research Centers. MulDaath has thousands of miles of airlocks and open caverns used to hold the mass amounts of cattle the VOID armies harvest for experimentation and conversion. Most of the population of MulDaath is Synpiots and captives. The VOID is the third most populated race on the planet. MulDaath has

thousands of cities that hold, maintain, and perform the Bio-Cycles much like the Bio-Research Centers. MulDaath Bio-Research Centers are not mobile. The rest of the planet is devoid of life, atmosphere and gravity. If the captives escape they have nowhere to go. MulDaath always has at least two “Genocide” class starships orbiting the planet either offloading “Incubus” Class starships (Bio-Research Centers) to the planet or recovering newly emptied Bio-Research Centers. Due to the poor conditions of the tunnel and airlocks of MulDaath, 30% of the cattle never make it to the Bio-Research Centers, they either die of starvation, disease or cruelty. Once a captive becomes a Synpiot, then they are escorted out of the prison tunnels and airlocks to the Bio-Research Centers. Many times the captives realize that the only way they can survive is to start the conversion process to become a member of the VOID race.

ATIAN System

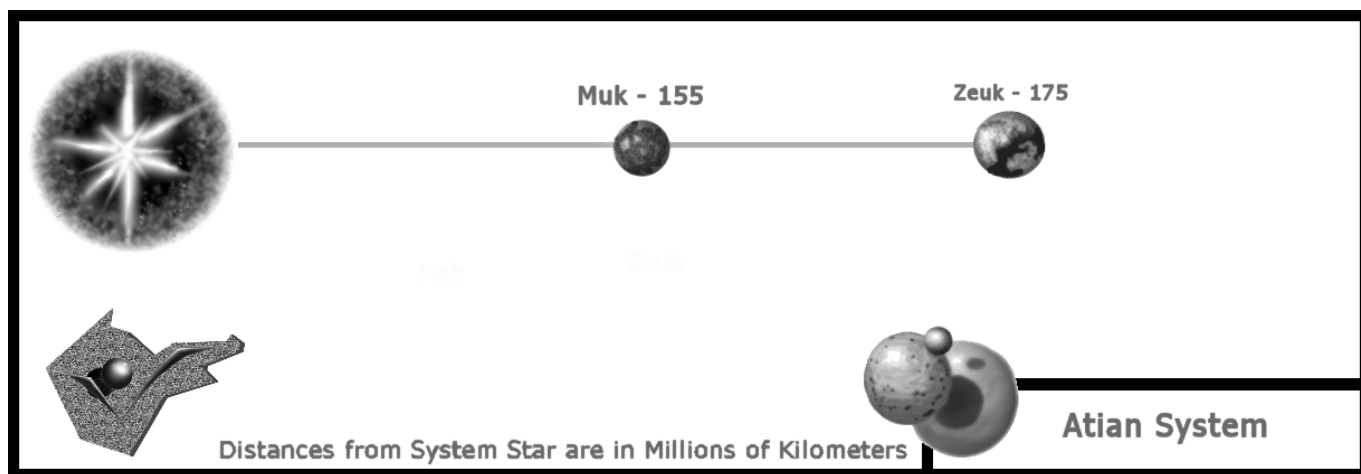
Capital Planet in system: Zeuk

Other planets in system: Muk

Population: Estimated 12,000,000,000 (VOID and Synpiots of any race)

Notable Languages: Common, Infernal (Programmed language of the VOID), any monstrous humanoid, and any known humanoid.

Uncommon Languages: Any



Average Technology Level: 12

The Atian system is the busiest system in the VOID Empire. VOID starships repair, outfit and offload cattle within the Atian system. The Atian system consists of two planets that reside in the habitable zone of the system's sun. Most of the races in the Atian system have been converted to VOID or are in the process of being converted. The Atian system has the largest concentration of VOID starships. Most of the starships are used for raids against the border outposts that reside on the edge of the Mandorian's territory. Atian is the prime target of the Mandorian Space Armada.

ZEUK

Distance from sun: 175,000,000 km
Planetary Capital City: Ruinoid

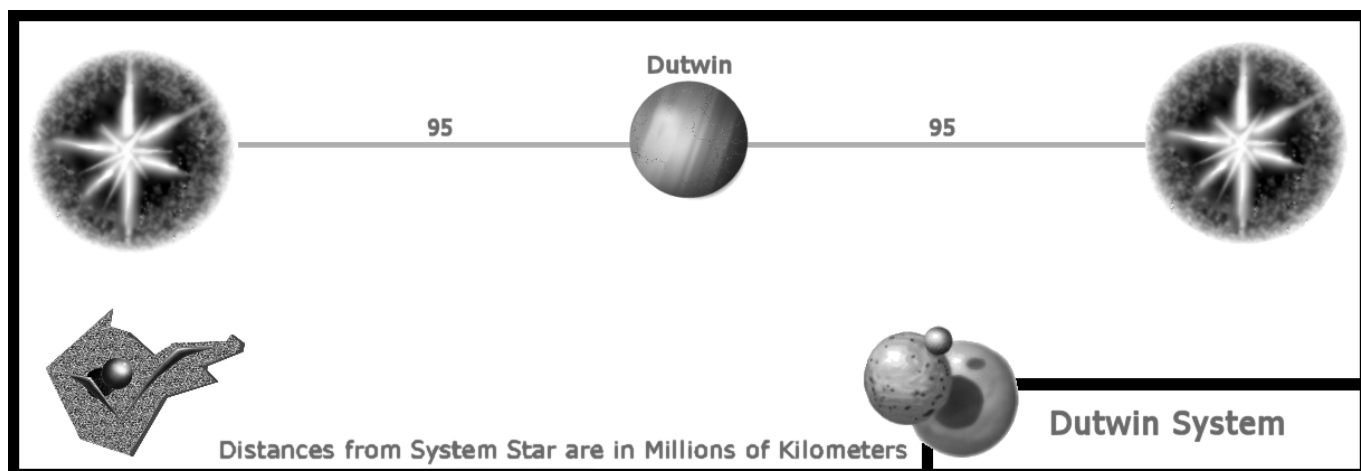
Zeuk is a planet covered with lush swamps and jungles. Zeuk has three major oceans that are connected by vast swamplands. Each of the oceans of Zeuk are actually sunken craters that bore deep into the surface of the planet. The depths of these craters are unknown, and the VOID have just begun to explore these depths for creatures to harvest. The major cities of Zeuk reside on the few remaining mountain ranges scattered throughout the planet which are the only places that you can find dry ground. Much of

the population of Zeuk has been harvested by the VOID and have either been transported to MulDaath for conversion or are Synpiots in the service of the VOID Empire running the few remaining Bio-Research Centers scattered within the cities. The largest of these cities is Ruinoid. Ruinoid was once a great dwarven civilization that lived in the largest of the mountain ranges on Zeuk. This dwarven civilization was the first race in the Atian system to be converted over to the VOID race. Ruinoid consists of over 3,000,000 VOID and almost double the amount of Synpiots. Deep within the caverns of Ruinoid the VOID have discovered large deposits of metals and Jusay crystals. The dwarves that once mined these caverns are now Synpiots that continue to do the tasks they did in life. The head VOID in charge of Ruinoid is a Dredan Knight, who was once the king of the dwarven civilization. The VOID clan of King Zeukanolor is one of the most effective VOID mining groups in the entire empire.

MUK (THE MONSTROUS PLANET)

Distance from sun: 155,000,000 km
Planetary Capital City: Dramad

Muk's surface is much like Zeuk, filled with massive swamps and muddy wastelands. Muk's population consisted of millions of monstrous humanoids and giants. Before the



VOID infestation of Muk, there were many lush jungles, mountains and savannahs. When the VOID invaded Muk, they were met with great resistance from many of the monstrous empires that populated the planet. Due to the heavy losses of the VOID armies upon landing on Muk, the VOID retreated back into orbit where they rained down thousands nuclear missiles from the 5 “Genocide” class starships that were a part of the invading force planned to infest Muk. Once the nuclear holocaust was over, the VOID then re-invaded the planet of Muk cleaning up the remaining living monsters throughout the planet’s surface. As a result of the nuclear fallout from the infestation of Muk, its surface was completely destroyed leaving behind nothing but corrosive swamps and vast barren wastelands. The nuclear radiation on Muk has dissipated enough that life on Muk is recovering. However, the scarred atmosphere and vast wastelands of Muk will forever remain a symbol of what the VOID Empire brings to the realm of Dredan; death, destruction and the bane to everything living. It is said that every druid within the realm felt a great loss the day the planet Muk died.

DUTWIN System

Capital Planet in system: Dutwin

Other planets in system: None

Population: Unknown

Notable Languages: Common, and Infernal (Programmed language of the VOID)

Uncommon Languages: Any

Average Technology Level: 12

The Dutwin system is one of the few remaining dual star systems left within the realm of Dredan. The Dutwin system is the furthest system in the VOID Empire and is of significant value to the VOID. Dutwin is used by the VOID to stage attacks on the Mia and the Mystics systems. The Dutwin system does not have any gas giants and so standard starship travel to this system is risky. The VOID are currently building out several starports and naval bases in the Dutwin system for their upcoming assault on the Mystics and Mia systems. Due to the distance from the major Mandorian systems, Dutwin has been left unbothered and is unknown by the Mandorian Space Armada.

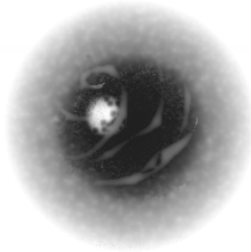
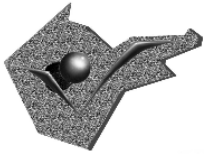
DUTWIN (NEVER-ENDING LIGHT)

Distance from the suns: 95,000,000 km

Planetary Capital City: Piestu

Dutwin is known as the planet of never-ending light, due to its stationary position between the dual suns of Dutwin system. The races of Dutwin have no concept of time due to the fact that their planet does not rotate on its axis and their planet does not have an established orbit around the suns. Each sun’s

Hemafrust



Hemafrust System

gravitational pull tugs on the planet equally keeping it stationary. The surface of Dutwin is almost completely a desert. The only reason it supports life is due to the massive underground lakes and rivers that flow beneath its surface keeping the planet's surface temperature hospitable. The VOID have conquered the many races that roamed the vast deserts, including a large sand elf civilization. What the VOID have not conquered is the complex water system beneath the surface of Dutwin. Just like Dutwin's two suns, it also has two major civilizations. The sand elves live in the deserts on the surface and the aquatic elves live in the lakes and rivers beneath the surface. The aquatic elves currently remain hidden from the infestation of the planet's surface, but they continually capture and study the new race of monsters that fall from the sky.

Piestu was once the capital city of the sand elf civilization and has a vast network of multi-storied buildings made out of a hardened sand clay mixture. The center of Piestu is filled with a massive oasis that has large lakes of bubbling water. Unknown to the VOID, these bubbling springs are the gateways to the aquatic elf empire. From these springs the aquatic elves watch the surface in horror. The elves of Dutwin have existed for thousands of years and have an alliance with the Felonians. From the springs,

the Felonians watch with their aquatic friends and carefully plan the fall of the VOID race on Dutwin. Due to the hatred of the VOID that the Felonians and the Mandorians share, several Felonian and aquatic elf ambassadors have been dispatched to the Mandor system in hopes of alerting them to the growing VOID presence in Dutwin.

HEMAFRUST System

Capital Planet in system: Hemafrust

Other planets in system: None

Population: Unknown

Notable Languages: Common and Infernal (Programmed language of the VOID)

Uncommon Languages: Any

Average Technology Level: 12

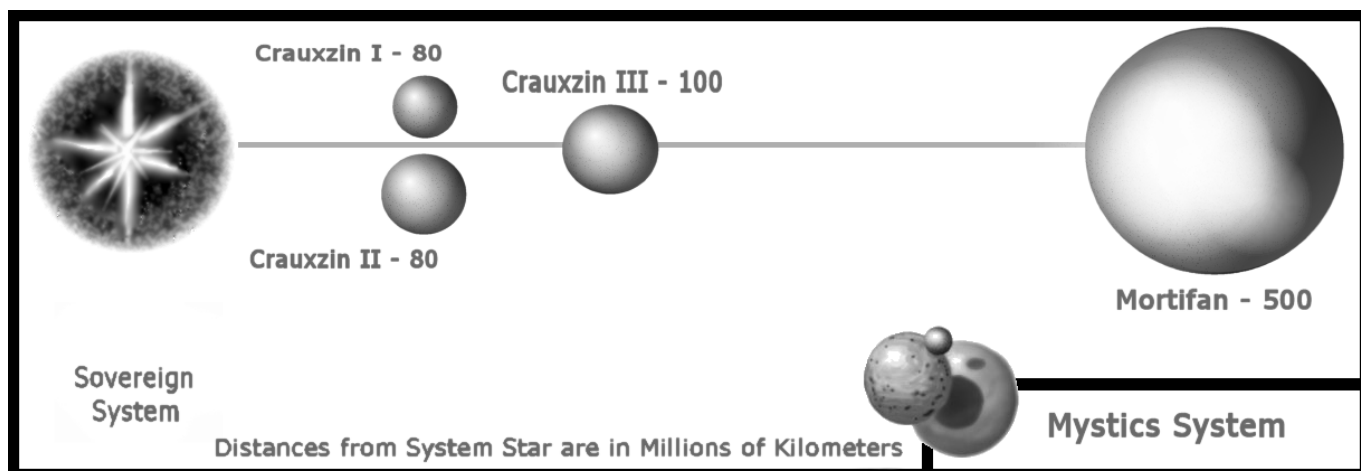
The Hemafrust system is so remote that even some of the VOID do not know of its existence. Hemafrust does however have a gas giant located within.

HEMAFRUST

Distance from the sun: None

Planetary Capital City: DroKac

Hemafrust is the only planet in the Hemafrust system and boasts very little population. It is suspected that there are large Jusay mines in operation by the VOID, but this has not been confirmed. Hemafrust has no gravity and atmosphere and does not



support life. DroKac is a single VOID city that resides on the surface of Hemafrust. DroKac is used as a center for the mining operations throughout this barren planet. It is suspected that the VOID in control of DroKac do not follow the will of Krondek-Dredan and are trying to build their own army. The VOID of DroKac have connections with the Mandorian underworld and these two groups deal with each other constantly.

Sovereign Regions of DREDAN

The Sovereign regions of Dredan are considered not a member of the VOID or the Mandorian Empires. These regions either resist against occupation or are so remote that either of these races have not made advances into these systems.

Some of the regions are just too harsh that space travel is very dangerous and is mostly avoided. The Black Rock Belt and the Gour hole are two examples of these dangerous regions.

A few of these free regions deal openly with the Mandorians and have alliances so that they can fight against the VOID Empire. Felon is an example of one of these.

MYSTICS System

Capital Planet in system: Mortifan

Other planets in system: Crauxzin I (Closest to star), Crauxzin II (VOID Controlled, Closest to Mortifans Orbit), and Crauxzin III (Farthest from Mortifans Orbit)

Population: Unknown

Notable Languages: Common, Infernal (Programmed language of the VOID), Githyanki, Githzerai and Illithid.

Uncommon Languages: Any

Average Technology Level: 3

The Mystics system is a large system that actually takes up several parsecs due to its capital planet Mortifan being so far away from the Mystic's star. The planets in the Mystics system are full of populations of humanoid and monstrous humanoids. The big difference between The Mystics system and the other non-technology planets is there are a few races in The Mystics system that has taken to the stars. Their starships look crude compared to a Mandorian vessel but these races use magic to power their ships. Some of these races even use the power of the mind. The three notable races that explore space around the Mystics system are the Githyanki, Githzerai, and the Illithids. Most of these ships are created out of wood and look similar to sailing vessels that would be in oceans, except they can fly in space. The VOID have a difficult time tracking these vessels because of their small sizes and lack of metal. These wood ships are hard to

detect with the VOID sensors. Also, these races have been able to cloak their ships with some form of invisibility so that they are undetected by the VOID. Since the power that runs these vessels is magic or psionic, the VOID or Mandorians have no way of tracking these types of vessels.

MORTIFAN

Distance from the sun: 500,000,000 km
Planetary Capital City: Tuk

Mortifan is the largest planet in the Mystics system. The VOID have taken control of Mortifan but they are not creating starports or star bases on this planet. Due to its remote nature from the rest of the VOID controlled systems, the VOID just use Mortifan as a harvest center to add troops to the VOID army. The largest harvest center on Mortifan is the capital city of Tuk. Tuk consists of over 2,000,000 humanoids and remains neutral in the battle of the Mystics system. Most of the population that had the capability of flying into space in vessels have fled Mortifan to find a new home. These refugees head towards the inner orbital planets of the system looking for find a new home. Mortifan's orbit resides on the furthest point of the system's sun inner orbit to support life, so the standard atmosphere and environment is cold and dim. It takes Mortifan twenty times as long as the other planets to orbit The Mystics star. The tiny population of Mortifan that was able to escape the planet are now discovering the other dangers within their system.

CRAUXZIN I

Distance from the sun: 80,000,000 km
Planetary Capital City: Zaus

Crauxzin I and II are the closest planets to The Mystics system star and Crauxzin I has a very hot environment. What is unique about this planet is the major race that resides on its

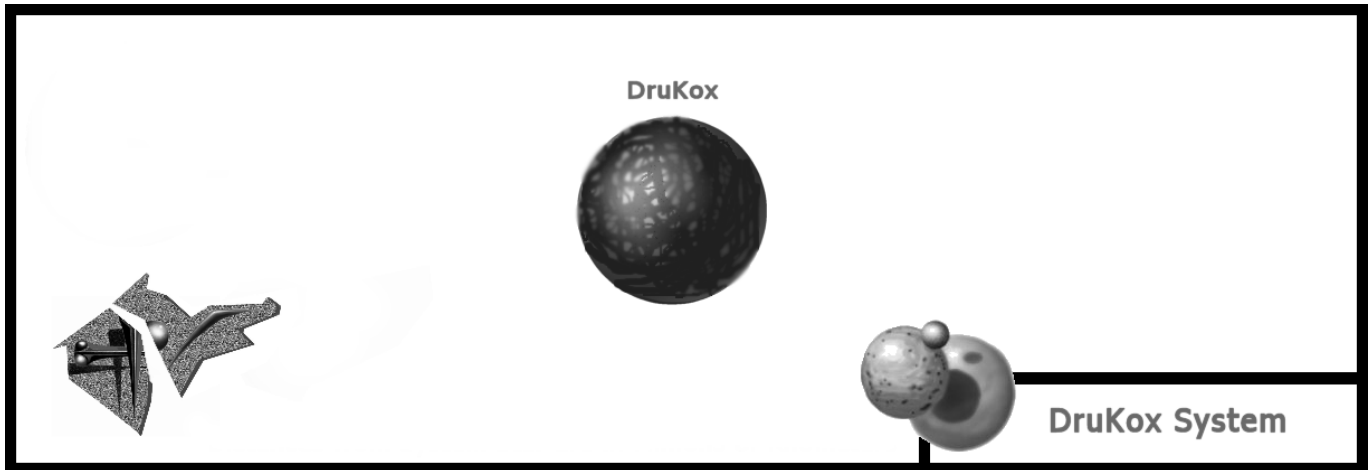
volcano and ash surface. Crauxzin I is the home of an Illithid empire that has space travel capability. These Illithids constantly battle the other known races of the system for control of the Mystics. The Illithids of Crauxzin I have had little contact with the VOID race, but when contact has been made, battle occurs. The only saving grace the Illithids have is the ability to make their ships go invisible. The VOID are not accustomed to this type of space battle so the planet of Crauxzin I still remains under the control of the Illithid civilization. There are a few other races that exist on Crauxzin I, but they remain in hiding and constantly rebel against the Illithids that swarm the planet. Zaus has the largest concentration of Illithids on the planet and resides in a large valley between the two largest active volcanoes on the planet. These volcanoes disrupt the VOID sensor scans so the VOID are unable to obtain an accurate reading of planetary life and population.

CRAUXZIN II

Distance from the sun: 80,000,000 km
Planetary Capital City: Daath

Crauxzin II is the second planet in the Mystics system to fall under VOID control. Much of the population of Crauxzin II is still fighting the VOID infestation but the VOID armies supplied by Mortifan continue to infest and harvest freely on its surface. The most notable race on the planet is a Githzerai civilization that does have space capability. Some of the Githzerai were able to flee their planet when the VOID began their invasion. The Githzerai landed on Crauxzin III where they fight against the Githyanki and the VOID for survival.

Daath is the largest VOID controlled city on the planet. There are still several large pockets of resistance against the VOID but the VOID control most of the planet.



CRAUXZIN III

Distance from the sun: 100,000,000 km

Planetary Capital City: Oid

Crauxzin III is controlled by the Githyanki race. There are many different races on this planet but the Githyanki own the most surface area and have the largest population. Ever since the VOID invaded the Mystics system, Crauxzin III has seen an influx of stragglers and refugees fleeing from them. The Githyanki are taking advantage of this fortunate situation and have captured and enslaved hundred of these ships and refugees. The largest city of the planet is called Oid and is currently under the control of the Githyanki. However, since the VOID have a solid foothold on Crauxzin II, they are progressing further their goal of controlling the Mystics system and advancing on Crauxzin III.

Crauxzin III has a mild climate, vast oceans and jungles, mixed with many towering mountain peaks. The planet has a standard rotation on its axis and orbits once around the Mystics sun every 320 days. Most of the planet except for the equator and the polar ice caps has four seasons. There are many less populated races of humanoids that live on and underneath the planet's surface.

DruKox System (S.A.W.S. Battle System)

Capital Planet in system: DruKox

Other planets in system: None

Population: 6,000,000,000 (50% VOID Empire, 45% Mandorian Empire, and 5% other)

Notable Languages: Common, Mandorian, Infernal, and Felonian

Uncommon Languages: Any humanoid or monstrous humanoid

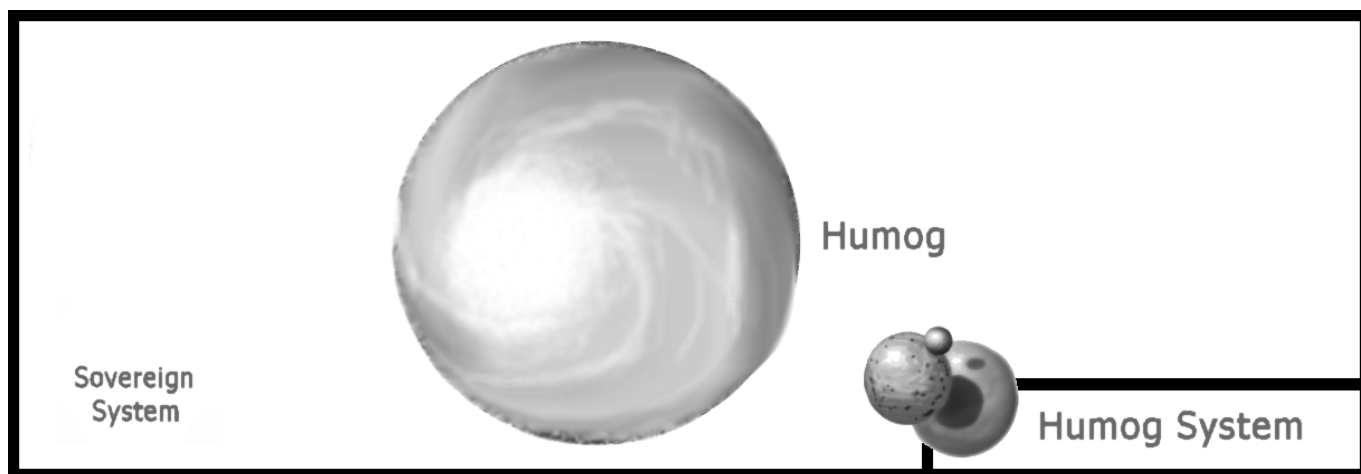
Average Technology Level: 13

Currently the DruKox system is the battle ground for the VOID and Mandorian Empire. Although DruKox resides in the Mandorian system, they have not been able to maintain control due to the frequent attacks by the VOID Empire. There are no star ports or shipyards in the DruKox system by either empire because they are destroyed before they are completed. The Mandorian outpost along the Mandorian Empire's border has been destroyed by the VOID fleet en-route to the DruKox system. DruKox has only one planet in the system that has been destroyed by the ongoing space battles around its orbit. DruKox system does have a gas giant but refueling is not suggested due to the frequency of VOID and Mandorian fleets in the area.

DRUKOX (THE RUINED PLANET)

Distance from the sun: No sun in system

Planetary Capital City: Formerly Trench City



DruKox did have life on its surface at one time. The VOID established a secret base on the surface of DruKox and tried to build a space port and shipyard that would orbit this planet. The Mandorians soon discovered activity in the system and began to scout the planet's orbit and surface only to discover a large army of VOID. Once the VOID were discovered on DruKox, the Mandorian Space Armada dispatched two fleets of starships headed up by two Armadan flagships. The VOID fleet consisted of two fully equipped VOID Genocide starships each with four Incubator starships docked on them. The Armadan starships took the VOID Genocides by surprise before they were able to deploy their Incubators.

The first Genocide was destroyed in this massive space battle. This focused Mandorian attack gave the remaining VOID fleet the time they needed to deploy their Incubator starships. With the element of surprise gone the Armadan starships received the concentrated attack of the five VOID starships. The battle was over in less than an hour with only a few of the Mandorian IPDS destroyers left over. Admiral Plistin of the second Armadan starship was the Mandorian officer credited with the destruction of the VOID fleet and had a city named after him in the Kai system on the planet of Keeb.

DruKox no longer has an atmosphere and is a completely ruined and barren planet unable to support life. The capital city of DruKox was Trench City created by the VOID, and consisted of massive trenches where the surface battles took place between the two empires.

HUMOG System

Capital Planet in system: None

Other planets in system: None

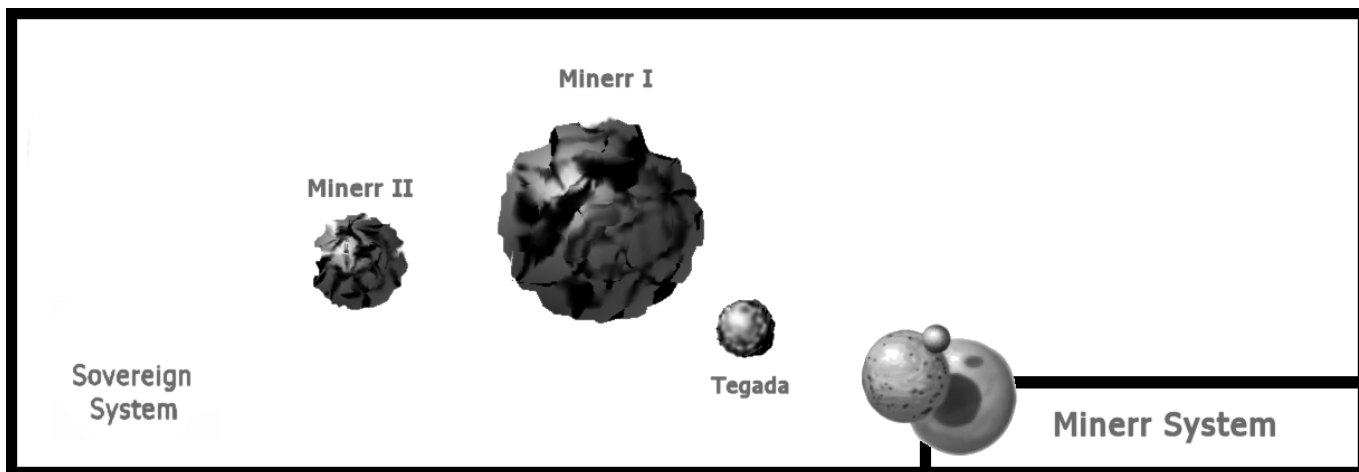
Population: Unknown

Notable Languages: Unknown

Uncommon Languages: Unknown

Average Technology Level: Unknown

The Humog system holds one gigantic planet the size of a star. This system has been unbothered by the Mandorians for centuries and the VOID see no gain in exploring the planet. Bio-Research Centers from the VOID fleet were sent to the Humog system and were never heard from again. Little is known about this distant system other than there is a small gas giant that orbits its one planet like a satellite.



HUMOG (THE LONE GIANT)

Distance from the sun: No sun in system

Planetary Capital City: Unknown

Little is known about this star sized planet except that any research expeditions sent to the planet were never heard from again. Humog sustains its own atmosphere and has light that emits from its surface. It is suspected that if there is life on Humog, they do not want to be found. The atmosphere is extremely dense and filled with cloud cover that glows a deathly grey. How the planet maintains light with no star is unknown and often a topic amongst scientists. Humog does rotate on its axis very slowly and is stationary within the system.

Due to Humog's size, the gravitational pull is immense and it is suspected that starships entering the atmosphere need at least a maneuver rating of 5 or 6 to escape the planet's gravitational pull.

Everything on the surface of Humog is gargantuan or colossal. The creatures on Humog have exceptional strength surviving an almost crushing high gravitic atmosphere.

MINERR System

Capital Planet in system: None only large asteroids

Other planets in system: None, only large asteroids

Population: 18,000,000 (50% Mandorian, 40% Humanoid races, and 10% BLU)

Notable Languages: Common, Mandorian, Felonian, and humanoid races

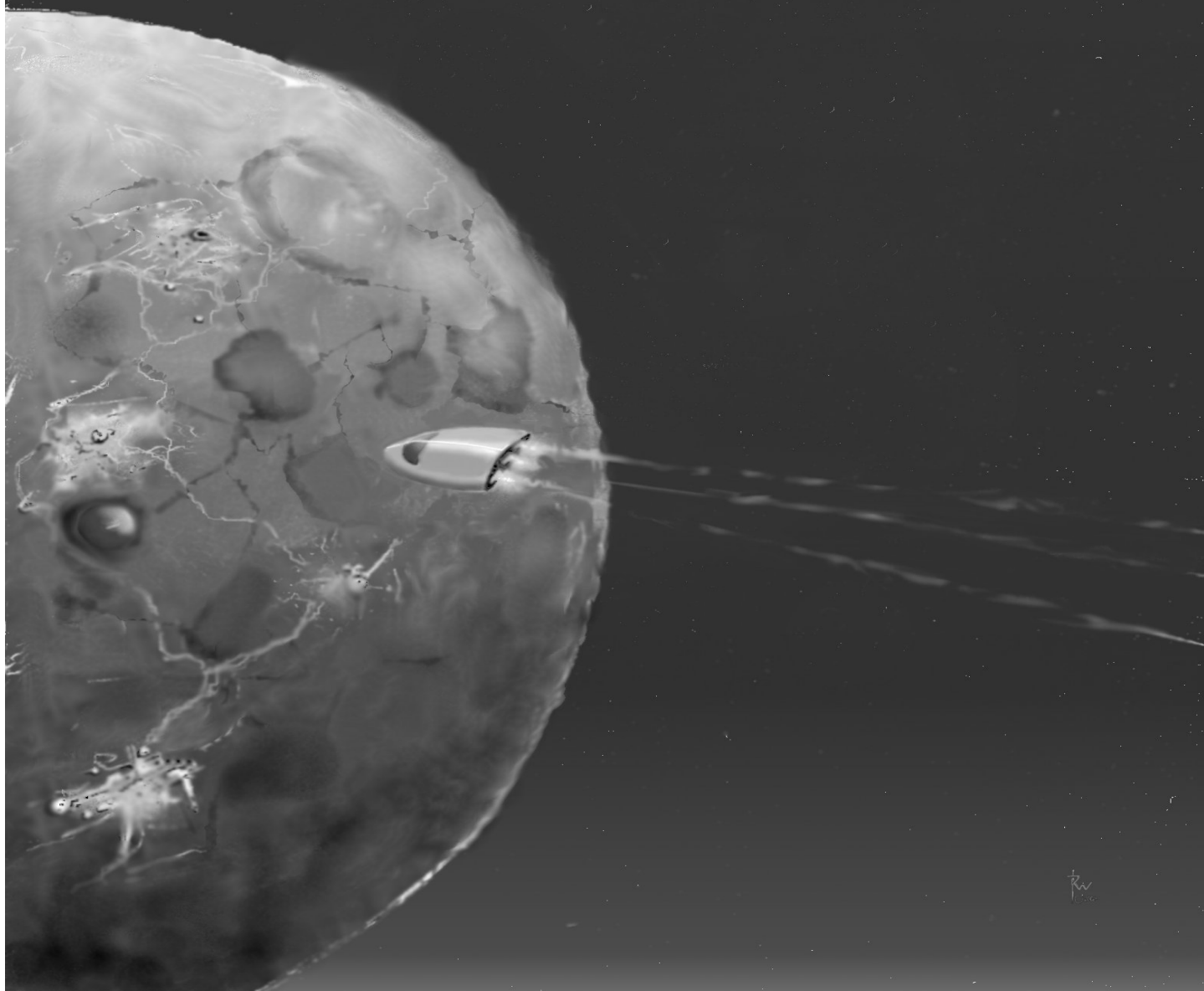
Uncommon Languages: Any

Average Technology Level: 15

The Minerr system does not have any planets and resides on the edge of the Black Rock Belt that stretches across the Dredan realm. Minerr consists of three planet sized asteroids. The Minerr system location was given to the Mandorians as an act of good faith by the Felonians. The asteroids in the



Minerr system have large deposits of Jusay mixed all throughout them and have the largest known deposits of Jusay in the realm. The Felonians released the information on the Minerr



system to the Mandorians with one clause; the Mandorians were not to control the system like they do the other systems in their empire. The Felonians wanted the Minerr system to be utilized by all the races equally in their struggle against the VOID.

Starships are unable to jump to the Minerr system because of the dangers of running

their ships into the dense amounts of asteroids in the "Black Rock" belt. Most starships have to jump just outside the systems borders and then fly to the Minerr system carefully. Travel to the Minerr system takes time and is very tedious but worth it due to the large amounts of Jusay to be mined.

MINERR I (LARGEST ASTEROID)

Asteroid Capital City: Drillgus

Minerr I is the largest asteroid in the Minerr system which has several gigantic mines scattered all over its surface. Some of the mines on Minerr I drill deep to the core of the asteroid to recover the large deposits of Jusay crystals. Many large Mandorian merchant mining houses own installations on Minerr I.

The second largest Jusay installation on the asteroid is ran by a human controlled mining house that is based out of the Curdremada System deep outside of the Mandorian Empires controlled space. These humans are extremely technologically advanced and do not employ a robotic workforce like most of the Mandorian houses, but they have thousands of dwarves that do the mining for them. The humans and dwarves of Curdremada are considering an alliance with the Felonians and Mandorians, even though they have never seen an actual VOID creature. The Mandorian BLU constantly study the dwarves from Curdremada trying to figure out how they know where to look for the large Jusay deposits. Even with their high technology they still resort to a more “arcane” approach, as they like to call it. BLU scientists are extremely interested in this “arcane” science because it bends the laws of science that they understand.

Drillgus is the largest Mandorian installation on Minerr I and supports over 4,000,000 Mandorians and their mining contingents. The entire city of Drillgus resides under the largest greenhouse in the realm. Almost every Mandorian mining house owns some property in Drillgus that is directly connected to a large Jusay deposit under the city. Mining is not allowed in the city limits of Drillgus, and the Jusay deposits under the city can be mined as long as the surface is not broken which would cause the greenhouse to fill with pollutants. Any

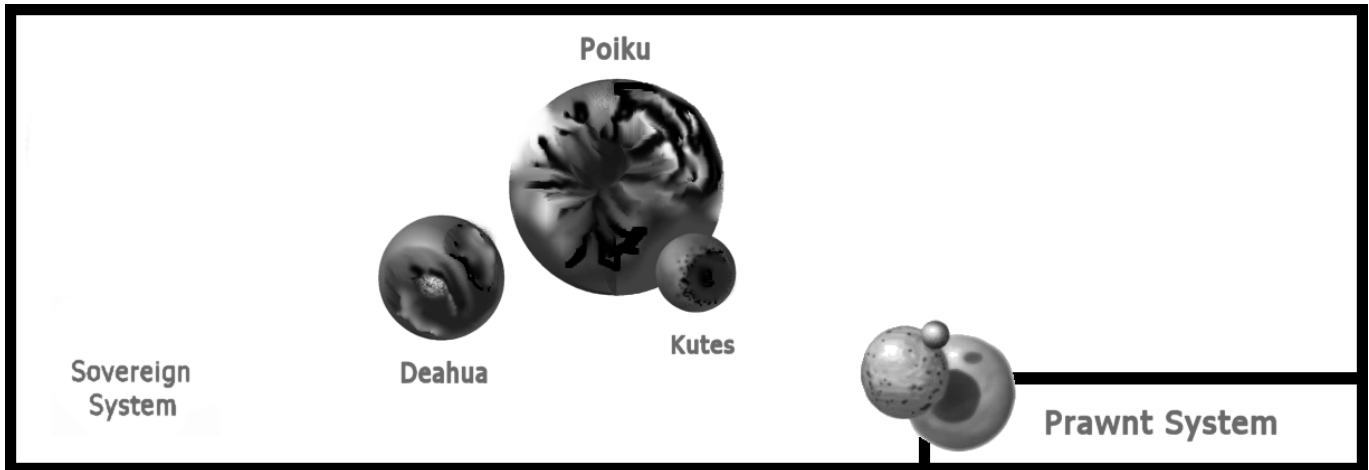
mining company caught breaking the surface of Drillgus due to the mining below lose their land and mining rights on Drillgus. These companies are then forced to leave the city to build their own installations elsewhere on the surface of the asteroid.

MINERR II (SECOND LARGEST ASTEROID)

Asteroid Capital City: Togus

Minerr II is about a quarter of the size of Minerr I but still has several large Jusay and other mineral deposits on and deep under its surface. Much like Minerr I, the Mandorian Empire has the largest city on this asteroid which is named Togus. Togus is run by the largest Mandorian merchant mining outfit in the Mandorian Empire besides the military. Due to the power and political weight the House of Togus has, they have been able to recover almost all of the Jusay they mine from the asteroid for their own use. Most of the merchant mining houses have to pay a tax to the Mandorian military for protection of their starships and the mining rights of the Jusay crystals.

The mining house of Togus is one of the only non-military organizations that have their own fleet of military starships including an “Armadan” class flagship that they purchased from the Mandorian military. The House of Togus uses this ship to protect their huge transport starships throughout the Mandorian Empire. The Mandorian military agreed to the purchase of this ship because the House of Togus signed a contract to deliver Jusay crystals to the Kai system. There has been several times where the House of Togus’s Armadan was almost destroyed by the VOID or pirates en-route from Oaud system to the Kai system.



TEGADA (SMALLEST ASTEROID)

Asteroid Capital City: Tegada Hole

Tegada has several large mining installations on it, Tegada Hole being the largest. Tegada is a lawless and very rough asteroid which contains most of the smaller merchant mining houses in the Mandorian Empire. Tegada has very few large Jusay deposits, but boasts several large metal veins spiraling deep into the depths of its core. Almost every humanoid race can be found on Tegada all looking to score a rich vein for themselves. Tegada Hole sits on top of one of the largest veins of gold and silver in the realm. Land right battles and mine claims are constantly being waged on the surface of Tegada. Tegada Hole is suspected to be run by the underworld and is monitored closely by the Mandorian military. Most of the crimes that have to do with mining reside on Tegada. Those miners that are prosecuted and convicted are sent to the prison system of Cien.

PRAWNT System

Largest planetary body in system: Poiku
Other planetary bodies in system: Deahua (Medium Body), and Kutes (Smallest Body)
Population: Unknown
Notable Languages: Unknown

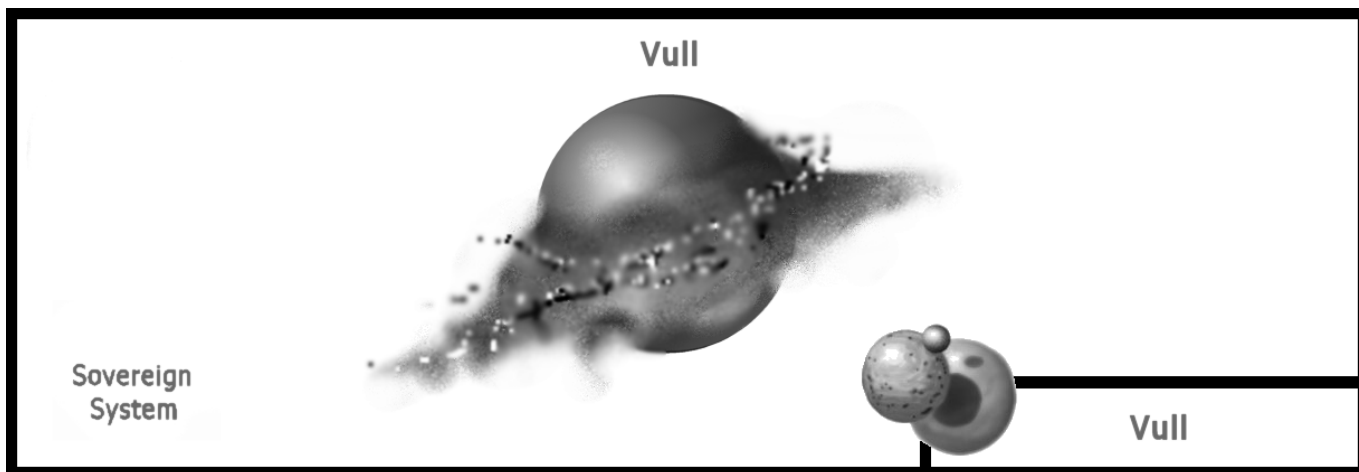
Uncommon Languages: Unknown

Average Technology Level: Unknown

Little is known about the Prawnt system other than the existence of three planetary bodies and two gas giants in the system. As far as any of the Mandorian scientists can tell, Prawnt is uninhabited and lifeless due to the absence of a star. It is suggested that the Prawnt system is what is left over after an ancient star died. However there is no evidence of a supernova and the three planetary bodies are stationary in the middle of uncharted space. It is suspected that the smallest body in Prawnt known as Kutes consists mostly of pure obsidian. The Mandorians had planned a research expedition to the Prawnt system until the VOID race was discovered. This expedition was cancelled and the starships that were ready to go to the Prawnt system were sent towards the edges of the VOID and Mandorian borders.

VULL (Miniature galaxy?)

Largest planetary body: Red Giant Star
Other planetary bodies in system/galaxy: Estimated to be over a million
Population: Unknown
Notable Languages: Unknown
Uncommon Languages: Unknown
Average Technology Level: Unknown



The Vull system is on the fringes of the Dredan realm and it is hard to calculate the size of the system. It is suggested that the Vull System is actually another miniature galaxy complete with smaller suns and millions of planetary bodies and satellites. Vull has over a thousand rings suspected to be large asteroid belts orbiting its red giant star. The distance to Vull is only estimated and not known. The red giant of Vull is over 1,000 times the size of the largest star in charted space.

FELON System

Capital Planet in system: Felon

Other planets in system: Estius

Population: Estimated 1,000,000,000 (99% Felonian, 1% BLU and other)

Notable Languages: Common and Felonian

Uncommon Languages: Celestial

Average Technology Level: 3

The Felon system is locked inside the “Black Rock” belt and its location is only known by the Felonians. The Felon system is different than any of the other systems. This system has a dimensional tear that connects the prime material plane of Dredan to the positive material plane. This dimensional tear spews positive energy into the system and over exposure can be deadly for any living or dead creature. The Felon system mimics the major positive-dominant planar trait of the

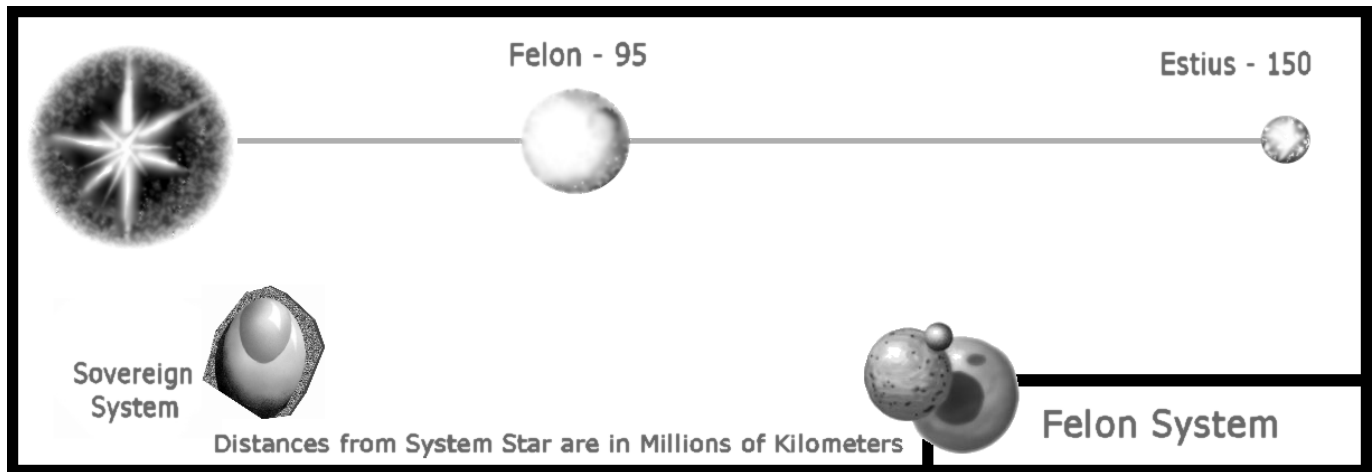
positive plane. The Felonians are the guardians of this dimensional tear which resides on the planet Felon. Only the purest of heart may enter the Felonian system and they must be invited. Those that enter the system uninvited are warned by the Felonians. If they do not leave then the Felonians will remove them from the system.

FELON (FELONIAN HOMEWORLD)

Distance from the sun: 95,000,000 km

Planetary Capital City: None

Felon is the homeworld of the positive energy race of creatures known as Felonians. The atmosphere of Felon is a brilliant shimmering spectrum of light much like the positive energy plane. However, the air is laced with microscopic Jusay crystals. Any living creature on the planet of Felon suffers the effects of the major positive-dominant trait of the positive plane. The cycle of life is exaggerated on the planet of Felon. The vegetation bursts to life, and grows before your eyes until it is consumed in a flash of energy, the remains of the vegetation scatter and hit the lush soil where the cycle bursts again. Colors are more vivid, sounds are clearer and a peaceful silence permeates the surface of the planets. Felonians are a good aligned race and hate everything the VOID stand for. Besides their spell-like abilities, Felonians utilize a complex crystal lattice



(CCL) transport system throughout the realm of Dredan. The CCL is a system of portals powered by the positive energy that connects to other conduits throughout the realms. The conduits are recognized by their unique three pillars and large glowing crystals.

The dimensional tear to the positive plane is located at the very center of the planet Felon and is guarded by the Felonian high priests and priestesses. The Felonians cannot enter the dimensional tear because they are prevented by an unseen magical force. The Felonian high priestesses suspect that the positive deity Lux-Lucis is holding them in the Dredan material plane to spread the knowledge and goodness of his teachings and the blessings that positive energy brings. Most of the Felonians like to change their shapes to look like humans because they find the human form fascinating, especially the female form. Some Felonians venture off of their planet to help the mortals in their struggle against the evils of negative energy and those who use it.

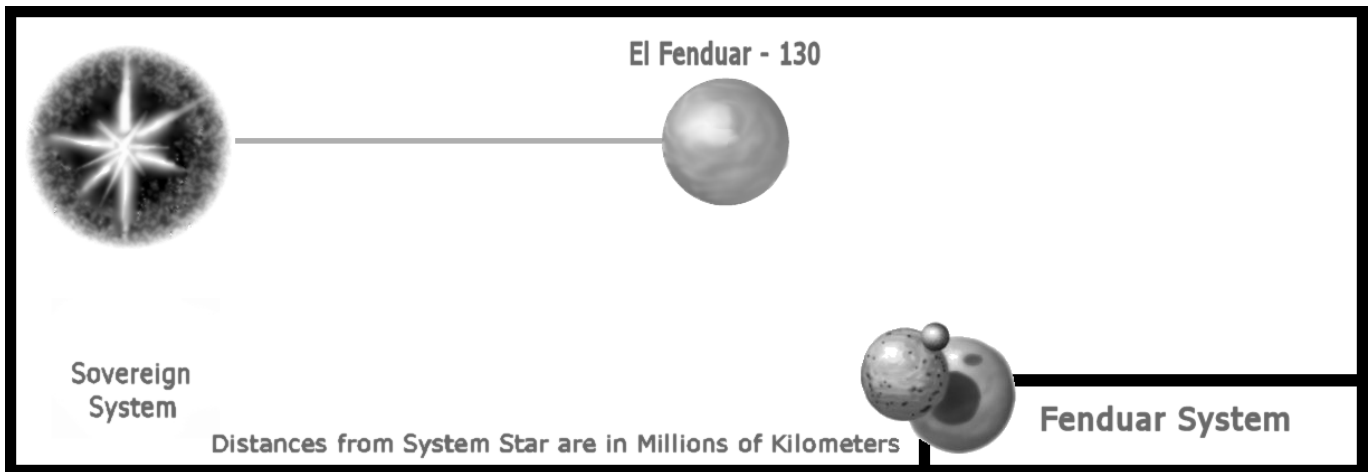
ESTIUS (MEETING PLACE OF THE PUREST OF HEART)

Distance from the sun: 150,000,000 km

Planetary Capital City: Palace of the Light

Estius is a small grey planet in the habitable zone of the systems sun. Estius, for those that have seen it gasp in awe of the vibrance of

life abounding on this tiny planet. The environment of Estius mimicks the minor positive-dominant planar trait. Estius is where the Felonians invite the visitors to their system. The few Mandorians and BLU that have visited the planet of Estius say that their pleasure planet of Nymphitu does not even come close to the beauty that exists on the surface of Estius. The Felonians when meeting with ambassadors congregate at the Palace of the Light. The Palace of the Light would make a thief cry in envy as all of the surfaces of the palace are made from all the different classifications of Jusay crystals. The value of the Palace of the Light cannot be determined. Living creatures are protected from the radiation of the mass amounts of Jusay crystals by powerful enchantments that were created by the Felonians to safeguard their honored guests. There are over a thousand BLU that live inside the Palace of the Light that work with the Felonians on all matters of the realm. These BLU discuss everything science and magic with the Felonians and never desire to leave due to the wealth of knowledge and luxuries that exist in the palace. One of the most coveted Mandorian political offices is the Mandorian Ambassador to Felon. This ambassador is handpicked by the Felonian high priestesses and transported to the Palace of the Light until they are ready to select a new ambassador. The Palace of the Light also



holds many other ambassadors of the good races of Dredan. The Felonians would like to believe that they are bringing the races together to fight against the many evils plaguing the realm.

FENDUAR System

Capital Planet in system: El Fenduar

Other planets in system: None

Population: Estimated 6,000,000,000 (85% Elves, 15% humanoid)

Notable Languages: Common and all elven languages

Uncommon Languages: Gnome, Halfling, Dwarf and Draconic

Average Technology Level: 13/3

The Fenduar system consists of a sun and one planet. The Fenduar system is home to all of the different elven races. It has been stated that the elves in the other systems originally came from Fenduar, or they are trying to go there.

EL FENDUAR (ELVEN NATIONS)

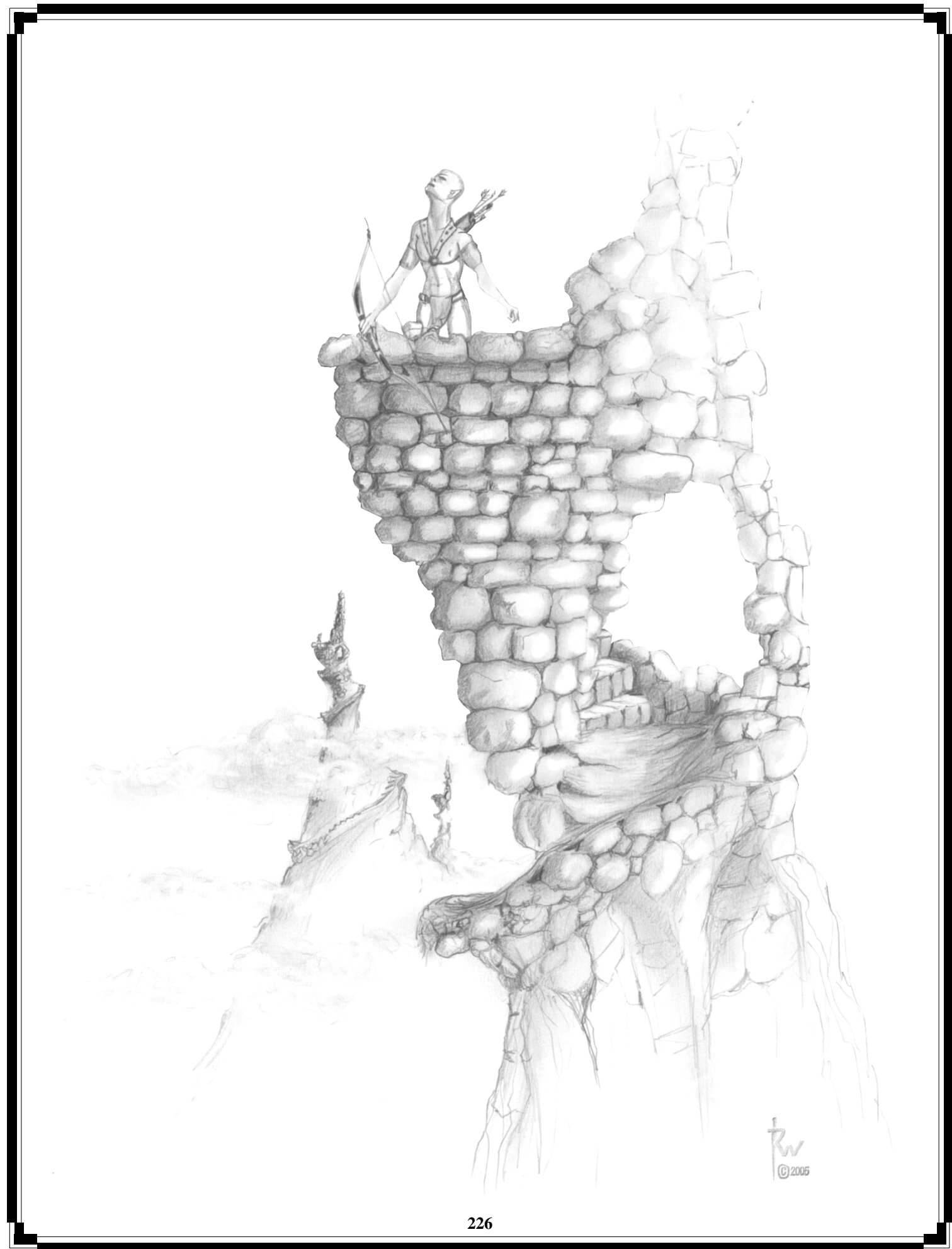
Distance from the sun: 130,000,000 km

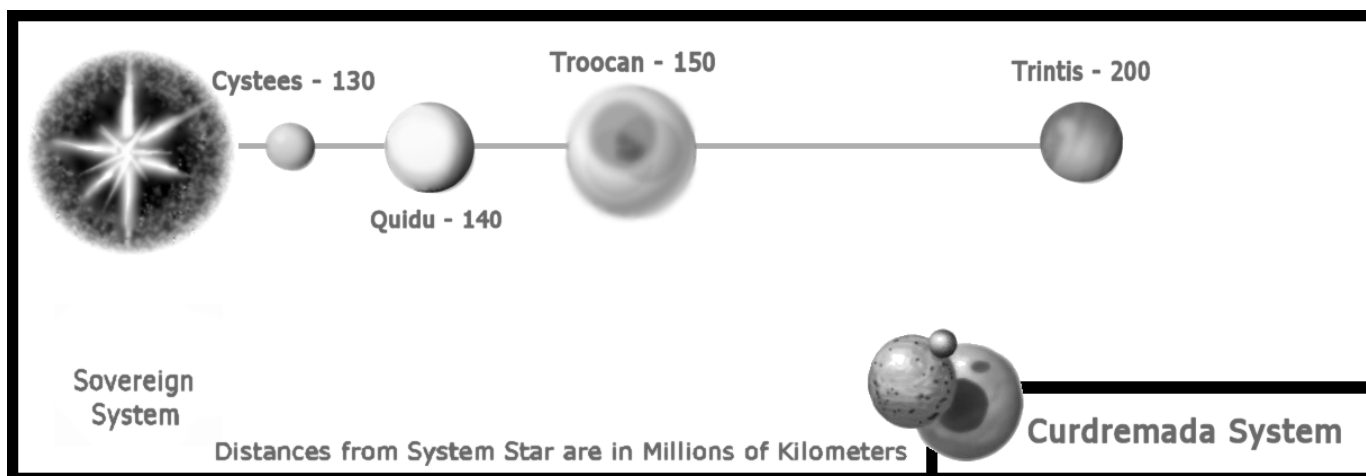
Planetary Capital City: KalVu

El Fenduar is considered the homeworld of all of the elven races of Dredan. This lush planet has all the different types of surface features from large oceans to gigantic forests. In each area of El Fenduar is an elven nation

that resides in their surrounding territory. The gigantic forests of El Fenduar are home to the wood elves, the great deserts are home to the sand elves, and the deep caverns beneath the surface are home to the drow elves, to name just a few. Each habitat houses a different civilization of the elven race.

There are a few human and barbarian settlements throughout the elven kingdoms which hosts many small cities of humans and half-elves. The elves send ambassadors to the planetary capital city of KalVu to discuss the affairs of the nations in a peaceful environment. The elves under the surface rarely attend these meetings. The Mandorians visit El Fenduar on occasion and the elven nations deal with the Mandorians on a case by case basis. If it is known that the Mandorians are on the planet, then the drow attend the council sessions for purely secretive reasons. No hostilities are allowed in the city of KalVu. The elven laborers utilize the Jusay crystals in many ways that the Mandorians have not seen before. Over the years the Mandorians have taught these elves a little about technology and the elves exchange the knowledge for the rare Jusay crystals sometimes needed by the Mandorian military. The Mandorians have built a





gigantic space port that orbits the planet that continuously produces starships for the Mandorian Space Armada. Only the military leaders of the Mandorian Empire know of this facility for the purposes of security for the elven nations and the internal integrity of the Mandorian Empire.

CURDREMADA System

Capital Planet in system: Troocan

Other planets in system: Quidu, Trintis, and Cystees.

Population: Estimated 26,000,000,000 (55% Human and 45% other)

Notable Languages: Common

Uncommon Languages: Humanoid and Monstrous humanoid

Average Technology Level: 14

The Curdremada system is known by the humans as the home civilization of the Mandorians. The Mandorian teachings consider Curdremada as the original system of their renegade ancestors. These ancestors rebelled and were expelled from the system for inhumane experiments on the human race. These experiments led to the beginning of the Mandorian race. However the Mandorians will argue that the humans of Curdremada are the renegades and bandits of the original human race on Mandor and were expelled out of the system. The technology of

the races of Curdremada rival that of the Mandorian Empire.

Curdremada has a single star for a sun and four smaller planets that orbit within the system's habitable zone. Curdremada system is highly interested in the VOID and Mandorian war positioning itself as a neutral party watching the inter-realm battles wage. However, it has been suggested by the races of Curdremada that if the VOID begin expanding to far from their homeland and threaten the Curdremada system, they will rally with the Mandorians to fight. Currently, the Curdremada system has its own problem, the Gour Hole.

TROOCAN (HUMAN HOMEWORLD)

Distance from the sun: 150,000,000 km

Planetary Capital City: Mador

The planet of Troocan boasts the largest human population in the Dredan realm. Similar in technology to the capital planet Mandor, Troocan has many large high technology cities that span the surface and the skies of the planet. Since the planet resides in the habitable zone of the system's sun, greenhouses are not utilized. Troocan has standard atmosphere and gravity, and consists of major landmasses, oceans and polar ice caps. There are also many other humanoid races that have large cities on the surface of this planet. Most of the monstrous

humanoids that used to reside on and under the surface have either been destroyed or they fled the planet for the distant system of Istium. Mador is the planetary capital of the Troocan and has a population of over a billion humanoids. The planet is protected by a complex satellite network that is linked to the surface, atmospheric and space defenses. Troocan has three star ports orbiting it, and several shipyards that support the Curdremada Space Fleet

QUIDU

Distance from the sun: 140,000,000 km

Planetary Capital City: Cistian

Quidu is a smaller planet and has a similar atmosphere and environment. There are several smaller star ports and shipyards orbiting the planet but these are used for the smaller merchant and mining houses that live on the surface. These smaller houses supply the Curdremada Space Fleet with supplies to operate since the Curdremada Space Fleet is owned by all the nations in the system. The planet supports many small cities called districts and each district is run by a house or family that is in charge of a major export or supply for the system. Quidu is known for its large deposits of minerals needed in building the starships and spacecraft. The capital city is Cistian and resides on the coast of the largest ocean that takes up about 50% of the planet's surface area. The city expands into the ocean and goes to the bottom where much of the planets security systems are operated. Quidu has a complex network of satellites much like Troocan and also operates the backup systems for the communications and sensors that the Curdremada system utilizes for early warning detection.

CYSTEES (GAS PLANET)

Distance from the sun: 130,000,000 km

Planetary Capital City: MethainDium

Cystees is a small planet with little mass but has as much atmosphere as the larger planets. Even though Cystees resides in the habitable zone of the systems sun, the atmosphere is un-breathable and has huge amounts of noxious gases. Cystees utilizes several of the large greenhouses for its major cities. The largest greenhouse surrounds the capital city of MethainDium. The planet would be barren if it were not for the large supplies of natural resources and Jusay crystals that exist on the planet. Cystees does not have a satellite network like the other planets in the system since standard sensors and communications cannot penetrate the harsh atmospheric conditions. Cystees has only one star port used to load and unload spacecraft from the mines on the surface.

TRINTIS (THE WATER PLANET)

Distance from the sun: 200,000,000 km

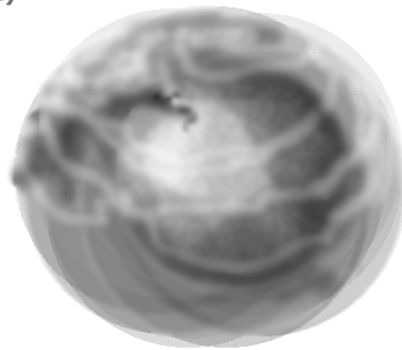
Planetary Capital City: Mecoin

The surface of Trintis is covered completely in water except for three major mountain peaks. Despite the vast water on the planet's surface, the water's depth never goes beyond a mile. The shallow oceans support much aquatic life and the constant underwater currents uncover rich deposits of minerals on



Istium (External Atmosphere)

Sovereign
System



Istium System

the bottom. Mecoin is the capital city that is located on the ocean floor on top of one of the largest mithril deposits known in the realms. Mecoin is run entirely by a race of aquatic elves that work with the humans of Troocan to export the valuable metal to the many merchant houses that use it to build vehicles and starships. The humans have learned to mix the mithril metal mined with syntenetic substances to create stronger syntenetic attachments. The BLU constantly order these syntenetics to upgrade their own structures.

ISTIUM System

Capital Planet in system: Istium

Other planets in system: None, single planet system

Population: Unknown

Notable Languages: Common and Monstrous humanoid

Uncommon Languages: Abyssal and infernal

Average Technology Level: 12

The Istium system does not orbit around a star but is slowly being pulled towards the Three Sisters constellation. Due to the size of the Three Sisters the planet Istium has a suitable atmosphere and environment to support life. The monstrous humanoids that fled the Curdremada system reside here. Unlike the other monstrous races of Dredan,

these races stole the technology from the humans and have a sizeable fleet of starships that they use to invade the planets of the Curdremada system. However, the Istium system receives many other visitors not so pleasant from the Gour Hole. The monsters of Istium know what the Gour Hole is, and they do not venture near the system with the black void.

ISTIUM (MONSTER PLANET)

Distance from the sun: No sun in system

Planetary Capital City: Trevel

Istium is a semi-barren planet with rough mountainous regions, deep swamps, and harsh deserts. The capital city of Istium boasts over 3,000,000 monsters and is in a constant state of havoc. The only reason why the monsters have not destroyed the city is because they are too lazy to rebuild. There is a clear hierarchy within the city of Trevel. The bigger the better and the biggest monsters get their way. Law is unheard of in Trevel, or it is made up as you go. The only time that the monsters of Istium ever unite is when they go on a warring raid to the Curdremada system. Once the war party is done, then the next battle that ensues is the fight over who gets to keep the goods taken from the raid. Deep under the surface of Istium is a kingdom of Duergar and a kingdom of deep gnomes. These two races

battle over the rich deposits of minerals and Jusay that are abundant throughout this planet. Most of the surface monsters do not normally interact with these civilizations but never turn down the goods the races offer to them in exchange for technology. The Duergar and the deep gnomes are perhaps the only two civilizations that are guaranteed not to be messed with since they supply all of the surface races with the much needed minerals and crystals for their space fleet.

GOUR HOLE and the THREE SISTERS

Capital Planet in systems: None

Other planets in systems: None

Population: Unknown

Notable Languages: Unknown

Uncommon Languages: Unknown

Average Technology Level: Unknown

The systems that encompass the Gour Hole and the Three Sisters are unexplored and uninhabited. Little is known about this area other than most research starships that are sent to explore this region are never heard from again. The communications are always cut off abruptly with an eerie silence. The Mandorians think the Gour Hole is a gigantic black hole that sucks in anything close to it bringing death. The Felonians and some of the humans from Curdremada know different and want to have nothing to do with this region of the realm. The Gour Hole is exactly like the Felon system except that it is the dimensional tear to the negative energy plane. The main difference between the two systems is that the Felonians guard their dimensional tear, and there is nothing stopping the creatures from the negative energy plane from coming through the tear in the Gour Hole. The Gour Hole system mimics the major negative-dominant trait on the Negative Energy plane. Anyone unprotected entering the Gour Hole slowly feels their life-force being pulled away. Due to the dimensional tear in the Gour Hole

system, millions of creatures drift through the tear and end up in the Three Sisters.

The Three Sisters are comprised of three Red Giant stars and planetary bodies that revolve around them. The Three Sisters have the largest population of undead creatures in the realm. Most of these creatures are wraiths, ghosts and specters. It is said that the Three Sisters have the largest population of Liches and if they ever were able to join forces the devastation would be far worse than the VOID infestation. The Three Sisters region is the only region in the Dredan realms where Dark Jusay crystals occur naturally. Just like Felon and Jusay crystals, the Three Sisters have planets comprised of natural Dark Jusay crystals. The Felonians monitor the VOID infestation and help the Mandorians when requested, but they are holding out until the VOID discover the Three Sisters. If the VOID ever gained control of the Three Sisters they would have unlimited resources and power to fuel their armies across the Dredan realm.

BLACK ROCK BELT

The Black Rock Belt is an extremely thick asteroid belt that spans many parsecs across the Dredan realm. It was created when a few of the stars in the region center of the belt went supernova. The Black Rock Belt is what is left of hundreds of systems that were destroyed during these supernovas. Jump space is impossible through the Black Rock Belt due to the lack communication, sensors, and navigational ability. Starships maneuver through this gigantic asteroid belt at great risk. The rewards for successfully navigating the belt could be astronomical because of the mass amounts of untouched mineral deposits. Most of the smaller merchant mining houses in the Mandorian Empire will navigate into the belt to try and score the motherload of all Jusay deposits. The House of Togus was one

of the lucky merchant mining houses that did exactly that. To this day they secretly mine the Black Rock Belt for large amounts of Jusay and minerals. Information about locations within the Black Rock Belt that have large Jusay deposits is highly coveted and can make even the smallest merchant mining house a major player in the Dredan economics system.

The Black Rock Belt is dangerous for many reasons. Besides the obvious dangers of running into asteroids, there are countless races and civilizations that are just waiting to be discovered. Some may be evil and others may be good. Horrid stories from starship crews that have been to the Black Rock Belt tell tales of gigantic wyrms the size of medium asteroids, evil races that appear and disappear in the darkness, and a race of undead machines that are bent on the destruction of the living. The last rumor was thought to be just a tale until the VOID were discovered.

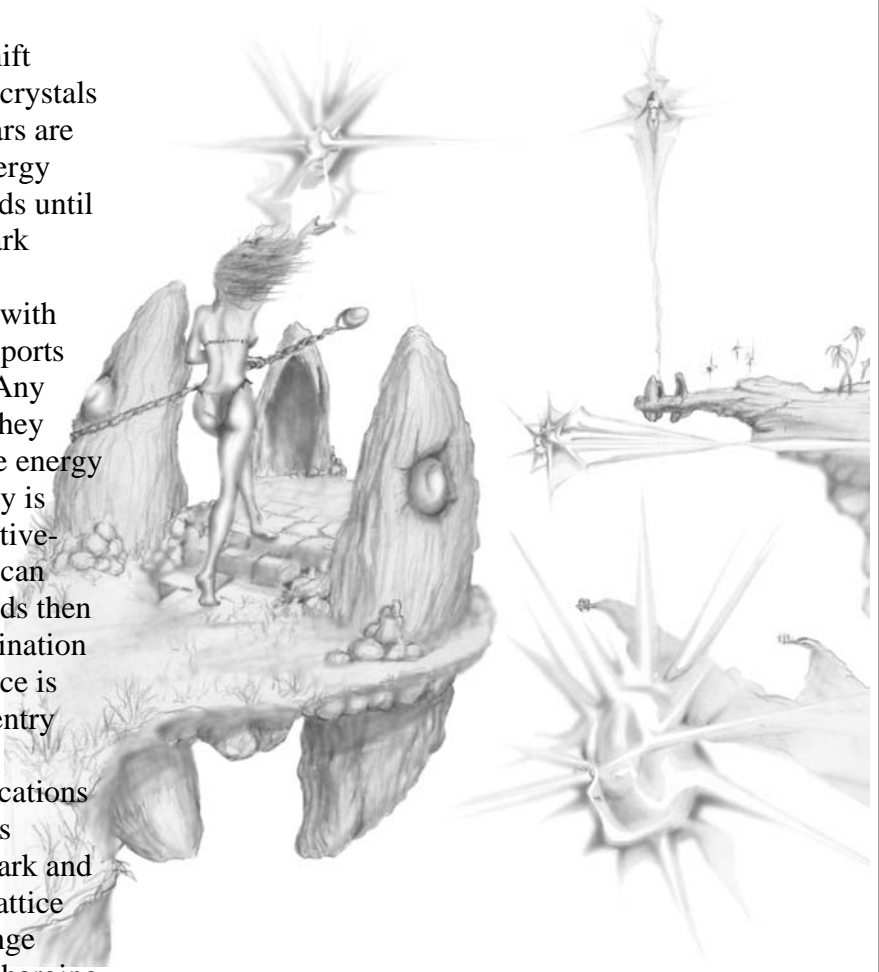


COMPLEX CRYSTAL LATTICE

The Complex Crystal Lattice is nothing more than a system of gates and portals that connect to almost every system in the Dredan realm. Most of these gateways are undiscovered or reside in remote regions of the system, but they do exist. One can tell they have found an entry point into the Complex Crystal Lattice when they see an area that has three tiny pillars looking like giant teeth. In the middle of each of these pillars is a gigantic crystal that glows either dark purple or a shimmering white. Not even the Felonians understand how the CCL was made or if it was a side effect of the positive and negative energy planes tearing into the realm of Dredan. Each set of pillars have a linked location that they instantly transport anyone entering the pillars after 1d4 rounds. Each entry point in the CCL has two destinations, and these destinations shift depending on what color the gigantic crystals are glowing. If the crystals in the pillars are glowing dark purple then negative energy flows through the pillars for 1d4 rounds until the lattice ports the occupant to the dark destination. These same pillars, when glowing shimmering white, are filled with positive energy and after 1d4 rounds, ports the occupant to the light destination. Any creature standing in the pillars when they engage are subject to the effects of the energy that is charging the pillars. This energy is equivalent to a major positive or negative-dominant planar trait. If the occupant can survive the energy flows for 1d4 rounds then they are transported to the linked destination depending on what portion of the lattice is activated, dark or light. Some lattice entry points are known and are considered stable entry points. The destination locations are known, the times that these lattices engage are known and the cycles of dark and light are catalogued. However some lattice entry points are unstable and can change dark/light polarities in the middle of charging

and the occupant is hurled to a different destination. Some of the lattice entry points do not have an ending point and little is known of what happens to the occupant. It is suspected that they are dumped into the corresponding plane equivalent to the lattice network they were traveling on.

The negative energy plane fuels the dark lattice network and the positive energy plane fuels the light lattice network. There are 35 known stable lattice entry points on the planet of Felon. However, the Felonians only travel the light lattice network so they do not know where the dark lattice destinations end up, nor do they want to find out. The Felonians cannot enter the lattice network in their true form; they have to be in another form, which is usually human.



On behalf of Bryan & Rod Wilkins and Metal and Myth LLC, we want to thank you for purchasing Dredan, Realm of Metal & Myth. Please visit us online at <http://www.dredan.com> for further details on the next upcoming releases.

About the Author



Bryan Wilkins was born in Blair, Nebraska and is the second oldest of 5 siblings. Bryan moved to Western Nebraska and attended school in the small town of Lodgepole where he received his high school diploma. Upon graduation, Bryan enlisted in the United States Marine Corps where he served his country for six and a half years. Three years of that time he was stationed in Yuma, AZ with his brother Rod, the artist of "DREDAN". During this time Bryan was married and had his first child Bryan Jacob.

- He learned role-playing games during his military career and constantly played them with his military buddies when he was overseas and away from his family. After he finished his tour in the Marine Corps, he relocated his family to Colorado where he currently resides.
- Using the ideas that Rod illustrated in comics and art, Bryan worked with his brother to create a campaign setting that would mix Rod's love of Science Fiction with Fantasy role-playing games. "DREDAN: Realm of Metal & Myth" is the combined efforts of Bryan and Rod Wilkins for the Pathfinder Roleplaying Game system.
- Bryan resides in Denver with his wife Teresa. He has one son, Bryan Jacob, two daughters, Tatum and Kayla, and a standard poodle Cisco.
- He currently is a Game Master for a local game store and plays in several Pathfinder Roleplaying Game campaigns in his spare time.
- Bryan is currently working on several more ideas with Rod

for the Dredan Campaign Setting which includes a system atlas, monster manual, arms and equipment guide and a series of novels depicting the characters in this new world.

About the Artist

Rod's passion and appreciation for Science Fiction and Fantasy are the driving forces of his work. To be able to deliver a piece of imagination through images and clearly communicate inspirations in color and lines is the goal set forth.

His work over the last 15 years has been for personal enjoyment only. Understanding that nothing can be appreciated unless displayed for others to review, critique and praise, he has recently started to display his work for the public. Rod's formal training consists of High School classes and University training but also works on self assigned studies to gain new methods and insight on Science Fiction and Fantasy Art. Beyond gaining motivation through the genre itself, real world experiences such as his service in the Marine Corps has also inspired his work. Having a desire for the understanding of modern day technology, his career in Electronics Engineering/Communications has in many ways assisted in new ideas where Science Fiction is concerned. Rod currently lives in a small suburb of Denver, Colorado enjoying life with his wife Stacy and son Kai.

A vision of a world limited only by one's imagination... this is our quest.

Seventeen years ago an idea was developing to bring classic Science Fiction together with hardcore Fantasy in the form of comic and storyline art. This work delved into a membership of three super races who would exist in a forever-changing world with no end. Some of these races wish to survive or coexist with each other, and others wish for domination. This world challenges every aspect and idea that is known or unknown, as we understand Science Fiction and Fantasy today. The illustrator originally portrayed this vision in an artistic storyline but realized that a simple tale would fall short of its potential possibilities.



With vast knowledge and love for role-playing fantasy, the author of this project desired a highly enjoyable and easily playable setting mixing the Fantasy and Science Fiction genres. In 2003, the author (Bryan Wilkins) approached the artist (Rod Wilkins) and they gathered up years of stories, ideas and illustrations and formed DREDAN. This project does something different than the rest. DREDAN not only crashes the worlds of RPG, science fiction, and fantasy together, it provides an unlimited resource for the imaginations of all Sci-Fi and Fantasy gamers.



"Let the games begin . . ."

