

Shadowglade

Player's Guide to Shadowglade

By Nate Petersen

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Shadowglade: Player's Guide to Shadowglade

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The World of Shadowglade

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Miles

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Welcome to Shadowglade

A “crack” in the dark brush catches your attention. Your head instinctively snaps to face it, your eyes trace the shadows in a trained manner.

“Relax,” says one of the other men around the camp-fire. “I’ve been on this route more times than I can count, nothing’s out there.” He never even bothered to look.

“So have I,” replied another man, speaking from the edge of the flames furthest from you. “But that’s no reason to relax. We must keep our guard at all times.” he returned to sharpening the edge of a blade in hand. “If you’ve heard the stories I’ve heard-”

“Rubbish!” the other man snapped back, for the first time taking his attention away from the dancing, flickering fire to address the second man. “Stop filling the kid’s head with all of those old wives’ tales! We’ve both been on this road too many times, we know there’s nothing out there ‘cept some loud animals, noisy bugs, and other furry, obnoxious beasts.” The second man looked up to his detractor, unmoved by the bravado.

“It’s a warm night...” he said moments later, returning to the familiar motions. He spoke somberly, deliberately. “If you do not fear the shadows, why burn the light?”

The guide you hold now is a doorway into the world of Shadowglade, one draped in a shadow and the fog of history. After a cataclysmic event destroyed the physical world and wiped the minds of its citizenry clean, the world was set back untold ages. Through the years, however, new nations were founded on the ashes of the old, new leaders stepped to the fore, and the world found itself once more. For an assembled history of the land down through the years, see **An Introduction to Shadowglade**. Mark this history of this land well, for in its shrouded past lies the seeds of its future...

About This Guide

This guide represents the common knowledge of the common folk of the realm. Its intent is to help bring new visitors up to speed on the state of the world today: the people, their skills and abilities, the political and religious forces, movers and shakers within the realm, and more!

This, however, is simply the tip of the ice burg. The world has worked for more than five hundred years to recover

from a horrible catastrophe, and in that time alone much has been done some would wish forgotten along with the rest of history. As you and your companions venture out into this world, you may find some details don’t quite line up with the purported beliefs. Some will be quite a bit less frightening than you might have been lead to believe, others quite a bit more. And finally, some will be just was wonderful, or unimaginable, as your elders told you they would be.

So, in short, take in all that you can, but take it with a bit of skepticism; any information is useful, especially when exploring what amounts to the unknown, but not all of it is necessarily true...

“Five Hundred Years Ago...”

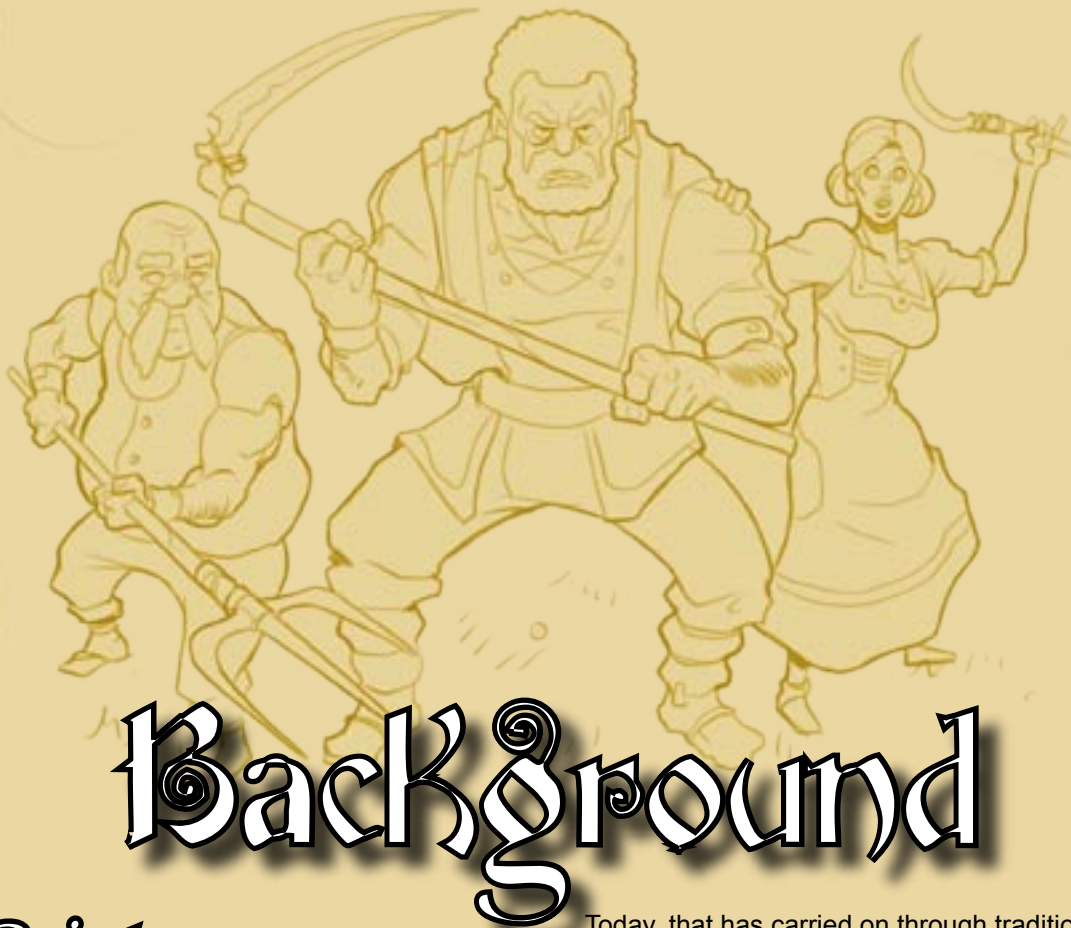
...the world as our ancestors knew it ceased to be, destroyed in one, unsuspecting night. The Upheaval, as it came to be known, rocked the world in an instant, an unknown force devastating the mountain once known as the Seat of the Stars.

Be it blessing or be it curse, our forefathers who survived found they had little or no recollection of their life before the event. Those with none lamented the loss of their own identity, while those with little envied the others who were unburdened with the memory of what was, and thus the knowledge of what was truly lost.

Through strength of character, perseverance, and the blessings of Erislan, however, they survived, and more than that, they thrived. The world was rebuilt from the ashes of the old, guided by the clerics and speakers of Erislan, into a glorious world dedicated to his honor.

Today, the world continues to grow, nurtured by our devotion to it as well as Erislan. Dark forces gather, however. Allies of the vanquished Asurik still roam our lands, seeking to undo all that we have built, all that Erislan fought for. Erislan fought darkness itself and won, for the sake of our ancestors, for the sake of us! We owe it to him to ensure that all that has been done, all he has given us, is not lost to the clutches of darkness!”

- Grand Marshall Graydon X, of the Church to the Lord of the Stars, Pentacentennial Anniversary Speech



Background

Key Points

The common world is the one all characters in the world will be familiar with. For many, this is the only world they know; this includes the vast majority of NPC characters and, depending on how you start off in this world, yourself. This world is modeled heavily upon the real-world Dark Ages.

The World, In Brief

- Technology and learning are on the rise; limited advancements in firearms and machinery is changing the landscape slowly but surely. As a result, cityfolk possess greater understanding than their fellows, but advancement is still limited.
- Religion offers an important cornerstone in the lives of the vast majority of the populace, especially for the commoners. Much of this has to do with the state of the world immediately after the Upheaval. Desiring something concrete to believe in, many found solace in the word of Erislan and the hope his disciples brought to the land.

Today, that has carried on through tradition as well as politics.

- Superstition is rampant, especially in the further reaches of civilization.
- The average person survives as a farmer, blacksmith, or merchant trader, with few brave souls offering protection as mercenaries, soldiers, and their kind.

Additionally, many of your traditional fantasy elements are distinctly absent or different from the lives of these folk.

- As far as the world is concerned, there is no “magic”, and those professing to be sorcerers or magicians are either insane or practitioners of the darker arts, worshippers of the lord of evil and god of darkness, Asurik.
- Clerics and priests of Erislan, the patron deity of the realm, are the exception to the above. They are said to perform miracles through their divine grace, which are accepted, appreciated, and celebrated.
- The above is often the only overt display of divine grace

in the realm, and even these are often subdued and comparatively simple displays of power. In the memory of the world, no god has tread its soil and thus no other concrete proof of a deity truly exists.

- Fantastical monsters are just that; fantasy. Dragons may have existed at one time, as some legends tell of great beasts who roamed the sky and breathed fire or other manner of element. Tales are told of mischievous little monsters that could be goblins, and children are told tales of various bogeymen to encourage their good behavior. Adults, however, know better and view the world with little mirth or wonder.
- A chief side effect of the above is that this is a human-only world; no demi-human races exist. That's not to say there are no differences; those whose bloodlines hail from the Frontier represent a strong and hardy stock, while those who dwell within the city are wittier and better informed, but often lack the raw strength of their field-born cousins.
- Likewise, there is little war or conflict; without marauding bands of monsters, most settlements have little to fear but the elements, bandits, and potentially other settlements. That isn't to say, however, that there is no violence. Occasional conflicts arise over territory, rights to natural resources, and trade routes, but most are dealt with by the larger regional powers without escalating to all-out war.

The World You Know

As the adage goes, "the more things change, the more they stay the same." This has its applications here as well. As a baseline, our own world is a safe substitute for many of the basic mechanics of the world of Shadowglade. Provided something isn't explicitly called out, consider it to operate the same as in our world. Days are roughly twenty-four hours, years are roughly three-hundred-sixty-five days, there are four seasons of equal measure, one moon moves through the sky in regular intervals, the sun rises in the east and sets in the west, North is North, up is up. You should be able to figure out the rest.

History

A significant feature of the world is an utter lack of history and national identity beyond the last five hundred years or so. The Great Loss, the worldwide amnesia that followed the Upheaval, left many without identities let alone awareness of their past and heritage. As a result, exploration, learning, recording and remembering are of chief importance to the higher classes. Peasants, having come from nothing with little to nothing to hope for don't really have an interest in anything beyond the now; so long as they are safe and can provide for themselves and their families, that is all that matters.

For a complete history of the land, see **An Introduction to Shadowglade**.

Language

The lack of history and identity has led to a greater sense of unity. It was only through cooperation that the survivors made the best of their lot, and cooperation came only through communication. As such, all residents speak a shared form of "Common", and those who can read likewise share a similar written language. Foreign writings crop up from time to time amongst the ruins of the Old World, and while scholars are hard at work deciphering them there is no known, complete, translation available.

The Island nations of Iber and Ire each have their own unique languages, having continued life after the Upheaval for some time before making contact with the mainland. Due to the construction of the mainland common tongue, having borrowed from numerous languages and dialects that the islanders found familiar, visitors from the islands were able to decipher their fellow's speech and open communications quickly. Today, the islands have adopted this common tongue as their own language to share in the larger world identity, though some older folks and remote areas insist on keeping the older languages alive.

The Baronies cling most stubbornly to their own languages. Not many peasants have picked up the common tongue of the mainland, keeping to a harsher tone of their own. Nobles have picked up the primary language of the mainland for their dealings but otherwise drift between the two effortlessly. Everyone in the Baronies prefers their own tongue and uses the common language as a necessity only.

Beyond this, differences exist in the common language due to the sheer distance between the major powers and relative isolation. Slang commonly differs between the regions, leading common folk in one city and its surrounding area to speak in a manner completely unlike common folk in others. While it might sound like a completely different language at first, observant characters can pick up on context clues and decipher the "slanguage". They might not be able to use a regional slang effectively, but they can understand what is being said and respond in an appropriate manner using normal common. The more educated classes tend to keep to the accepted standard, especially if their dealings have them working with their counterparts in the other cities.

People of Shadowglade

The population of the realm is fairly well skilled, though of course most outlying villages will have lower-class citizens, literally and figuratively.

Mechanically speaking, the maximum level of characters in the realm caps off at level 10, with most skilled folk leveling

off at 8; these would be highly skilled, noteworthy folk of the realm. Higher than 8, the character is truly exceptional. This would include characters such as Sir Xavier Halegrad, the knight-captain of the elite Shadowglade Knightguard. His counterparts in the other nations or organizations would rank as high as well.

Common folk are often level 1 and skilled folk up to level 3, split between the adventuring and non-player classes. They take training as a utility and learn from distant cities, traveling folk, or picking up tricks of the trade as they meet various folk from around the lands. The “common” guard falls around level 2 or 3, possibly a bit higher for a person of local renown. These folk are well skilled and capable of putting brigands and bandits in their place with little of a sweat to show for it.

Player characters start at the 1st level and work their way to some level of respect in an area before even being noticed by the larger forces of the land. Around 4th and 5th levels regional powers begin to take note of the character, their skills and their exploits. Assignments and invitations follow for those who prove worthy, though identified threats are dealt with appropriately. This does mean that not many folk who would challenge one facet of the status quo or another rise to a position to do much of anything to upset that balance.

For more explanation of what this means, see *Shadowglade, E10*, ahead.

Magic In Shadowglade

Simply put, magic does not exist in Shadowglade. The power of the clerics and priests is open to interpretation, but it is widely assumed that their power is a gift from Erislan or Asurik, or any number of the pagan gods or, depending on one’s perspective, Asurik masquading as a separate god to win the trust of others. Suffice to say, the unusual doesn’t happen openly in the realm of Shadowglade and should something prove abnormal or lack a mundane explanation the people can easily grasp, the situation can turn frightfully ugly fast.

Characters such as bards exist in the realm with no issue. They are master craftsmen whose sense of stage presence awes many and inspires wonder as well as fear. Their techniques amount to old stage tricks, handed down generation after generation, or so they say. Corner a bard on their expert showmanship and you’re liable to be told a tale involving exotic compounds and complicated terms relating to interactions of pastes, light, flame, and more. Usually a questioner’s eyes gloss over at the first three syllable item on the bard’s list of tools and they look no further.

Sorcerers and wizards are nonexistent in the realm. Sorcerers do not appear among the population, possibly as the world lacks the otherworldly influences found in distant realms. Wizards, on the other hand, require years of intense instruction for the average mortal to learn to bend the laws of time and space; in Shadowglade, those experts, instructors and teachers do not exist to even begin anyone on such a journey of discovery.

Clerics, on the other hand, do exist in the realm though are not very abundant; the more common religious practitioner is the priest, a divine conduit for the will of their deity. Likewise, druids, paladins, and rangers dwell within the realm in the service of their faiths. Druids are rare; those accepted as stewards of Erislan being women from the island nation of Ire, while mainland citizens are for some reason denied this gift under Erislan. Druids to pagan faiths, however, aren’t unheard of. Paladins are tied even more tightly to an established order, while rangers often appear as paladins of the natural orders. These classes are messengers of their respective faiths and orders. They do possess unique and awe-inspiring powers granted to them by their patron deity, often Erislan.

Other deities are named by their followers as the source of their amazing abilities, but their reception varies greatly based on the location and predominant beliefs of the community. Those who name Erislan as their god are safe throughout the world to carry out his will; much of the land worships and respects Erislan and those who act in his name. Those who do not put faith in Erislan often adhere to their own tenets of non-aggression or are fearful of reprisals against them by members of powerful orders. Others who claim the patronage of one of the newer, rising deities are typically tolerated in outlying communities. These isolated groups are often accepting of most anyone’s practices assuming they are not too unusual and do not interfere with their own worship. In larger population centers, whose worshippers are primarily devoted to Erislan, their revelation incites more fear and anger. Worshipers of Erislan see only the darkness of Asurik and anyone with such powers not linked to their god.

Of all of the “magic” in Shadowglade, none of it is overt or flashy. The special abilities of the clerics, druids, and others of their kind are subtle and generally helpful. There are whispers of dark magics and incantations to harm others, but like their counterparts they too are said to be subtle, causing something to waste away slowly as opposed to disintegration.

Magical Items

On the heels of raw magic in the realm are magical items. As magic itself does not exist neither do magical items as there are no people to forge such wonders, a fairly straight forward situation. Like bards however, not every item is as it seems. From swords with concealed spaces filled with oil

ready to light the blade aflame, to staves specially designed with hidden attachments and sockets, no item in the realm should be considered “mundane” without careful inspection.

Additionally, the pre-Upheaval era has left a number of artifacts and relics about, many with untold powers and legends behind them. These could be true and represent real magic in the world of Shadowglade, they instead could be prototypes and the source of inspiration for today’s modified equipment, or the lore could be pure fabrication, leaving a treasure seeker with a wasted life and a useless trinket. To add to the uncertainty, items obviously from the earlier eras command a great price on the black market. They are highly sought by private collectors, removing many from the realm of public study and discourse.

The Outer Realms

The folk of the land have no awareness of other realms, save those involved in the afterlife. Erislan, lord and creator of the world, resides in the Great Heavens and welcomes all worthy followers upon their passing. Asurik, his eternal foe and god of death and destruction, awaits in the Dark Realm for those who have rejected Erislan. Beyond these, however, no other realms exist.

Monsters of Shadowglade

As mentioned earlier, “monsters” don’t exist in the realm of Shadowglade. No rampaging hordes of goblins or orcs, no mammoth dragons menacing villages and trade routes, no dens of world-destroying beasts, none of it. Even the common boogey men of the fantasy realms, including demons, devils, dragons, skeletons, and zombies are unseen. Several legends, including the “Legend of the Harvest Moon”, speak of undead creatures, foul reanimated corpses sent to menace the living, but many of these tales are quite old and unsupported.

Beyond the dark tales of dread, other old legends tell of strange and unusual creatures in the deep parts of the woods. Many of these revolve around cruel little creatures who speak in gibberish, whines, wails, and the like. It is said that they can be seen on moonlit nights raiding small farms or chanting strangely in the deep woods. No proof has been offered to suggest that these creatures exist outside of scant “eye witness” records. Regardless, folks avoid these places, offer small gifts of food or trinkets to keep the creatures at bay, or take other warding measures to prevent them from interfering in their lives.

Most discount those tales as just mere legends, nothing more. To them, they are unknown and impossible to prove. No matter who clings to what, the tales are disbelieved. Much like in our world, we have little faith in someone claiming to have seen, met, or been attacked by a yeti; most of us assume the person to be, well, insane. Sometimes they are. Sometimes the person is quite lucid

Might Makes Right?

That is the general assumption in most worlds, is it not? So, in a world such as Shadowglade, with only divine magic and little defense against it, why isn’t there a cleric on the seat of power in each major city? Why haven’t the magic users taken over the world?

To a point, they have. Clerical power is generally concentrated in the established churches of Erislan, the only fully accepted faith in the land. Following the tenets of their own faith both churches have focused on protecting the world; Ire chooses the path of shepherd, not ruler, while the Iberian king has little interest in actually ruling and more interest in collecting tithes. As a result, either major power is quite content to let the flock rule themselves while they step in when it is of importance to the church.

Additionally, the superstitious populace pretty well outnumbers any quantity of rogue magic users, divine or otherwise. Evil clerics never get the chance to delve into the truly dark arts as they are routinely discovered well before they amass earth shattering power; worshipping evil gods does tend to leave a bloody trail easily followed by the wary. Erislanian scriptures, particularly those referencing the defense of the weak, are also widely known to the point that clerics of Erislan would have a difficult time convincing worshippers domination is the will of Erislan.

Now, that is not to say that no magic user has ever attempted some level of command, and even achieved limited success; Aren d’Notrie used his post for such a purpose, and “pious” communities exist under a strict interpretation of “defense of the weak” means. Trouble there is the established churches are well aware of what a rogue magic user can do and are quick to put down such a rebellion themselves. The Iren church, being the oldest institution in the world, no doubt has access to knowledge and magical power that would make such foolhardy souls quake to know that Ire has its eye on them.

and honestly believes it. And other times they were simply tricked; also like our world, creatures long thought to be impossible hoaxes are found out to be just that. People in suits, planted foot prints, and elaborate plots prey on the weak minded and superstitious of the land. Armies of the dead are often bandits in elaborate armors, strange cries in the woods the effect of wind through caverns or cleverly designed chimes.

Real “monsters” in Shadowglade more often than not take the form of wild animals. While the typical animals

are quiet, reserved, and “more afraid of you than you are of them”, others are quite dangerous. Dire and fiendish variations on normal animals lurk in the darkest regions of the massive woodlands, especially in the Midlands. Larger and more ferocious than their normal counterparts, these beasts have been known to slaughter large portions of herds of livestock, maim and kill many villagers, and drive some settlers out of their chosen lands.

Additionally, large, giant, and monstrous varieties of insects and vermin have been seen in the dark woodland hearts. Some travelers tell of spider webs coating whole sections of forests, wherein arachnids as large as cattle wait patiently for a meal to pass through. Rodents as big as dogs, or larger, have been found scurrying through the woods, as well as scarce but confirmed sightings in the deeper sewers of the larger cities.

The General World View

Taking all of the information together, the world view that it creates is one very close to our own Renaissance period in European history as the “known world” was coming out of the Dark Ages stupor it had been in; enlightenment and education are on the rise but sorely lacking allowing technology and superstition to run amok side by side, faith is strong but confidence in the churches and their previously iron-grip is waning.

Basic Geography

The primary territories of Shadowglade are on what is referred to as the “mainland”, a continental landmass around 1000 miles wide. It is split between the north and south by a massive mountain range known as the Centerspine, which lies roughly 500 miles inland from the southern shores. The southern region is where the population dwells; north of the Centerspine are the Northern Wastes, a desolate wasteland and the remnants of the world-shattering Upheaval.

The southern mainland is split roughly in thirds. From the western coast to about 300 miles inland is the Great White Desert, a massive salt desert ringed by the Centerspine at the north and a branch of the same range that consumed the western shores in the Upheaval along the west and south. The area is uninhabitable and unexplored, expeditions reaching only a few miles in from the eastern edge before having to turn back. The western seaboard holds no ports and no entry past the jagged range, rendering entrance there impossible.

The Frontier makes up the central third of the mainland, bordered by the Great Salt Desert on its western edge and the Midlands and central river on its east. The majority of the Frontier is grassland, some of the most productive farmlands on the mainland. Small settlements dot the grasses, settled near river branches and tributaries, rare stands and groves of trees, and the lands suitable for farming.

The southern edge of the Frontier ends in what is called the Marshlands, a region roughly even with sea-level. Fed by the salt water and run-off from the southern arm of the mountain range, it is a rather murky and barely habitable area with little solid land.

The Midlands makes up the last third of the mainland, bordered by the Frontier to its west and the open seas for much of its east. This region is heavily forested, with enough open areas for suitable farming that the burden doesn't fall solely on the Frontier for providing. The majority of the mainland's population is packed into the Midlands, which offers the most protection against the elements and appears to hold the majority of the ruins of the Old World.

The north-eastern edge of the Midlands was split during the Upheaval, giving literal rise to the Eastern Shelf, a body of land significantly higher than the surrounding lands and sea level. A sheer cliff runs the length of this region, stretching from the Centerspine to the south-east shoreline. It is into this cliff face that the city of Shadowglade was built.

Outlying islands exist, many spared the worst ravages of the Upheaval. The rolling hills and mountainside of Ire remained green and sustainable well after the cataclysmic

event, while the thick woodlands and golden fields of Iber were scarcely touched by the apocalypse. Smaller islands, however, fared poorly with several submerged for years, their communities washed out to sea.

The basic environment is a common one and consists of dense, descidious and pine forests, open grasslands, and thick swamps. Four seasons mark the yearly calander, including spring, summer, fall, and winter, each sharing equal time.

Mainland Regions

The bulk of Shadowglade campaigns will take place on the mainland, wherein the city states of Four Rivers, Mir, Northport and Shadowglade hold the strongest influence. The island nations of Iber and Ire have great influence, but no where near as much as the city states do today. While still important, the island nations will be discussed at a later point and in greater detail. As such, most characters will be from one of these areas, or a territory under that city's control, and familiarity with that city is an important aspect.

The regions of the mainland are controlled by one of the major city-states; the further out, the weaker their influence becomes.

- Four Rivers is a mosaic city, born of the other major powers. The centralized hub of the mainland, it features political, social, and economic representatives of all three mainland powers in a purportedly neutral location. At the center of the mainland, nearly all traffic flows through its gates, from trade goods bound inland or to the outer isles to caravans, diplomats, travelers, and any other sort of person. Characters from Four Rivers are often well educated about the rest of the world while never having left the city walls. As such, they are far more accepting of others for their differences and more likely to find common ground. They are highly distrustful of the organized faiths, however, and will do their best to distance themselves from the churches, their clergy, and their actions.
- Mir is a self-proclaimed democracy, though that position is quietly questioned by the better portion of the world. Regardless, it is ultimately a city controlled by the merchant class and coin. Its territories include the area of the Midlands and Frontier surrounding it, and it has great influence throughout the waterways leading to it. Mir offers more protection for its valuable trade routes in the interest of self-preservation than it does for the sake of other powers. Characters hailing from Mir are often a selfish lot. This isn't an indictment against them, as life in Mir often boils down to simple survival for all class levels; thus, being selfish is a simple survival instinct. They will wait to pick sides, or play several factions against one another in a bid for a better position.

- Northport, the chief active rival of Shadowglade, is a mystery to the outside world. Almost none are allowed within the deeper bowels of the city, which is carved into a mountain within the massive range known as the Centerspine. It controls the lands surrounding it in the Midlands and Frontier, and is known to occasionally "coerce" the loyalty of other settlements. Northport is one of the few areas where player characters are unlikely to originate from. As a significant mainland power they are discussed here, but due to their secretive nature and tight control of their population's comings and goings, adventurers are not the sort to be allowed into or out of the deeper reaches of the city.
- Shadowglade is the most prominent of the city-states. A monarchy, with parliamentary support, it controls the area along the Eastern Shelf and offers more subtle assistance as opposed to direct control. Characters out of Shadowglade are bound to be varied in nature. Their city is incredibly tolerant of all but the most corrupt and has a home for virtually everyone. Many consider Shadowglade a second home, even though their own settlements might lie far off.

Outlying Regions

- Beyond the city states are several outlying regions. These are mostly unorganized and have little voice in the political stage, but have an opinion one way all the same.
- The Frontier is the most prominent of the outlying regions. Here, the large majority of the mainland population who do not ally with one of the city states resides. Frontiersmen, or grassfolk as they are commonly called, are famously insular and unwelcoming, especially toward obvious "cityfolk". Those characters from the Frontier usually have a very good reason for leaving their lands, usually to barter with those in the Midlands and distant cities on behalf of their home. They are insular, quick to take offense from those they believe weaker than they though they are also hearty allies during any combat situation and quite protective of those they adopt as friends.
 - The Centerspine Barionies, while at first believed unique, today are not quite so. They have much in common with the Frontier and Northport in that they wish only to be left alone. Like Four Rivers, the barionies have felt the sting of religious persecution during the Baronie Wars, wherein they were assaulted on two fronts by Northport and Ire for supposedly being "evil" and "irredeemably wicked". Due to their reclusive nature and unwillingness to deal with the outside world, it is unlikely player characters would hail from these lands.
 - A small tip of land known, unimaginatively, as the Southern Marshlands represents a kind of forgotten region of the realm. Well within the sphere of influence

of Mir, even the greedy trade city wants little to do with the property or its inhabitants. Mostly descended from folk who never fled the shores and had little to do with the reconstruction, the folk of the Marshland are unique souls. They generally keep to themselves and make no attempts to encourage or discourage travelers and visitors. These marshfolk keep their own traditions and customs, and almost speak their own language; some scholars believe it is closer to the languages of their ancestors, while frustrated travelers contend they simply have trouble spitting the words out.

- The outlying islands have little to no representation elsewhere in the realm, which leaves them at a significant disadvantage. Many are located just off the shores of the mainland, however, putting them just out of enforceable reach of the major powers. Often small fishing communities or way-stations on routes to Iber and Ire, their input matters little to the governments of the mainland, though it matters little to these residents so long as they are left alone by those same folk. Citizens of the islands fall somewhere between the mindset of the Frontier and Mir; they are happiest when left alone, but enterprising none-the-less. Given the chance to make a coin off a traveler, or better yet a merchant, they will certainly make the attempt. Player characters from these areas are likely in search of such coin, or possibly even relief from the tedium of life in a fishing town and the call of adventure.
- There is little to say about the expanse immediately to the north of the entire mainland continent; the name says it all. The Northern Wastes. Anihilated in the fallout of the Upheaval, the northern lands bore the brunt of the damage and destruction while the southern stretch of the land was spared the worst thanks to the Centerspine, which acted as a buffer. Over the years expeditions have been launched to the edges of the Northern Wastes, but most have turned back almost upon arrival, finding little but blackened rock and ash as far as the eye could see. Mariners have tried charting the coast, but find rocky shores and erratic weather patterns once they pass the Centerspine and are forced to turn back as the land-based expeditions were.

Smaller Towns & Villages

The world of Shadowglade is a fluid one. Aside from the large established cities, there are a great number of smaller villages that dot the landscape. Due to a variety of circumstances, however, most are short lived. Often this has a good deal to do with the population; after a couple of generations, the population thins out, the younger folk head off to stake their own claim and the old guard dies back until eventually all that is left are empty buildings and long shadows. Other times there are foul methods afoot, including bandits & raiders, slave drivers, and violent animals. Occasionally, however, a village simply up and

disappears. At times it seems as though the population just evaporated into thin air, other times a whole village, including structures and outlying folk, disappear all together with no sign or trace they were ever there.

As a result, maps cannot be entirely trusted in the realm. Trade routes are watched closely and the towns along these paths remain fairly stable, but occasionally raiders take a keen eye toward a fat trading village. Cartographers have quite a brisk trade, and every several years mount expeditions of their own in an effort to map the countryside...as it is at the moment.

Organizations of Shadowglade

In reality, as well as in rumor, the realm of Shadowglade is governed by a number of different organizations. Most are political or religious in leaning, and prominent groups carry great weight beyond their own borders or followers. Others have their roots in the populace and represent forces of justice, learning, or other, darker, intentions. Finally, some believe that various organizations exist that may or may not. Conspiracy theorists see the hidden hand of several groups in major events, political actions, and religious ceremonies. Some of these groups are well known, whether real or not, while others have less notoriety even if they do exist.

Confirmed

Church to the Lord of the Stars

The Iren Church to the Lord of the Stars was founded in 61 AE (See **A History of Shadowglade**) as the first dedicated church to Erislan. It was founded on the island nation of Ire, a nation virtually untouched by the calamity that was the Upheaval. The citizens, grateful that they were spared, took the mantle as Erislan's chosen in light of that protection and dedicated their nation to his honor. In the days preceeding the Upheaval, many believe, or have come to believe, that Ire was Erislan's home as a mortal. The nation was home to well regimented orders of knights and learned monks before the Great Loss, and while much of the knowledge the mountain monestaries once contained was lost, the spirit of learning survived in the lands.

Today, the Iren church is the leading church dedicated to Erislan's honor. They are the most favorably viewed and take great effort in reaching out to the populace and working with them, not against them, a lesson learned only in recent history.

Iberian Church of Erislan

Almost more political than philosophical, the Iberian Church of Erislan was founded in the year 179 AE, after a trade dispute between the king of Iber and the Grand Marshal of Ire (see **A History of Shadowglade**). The Iberian king severed all ties with the nation of Ire and used the opening to consolidate his own power back home, closing all Iren churches and ordering Iberian scholars to support his bid to found a new church. The resulting organization cited holes in Erislanian scripture that "conveniently" favored Ire and called them into question, asserting a separate view that validated the new church's existence.

• Order of the Northern Wind

The Order of the Northern Wind, as discussed earlier among the classes of the realm, are the ceremonial guard for the Iberian crown and its major church officials. Paladins and armed warriors of the faith are members of this order and its subordinate groups.

• Order of the Southern Seas

The Order of the Southern Seas represents the scholarly branch of the Iberian church. The founding members of this order were among those whose work was cited in the formation of the church and its separation from the Ire church.

• Order of the Western Grove

The Order of the Western Grove is Iber's answer to the druidic orders and priestesses of the Iren church. No where near as skilled as the mothers and daughters of Ire, they are no less formidable and are reported to be more powerful than is publically known.

• Order of the Eastern Flame

Little pretense remains when it comes to the Eastern Flame; the only remaining speculation deals with the origin of the group, if its founders were really religious fanatics as the group is today or if they were simply the king's assassins given a new name and title. Regardless, they are the enforcers and inquisitors of the Iberian church and carry a sullied reputation; the infamous Aren d'Notrie of the Mock Witch Trials is still considered by many one of the order's exemplary members.

Order of the Fallen Star

The Order of the Fallen Star is very much alive and well today, one of the few alternative Erislanian groups to survive. It is a loose association of scholars as well as clergy who seek the truth of Erislan and the pre-Upheaval eras outside the church. While purportedly more akin to scientists, they have a base assumption in the truth of the Erislanian mythology and seek to support and enhance that understanding. While one might think the churches would embrace such support in an era where their strength is waning, both establishments find the Order's theories and occasional discovery to run contrary to their own designs and dogma. While little action is taken against the order, members of the ordained clergy are heavily discouraged from interacting with these folks, and quiet campaigns are waged by both churches to quell support for them in various communities.

• Order of the Darkened Sky

The Order of the Darkened Sky is officially dead, never really having even lived. Its founder in theory, Aliston Sinclair, and several of his lieutenants died in a house fire which was ruled accidental by investigators

on the scene. Today, several rogue scholars claim membership but only to intimidate others, conjuring the dark tales and mystic ties Sinclair had allegedly forged to keep others from prying into their work.

Seekers of Memory

When discussing the Seekers, it is always important to note *which* Seekers you are discussing; those of historical note or those who remain today.

Of the Seekers, those of historical note are widely disregarded as fanatics and fearful rumormongers. During the early days of reconstruction they were a borderline terrorist group undermining the little faith people had in emerging regional leaders. This led to widespread panic and delayed reconstruction efforts in some areas for years.

The historical Seekers believed the emerging “leaders” were a part of a grand conspiracy. They either orchestrated or knew of the impending Upheaval and sought to profit from it, rebuilding the world as a new order under their control. An inflammatory stance, it severed early ties between the new governments and the population and caused a great deal of unrest. In areas where their word was not respected, they often resorted to violence to deliver their message, purportedly “for the truth”, but many saw their actions and desperation as signs of unwell individuals and anarchists.

Today, chapters of the Seeker of Memory share little more than a namesake with their historical founders. These chapters exist to further exploration, leading independently funded expeditions northward toward the Centerspine and Northern Wastes as well as to the outlying islands. A significant chapter is headquartered in Prisse’s Folly, keeping tabs on all discoveries found within the ruins and leading groups of their own through the rubble.

Shadowglade Knightguard

The model soldiers and most regimented force in the realm is found among the Shadowglade Knightguard, an elite organization made up of the finest soldiers, warriors, fighters, and martial combatants in all of the realms.

Tales are told of their strength, skill, as well as their cunning. During the Baronic Wars, clever tactics allowed Knightguard captains to defend their holdings without shedding any blood, while skill and patience led troops through the windswept hills of Ire to avert a catastrophe and wisdom allowed the commanders to step down knowing they made the right call.

Agents and emisaries of the Obsidian Throne, these men would give their life for king and country, as well as the defense of those who seek shelter within its walls.

Torchbearers

The Torchbearers are a regional enigma. On the one hand, those identified as Torchbearers are strong, dedicated, and mostly honorable sorts. They travel the

lands to avenge wrongs and protect the innocent, or so they say. On the other, where a Torchbearer passes, woe and misery are often left in their wake. Deaths and disappearances are not uncommon, and several communities in the Frontier and along the Midland edge of the grasslands have standing orders that any identifiable Torchbearer is to be killed on sight. Regional lords and Shadowglade Knightguard stationed in the Midlands are on constant watch for such individuals. Whether for their safety or that of the villages none will confirm. It is known that no Torchbearer has been taken captive; they often slip away just when they are on the verge of apprehension.

Unconfirmed

The Architects

The Ancient Enemy, the title is now defunct, the first mission of the Seekers of Memory abandoned. In the early years of reconstruction, it was believed that the world’s calamity was foreseen by great sages. The wealthy, “noble”, classes took advantage of that knowledge and prepared for the event. Camps differ on their involvement, if they simply exploited a predicted cataclysm or caused it for their own needs. Either way, their name, “The Architects”, tells of how these purported souls were seen in the eyes of the common man and the Seekers. Many so named during the reconstruction lost all they had to the overwhelming fear and jealousy of the lower classes; being identified as an Architect was a black mark and just this side of a death sentence. Tales of the Architects and their dastardly plans diminished as the word of Erislan gained sway through the lands and the Seekers were left without support.

Today, the Seekers of Memory are subdued compared to their founding fathers and significantly more open-minded. While tales of the Architects are few and far between, some conspiracy minded investigators have claimed their involvement even today. Believers cite elaborate symboligy carved into reconstruction-period buildings and foundations, as well as hidden clues in artwork, blueprints, and more.

The Guild, Guild of Shadows

The Guild, also called the Guild of Shadows, is purportedly the organization behind the entire city of Mir. While organized crime is a widely known secret, some suspect that the organization goes even deeper than what anyone is lead to believe.

Connected to the Guild of Shadows is a figure known throughout the slums as “the Nobleman”. It is believed that this man is the leader of the Guild of Shadows, and his title and decription as a well-to-do, older gentleman with proper manners as lead many to believe the Guild to have originated in the higher eschelons of the Miran nobility. The figure is curious, however, as he takes a shine to particular street urchins, leading to a messiah-like vision among the lower classes of the man as a

savior, and is reputed to be hostile toward women of easy virtue and the rougher trade of the city.

Order of the Darkened Sky

It is well documented; the Order of the Darkened Sky existed, as in the past tense. Some believe, however, it never went away. The purported founders of the group are dead some hundred plus years now, though the little work they produced regarding the rebirth of the dark god Asurik survived and has been reproduced many times over. Such titles are often incomplete, however, though the “real” followers of the order are said to have complete and even original copies of the papers. For a time it was “en vogue” for the wealthy and the bored to pursue the dark and mystical works, founding their own Darkened Sky cells. Today their existence as an organization is questionable; some who claim membership are found to be outright liars, while several groups are suspected to be members but have little to nothing in common with each other. Current iterations of the Darkened Sky are purported to carry out dark and grim experiments with the goal of reawakening the dead god Asurik.

Order of the Ebon Throne

The Order of the Ebon Throne is a favorite of the conspiracy theorists among the modern Seekers of Memory. Their role in the world is as varied as those who tell of them.

The only thing these folk can agree upon is the name; the rest is up for argument, including the origin of that name. Some claim to have heard it from agents of the same group themselves, while others derived it from the Shadowglade palace, the giant thrust of obsidian, or “Ebon Throne”. The “Order” designation carries several connotations as well, dissected through barroom debates and heated arguments. Some believe it named after a military order, establishing a connection to the Shadowglade Knightguard, whereas others assume religious associations. Which religion the group serves is likewise debated; some believe they covertly aligned with one of the major churches, while some suspect the group might very easily be dedicated to Asurik, further playing up on the dark themes of the name.

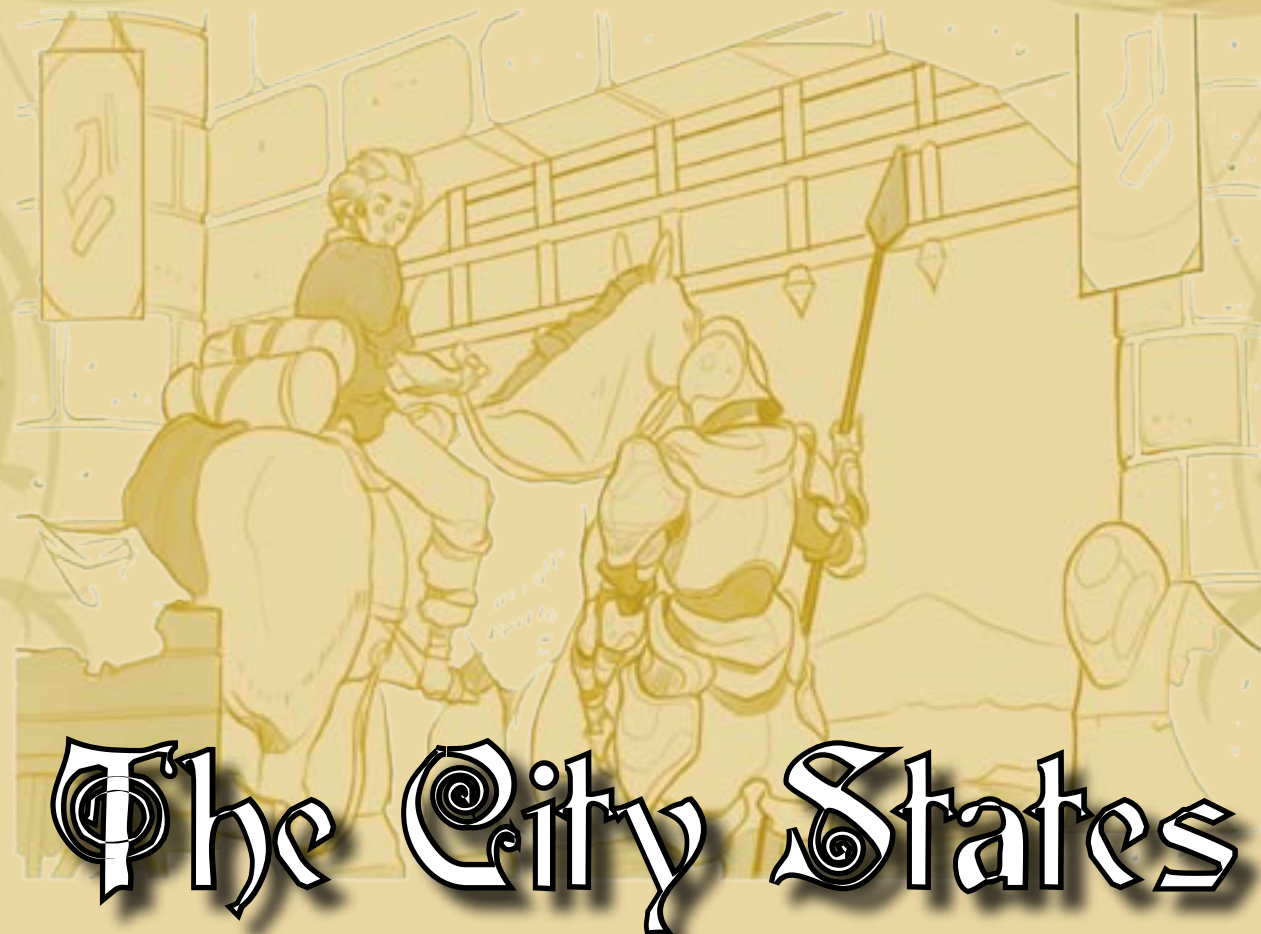
Likewise, the actions and goals of the organization are highly debated. Some believe the order to be a clandestine group of assassins, eliminating threats to the Shadowglade aristocracy. Others believe them to be covert agents, undermining foreign authorities. Still others quietly speak of inhuman experiments, delving into things man was not meant to know.

Little information exists about this group, mostly speculation. The few reports and tales told are widely considered too improbable to be real or are outright falsehoods. Occasionally some folks claim to have information only to disappear or recant their statements; there is always a plausible reason for these occurrences, but their frequency is highly suspect.

Redguard

The Redguard are more accurately identified as the “red scare”. Purportedly, this organization represents the strongest force of Northport, a counter-organization to Shadowglade’s Order of the Ebon Throne. Like the aforementioned Order, however, the Redguard has little to no evidence to support its existence. It is believed that Northport maintains a standing army in violation of the First Treaty of Mir, though neither Mir nor Shadowglade has had reason to force their way into the city to verify this.

The moniker “red scare” stems from early campaigns by the Seekers of Memory attempting to draw attention to information they “came across”, indicating Northport was preparing for action against their surrounding neighbors. Investigation into their claims, including tales of a powerful military force using impossible technology, yielded no fruit. So vivid were their tales, however, word spread among the common population about this “Redguard”, so named for their unit’s colors. While no real sightings were proven, many outlying villages began telling their own tales of this group. Eventually, it became common “fact” that the Redguard exists, while to what purpose is endlessly debated.



The City States

About the Entries

Each of the following entries takes a look at the four primary city states on the mainland in the realm of Shadowglade. These are the most likely home-regions of many player characters in the realm. Additional materials regarding the regions of the Centerspine Baronies, the Froniter, as well as the island nations of Iber and Ire will follow soon.

At the top of each entry is a brief run-down on the nature of the city; its name, system of government, alignment, gp limit, population and its assortments, as well as any current authority figures. Each then includes a brief history of the city and important notes about its current state. Finally, each also includes rumors about the city and its surrounding territory. Some are true, some are false, and some are somewhere in between.

Outside the Cities

Who rules the world outside the cities varies, though most of the powers hold a sphere of influence up to about 100 miles outside of its border. This leads to occasional skirmishes, especially along the central portion of the continent as Four Rivers' territory "spills" into that of Mir and Northport. Shadowglade remains mostly outside of these arguments, though Mir has occasionally challenged Shadowglade along several of the trade routes of the Midlands. Such challenges are either proxy battles, each side outfitting a smaller group to fight the actual battle, or legal, political, and trade wrangling, using threats of political force to net a beneficial outcome.

Beyond the powers, various militias claim some territory as well as petty lumber barons and "pretender lords", as the Iberian nobility calls anyone pretentious enough to claim the title without the hereditary backing. These are mostly tolerated, provided their aspirations rise no higher than the slim margins of territory they currently control.

The City of Four Rivers



Four Rivers

LN metropolis

Corruption +0; **Crime** -6; **Economy** +4; **Law** +9; **Lore** +3; **Society** +12

Qualities Holy site, insular, superstitious

Danger 10

DEMOGRAPHICS

Government Council (appointed officials with elected mayor)

Population 45,000 (15% cityfolk, 30% grassfolk, 5% Iberian, 5% Iren, 30% normal folk, 10% shortfellows)

Noteable NPCs

Lord Gregory Gilcrest, mayor-elect of Four Rivers (male normal folk);

MARKETPLACE

Base Value 10,000 gp; **Purchase Limit** 60,000 gp

Year Established: 291 AE, gained independence 313 AE

Location: Frontier, where the Eiland River and Central River join.

Aliases: The Free City, Market City, River City, The Cross-roads, Frontier Capital, Frontier Haven

About

Four Rivers was founded in 291 AE with support from all national powers with the intention of creating a diplomatic haven. The city itself was to be managed by residents, but the real power was to rest with representatives from the nations who saw to its formation. Sentiment among the local population when the plans were unveiled was against its formation, as it would displace several smaller villages, some of whom had been present since the early days of the Scattering. The larger powers, however, proceeded anyway.

Four Rivers became a site of knowledge and rediscovery in 305 AE with the unearthing of a pre-Upheaval temple. The city's population grew and new centers of study were erected to explore the new possibilities the site represented.

In a very short time the city suffered significant trauma and triumph. The population was scarred by the Mock-Witch trials, wherein the Iberian Church of Erislan overstepped their authority significantly, resulting in the needless deaths of a number of citizens, many of whom were Frontier dwellers and original settlers. Several years later, during the "Nights of Ember Rain", it was Four Rivers and its newly elected, native-born, mayor Anthony Gilcrest who stepped up to help Frontier residents escape the worst of the forest and grassland fires, not the major powers who supposedly ran the city.

Responding to the citizenry in light of the heroics of Gilcrest and the animosity directed to the other powers, Four Rivers was given its freedom and autonomy by the other city-states, allowed to set their own course and destiny.

Today, Four Rivers is a central hub in the mainland. Easily reached by both Northport and Shadowglade via the river ways and upriver from the trading port of Mir, nearly all traffic passes through Four Rivers. Villages of the Frontier, who have long been ignored or abused by the larger national powers, have come to see Four Rivers as their own capital and as such Frontier residents flock to the city for support, aid, and advice.

The city is governed by an elected mayor and a council of elders. While the title of "mayor" not a hereditary position, residents can scarcely remember a point in the last two hundred years when a member of the Gilcrest family, or a close ally of theirs, was not in office. As Four Rivers has some of the most orderly and well attended elections in the land, this can only mean the respect for the family and their leadership is significant. Today, that office is indeed held by a Gilcrest, Lord Gregory Gilcrest. Due to their noninterference policies with other nations, the biggest restriction on anyone running for a significant political office in the city is that of their birthplace. Only native-born citizens can hold an elected office in the city, an attempt to reduce the likelihood of foreign interference in their affairs.

The Council of Elders, on the other hand, is an appointed board. This group is made up of foreign interests, reminiscent of the city's original intent. Today, the council represents the various districts whose population consists of those foreign descendants and foreign residents. These folks are diplomats from their respective nations, appointed by those same nations, and typically act in accordance with their homeland's interests. As the council is more of an advisory board, however, they carry little significant influence in the city.

The city consists of five distinct districts, one for each of the four primary powers, including themselves, and a smaller church district reserved for representatives of Iber and Ire as well as any other religious entity who seeks asylum.

The First District is the home to the native Four Rivers population. These families are descendants of the original villagers who were displaced by the initial construction. It is considered to be a point of pride to have family in the First District.

Witch's Court, in a quiet corner of the First District, is a sore reminder for the citizens of the First District and widely avoided. Originally, it was a district reserved for the nation of Iber. During the Mock-Witch trials, however, a number of citizens were tried in biased courts and severely punished

or put to the stake under the pretenses of eliminating witches and warlocks. Today, it stands empty, a dark reminder to the citizens of the city, and any visitor to the area, of what unchecked fear and libel can accomplish.

The other three districts, for Mir, Northport, and Shadowglade, are less sparsely populated. Their primary intent was to offer lodging for families, merchants, and diplomats from the respective cities during important events. Today, it serves a similar function, as well as a providing markets for the wares of the respective cities.

The Church District, as mentioned early, is significantly smaller than any other district. It is also the only district without a distinct political voice in the city. After the Mock-Witch trials, all political power held by both churches was stripped and their territory reduced, both forced to share the smaller parcel which provided land for temples and housing for clergy only, no political representatives or merchants. Today, the cramped space is shared by a number of temples to not only Erislan, but to all manner of spirits as well.

Rumors

- Aren d'Notrie, the Grand Investigator of the Mock-Witch Trials, began a secret society who kill purported witches even today.
- Ashton Sinclair, inspiration behind the Order of the Darkened Sky, still roams the shadows and back alleys of the city.
- An even larger pre-Upheaval city lies below the surface of much of Four Rivers.
- Torchbearers are said to operate a central headquarters from a secret site in the First District.

The City of Mir



Mir

N metropolis

Corruption +6; **Crime** +10; **Economy** +8; **Law** -5; **Lore** +5; **Society** +4

Qualities Notorious, prosperous

Danger 30

DEMOGRAPHICS

Government Council (treated as Secret Syndicate due to common behaviors and beliefs of population and likely election fraud)

Population 50,000 to 55,000 (roughly 20% each, cityfolk, Iberian, Iren, normal folk, and shortfellows)

Noteable NPCs

Lead Councilman Laet Frarr, current head of the Miran City Council (male cityfolk)

Andressa Romain, head of Romain family shipping & trading company (female cityfolk);

MARKETPLACE

Base Value 20,000 gp; **Purchase Limit** 100,000 gp

Year Established: 58 AE

Location: Midlands, opening of central river into southern gulf.

Aliases: The Gulf City, Port City, Trade City, Gateway to the mainland, Midlands, Old World.

About

In the years after contact was made with the outlying islands, enterprising souls discovered the potential for facilitating access to the islands as well as the mainland. With dreams of profit in mind, settlers struck out for the ravaged southern coast to make a go of it. Thus, the city of Mir was born.

With the influx of traffic from the outer islands, as well as travelers from the mainland wanting off the “desolate slab of rock”, Mir was quickly able to grow to a bustling metropolis. Talented engineers set up shop and shipyards, moving both passenger and trading vessels. Merchants of every stripe opened shops, some offering the basics while others offered unusual fare procured from the islands.

Mir’s early days were filled with a Frontier-style, lawless mentality. Quickly this became an issue for the fledgling economy, as disruptions from common street brawls to organized crime and extortion upset the flow of business. The result was the first democracy on the land, Mir’s residents, merchants, and supporters demanding action and seeing it carried out. An elected leader was the first position agreed upon and the employment of a mercenary group was approved as a way to initially keep the order. This group would quickly form the basis of the first city guard, sworn to protect the city and uphold the laws of the land, for a generous fee of course.

Various districts grew disproportionately as the city grew, and priorities shifted from the waterfront and its influx of product to other regions of the city. To deal with the shifting, complex economy a council was established. Made up of representatives elected from the various districts, these elected members would be a voice for a specific district in organized meetings. To simplify matters, the mayoral position was adjusted to be elected by this council. The reasoning went that as the council represented the will of its district, the councilman's vote for mayor should be representative the district's vote.

It took some time for the system to form and become accepted within the city, but once it did it proved a stable and successful arrangement. As the city was basically run by merchants, traders, and various dealers, however, laws and policies were often slanted to benefit the merchant class, rarely the lower classes. This has created a wide gap between those who "have" and those who "have not". As a result, Mir's overall crime rates are significantly high, though the merchant class is well insulated now from the ravages of petty criminals and simple extortion schemes.

As trade and profit are the lifeblood of the city, loss of product proves for poor business. Because of the few national powers and tightly interwoven societies, "Conflict is bad for business" became the active mantra for Mir's politicians and diplomats. Their philosophy made them ideal arbitrators in the future unrest.

The first major international incident arose between Northport and Shadowglade beginning around 98 AE. At first, Mir overlooked their squabbles as short term; besides that, orders were up for Iberian steel and mercenaries, while travel was brisk as villagers fled the unrest in the north for the outlying islands. As the years wore on, however, productivity between the nations dropped as all of their energy was put into maintaining the conflict. Once Mir's bottom line became affected, it was in their best interest to broker a peace between the two powers, and to also arrange it so that neither side felt they were on the losing end of the deal. After a long and grueling process, Mir finally brought the two together in 131 AE for the signing of the First Treaty of Mir. The spin doctors of the diplomats named the treaty as such to inspire future consideration for Mir as a broker of peace as well as product.

In the intervening years, Mir has maintained their position as everyone's friend and provider. This has allowed them to remain neutral in nearly any conflict, including the several religious disagreements and conflicts to crop up throughout the years. They have also been on hand to settle many other disputes between smaller powers. While their own city guard and retained mercenary forces are reasonably well equipped and trained, they lack the strength of number however to be effective in larger scale situations. Mir has a

standing agreement with Shadowglade, who does maintain a well staffed and regimented military force, to provide muscle when appropriate.

As a result of their vast wealth, inherited fortunes and niches of power, the wealthy merchant class of Mir has taken the title of "Lord" for themselves. As they see it, they are just as wealthy and powerful as any of the noble families to come before them. Shadowglade and Ire tend to ignore the pompous attitude implied by this convention, while Iber, a traditional feudal monarchy, fairly bristles that such low-born peasants dare to compare themselves to their noble lineage. As Mir represents a key channel in their trade with the mainland, however, Iberian nobles have little choice but to play by their game.

For all of the wealth the city contains, however, Mir is as much a city of stark contrasts as well as it is a city of splendor. The tenements of the city overflow with all manner of human suffering and neglect. As the laws and policies side with business and the merchant class, those trapped outside of those circles have little to turn to. Many residents of the poorer districts are broken people, physically thanks to the grueling work on the docks and shipyards, as well as emotionally, possessing little material wealth and fewer means by which to change their lot in life. Begging, thievery, and actions of questionable morality are carried out in these slums as a part of everyday life.

For those journeying to Mir, the city puts a good deal of effort to keeping everyone "on the beaten path". Here, the streets are clean, air sweet smelling, and honest-looking merchants politely peddle wares along the many streets. Off that path, however, lie darker and seedier alley ways and more desperate merchants, thugs, and penniless beggars. It is said, however, that if it can be bought, you can find it in Mir. Not all of it will be found on streets paved with gold, however, and you may find the price too steep to imagine.

Rumors

- The first "Mayor" was one of the major crime bosses of the day.
- Mir is home to a clandestine "Guild of Shadows", a group of thieves, assassins, and unsavory sorts.
- Mir's elections are rigged by the "Guild of Shadows".
- The city's underground sewer system is home to an entire city of beggars, thieves, and unfortunates.
- The city knowingly traffics in ancient relics from the pre-Upheaval period, many of which are transported from the Centerspine Baronies.
- The vagrants of the city speak of a "Nobleman", a mysterious benefactor who helps those less fortunate rise above their station.

The City of Northport



Northport

N metropolis

Corruption +4; **Crime** +1; **Economy** +7; **Law** +7; **Lore** +6;
Society +4

Qualities Insular, prosperous

Danger 10

DEMOGRAPHICS

Government Autocracy (believed to be business interests and owners serving under “royalty.”)

Population Unknown, believed to be 50,000 to 60,000 (unknown, assumed predominantly grassfolk and normal folk.)

Noteable NPCs

King Edwin Roumus, elderly and last of Roumus line, has ruled for almost 50 years (male normal folk)

Ambassador Oron Darre, official voice of the House of Roumus and conducts most official business with outside interests (male normal folk)

MARKETPLACE

Base Value 14,000 gp; **Purchase Limit** 75,000 gp

Year Established: 85 AE, “completed” 125 AE

Location: Center of the landmass, above the central river and carved out of the Centerspine mountain range.

Aliases: The Mountain, Mountain City, Stronghold, Forge, Fortress, Pit, Undercity, Iron Mountain.

About

Northport is a mysterious nation to say the least, and its birth is shrouded in just as much questionable lore as are the technologies that trickle from their mountain stronghold. Aside from those events that are historical fact, much of the following is pure conjecture, and as Northport residents are not easily reached, no one outside the walls really has a clear picture on what life in the city is like.

The early years of reconstruction were difficult ones, marred by misunderstandings, miscommunication, and clashing egos. One group, known as the Seekers of Memory, was the root much of the early malcontent. They chafed under the leadership of the purported nobility that had arisen post-Upheaval. Some claims were challenged by their members, those challenged keeping their status only because the greater majority of their kin sought stability. A leader, of any kind, brought that stability and allowed the reconstruction to continue, while dissension brought only more chaos.

In the fledgling city of Shadowglade, the message of the Seekers was lost, however, as the civilian and noble populations worked hand in hand to construct a new capital over the ruins of a pre-Upheaval city. Condemning their willingness to gloss over the past and rejecting the claims of nobility from the leaders of the city, Seekers in and around Shadowglade left the site of the new city in 78 AE.

The announcement by way of courier throughout the Midlands in 85 AE called on all who were dissatisfied with the efforts of the “pretender lords” to come to the first peak of the Centerspine, atop the central river, to rediscover their past. Further investigation by both Shadowglade and Mir revealed the existence of the fledging city, dubbed Northport by its founders, carved within the mountain. Due to unusually high security and sensitivity, agents were able to learn little about the new power. Census estimates are difficult to ascertain from that period, but an estimated fifteen thousand citizens from the various Midland communities picked up and moved to the rocky city.

This quiet exodus was left alone by Mir and Shadowglade, the predominant powers in the Midlands at the time. They were both rather occupied with their own expansions, as well as dealings with the outlying island nations. It is believed Northport developed their baseline forges and technologies during this quiet period.

All of that changed in the fall of 98 AE. Shadowglade, who depended on outlying villages at the time for support by way of produce and livestock, sent groups out for their annual collection. Upon reaching fringe villages, their caravans were turned away, many silently. They were met with large walls, palisades, and armed guards denying them passage. Not all of them seemed very sincere, but they were insistent, often at the point of a blade. Finally, Shadowglade learned that agents of Northport had been to the towns in question, turning them against Shadowglade and encouraging them, through some manner of coercion or another, to break or abandon agreements with Shadowglade.

Preparing for an all out war, Shadowglade fortified the villages loyal to them, flooding small towns with armed soldiers. Northport responded in kind, sending armed guards and strange items to the villages near the base of its mountain stronghold. From there, a standoff began. Occasional strikes would be made against town after town, each side retaliating against the other.

During this conflict, Northport continued to expand their domain within the mountain. It soon became clear what became of much of their excavation; the mountain was rich in ores. Minerals of all kinds were mined from deep within the bowls of the city, raw materials that were forged into all manner of instrument, or melted down as raw materials for other uses. Iber, home to many artisans and consumers of vast quantities of gold, paid handsomely for materials from Northport, while Ire was a great consumer of arms from the city, useful in equipping their warrior-priest classes.

This slow war went on for a total of thirty-three years before the city of Mir intervened. As both cities had become chief consumers of their imported goods, Mir feared their bottom line would suffer terribly if the conflict were allowed to

continue. After grueling negotiations, Mir was able to talk both powers down from the walls and into a peace treaty known as the First Truce of Mir. As a part of the treaty, Shadowglade and any other world power was denied access to the city without approval, while in exchange Northport agreed to a non-aggression clause, wherein they would keep a security force capable of defending themselves, their city, and their secrets, but not a standing army.

For a time, Northport returned to its mountain shell, content with their role as innovator and provider, expanding its domain and perfecting its technologies. Lighter, stronger metals came from their forges, allowing stronger armors and better weapons. Farming implements increased the productivity of the Frontier farms, and Iber and Ire continued to consume vast amounts of materials from the quiet city.

Attacks along the Northport border were a common occurrence, but often down played. Few survivors remained from the assailed villages; those who did live had little to say, while on the other hand dead men tell no tales. It was a widespread belief, however, that Northport was behind the assaults. What they were looking for, no one could say. The villages were always stripped of anything of value and only a handful of bodies were ever left, no matter the size of the village razed. This lead many to believe Northport was taking prisoners, slaves to work their mines, but no proof could be found.

For years, the city survived as quiet suppliers of the world's other powers, content with their role and freedom of action. It was widely believed that while they kept the “non-aggressive” portion of the treaty, they still maintained a vast military force. As they wouldn't act with it, however, no other power dared violate the borders of the city.

Northport's biggest play on the political stage came during the series of conflicts known as the Baronie Wars. When a cluster of small baronies was discovered in the Centerspine during the mid 220's AE, Northport became unusually active and sought access to the lands. Some believed they had begun running low on materials with which to produce their works, which seemed the likeliest reason for their interest. When Ire declared the baronies unjust and wicked in 235 AE, Northport readily agreed to aid Ire in their crusade in exchange for the right to mine the pristine lands once Ire had crushed the unholy residents. The conflict was aggressive, bloody, and lasted eight years before coming to a close. Once more, Mir felt their bottom line pinched and stepped in, this time with the military aid of Iber and Shadowglade to back them up. Fearful for their own profit and productivity, Northport backed down quickly from active combat, though they still supplied much of Ire's military with weapons and armor. The post conflict resolution left Northport untouched, the other mainland

powers fearful of too-badly damaging the isolated economy or risking the wrath of Northport's unknown strength. As long as city was content to slumber once more, the other powers placed their interest elsewhere. As a result of the conflict, Northport was unable to develop real relations with the isolated baronies and may have lost access to the purportedly rich minerals therein forever.

Northport next gained worldwide attention in 335 AE with the Northport Exposition in Four Rivers. Here, Northport unveiled a wide array of devices and technologies, including crude firearms and steam-driven engines capable of a great many wonderful, and terrible, things. Frightened by what they witnessed, despite Northport's assurances, the other powers delved deeper into Northport's affairs. The outcome of the inquisition, called among the common folk The Hot Air Trials, resulted in severe restrictions on Northport's exportation of such technology and a limiting of the amount of that technology Northport could keep on ready hand. While Northport held, and continues to hold, an upperhand in technology, the other world powers were united against them. Whether they were unable to overcome their combined might or simply chose to comply no one fully knows, but in the end Northport officials agreed to the terms and restricted production and exports of the materials.

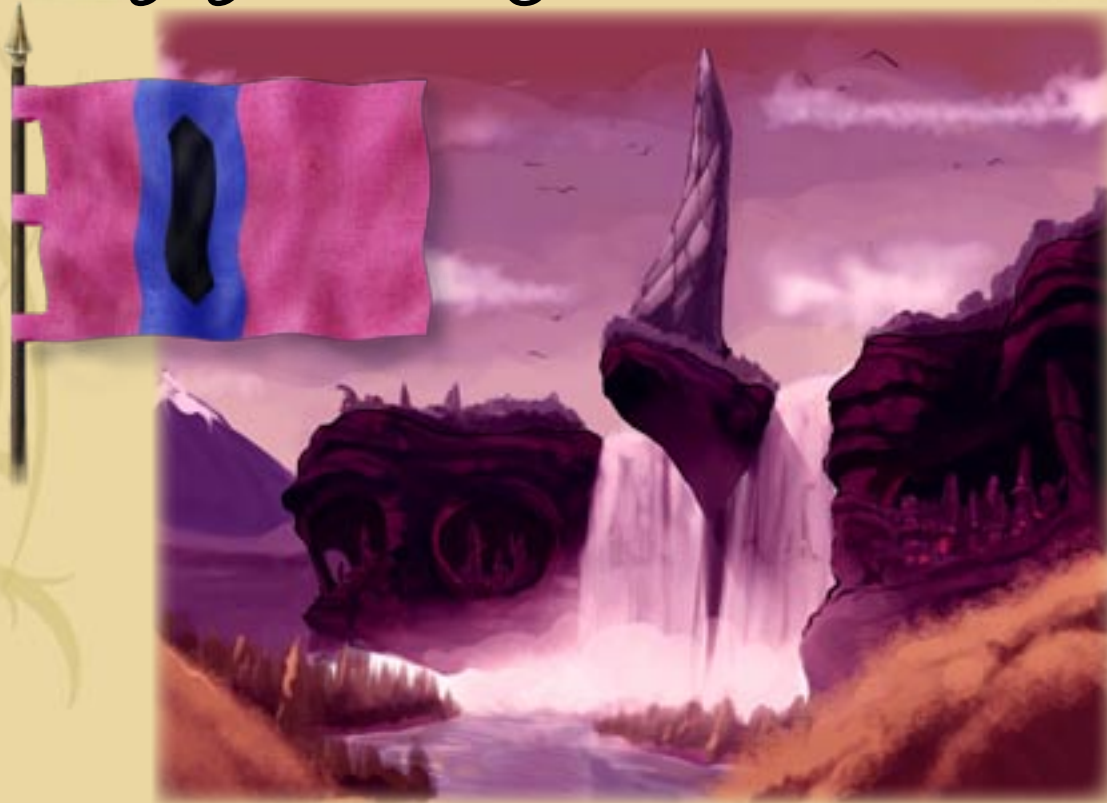
Since that point, Northport has indeed been content with their lot. They were nothing but helpful in the formation of Four Rivers, supported the call to allow the same city their own autonomy, and has continued to supply the world with forged materials and wonderful, though expensive and rare, technological marvels. Rumors of raids, slavery, and various suspicions abound, but there has thus far been no way to confirm or deny anything.

Rumors

Northport is a city shethed in rumor, thanks to their isolationist policies and refusal to deal with the outside nations on terms outside of their own.

- Northport has under its control a "dragon", a large reptile-like creature with the ability to breath fire and whose breath fuels the city's master forge.
- Beyond the firearms released by the city, it is believed that they have in their possession even greater technology.
- Northport is responsible for the raids on the Frontier.
- Northport's Redguard are responsible for a number of the incidents of unrest throughout the history of the realm, continuing the work of their Seekers of Memory founders.
- Modern chapters of the Seekers of Memory are really Northport spies, infiltrating the outer lands.
- Northport's forges are rediscovered technology from the pre-Upheaval era, knowledge uncovered by the original Seekers of Memory and put into use.
- Northport's city wasn't built; it existed in the first place, and the Seekers who sought asylum from the other powers simply settled in, allowing the outside powers to believe they had the ability to carve a city into the mountain.
- Northport is building an army within its walls, with the intent of overwhelming the other nations with sheer numbers and technology.
- Northport technology is not pre-Upheaval nor of this world. It is in fact the remnants of something else from beyond the stars.
- Northport became involved in the Baronie Wars to take possession of technology possessed by the Centerspine Baronies. They covet that hidden knowledge to this day and lead covert excursions into the secluded lands.
- Northport agreed to the restrictions imposed by the Hot Air Trials to earn more money from their technology; with export restrictions in effect, quietly manufactured and disseminated equipment finds its way to the more lucrative black market netting Northport greater profits.

The City of Shadowglade



Shadowglade

LG metropolis

Corruption +4; **Crime** +0; **Economy** +5; **Law** +7; **Lore** +8;
Society +6

Qualities Academic, prosperous, rumor mongering, superstitious

Danger 10

DEMOGRAPHICS

Government Autocracy (constitutional monarchy)

Population 65,000 (47% cityfolk, 33% Normal Folk, 20% shortfellows)

Noteable NPCs

King Edward Wyland IV, king of Shadowglade (male normal folk)

Sir Xavier Halegrad, captain of the Shadowglade Knightguard (male normal folk);

Kaylor, former captain of the Shadowglade Knightguard, advisor to the king (male normal folk).

MARKETPLACE

Base Value 15,500 gp; **Purchase Limit** 90,000 gp

Year Established: 55 AE

Location: Eastern Shelf, atop eastern branch of river.

AI iases: The black spire, cave city, capitol, Waterfall city, the Ebon Throne, Obsidian Throne.

About

Shadowglade is one of the most important success stories of the reconstruction immediately post-Upheaval. Founded in 55 AE by accepted nobles, it was the belief of its first founding families that a great city once stood where they chose to build. Its completion, then, was symbolic for them as well as the rest of the world; that with hard work and determination, not only could the world survive the Upheaval but they could prosper as well.

The city was carved out of the Eastern Shelf, beneath the major waterfall that marked a break in the eastern branch of the central river. The location was chosen both for the presence of pre-Upheaval ruins as well as a unique geological phenomena: a massive spire of obsidian, thrust from the shelf and high into the air. Once early explorations were conducted and the spire studied, it was decided that the iconic black rock would form the new royal palace for the reigning monarchy. Thus, the city was commonly referred to as the Ebon Throne.

The rest of the city exists below the shelf, spreading out into a massive cavern. A large portion of the cavern existed before construction even began, which is what gave rise to the idea to build the city in the cliff face, instead of around. The unusual nature of the city gave it easily enforceable borders and controlled the flow of traffic rather simply.

The early years of Shadowglade were marked by a unique sense of cooperation, giving rise to a trusted body of civilian advisors. They would provide regular updates for

the king, requests from the people, and concerns when they would arise. From this, a parliamentary body was formalized, the Noble House, giving the citizens of the city great control over the management of their construct. The monarchy, then, became more of a figurehead as the early kings relinquished more and more power to the increasingly capable populace.

This proved to be a sore area for some in the city, however. A group professing allegiance to the Seekers of Memory challenged the rights of the nobles and monarchy to function in the first place, and condemned the efforts to put the past behind them. Nobles and their supporters were accused of colluding with the pseudo-mythical “Architects”, people who purportedly knew of and profited from the Upheaval. While the Seekers believed more should be done to recover the lost past, this group appeared to believe it should be done under their guidance and wisdom. The rest of the populace, however, cared little for their rhetoric and ignored them. A fair number left the city in 78 AE.

Early in their affairs, Shadowglade was a strong presence in the outlying lands. Consumed with construction of the new metropolis, they made arrangements with the Midland villages to provide them with basic necessities, such as grains and livestock, in exchange for protection from the untamed wilds. Groups of trained soldiers were posted in accepting towns, and native sons were welcome to train as soldiers themselves, more capable of protecting their homes and helping uphold the first trade agreements.

In 98 AE, twenty years after the dissidents departed the city and thirteen years since they apparently founded their own city-state, Shadowglade ran into its first real opposition. Agents of Northport, the new city-state, had convinced outlying villages that formerly supported Shadowglade to ally with them instead, disrupting portions of Shadowglade’s resources. It was found that many of these villages were less than willing participants, and the trained swordsmen among their village were not of their own kin. With winter approaching, supplies short, and uncertainty ahead, the fledgling city made the mistake of challenging Northport directly and escalating a political dispute to a military conflict. It was hoped a show of force would encourage Northport to back down, but instead the conflict would drag on for thirty-three years.

The stalemate finally ended with the intercession of Mir in 125 AE. Shadowglade reluctantly agreed to Northport’s requests for secrecy, but forced a non-aggression clause with the intent of barring them from using force against the outlying villages again. From that point forward, Shadowglade became reluctant to resort to military force again, despite having one of the stronger assembled forces between themselves, Iber, Ire and Mir.

Shadowglade would have to activate their military once more, however, in 235 AE and the onset of the Baronic Wars. Ire, declaring the newly discovered baronies of the Centerspine evil and immoral, began marching on the small territory to Shadowglade’s North. Ire was supported by Shadowglade’s nemesis Northport. Unwilling initially to directly engage either power, Shadowglade protected their own lands from intrusion. The show of force was enough to divert Iren forces through the Northern Wastes to reach the Centerspine rather than risk conflict with Shadowglade. Some time into the conflict, Shadowglade was engaged by Mir for the purposes of backing up their own requests for peace with some military muscle. With strong, well trained forces behind them, Shadowglade was easily imposing to the battered Iren and Northport forces. Northport wised up and pulled back in light of the new action, though it took Ire some time before finally pulling out as well.

The wise leaders of Shadowglade had several more opportunities to prove themselves in the oncoming years. In light of the international conflicts, Shadowglade was a fierce advocate of establishing some level of peace, or at least cooperation. At the First Word Summit, Shadowglade was the first to present the concept of Four Rivers to the gathering as a neutral city and secure ground for and supported by all national powers. Likewise, they were a strong force during its construction. During the Mock-Witch trials that plagued the new city, Shadowglade was one of the only powers to openly question the activity within the city, and with the help of Ire was able to uncover the foul basis of the inquisition. After the fires of 312 AE, Shadowglade was also one of the first powers to advocate recognizing Four Rivers as its own power, free of the foreign influences.

In general, after the First Treaty of Mir, Shadowglade has found themselves the quiet caretakers of the mainland. Mir might broker peace, but only in the interest of their coin purse. Shadowglade, on the other hand, offers support and protection without strings attached to those who seek it, without forcing their allegiance. Sentiment in the mainland consistently leans toward Shadowglade for guidance and support, though the port of Mir and forge of Northport remain essential to the structure of the world today. It is a delicate balance, often with Shadowglade acting as the equalizing force.

The city is something of a jack of all trades in the current era. They produce much of their own produce and livestock through farms high atop the Eastern Shelf. Small mining operations upriver produce the raw materials needed for city smiths, though most of their work is produced for the sake of the city itself, not for export. Thanks to the large population, merchants have found a good living in the city, and many Miran proprietors have opened additional stores in Shadowglade to help move their exotic wares in a hospitable climate.

Study and learning are perhaps the hallmarks of Shadowglade's contributions to the world. The city is home to the Liciean Institute, one of the only organized centers of learning in the world. Here, they have compiled vast stores of information regarding history, lore, science, religion, and any other field that bares study and understanding.

The city also exists outside the control of both the Iberian and Iren churches, respectfully acknowledging them and working with them when they can, but refusing to defer to their authority automatically. This has allowed Shadowglade to prosper as a city of free-thinkers, those who search outside the church for the important truths of the world, and those wish to explore unorthodox trains of thought. This has also given rise to a wide number of "crackpots" and conspiracy theorists; in fact, in a bit of irony, current chapters of the Seekers of Memory find Shadowglade the most welcoming home any of them are likely to find. These souls are simply seekers of truth, however, and not politically motivated.

The city has functioned consistently since its inception. While not a true democracy like Mir, Shadowglade also evades the stereotypical corruption that creeps into such as system. King Edward Wyland IV currently sits atop the Ebon Throne, a kindly older man with a charming smile and army of aides in all fields; if there is something the king does not understand, he consults the best minds of the city to learn more. This has allowed him to bring swift resolution to his supplicants all throughout his reign, earning him a reputation as a fair and just ruler.

Many of the day-to-day operations of the city are controlled by the Noble House, a collection of nobles and elected officials who deal with the more "mundane" tasks. This body consists of roughly fifty individuals, twenty-five of whom are elected from the various districts of the city, and twenty-five of which are members of the noble families of the city. Here, basic decisions are made, laws crafted, and debates held. The king has final say in all matters, with the ability to disregard the House if he chooses, but no king has yet dismissed the body entirely and even if he someday should, policies are in place to remedy grievances that might arise.

Shadowglade is also protected by a strong military, one of only three significant standing forces in the world. This capable group is lead by the Shadowglade Knightguard, an elite group of highly skilled soldiers. At the helm of the Knightguard is Sir Xavier Halegrad, who oversees all operations of the city and its defenses.

Rumors

- The city is really a draconian dictatorship; the "peace" is a cover for more sinister schemes behind the scenes.
- The king employs a clandestine organization, the "Order of the Ebon Throne", to silence malcontents.
- The castle is haunted, its obsidian walls trapping the spirits of those slain in the Upheaval within its walls.
- The king's advisor is a ghost, maybe a deceased king from years ago...
- The cavern in which the city was built was once the lair of a fearsome creature called a "dragon", a giant winged serpent that breathed fire, frost, or acid.
- Strange creatures call the city home; those who live off the blood of the living, men who are really wild monsters, and other sinister creatures.

Current Affairs

The global powers today are at an unsteady impasse; no one power has the strength to upset the balance, but no one power feels the world is better off with the other forces having as much influence as they do. It is a fairly convoluted situation, but one that has existed for some time.

Four Rivers is one of the few major players in the realm who want to stay out of the politics, but even that position puts them at odds with the other forces. The religious forces behind Iber and Ire long to have a stronger place in the city, but the citizens will have none of it thanks to their collective experiences and scars from the Mock Witch Trials. Mir sees the city as an opponent for the title of trading port, Four Rivers' location requiring that nearly all goods pass through it along the valuable waterways. Mir would much rather see a return to the original plan, of a city whose existence depended on the support of the others, preferably Mir of course. Northport views Four Rivers as yet another business partner, but only deals with them in as far as they must. Rumor from within the city hints at a greater desire for control, an outpost city of sorts, but they have yet to openly act upon it. Shadowglade is happy to support Four Rivers' independence mostly to spite the other cities, though the proud citizens of the city would rather stand on their own than accept outside assistance.

Mir is, at many times, a city under siege. It is a quiet war, however, conducted in the back alleys and darkened rooms, wherein casualties are just as often contracts and businesses as they are real people. Money is power in Mir, and those who amass the most, through any channel, can tip the scales. It is rumored that the steadiest hand of all in the city is the ancient Guild of Shadows, whose hidden assassins, spies, and thieves keep upstart crime lords and politicians in line according to a master plan. Likewise, this Guild of Shadows has eyes everywhere; there is little that goes on in the realm that the Guild of Shadows does not know about. To what purpose they use this vast intelligence network is unknown, but the usual suspects include extortion and blackmail, planning for assassin strikes, and other covert operations.

Northport is an enigma to many in the world. Seemingly content to hide in their mountain stronghold and pump out amazing goods and crafted tools, many agencies wonder what it is that goes on in the deepest crags of the fortress city. It is rumored Mir and Shadowglade agents conduct regular raids on the inner core, but turn up very little. The same rumors tell of Northport raids as well, masked bandits and warmongers terrorizing the Frontier and nearby Midlands and taking captives as slaves. No evidence has been gathered to prove this, however, and it is speculated that what evidence might exist would be telling of the other

party's access to the core. That would be a trump card none of the other powers would care to reveal, at least not just yet. Their production of steam engines and firearms is extremely limited, resulting in heavily guarded facilities to deter thefts and incredibly high rates on these items fuel the city's further development. It is rumored that Northport agents continually release product to the black markets, though no such items can be fully traced back; thus far, all have ended with discovery of "theft" of back stock or early prototypes.

Shadowglade is, to the naked eye, the gleaming beacon of goodness in the realm but even they have their own skeletons in the closet. Possessing the largest military force in the land, they have taken it upon themselves to police the other nations, especially Northport and the island of Ire whose signed treaties prevent either nation from keeping a standing army. It is well known that Shadowglade has eyes in many places, evidenced by their swift action during the new year's eve of 399 and the Highland Standoff. The other nations resent Shadowglade's presence in their lands while at the same time believing their presence is justified and necessary in the lands of their opponents. This leads to several espionage and counter-espionage actions taken by the other nations simply to keep tabs on the stronger military power and make sure the Obsidian Throne's gaze is not on them.

The Frontier tends to side with Four Rivers in many things, but mostly they just want to be left alone. The Frontier towns are reclusive and insular, refusing outsiders access to them and dealing with the larger powers only when necessary. Numerous attempts have been made by all major powers, save Four Rivers, to infiltrate influential Frontier communities, all to no avail. The powers have won various allies over the years, however, and while they may not have strong control over single settlements their other agents can find a friendly port of call with a bit of work or the power in question can rally support to push a rare situation in one direction or another.

The Centerspine Baronies are often just as reclusive as Northport. The other nations honestly do not know what it is they are exporting from their lands, but Mir is the only nation they will allow to deal with them. Once these shipments arrive in the port city, or at a site under Mir's control, the shipments disappear into the menagerie that is Mir's commerce system. Agents from the other nations repeatedly attempt to breach the Baronies, but with little success. It is believed that Shadowglade has won the confidence of a couple low ranking barons, but no evidence exists to support this; in fact, most "proof" of this also deals with the Order of the Ebon Throne, which automatically discounts the reputability of the material in the eyes of many scholars. Still, covert operations and clandestine meetings are just the sort of fare many suppose such an organization would be involved in.

Like the mainland powers, the island nations have an interest in the outcome of many conflicts. As the two primary nations of Iber and Ire are opposed politically and philisophically, the spiritual leanings of a populace are just as important as their political.

Iber represents an aristocracy at its height, and decadence at its worst. Petty backstabbing and minor intrigues plague the court of the kingdom and several of these internal disputes are often settled by whoever has the most favor with the king. Political life in Iber can often be measured in gold pieces, though it is a fitting arrangement for a nation who prides themselves on their services as sellswords and mercenaries in the first place. Despite their differences, however, the noble families can pool enough resources to keep an eye on the mainland for the chance to exploit chance or providence through many channels.

The church in Iber is of secondary concern to the ruling class and exists only as a way to further their control of the peasent populace. Mainland supporters know this to some extent, but choose to put faith in the message of the Iberian church, not neccesarily its officials. That said, the Iberian church on the mainland often acts as the eyes and ears for Iberian nobility, though many believe they have their own agendas and play the nobles of their homeland against one another with competing, conflicting tales of what is "out there."

Ire, on the other hand, derives its strength from its faith and its followers. Little goes on in the world that doesn't reach ears back in Ire, as most of the settled world has some level of Erislanian presence, and the Church to the Lord of the Stars is the oldest and most respected of the institutions dedicated to Erislan. The exceptions to this would be the Frontier and the Centerspine Barionies, though one would be a fool a to think neither church lacked a foothold of some kind.

Ultimately, Ire's actions are taken to protect their faithful. In earlier periods, gathered intelligence would be used to strike against heathans and pagan worshippers who presented a threat to the church; today, the Ire church seems to let these groups by, simply noting the members and practicess when able. Some rise to greater prominence, most all fail; some suppose the Ire church's lack of an active role doesn't mean they don't influence these groups, nudging them toward collapse instead of launching an all out war against them, literally or figuratively. Beyond this, the remainder of the intelligence collected by the warrior-priests follows similar suit to that gathered by the other nations: keep tabs on your friends and enemies alike, and make sure no one is looking too deeply into their own affairs.



System

Shadowglade, E10

Shadowglade is written as an “E10” campaign setting, which means a few things operate differently, most of which has to do with characters and character creation. “EX” campaigns are OGL system campaigns that place an internal level cap, “X”, on how high the players can go, and by extension how much gold they accumulate, the sort of threats that they face, and the sort of powers they unlock. Common versions include E6 and E8, with level caps at 6 and 8 respectively. This can be done for a number of reasons, from arbitrary GM decree, a group decision for a point of balanced play, or a general feel for the setting. Shadowglade operates as an E10, which means it has a level 10 cap.

The Game Within The Game

The EX campaigns are often described as a “game within a game”. The OGL system is one that is generally written for a seriously high-fantasy world, where mortals unlock unknowable powers, quickly, and can stand toe to toe with gods. While realism is almost never a hallmark of these systems, this is frequently a hang-up for some folks due to the disparity of power displayed. EX campaigns seek to

separate those ideas, sort of break the different genres out of the system itself and help players identify the places they want to play in.

The generally accepted breakdown of the standard OGL system is as follows:

Levels 1-5: Gritty fantasy At this stage, the character goes from a 1st level commoner to the status of local hero, should he or she survive. These levels are typically a slog through some treacherous territory, literally and figuratively, and characters are lucky to make it that far.

Levels 6-10: Heroic fantasy Characters at this stage have come into their own. They can stand toe-to-toe with several otherwise terrifying threats and come out alive, though sometimes just barely. Here many characters find the core strengths of their classes and unlock a number of cool features without access to ungodly powers.

Levels 11-15: Wuxia Also known as “wire-fu”. At this stage, the characters are still doing things that are somewhat plausible but occasionally, even with comparatively speaking mundane powers, bend or break the laws of nature. The term “wuxia” often brings to

mind images of martial artists dueling in mid-air, for all intents and purposes flying though not really, and doing apparently superhuman things that are explained as intense focus and body manipulation.

Level 16-20: Superheroes Not much else to say on this one. The characters are virtually superheroes or gods, with exceptional powers that separate them from the rest of the world. These characters are generally able to stand toe-to-toe with the primal forces that shaped the world and come out swinging.

What Shadowglade Is

The earlier background should have painted a decent picture of the world view of the land. Shadowglade is a realm of gritty and occasionally heroic fantasy, not really a comfortable place for wuxia and certainly not a welcoming place for heroes of superhuman nature.

The realm is written with an eye on history and folklore, less on the grand epics of traditional fantasy. It has a number of analogues to mid-Renaissance Europe in our own world, and a similar world view; budding science and technology, strong faith coupled with a detachment from overbearing churches, and a population just frightened enough of what they do not know to spin wild yarns. This world view is generally incompatible with the high-octane, ramped up realms that allow for superhuman feats of power.

Because of the historical eye and a general lack of monsters, rampaging hordes, and ancient evils slumbering for ten thousand years, characters just simply do not acquire the training, experience, and exposure to magical powers that characters in other worlds do. In that regard, Shadowglade characters should never reach the same peaks of greatness heroes of other worlds do.

The lack of magic in the setting would quite frequently prove an impossible position for characters in most other realms; many monsters and traps are written with the expectation that characters have access to tools to overcome damage reduction, cast devastating spells, and have magical arms. Here, that just isn't possible. A shift to E10, then, means the characters aren't nearly so handicapped; divine casters still have access to solid healing magic, melee fighters are capable of solid damage output, and the party can move on with only slight hinderances. Many times, this also means brute force is the worst option and perhaps another solution can be found...

Shadowglade as a campaign also tells better stories within the gritty and heroic tiers. They are more personal, more involved, and less concerned with the fate of the world and more with the set of characters the tale is following. The fate of an area or region perhaps, the fate of loved ones,

the fate of things the characters have come to care about, yes. In fact these are often the better stories to begin with, as when the world is threatened the villains are opposed because of the moral high-ground, but when the heroes' families are threatened it becomes much more personal, the hero even more invested in taking a villain out.

Implementing E10

Implementing E10 is fairly simple; the level advancement caps at 10 for all characters. GMs should use the slower tracks for character progression to stretch out a campaign even in its truncated form, though for a quick series of adventures that advance quickly the other tracks are possible.

In an EX variant, characters do not continually advance; their actual progression stops at 10th level. This halts further advancement in their class(es), they no longer gain more hit points, their saves do not increase, etc. That isn't to say the game stops there, or that characters cannot grow from there. Instead, smaller awards are allotted based on encounters and experience accumulated. E6 recommends for every 5000 experience points earned a feat is awarded; this equates to about once every eight, CR 6, encounters for a party of four. At 10th level, this would work out to 20,000 experience points or once every eight CR 10 encounters.

Why 10?

Some players are already familiar with E6 and E8 variations, especially as E6 is the forefather of the concept. This could make level 10 confusing as to our selection of that as the cap, not one of the lower-level versions.

Mechanically, Pathfinder varies from the standard OGL game system in several ways. One of the common threads in this is the tendency of level 10 to be a break point between common, mundane, or standard levels of training and advanced levels of training, the sort that grant classes abilities far beyond mortal ken, as discussed earlier. This makes a fine point to stop, as the Pathfinder classes have already balanced it out to the point that they already consider level 10 to be the break between heroic play and the crazier styles. Most classes get their first shot at "advanced" abilities at level 10, which also makes a nice capstone for E10 play.

Other Materials

With the sheer amount of OGL material available, there are a number of other races, classes, and features from other publishers which are perfectly compatible with the Pathfinder system. This may not mean they are compatible with the Shadowglade setting, however.

When considering material from a source other than Shadowglade materials or core Pathfinder materials,

make sure to discuss the choice with your Game Master. Its a good thing to make sure the material fits with the atmosphere of the setting and works well with the other aspects. A class that constructs magical items with the same ease of an average commoner baking a loaf of bread or a race that practically emanates magic would be out of place, as are magical items predicated on an assumption of vast quantities of magic resources.

Characters

The nature of an E10 campaign means that character creation & advancement options change slightly as well. As stated, Shadowglade is intended to be a gritty & heroic tier setting, not much for the wuxia or superpower sort of characters. These decisions affect how a character is built from the very beginning and all the way through their career. Ahead are some recommendations for character creation.

Character Creation

For Shadowglade, we recommend you use the “Point Buy” option for generating your basic ability scores, per *Chapter 1: Getting Started* in the **Pathfinder Core Rulebook**.

Normal NPC characters should be built using the lower end of the spectrum but player characters are still assumed to have a leg up on the common farmer. For this, players have a total of 15 points with which to build their characters.

Game masters who want to give their party a bit more of an edge can use the 20 point, a high fantasy build, allotment to build characters more capable than their comrades. These are generally rarer individuals, however.

Character Advancement

Characters in Shadowglade are generally expected to advance slowly; they don't encounter rampaging hordes of monsters at every turn, they don't slay a dragon every other day. Most of their enemies are going to be mortals like themselves, some feral animals, and the like. They actually experience a greater deal of down time than in other settings and spend more of their active time engaging in more creative methods of conflict resolution.

To keep pace more appropriately, Shadowglade characters should progress along the “Slow” experience track, seen on the table *Character Advancement and Level Dependant Bonuses*, *Chapter 3: Classes* in the **Pathfinder Core Rulebook**. Doing so keeps characters at the same levels longer and helps extend the campaign in terms of time.

Game Over

When, exactly, is the game over? For many, the hard cap set by the game system represents “game over”; once you've achieved this point the game is done with, or will soon be. Some players are interested in what is considered “epic” content, but beyond that many discount play after the cap, be it 10 or 20. For folks with such a mentality, the cap placed on the setting is going to be jarring.

Shadowglade's level cap isn't intended as a delimiter, a “game over” point. Instead, it serves a couple of different functions within the setting. It keeps expectations at a certain level; assuming players don't reach 20th level, there is less expectation of tackling creatures such as demon lords or ancient, rampaging dragons, creatures that aren't around every corner or behind every dark plot in the setting. It is also one part flavor, as with the world at large under the same cap it helps explain why clerics aren't taking over the world with stunning feats of magic, the darker regions of the land aren't illuminated by powers beyond the world, far-flung settlements don't just step through a portal to the capital city for a shipment of grain. Life can be hard in Shadowglade, and the cap both enforces and reflects that.

As to when the game is actually over, that really is up to you, your fellow players, and your game master. The story goes on for as long as you like, and we will continue to help the experience along with additional materials, adventures, and stories for as long as you like. For additional information about advancement, consult your game master or the **Shadowglade Game Master's Guide**.



Races

Races of Shadowglade *Other Races*

The realm of Shadowglade is an unusual one as far as fantasy settings go; there are no demi-human, or fantastic, races. No elves, dwarves, orcs, etc. It is a world wholly human. That isn't to say, however, that everyone looks alike, or functions alike. On the mainland alone, several environments, as well as lifestyles, exist. Those raised in the cities generation after generation are typically slimmer, less muscular and, thanks to broader education, more intelligent than the common folk from outside the cities. The outlying areas see stronger, broader folk, well used to working hard days in hot fields to support themselves and their families. These traits are often passed down through their children, folk of the fields finding the stronger, more capable of their culture more desirable, while the refined citizens of the larger cities place an emphasis on appearance and intelligence.

These options replace many of the standard races found in typical fantasy realms. They function similarly to the races found in the core texts while being re-flavored and adjusted for use with the Shadowglade setting.

It is possible to include other races as selections for the Shadowglade campaign setting. Use the following to determine which are appropriate or what features may need adjustments.

- Shadowglade's races have no inherent magical ability; most fey-like creatures then are poor choices as they are quite magical. That is not to say others cannot be potential options: while it is not recommended, characters could be a half-celestial flavored as "divinely touched by Erislan". Such a character would be quite rare, but mechanically viable for the setting with the right respect to flavor.
- Shadowglade's races are descended from human stock and there is a general expectation that all citizens bear a similar resemblance. Creatures that have decisively non-human characteristics, such as half-fiends, would not be an appropriate option as-is. New races then should be very human in appearance with no unusual anatomy to reflect different heritage. Skin or hair color, for example, could be appropriate differences, but horns, tail, etc. would certainly mark the character as a monster, not a "person".

Cityfolk

Cool, calm, sophisticated. Those who have grown up in the upper levels of the city life seem to have it all, while even those of lower stature seem to share some innate sense of grandeur in the city. Often quite handsome or beautiful in appearance, well educated, and multi-talented, woodland rabble hate them, aspire to be them, or some mixture of the two. They, however, are quite oblivious to these folk and go about their lives without giving those other folk a second thought.

Physical Description: Cityfolk are often a smaller, paler lot than the other folk of the realm. This is due in part to their increasingly sedentary lifestyles that often keep them indoors, where the fortunate study and practice more intellectual arts and those less fortunate toil away in meaningless bureaucratic or merchant positions. They are often more attractive than folk of the outlying regions, the tell-tale signs of hard labor in sun burnt fields absent from their flawless skin. They stand around 5 and a half to 6 feet tall with a lean, slender build. They are often well muscled for their build, but far from fit for hard, physical labor.

Society: To their mind, cityfolk *are* society, at all income levels. This leads to a generally aloof attitude as perceived by the other folk, though cityfolk see it as perfectly normal. Unless necessary for the course of business or politics, cityfolk rarely venture outside their normal social circles. These exist at all social levels, wherein the rich circulate with the rich, the modest merchants associate with those of similar stature, and the poor, while envious of the more affluent, will typically shun their company unless they stand to gain from the interaction.

Relations: Often, cityfolk are seen as the ultimate diplomat, able to speak the language of nearly any deal, proverbially

Cityfolk Racial Traits

+2 to One Non-Physical Ability Score: Cityfolk characters get a +2 bonus to one of the non-physical ability scores of their choice (Wisdom, Intelligence or Charisma) to represent their more sophisticated nature.

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

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

Highly Educated: Cityfolk receive Skill Focus as a bonus feat at 1st level.

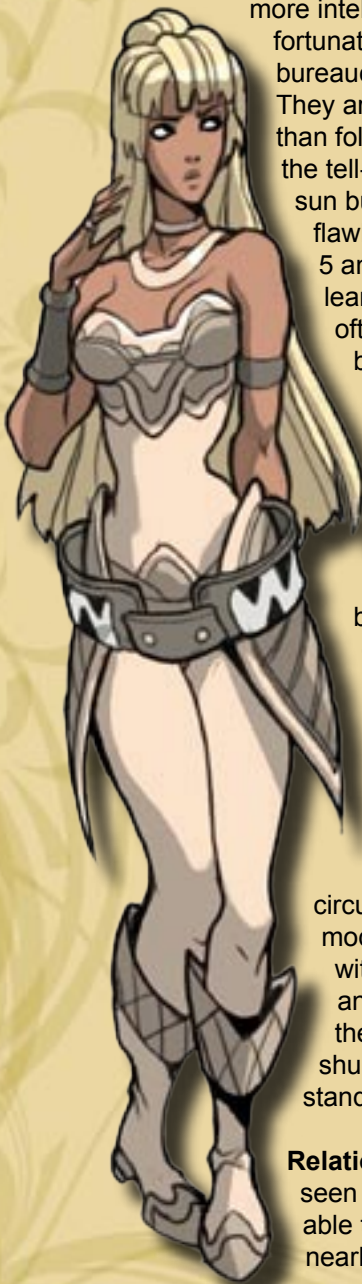
Well Rounded: Cityfolk receive Additional Traits as a bonus feat at 1st level (see **Feats**).

of course. Many are power brokers in their own fields, and can leverage that when dealing with others. The only folk cityfolk feel out of place around are grassfolk, whom they view as backwards, impetuous, and savage. While their intelligence should allow them to walk away from an ill conceived encounter, cityfolk are both intimidated and enraged by taunting grassfolk. To all others, however, cityfolk are just as pleasant and cordial as could be.

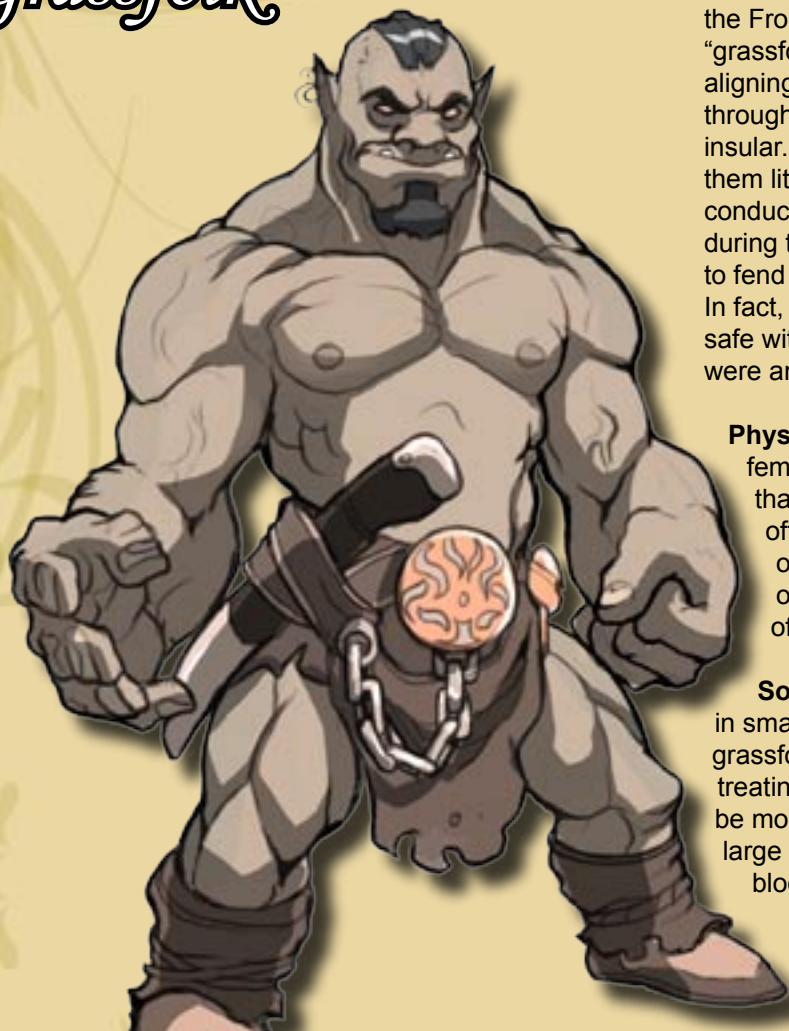
Alignment and Religion: The whole world of these souls is built on the rule of law. Often lacking the personal muscle to back themselves, they depend on that set of rules that everyone must play by to ensure their own safety. Many tread the line of neutrality, avoiding a commitment one way or another, but are more often good than not.

More than citizens of other regions, those who live within the cities are more apt to be followers of Erislan than any other belief system. Their actual membership in a given church will vary by region and political leanings; citizens of Iber and Ire are members of their respective churches, while Mir is the most evenly divided between the major branches. If the person is not an adherent of one of the major powers, they are often still followers of Erislan through personal dedication or one of the smaller orders.

Adventurers: Typically, you won't find a true cityfolk as barbarians or true rangers, though the urban ranger variant is certainly viable for those in the lower income brackets. Likewise, the more learned of the cityfolk will adventure through classes suited to their more intellectual pursuits such as bards or rogues. Ultimately their reasons for adventuring are varied, but typically include the quest for greater knowledge or wealth. Thrill seekers might wish to leave behind the "safe" life of the city for the danger of the road and wild reaches of the land.



Grassfolk



Uncouth. Brutes. Savages. Wild men. These are a few of the less colorful names attributed to the peoples of the Frontier, more commonly known as the derogatory “grassfolk”. Choosing to keep to the wilds instead of aligning themselves with one of the emerging powers, through the years the Frontier communities have become insular. In recent history, the larger powers have also given them little reason to open up, with purported slave raids conducted by Northport, disproportionate persecution during the Mock-Witch trials, and leaving the communities to fend for themselves during the Nights of Ember Rain. In fact, of all of the larger cities in the world, they only feel safe within the city of Four Rivers, whose founding fathers were among their own number.

Physical Description: Many grassfolk, both male and female, stand in excess of 6 feet all and carry more than 240 pounds in weight, much of it muscle. They are often broad-shouldered and powerfully built from not only a lifetime of hard, physical labor, but generations of the same, distilled into a mammoth frame capable of enduring all manner of physical hardship.

Society: Grassfolk live much like the rest of the world, in small villages. Unlike folk in or around the larger cities, grassfolk tend to be more social among their own kind, treating entire villages as extended family. They tend to be more spread out, each family owning and maintaining large farms, but they are never too far from their kin, blood or adopted.

Relations: Many grassfolk chaff under the disdainful glare of cityfolk, leading often to confrontations both in the city and within their own village. Woe be unto a cityfolk who picks a fight in a Frontier village, however, as they will likely have to contend with many of the town’s residents as well. Normal folk aren’t bothered by the grassfolk, and thus they pay little attention to them as well. Shortfellows, on the other hand, make grassfolk nervous. They aren’t a common sight in Frontier villages, and are thus often mistaken for children.

Alignment & Religion: Grassfolk tend toward the chaotic branches, often chaotic neutral in that they do as they please, but would rather be left alone. Likewise, they avoid most organized Erislanian faiths, feeling oppressed by the foreign churches. Many are individual worshippers of Erislan, though grassfolk are more likely than others to adopt ancestor or spirit worship.

Adventurers: Grassfolk are a dedicated and hearty lot, not often the sort to leave family or friends behind lightly. Those who do leave for a life of “adventure” do so to raise additional income for those same families, often managing supply routes for village trade goods or working to protect their villages from menaces both human and inhuman.

Grassfolk Racial Traits

+2 to One Physical Ability Score: Grassfolk characters get a +2 bonus to one of the physical ability scores of their choice (Strength, Dexterity or Constitution) to represent their more primal nature.

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

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

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

Intimidating: Grassfolk receive a +2 racial bonus on Intimidate skill checks due to their imposing nature. This is a +4 racial bonus against Cityfolk.

Ferocity: Once per day, when a grassfolk is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Talented Brawlers: Grassfolk receive Catch Off-Guard as a bonus feat at 1st level.

Normal Folk

Humans, by any other name, are quite versatile. Normal Folk in Shadowglade are the a-typical human template found in other realms. They have no definitive geographic home and are found in all cities and areas of the realm.

Physical Description: Normal Folk are quite ordinary. They typically possess an average build, not overly muscular but not visibly frail, with average weight. Skin color tends to match to the regions in which they live, with those who dwell more in the cities and in-doors having a paler tone than those who live and work in the wilds of the Frontier, whose skin tone is often tanned.

Normal Folk make up the majority of the population of Iber and Ire, each possessing a less specialized population than the regions of the Midlands. In Iber, a field-worker is just as likely to live in one of the small cities. They work the land for the lord of their territory, and in exchange for their labor they are housed in the village or keep. Ire, meanwhile, tends to operate as a well maintained commune, wherein everyone from the most learned sage to the most common soul tends to the fields in addition to transcribing the books of the church. Thus, their folk tend to have an average build as well, regardless of profession.

The normal build for these folks tends toward height just above or below six feet, with a healthy frame carrying between 140 to 170 pounds. This is a median, however, meaning that excessively large or incredibly small folk are quite possible.

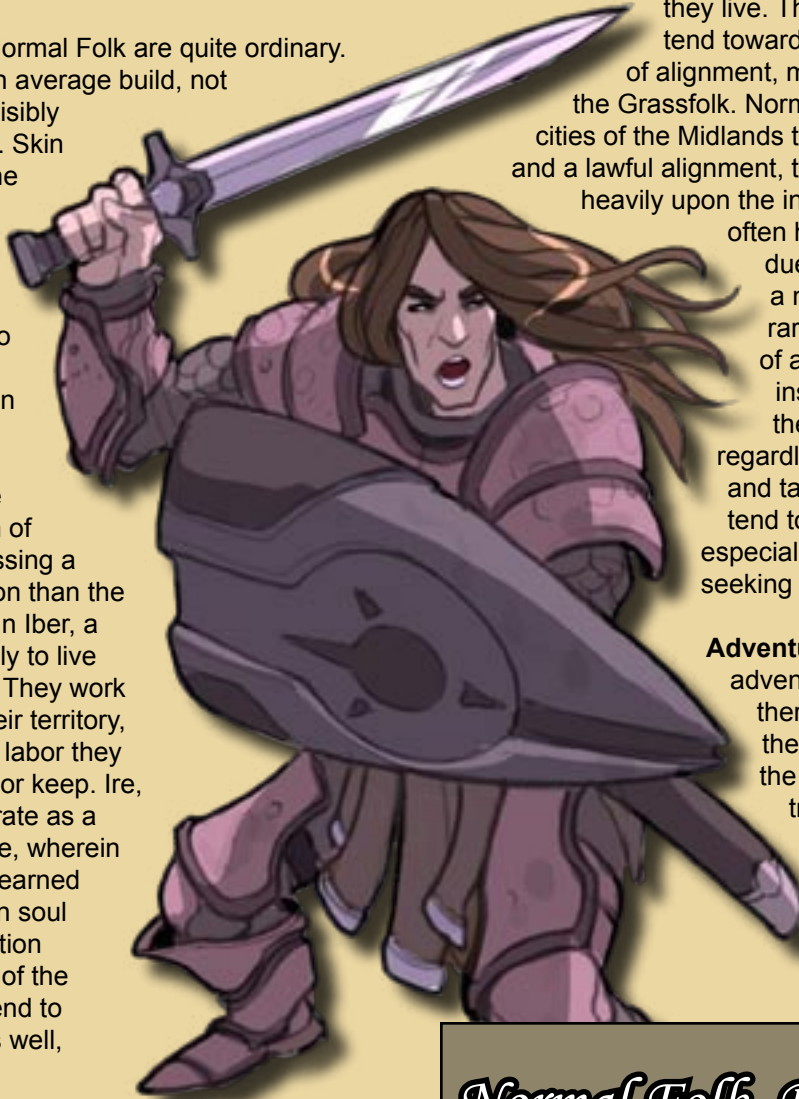
Society: Normal Folk blend in with the society in which they are born, raised, or have adopted as their own. They are more likely to drift between populations and more likely to fit in to any society they choose.

Relations: Owing no particular allegiance to any one area or mind set, Normal Folk are found in the company of anyone and get along well with anyone. They tend to take no particular stance when it comes to politics or

international relations. Those from the islands of Iber and Ire are, of course, dedicated to their national ideals and the principles of their church. They are at least amicable to those from outside the island.

Alignment and Religion: Normal Folk tend to match the alignment preferences and religion of the lands in which they live. Those who live in the Frontier tend toward the more chaotic branches of alignment, matching the independence of the Grassfolk. Normal Folk raised in the larger cities of the Midlands tend toward scholarly pursuits and a lawful alignment, though for good or ill depends heavily upon the individual. Iberian folk are often haughty, and while lawful due to their pledge of fealty to a noble of higher rank will, they rarely weigh in on questions of a moral matter. They prefer instead to see what is in the matter for themselves, regardless of the moral quandary and take what they can. Iren folk tend toward lawful alignments, especially lawful good, constantly seeking to do as Erislan would prefer.

Adventurers: Normal Folk adventure for as many reasons as there are individuals. Sometimes their wanderlust matches the standards of their region, traveling as protectors or explorers. Other times, personal goals and vendettas dictate their journey.



Normal Folk Racial Traits

+2 to One Ability Score: Normal Folk characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

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

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

Bonus Feat: Normal Folk select one extra feat at 1st level.

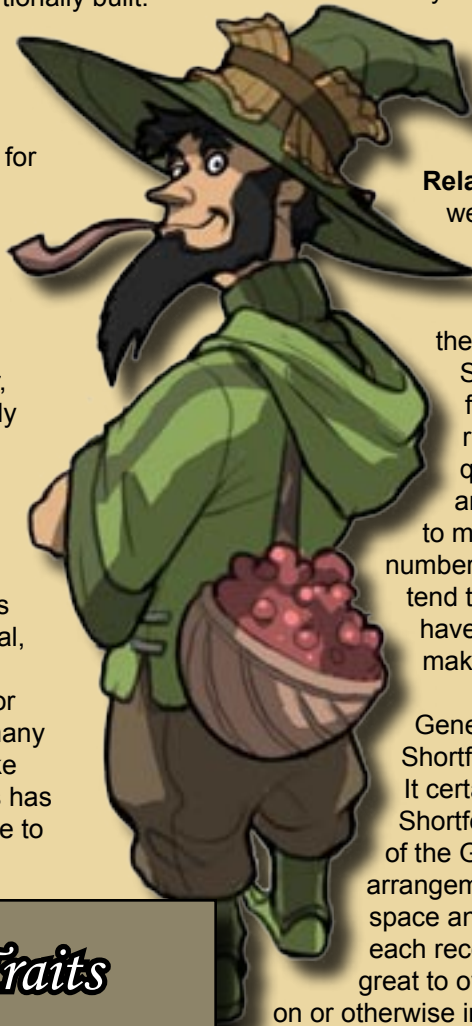
Skilled: Normal Folk gain an additional skill rank at first level and one additional rank whenever they level.

Shortfellows

Shortfellows are an interesting off-shoot of the folk in the realm. Much shorter than the others, Shortfellows clock in around 4 feet tall and are perfectly proportionally built. They resemble children more typically, allowing the mischievous among them to play off the misconception to their advantage. Despite their small size, however, their heart more than makes up for their lack of physical power.

Physical Description: Shortfellows are, as one might expect, rather short. They are not often more than 4 feet tall and rather light, not exceeding more than 40 pounds. In all other respects, however, they resemble small Normal Folk, perfectly proportioned and with all of their variety.

Society: Shortfellows are the most likely population in the realm to form their own settlements composed of their own kind, or at the very least their own districts in the larger cities. They are kind and jovial, but tend to feel “underfoot” when around the taller folk. Likewise, the larger cities for years overlooked their smaller citizens, many businesses and agencies refusing to make accommodations for the shorter folk. This has less to do with outright prejudice and more to do with simple apathy.



Most Shortfellows seek the simple joys in life: a warm hearth, a good meal, tall tales and mirth, and a quiet life. Their villages and districts tend to reflect this quite visibly, with their homes often close together and snugly furnished.

They know their neighbors by name and often know a great deal about them. When they greet each other on the streets, the conversations are warm and sincere.

Relations: Shortfellows generally get along well with anyone, but that isn't to say that others get along well with them. It has only been in recent years that businesses and other entities in the larger cities have begun to respect Shortfellows and make accommodations for their smaller stature. While not outright persecuted, they were ignored for quite some time. With infinite patience and work, however, they have been able to make in-roads with the larger folk. Their numbers in outlying settlements of taller folk tend to be low, so many of those communities have little issue accepting Shortfellows and making room for them.

Generally, Grassfolk tend to shy away from Shortfellows, unsettled by their small stature. It certainly isn't that they are afraid of the Shortfellows, nor the Shortfellows afraid of the Grassfolk, but there is an unspoken arrangement wherein Grassfolk keep to their space and Shortfellows to theirs. Many suspect each recognizes the size differences as too great to overcome, Grassfolk afraid of stepping on or otherwise injuring Shortfellows unintentionally, and Shortfellows likewise afraid of being harmed.

Alignment and Religion: Shortfellows almost universally tend toward good, with a rare bad apple turning up from time to time. These souls are still considered family, however, and their kin will do all they can to bring them back around. They also tend toward a more carefree outlook on life, so while not technically lawful in the rigid sense, they will abide by the law of the land or find new homes when the law does not suit them. Like Normal Folk, Shortfellows tend toward the faith of their surroundings.

Adventurers: Shortfellows often adventure for the sake of adventure. They enjoy the freedom adventuring entails and the experiences they have often become tales of dashing and daring-do for the younger generations. Occasionally, the aforementioned “bad apples” find employ as thieves, their skills enhanced by their smaller size and nimble agility.

Shortfellow Racial Traits

+2 Dexterity, +2 Charisma, –2 Strength: Shortfellows are nimble and strong-willed, but their small stature makes them weaker than other races.

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

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

Fearless: Shortfellows receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by shortfellow luck.

Shortfellow Luck: Shortfellows receive a +1 racial bonus on all saving throws.

Keen Senses: Shortfellows receive a +2 racial bonus on Perception skill checks.

Sure-Footed: Shortfellows receive a +2 racial bonus on Acrobatics and Climb skill checks.



Selecting a Class

Classes in the realm of Shadowglade each have a place in the world and a purpose to serve. When creating your own characters, make sure to talk with your Game Master and the others in your party before settling on a class. Be sure to select a class that is appropriate for the stories to be told and one that works well with the choices made by your fellow adventurers.

Divine spell casters, such as the cleric, druid, and paladin, have a significant ability to drive the focus of the group. Many are tied to a parent organization, namely their church or order, and are often on the road as a part of that organization's goals. Long-term service or simple missions, it matters not to the devout members of the clergy who will do their best to carry out their orders and bring glory, honor, respect, and reverence to their church and their faith.

Sorcerers and wizards, as discussed elsewhere, do not exist in the realm. Bards do, but their abilities are significantly different flavor wise than "magic." As such, other arcane spell casters should be chosen carefully before

being brought into Shadowglade. Those classes who can be reflavored, as with the bard, are acceptable while those derived from the traditional image of the spell-slinging sorcerer are not.

Finally, the martial classes comparatively have the least impact on the direction but provide the most muscle to a group. They can herald from nearly any place and have nearly any purpose. Often they are of the less privileged economic tiers, though occasionally such a person chooses to leave the turmoil of the city, the politics, and the monotony for a life on the road.

Ahead, we look at the standard classes that are appropriate for the Shadowglade campaign setting. Each has a unique role, frequent associations with the various organizations, and perhaps some changes to their standard mode of play.

Core Classes

Like the races of the realm, some of the traditional classes have different places in the world of Shadowglade. Some classes have risen to new prominence, while others are virtually unheard of. The martial classes are virtually untouched, able to find a home in any world, while the divine classes are an important part of the lives of much of the population. Arcane classes, on the other hand, are virtually unheard of in a world devoid of magic, and any blatant spell caster is met with fear and fury.

To further your options in character design, we have included material from the **Pathfinder Advanced Player's Guide**, including recommended and setting-appropriate archetypes from the core classes.

Barbarian

Barbarians typically herald from the slopes of the Centerspine and wild reaches of the Frontier. Broad shouldered and fiercely strong, they work hard for their livings. Those who have tired of the common life among the timber ridges and grasslands find ready employment in the cities as enforcers, guards, and similar positions of intimidation.

Appropriate Archetypes: Breaker, Brutal Pugilist, Drunken Brute, Hurler, Invulnerable Rager, Mounted Fury, Savage Barbarian, and Superstitious.

Bard

Bards in the realm of Shadowglade fill the roles in society that they always fill. Well learned, well traveled, and highly skilled, they regale crowds with tales of daring-do throughout the land. Many are consummate entertainers, doing whatever it takes to please the crowd. Some ply their trade as a distraction for enterprising rogues, creating a wandering show that lifts spirits and coin-purses. Others use their stagecraft for darker purposes, preying on a population easily spooked and lead astray by strange lights and effects that overwhelm logic and reason.

Appropriate Archetypes: Achivist, Court Bard, Detective, Magician, Sea Singer, and Street Performer.

Cleric

As in many realms, the cleric is the martial representative of their faith. In the world of Shadowglade, this is further bolstered by the fact that the principle deity, Erislan, is regarded as a commander of great forces and a warrior for truth, justice, and similar concepts of a moral high ground. They are found primarily in the service of one of the major churches, while representatives of smaller Erislanian sects are not unheard of.

- **Clerics of Church to the Lord of the Stars**

Clerics of the Church to the Lord of the Stars are armored holy avengers, seeking out the evil of the world and crushing it utterly beneath their iron heels. While this might sound draconian, for this church it is more metaphorical, especially in recent years, as opposed to literal. Respecting and following the militaristic traits of Erislan, the Iren church has structured a greater deal of their organization on military and martial orders than on traditional churches. Thus, even their common members are well trained, armed, and regimented in addition to their clerical training.

- **Clerics of Iberian Church of Erislan**

Clerics of the Iberian Church of Erislan are found in their Order of the Northern Wind. The militant branch of the Iberian church, it is rumored that the order is a simple restructuring of the traditional Iberian military steeped in religious mythos and fervor as opposed to political allegiance. Well trained in philosophy and tactics, members of this elite order are regarded as some of the best poet-warriors produced in the world. They would be considered the best were it not for their reliance upon the Iberian crown for direction, whereas their Iren counterparts have considerably greater autonomy and personal direction.

- **Non-Erislanian Clerics**

Due to the intense training that goes into becoming a cleric specifically, non-Erislanian clerics are incredibly rare. When found, they are often strict adherents to the limited texts supporting Asurik, coloring them as evil in the eyes of the rest of the world and in effect marking them for death. While this is true in many cases, some have professed to be agents of older interpretations of the dark god and serve a god of the dead and gateway to the afterlife, not a god of death and destruction. To many, however, they are considered all the same and suffer the same fate as those who seek dark powers.

Druid

Druids, champions of the natural world, are found rarely in Shadowglade. Even then, they are only found in particular positions and locations.

Appropriate Archetypes: Blight Druid, Cave Druid, Mountain Druid, Plains Druid, and Urban Druid.

- **Druids of Ire**

Throughout the history of Ire and the Church to the Lord of the Stars, the mystery of the druidic power has escaped the most learned scholars. Men, the warriors and protectors designated by Erislan at the creation of the world, are unable to wield the great powers granted to the mothers of their children, that of the druid. The women of Ire who wish to serve their country and their god are trained as druids, a special position held

only by the women of the nation and one that cannot be obtained by a foreign born daughter. Their ties to the homeland cannot be quantified, save to say that Erislan entrusted the defense of his chosen land to the mothers of the warriors who set forth from its soil. Fierce in battle and proud all the same, Iren druids are a formidable foe, able to request the aid of the air, earth, fire and seas to protect the island from any threat.

- **Druids of Iber**

The Iberian Church of Erislan does not actually train druids. The closest would be members of the Order of the Western Grove, priests of the church whose skills tend toward the influence and interaction of the earth and living world.

- **Non-Erislanian Druids**

Outside of the Iren church, druids dedicated to the worship of natural creatures and spirits are among the most common. Deriving their power directly from the natural world, they are able to coax growth, command animals, and bend aspects of nature to their will. In conservative areas, these folk are seen as witches and treated as such, leading to stonings, beatings, and burnings as befitting such a creature. In others, they are respected for their gift, their ability to speak to nature as none other can.

As a final note, druids are quite opposed to the use of firearms, as are many who share their views of the natural world.

Fighter

As with nearly any other realm, the fighters of Shadowglade are the default home of your average bar room brawler, sword for hire, and general all-round hooligan. Some of these ruffians have a heart of gold and are good people, while others would sooner take your goods at the edge of a blade. They can be found all over the realm and, aside from rogues, are among the most common class of skilled character in the world.

Appropriate Archetypes: All.

Monk

Monks specialize in introspection, the attempt of the individual to understand the spiritual forces of the world and find the strength within themselves to change the world. This runs contrary to many of the teachings of the established churches and even those of the various minor faiths of the realm, leaving monks no place in the established hierarchy. They wouldn't have it any other way.

Monks in Shadowglade can typically be found as wanderers, traveling the undiscovered countryside and seeking the meaning of existence on the backroads and hidden corners of the world. It is a path that appeals to

former worshippers of Erislan disgusted by the pettiness and political wrangling of the churches as well as those who know that something is out there, somewhere, but are unsure of just what that is.

Appropriate Archetypes: Drunken Master, Monk of the Empty Hand, Monk of the Four Winds, Monk of the Lotus, Monk of the Sacred Mountain, Weapon Adept, and Zen Archer.

Paladin

The paladin, champion of light and the weak, is a shining example of chivalry at its finest. In the realm of Shadowglade, they venture forth to defend the world literally and philosophically as champions of their chosen order.

Appropriate Archetypes: Divine Defender, Hospitalier, Sacred Servant, Shining Knight, and Warrior of the Holy Light.

- **Paladins of Church to the Lord of the Stars**

Paladins of the Church to the Lord of the Stars are the most common paladin in the realm. Well known on sight by the majority of the realm's citizens, they are beacons of truth and bastions of justice.

While many of their duties are ceremonial, the paladins of the Church to the Lord of the Stars are the strongest warriors put forth by the island nation of Ire. They serve as honor guard for Ire interests and politicians, soldiers abroad for the causes of the church, and peacekeepers at home and defenders of the beloved land of Ire.

- **Paladins of Iberian Church of Erislan**

Iberian paladins hail from the Order of the Northern Reach, the king's personal guard and champions of the Iberian faith. Highly regimented and trained, it is believed that the Iberian paladins are mostly ceremonial as they lack the finesse and stealth Iberian mercenaries are well noted for. While it is true that their traditional armorments and weaponry make them more obvious, paladins of the Iberian Church of Erislan are still strong foes and fierce followers of the church and defenders of their king.

- **Non-Erislanian Paladins**

Due to the nature of devotion as well as training a paladin must possess, non-Erislanian paladins are incredibly rare. Paladins devoted to specific causes are among the most common outside those knighted by the churches, already trained individuals pulled toward a higher calling they cannot explain. Other paladins dedicated to the pagan gods, spirits, or the earth goddess Rheana are almost unheard of, individuals espousing faith to these deities choosing the path of priest or ranger in place of paladin.

Ranger

Rangers can be found all over the realm of Shadowglade. Urban rangers make their way through the streets of the city, trusty dogs at their side, keen senses watching the shadows...

True rangers can be found in the wilds as sort of “wild paladins”, living for the glory of the hunt and the communion with nature. Rarely, they can also be found as members of groups honoring the nature goddess Rheana, serving as champions, enforcers, and keepers of secrets.

Appropriate Archetypes: Guide, Horse Lord, Infiltrator, Skirmisher, and Urban Ranger.

Rogue

Rogues are a catch-all class in the world of Shadowglade. If you are not one of the other classes, by virtue of choice or chance, then you are a rogue. Next to the fighters of the realm, the rogue is the second most common class of skilled character to be found. This is primarily due to their versatility. A character who desires skill over skull-cracking will find the wide variety of skills and abilities rogues have access to a great boon.

Appropriate Archetypes: All.

- **Adventurerer**

The rogue is the ideal class for the general adventurer in the realm provided the character is more interested in dodging blows and escaping gracefully instead of cracking skulls. They are light on their feet, well read and trained, and can be tooled in one of several ways.

- **Iberian Swordsmen**

The nation of Iber is known throughout the world for their fine swordsmen. Next to their fine crafts and metalworking, Iberian mercenaries are the largest export industry for the island nation. In fact, the greater noble houses of the kingdom pride themselves so greatly on their skill with the blade that many have as a right of inheritance customs that demand their heir-designates serve as mercenaries to carry forth the family name as skilled and feared opponents. Thanks to the varied talents and skills of the rogue, many such swordsmen follow this path, which eventually leads them on to the path of a Duelist.

- **The City of Mir**

According to rumor, an organization exists that has extensive ties to the political body of the trading city of Mir, but little evidence besides popular gossip exists to support such claims. Beyond rumor and superstition, however, it is well known that shadowy groups exist within the city, hiring agents from the streets for a variety of reasons. Some schemes and plans are interlinked, woven into a greater tapestry of politics, intrigue, betrayal, and other drama. Others prove to elude all

logic, or at the very least appear so mundane on their surface it must surely be a cover for something else. Regardless, those with a quick blade and skilled hands can find easy employ with someone in the city of Mir through organized employment or shady individuals.

Additional Classes

In addition to the core classes, more classes are forthcoming that feature new approaches to some classic concepts. Many of these have a place in the wilds of Shadowglade, but several will find themselves without a home.

Alchemist

The alchemist has a solid footing in the realm as an adventuring mad-scientist. On the hunt for lost secrets, aiding several of the secret and not-so-secret societies of the realm, alchemists are happiest in the field seeking out lost histories. Where ancient history, convoluted science, and the thrill of adventure meet, there you will find the alchemist.

Cavalier

Like several of the core classes before them, cavaliers have strong support from the church and the faithful. They can also be found amongst the ranks of the Iberian militaries, serving various lords of the Iberian court and bringing honor and distinction to these folks. Cavaliers can also be found among the common populace, some choosing to uphold ideals of righteousness, justice, and equality. This often puts them at odds with corrupt merchant lords, warlords and bandit kings.

Gunslinger

Hailing from the open lands of the Frontier and the base of the Centerspine Mountains near Northport, the gunslinger in Shadowglade is a care free soul out to make an explosive mark on the world. Quick of wit and draw, they are the epitome of what the power of the firearm can do to free the downtrodden and put some fear into the hearts of pretender-lords the world over.

Inquisitor

As is appropriate, the inquisitor is an agent of the organized churches, often a member of secret sects and orders. Most often employed by the Iberian church, the Iren church has little need for such “thugs”. Still, the inquisitor has its place in the realm provided he or she can do a job quickly, quietly, and unseen...

Oracle

Oracles are a rarity in the realm, though they do exist, unlike many of the arcane spell-casters. They are often

displaced members of the established clergy, banished as heretics for claiming a direct communion with Erislan. Others are common-born folk who come into a realization; a force higher has selected them as a vessel. These folk are often self-discovered and therefore not classically trained, but they often do quite well for themselves, perhaps with guidance from above...

Original Classes

Thanks to the nature of the world, new levels and directions of training exist to temper the souls of this world against those who would do it harm. While Shadowglade is written as an “E10” campaign setting, these additional materials will frequently include levels 11-20 should you wish to run the classes in a standard fantasy realm or even run Shadowglade as a full, 20-level, campaign setting.

Knightguard

The Knightguard are the elite Shadowglade police force. They dwell mostly within the city though are occasionally dispatched to allied villages to help settle disputes and manage unrest or interference from foreign powers.

Slinger

The rise of advanced technology has given rise to a new class of adventurer and fighter, the slinger. Equipped with rare and unique weapons, they strike terror into the hearts of the nobility and elitists because they represent a class of folk uncontrolled and unafraid.

Torchbearers

The Torchbearers are a vigilante group found among the wilds of the Frontier. Believing the realm besieged by dark and inhuman forces, this loose band has formed to eradicate the unnatural menaces from the world. Widely considered mad and homicidal by the rest of the world, any Torchbearer encountered has unwavering faith in the truth of their quest and the rightness of their actions.

Watch for future releases as we flesh out these and other classes, archetypes, and more options unique to the realm of Shadowglade!

Prestige Classes

Like the core classes, the prestige classes found in the Pathfinder Core Rulebook have varying degrees of acceptability. Those of a significantly magical nature should automatically be stricken from available options. This includes the Arcane Archer, Arcane Trickster, Dragon Disciple, Eldrich Knight, and Mystic Theurge. The others, and how they fit into the world, are discussed below. As most have prerequisites that involve an equivalent minimum of 5th level, prestige classes are still viable even with the level 10 cap imposed.

The Assassin is a common staple of many fantasy settings and an acceptable choice for a Shadowglade prestige class. Their “magical” abilities represent their skill and ability to effect difficult assassinations. While not all of these powers can be easily explained away in the mundane sense, their art is ancient and their techniques tried and true. Only one of their own knows the truth behind the secret and to date none have felt the need to share with the rest of the world.

The Duelist is an adept swordsman and a student of Iberian technique if not an Iberian noble themselves. Their skill is without equal with the blade and the use of such fine steel in battle is as much art as anything else.

In a world steeped in shadow and ignorance, those who seek out the lost tales and truths are powerful icons indeed. Two prestige classes specialize in doing just that.

Loremasters typically fill the role of record, and secret, keepers in the various churches of the land. Secrets abound in the land of Shadowglade and many of the churches and orders have a vested interest in uncovering those secrets that aid their cause and burying those secrets damning of their beliefs. Loremasters herald from divine spellcasting lines in Shadowglade as a result of the lack of arcane lines though their effectiveness is in no way diminished for it.

The Pathfinder Chronicler finds a home in many institutions in Shadowglade. A favored class of the Seekers of Memory, they roam the lands recording the sagas of the day and those potentially of the world before. The churches employ chroniclers to aid loremasters in seeking out the lost truths of their faith or hiding those things the world should not know.

Finally, the Shadowdancer is a valuable ally and a dangerous enemy in a land where secrets can kill. Employed by many agencies as assassins, scouts, spies, and many forms of espionage, a shadowdancer can easily find employ anywhere in the lands. Many make a living as mercenaries, though for some that life is short lived, their

clients wanting few to know what they are up to. Those who live the longest do so in service to some of the stronger powers in exchange for their loyalty and their silence.

Changes to the Classes

For several of the classes, the implications of magic in the realm changes how they will function. Some greatly, some not nearly so much as a mild re-flavoring.

Bards

Bards are one of the classes that skate by, so to speak. They maintain their full complement of abilities, but care should be given to flavor each ability or magical power as an element of slight of hand, stagecraft, or showmanship. Glowing lichen explain "Dancing Lights", ventriloquism can explain Ghost Sounds and similar effects, etc. If ultimately pressed, well, a good magician never shows how the trick is done...

Clerics, Druids, Paladin, Priests, Ranger

The divine classes receive some of the biggest changes to the flavors of the magic-using classes. All divine spell casters receive the following class feature, **Prayer Casting**.

Prayer Casting: Prayer Casting is the process by which divine-based casters cast their spells in Shadowglade. This entails the following:

- All spells for these characters require a verbal and somatic component, even if they do not normally. This represents the character praying for the divine intervention and making the appropriate gestures while doing so.
- Because the act of prayer is required, the spell cannot be silenced or stilled.

Undead, Outsider Related Powers

In the realm of Shadowglade, creatures such as ghouls, ghosts, zombies, and other entities such as angels, demons or devils are pure myth, fabrication, if they are even discussed. Outside of distant memories of old tales, these creatures simply do not exist in the world. No holy orders then are trained in the slaying of demons, devils, or the undead; they have never encountered them. As necessity is the mother of invention, the absence of the necessary means the invention, or discovery, never occurs.

To that end, abilities that would affect only undead, outsiders, or similarly non-existent creatures in this realm were never developed. Instead, abilities such as this should affect new groups at your Game Master's discretion or not be included. A couple of these are done for you already under the **Feats** ahead. "Fear of Erislan" fills the hearts

of opposing non-good creatures with fear and dread of the wrath of Erislan and sends them running away in terror from the cleric or priest. Likewise, "Wrath of Asurik" allows an evil cleric or priest of the dark god to tap into the deepest and darkest fears of the target, convincing them that unless they obey the cleric those fears will come to pass.

Some spells will need GM approval as well, despite the fact that they belong to classes otherwise accepted in Shadowglade.

Inappropriate Classes

Several classes, among the core and advanced materials as well as among the variety of third-party OGL material, are inappropriate for the realm of Shadowglade.

Sorcerers are immediately inappropriate for the setting. Why? The bloodlines simply are not present in this realm. Like previous discussions of the fantastic, without that taint of other-worldliness dragon or abyssal blood brings, there is no natural inclination toward arcane spell casting and, therefore, no sorcerers.

Without this, "wizards" cannot likewise exist without the overarching support structure behind them to build and research. An argument for a "hedge" wizard, an untrained caster, could be made based on extensive studies of divine magic in the world, but such a character would face significant backlash from the community and world around them.

Of the advanced classes, the summoner, a spell caster who brings forth creatures of his own world and an eidolon of another to do his bidding, is also inappropriate for similar reasons. The spell casting makes the character immediately out of place in the realm, and the eidolon, a being summoned from another world, is also out of place as the outer realms do not exist in Shadowglade's cosmology. The witch is also a difficult proposition as her powers are clearly, and deliberately, magical in nature.

The most basic way to exclude other classes is to consider most any arcane spell caster inappropriate. "Magic" as is understood by the folk of other realms does not exist in Shadowglade. Unexplained phenomena occur and superstitious folk consider them ill-omens or wicked "magic", but it is not embraced or supported by the community.

Favored Class Options

The following are alternative options for Favored Classes for the Shadowglade races. Please note; some entries consist of +1/2, +1/3, +1/4, etc. bonus to a given feature. This means that you receive a full +1 bonus only by taking the option twice, three times, four times, and so on. Frequently this allows access to greater features far more valuable than the 1 hit point or 1 skill point allowed as normal favored class bonuses.

If you are using these materials outside of Shadowglade, or without the modified Shadowglade races, you can substitute some classic races in place of the listed race. Cityfolk are in effect half-elves, grassfolk as half-orcs, shortfellows as halflings, and normal folk as humans.

Cityfolk

Cityfolk have access to broader resources than the others of the realm. As such, they can receive extra training from more sources.

Bard - Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the character can cast.

Cleric - Select one cleric domain power at 1st level that is normally useable a number of times per day equal to 3 + the character's Wisdom modifier. The character adds 1/2 to the number of uses per day of that domain power.

Fighter - The character gains 1/6 of a new combat bonus feat.

Paladin - The character gains 1/6 use of Smite Evil.

Rogue - The character gains 1/6 of a new rogue talent.

Alchemist - Add one extract formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the character can create.

Inquisitor - Add one spell known from the inquisitor spell list. This must be at least one level lower below the highest spell level the character can cast.

Grassfolk

Grassfolk are products of their environments; their general class selections, and their favored class bonuses, allow them to do more with what they have.

Barbarian - The character gains 1/6 of a new rage power.

Bard - Add 1 to the total number of the character's bardic performance rounds per day.

Cleric - Add +1/2 bonus to channel energy rolls.

Druid - Gain energy resistance 1 against acid, cold, electricity or fire. Each time the character selects this reward, increase the resistance to to one of these energy types by 1 (maximum 10 for any one type).

Fighter - Add +1/2 bonus to Will saves against fear effects.

Ranger - Add +1/2 bonus on Survival checks to provide food and water.

Inquisitor - Treat the character's level as +1/2 higher for the purpose of determining the bonus of the character's judgements.

Oracle - Treat the character's level as +1/2 higher for the purpose of determining the effects of the oracle's curse ability.



Normal Folk

Normal folk, fitting in anywhere, could typically qualify for any profession. Their favored class bonuses typically reflect advantages of skill as opposed to acquisition.

Barbarian - Add +2 on rolls to stabilize when dying.

Bard - Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the character can cast.

Cleric - Add +1 bonus on concentration checks when casting cleric spells.

Druid - Add +1 hit point or +1 skill rank to the character's animal companion. If the character ever replaces their companion, the new companion gains these bonus hit points or skill ranks.

Fighter - The character gains 1/6 weapon training.

Monk - Add +1/4 to the character's ki pool.

Paladin - The character gains 1/6 of a new mercy.

Ranger - The character's animal companion gains 1/3 of a new bonus trick. If the character ever replaces his or her animal companion, the new animal companion gains these bonus tricks.

Rogue - Add +1/2 circumstance bonus on critical hit confirmation rolls (maximum bonus +4). This bonus does not stack with Critical Focus.

Alchemist - Add +1/2 to the number of bombs per day the character can create.

Cavalier - Treat the character's level as +1/3 higher for the number of rounds of duration allies can use their Tactician bonus feat.

Inquisitor - The character adds 1/6 to the number of uses per day of their judgement class feature.

Oracle - Treat the character's charisma as +1/4 higher for the number of rounds of duration or uses of revelations.

Shortfellows

Shortfellows are widely watched in the Frontier, and many with good reason. While jovial and good natured, they can also be quite sneaky. They specialize in getting in, striking fast, and getting out.

Bard - Add 1 to the total number of the character's bardic performance rounds per day.

Cleric - Select one cleric domain power at 1st level that is normally useable a number of times per day equal to 3 + the character's Wisdom modifier. The character adds 1/2 to the number of uses per day of that domain power.

Druid - Add 1 to the character's base speed. In combat this has no effect unless the character has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.

Monk - Add +1/3 Dodge bonus to Armor Class.

Ranger - Add +1/2 bonus on Survival checks to follow tracks.

Rogue - When an attack by this character causes an opponent to bleed, add +1/2 damage to the bleed damage dealt each round.

Alchemist - Add +1/2 to the number of bombs per day the character can create.

Inquisitor - Add 1 to the total number of the character's *discern lies* rounds per day.



Skills

Shadowglade adds some new twists to existing skills, new options to help explore the world and potentially exploit different aspects of it. Ahead are several new or altered uses for skills.

Craft (gunsmithing) (Int)

You are skilled in creation of a specific group of items, in this case maintenance and modification of firearms and related implements. You cannot craft a full weapon, but you can make modifications to and repair an existing weapon or create ammunition from raw materials without the need to purchase.

Gunsmithing requires use of the gunsmithing tool kit, not the artisan's tools, to give the best chance of success. If improvised tools are used, the check is made with a -2 penalty. On the other hand, masterwork gunsmithing tools provide a +2 circumstance bonus on the check.

Checks to clean a firearm or craft ammunition represent an evening's worth of work, not a week.

Diplomacy (Cha)

You can also use Diplomacy to gather information about a specific topic or individual. The following features expand upon your options to do so.

Subtle Gather Information: To gather information subtly, you must spend 1d6 hours questioning people instead of 1d4. Gold expenditures, such as for rounds of drinks, are doubled though no overt gestures can be made that would constitute a "bribe". This increases the DC of such checks by at least 2, such that subtly inquiring about common facts or rumors carries a DC 12 check. This has the advantage of covering your tracks, however, so that your inquiries appear innocent and are less memorable. Anyone attempting to discern who was asking around in light of your activity sees their DCs for Diplomacy *Gather Information* attempts raised a similar amount.

Heal (Wis)

You are skilled attending to wounds and ailments. The following features expand upon your options to do so.

Anatomy: Beyond treating injury, you have an understanding of basic anatomy, surgery and the like.

Task	DC
Basic Anatomy: general features, important internal functions (heart, lungs) of same species	10
Lesser Known Anatomy: particular major arteries, major muscle groups, etc. of same species	20
Fine Anatomy: minor arteries, minor muscles, tendons, etc. of same species	30

Check: A check with Heal *Anatomy* is used to locate a particular vein, organ, muscle or other aspect of a living or dead creature's anatomy of the same species. Checks for a different species are one step (+10 DC) higher.

Untrained: You cannot make an untrained Heal *Anatomy* check with a DC higher than 10.



Knowledge (all) (Int)

You are educated in a field of study and can answer both simple and complex questions. The following features expand upon your options to do so.

Research: On failing a Knowledge check, you may be able to try again if you have the appropriate resources available. To do so requires at least 1d4 hours of research with resources or other scholars, and can vary depending on how much you failed the first check by; for each 5 points by which you failed the check, research time is increased by 1d4 days.

Knowledge (local) (Int)

You are well versed in the local lore and customs of various locations and can answer simple as well as complex questions for locations with which you are familiar.

Check: Answering a question about a location you are familiar with has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Familiar Location: Whenever you put a rank into this skill, you become intimately familiar with a new location. Such familiarity allows you to answer basic or tough questions about an area. If the location is not a familiar location, the skill check is treated as untrained.

Try Again: No, but a Diplomacy *Gather Information* check can reveal information that you may not have had access to.

Untrained: You cannot make an untrained Knowledge (local) check with a DC higher than 10 for a location with which you are not familiar. Unlike other Knowledge checks, libraries rarely help with a Knowledge (local) check. Use a Diplomacy *Gather Information* check or series of checks in place of a library for untrained Knowledge (local) checks.

Special: A character with a regional trait (see *Character Traits*) that considers him or her to be of a particular region also allows that character to consider their home region a Familiar Location.

Linguistics (Int)

Language is many things; written, spoken, gestured, and more. Those skilled in the arts of language in all of its forms are capable of knowing far more about an individual than they would otherwise.

Careful Study: By watching the body language, listening to the speech patterns and how someone uses language, and paying close attention to small tells or “ticks” of a person for three rounds, the character can make inferences about that person, their background, skill set, education, place of origin, and a great many other details at the GM’s discretion.

Studying characters unaware they are being so closely observed carries a base DC of 10 + the subject’s Cha modifier. Characters who are aware that they are, or could be, so scrutinized may make an opposed Bluff check to conceal facts from the potential interviewer.

Small ticks, such as speech patterns unique to regions, word choices unique to regions or educational levels, physical gestures indicative of habits or patterns, etc. are all tell-tale clues to an individual studying others.

Inference

Exceed
DC By ...

Basic Details Basic details include broad points of origin such as region, education level, profession, possible travel, broad beliefs or knowledge, etc.

+0

Deeper Details Deeper details are those things subjects actively try to hide or matters they have put behind them but still weigh on their minds. This can include the fact that a character is hiding something that is still unknown, the character is masking something about themselves such as place of origin, or finer details than identified under basic details.

+5

Intimate Details At this stage, the viewer is able to infer intimate details about the subject, if the subject is indeed lying about the topic at hand, if the subject is hiding something and fair odds at what that something is, etc.

+10

Careful Study tells nothing about actual intentions; it is purely academic, relaying information about how a person behaves and correlating it with known language patterns, behaviors, and the like. Examples include the realization that a subject touches their nose when uncomfortable; further study reveals to the viewer that the subject is more distant when replying and performing the same action, a strong indication they are concocting their response carefully and thus an indication they are covering something up. Pressing the subject further, narrowing down what makes the subject uncomfortable, can reveal what topics in particular might be causing the concern.

Attempts to learn more detailed information about the subject’s motives, what they are lying about, etc. should still be handled through Sense Motive.



The following feats are suitable feats for use in the realm of Shadowglade. Several are brand new, while others are selected from OGL sources for their appropriateness to the setting. Most feats found in the *Pathfinder Core Book* are appropriate for the campaign as well, though the few that are not are discussed later.

Additional Traits

You have more traits than normal. (See *Character Traits*)

Benefit: You gain two character traits of your choice.

These traits must be chosen from different lists, and cannot be chosen from lists from which you have already selected a character trait. You must meet any additional qualifications for the character traits you choose—this feat cannot enable you to select a dwarf character trait if you are an elf, for example.

Expert Deduction

You are adept at discerning details about persons after spending time with them. From these, you can deduce a great many facts and make a great number of inferences.

Benefit: You receive +2 to Linguistics and Sense Motive skill checks. If you have 10 or more ranks in one of these

skills, the bonus increases to +4 for that skill.

A successful Linguistics *Careful Study* check on an individual awards a +2 circumstantial bonus to future Sense Motive checks against that same individual for 24 hours.

Fear of Erislan

A good worshipper of Erislan may use the word of their god to strike fear into the hearts of those who oppose his ideals.

Prerequisite: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all characters whose alignment is the opposite of yours (chaotic evil opposes lawful good, lawful evil opposes chaotic good, either form of evil opposes neutral good) within 30 feet of you to flee as if panicked. Affected characters receive a Will save to negate the effect. The DC for this Will save is equal to $10 + 1/2$ your appropriate class level + your Charisma modifier. Characters that fail their save flee for 1 minute. Characters receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Table SPG-1: Feats

Feat	Prerequisites	Benefits
Additional Traits	—	Gain two additional character traits.
Expert Deduction	—	+2 to Linguistics and Sense Motive checks.
Fear of Erislan	Channel positive energy class feature	Channel energy can be used to make non-believers flee.
Flattering Interrogation	—	Double your Cha bonus on Diplomacy <i>Gather Information</i> checks against members of the opposite sex.
Godless Healing	—	Heal self without magical or divine aid.
Gunsmithing	—	You know the secrets of repairing and restoring firearms.
Inspector	—	+3 to Diplomacy <i>Gather Information</i> and Perception at crime scenes.
Make It Work	Any defect	Treat defect as bonus in limited circumstances.
Overcome Adversity	Any defect, Make It Work	Ignore penalties from defect.
Talented	“Talent” class feature	Select an additional talent.
Physician	—	Add Int to Heal checks.
Well Cultured	—	Gain two additional regional character traits.
Wrath of Asurik	Channel negative energy class feature	Channel energy can be used to make.

Flattering Interrogation

You are quite flattering and able to wrap the opposite sex around your finger when it suits your needs.

Benefit: Double your Charisma modifier to Diplomacy *Gather Information* requests while dealing with members of the opposite sex. This requires use of *Subtle Gather Information*.

Follow Unseen

You are adept at following someone without being seen.

Benefit: You gain a +3 bonus on Stealth and Perception skill checks when following a subject. If you have 10 or more ranks in one of these skills, the bonus increases to +6 for that skill.

Godless Healing

With divine healing uncommon and the presence of a clergyman unreliable, you have learned a specialized technique to ignore pain.

Benefit: When you have half your total hit points or fewer, you may attempt a DC 10 concentration check to heal yourself of 1d4+1 point of damage as a move action. You may only use this ability once per day.

Special: You can take this feat more than once. Each time you do, you may heal yourself one additional time per day.

Gunsmithing

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need a check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Special: As the formulas for pure, stable, black powder, are incredibly rare in Shadowglade, black powder made through the use of this ability is formulated specifically for weapons which the gunsmith uses on a regular basis. All other weapons treat the powder as impure black powder with a random effect determined by the GM.

Inspector

You are adept at getting information out of witnesses and managing a crime scene.

Benefit: You gain a +3 bonus on Diplomacy *Gather Information* and Perception skill checks while investigating a scene of a crime or violent act. If you have 10 or more ranks in one of these skills, the bonus increases to +6 for that skill.

Make It Work

While burdened by some physical, mental, or emotional pain, you can parlay that into a boon in certain situations.

Prerequisite: Any defect. (See **Character Defects**)

Benefit: Choose a defect you possess. At the Game Master's discretion, you may gain a +2 circumstance bonus if that defect could somehow be framed to aid your case. For example, a character with an especially gruesome "Scar" (per the defect of the same name, not just in character description) attempting to Intimidate a foe, a +2 circumstance bonus would be appropriate. Likewise, a character with an "Unnatural Wound" defect could parlay that into sympathy and a +2 circumstance bonus to Diplomacy to net a better deal at an inn, help from a fellow traveler, etc.

Normal: A defect does not provide any kind of bonus, even circumstance.

Special: If you would lose the selected defect for any reason, you lose any associated bonus. You may then select a new feat to replace this one.

Overcome Adversity

You have worked long and hard, but have finally overcome the limitations fate has placed upon you.

Prerequisites: Make It Work, any defect. (See **Character Defects**)

Benefit: You no longer suffer any penalty for the defect selected for your Make It Work feat. You still possess that defect, and you still receive any bonus Make It Work would grant. For example, a character with the "Scar" defect may have had it heal over enough that, in fair light, it is barely noticeable. In a dark alley when the character is enraged, however, it still adds a macabre touch...

Special: If you would lose the selected defect for any reason, you lose any associated bonus. You may then select a new feat to replace this one.

Physician

You have received more specific training in regards to anatomy and the science, not just the art, of healing.

Benefit: You add your Intelligence modifier to Heal checks in addition to your Wisdom modifier.

Talented

You are quite talented in your field of study.

Prerequisite: "Talent", such as rogue talent, class feature.

Benefit: You may select an additional talent you qualify for from a class you possess with a talent class feature.

Well Cultured

Growing up, you lived in several different locales. Not long enough to form any permanent bonds, but enough to pick up some of the local flavor.

Benefit: You gain two regional traits, but they must be of differing regions (IE Frontier and Mir, Northport and Shadowglade, etc). If you already possess a regional trait, you may select a second, as well as one trait of a type you do not already possess.

Normal: You may only select one regional trait.

Wrath of Asurik

An evil worshipper of Asurik may use the word of their god to strike fear into the hearts of those who oppose his ideals and bend their fears and mind to his will.

Prerequisite: Channel negative energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel negative energy to enslave all characters whose alignment is the opposite of yours (chaotic evil opposes lawful good, lawful evil opposes chaotic good, either form of good opposes neutral evil) within 30 feet of you. Affected characters receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your appropriate class level + your Charisma modifier. Characters that fail their save fall under your control, obeying commands to the best of their ability, as if under the effects of *command*. Characters receive a new saving throw each day to end the effect. You can control any number of individuals, so long as their total Hit Dice do not exceed your appropriate class level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Inappropriate Feats

Some feats provided by the core rules are not appropriate for the Shadowglade setting, often due to the interactions of divine influence, magic, and other supernatural or high-fantasy elements. These feats are discouraged for characters in the setting as they tend to open doors to elements beyond the setting or to a greater level of power than is assumed for the setting. Like other elements of the system, however, if you feel you can justify a mundane explanation that works within the framework of the setting, discuss the matter with your Game Master and see if he or she agrees.

To help understand why each feat is stricken from the setting, we've included a short bit about why we feel it is inappropriate for the world. While not all third-party feats are covered, if they share similar effects consider them inappropriate for the same reasons. If you wish to use such a feat, consider these reasons when discussing the matter with your Game Master.

- **Augment Summoning:** Other realms are unknown in this realm, thus summoning is not present in the realm.
- **Command Undead:** Undead are an unknown force in the realm and as such no class or organization will have proper training to combat them.
- **Elemental Channel:** Elementals are an unknown force in the realm and as such no class or organization will have proper training to combat them.
- **Improved Familiar:** As arcane spell-casters are not present in the realm, neither are familiars.
- **Spell Mastery:** As wizards are not present in the realm, this feat is unnecessary.
- **Turn Undead:** Undead are an unknown force in the realm and as such no class or organization will have proper training to combat them.
- **Item Creation Feats (all):** As magic is a relatively unknown force in the realm, the few magic users will prove unable to craft items out of such forces. Exceptions are possible for Brew Potion, however, especially in regard to the Alchemist class.

Bards, clerics, paladins, priests, and rangers in the realm all retain some level of spell-casting power despite the setting, so many feats that augment magic in general remain available for these characters. They are inappropriate for other character classes, however.



Income & Equipment

Earning Potential

Life isn't always an adventure, and for many in the realm of Shadowglade it rarely ever is. Making a living, putting food on the table for one's family, is the most important thing on many people's minds and will impact PCs as well as NPCs.

The following segments, **Economy**, **Personal Economics**, and **Private Organizations**, discuss the economy of Shadowglade and just what a gold, silver, or copper piece means to a character of the realm. It's not cheap and it's not easy to be an adventurer and the coin purse should bear that out more clearly with the provided materials.

Necessity of Invention

Much like magic itself, magical items do not exist in the realm of Shadowglade. As the old saying goes, however, "necessity is the mother of invention"; without magical items, those seeking ever greater strength, power, and utility have found other means.

There are some new Special Materials in Shadowglade, as well as more abundant forms of traditional materials. Likewise, Masterwork Items get a little more attention, as a well-crafted tool is invaluable at a person's side. Firearms represent the pinnacle of modern technology in the land, though its use comes at a steep price. And finally, a sampling is provided of local food, apparel, and unique goods that can be found scattered throughout the land.

Economy

Trade and economics in fantasy medieval settings are often mistaken for anachronistic modern concepts. Things like supply and demand, purchasing power, and the market do exist, but in a proto-form of its developed descendents. These economies are not capitalistic, socialistic, free trade or restrictive. It borrows traits from all four systems and creates an economic system that is neither here nor there to modern economic thinking. The biggest difference between fantasy medieval economic thought and modern thought is the purpose and conduct of business.

Maximizing profits is not the goal of fantasy medieval trade. Making a profit is much more important. Fantasy medieval societies do not have the modern tools, resources, or ideas that allow modern societies to hone maximization of profits to an art form.

Most people make the goods they sell. There are fewer middlemen in commercial transactions in a fantasy medieval society. Usually, the only cost associated with a good is the cost of materials and the craftsmen's time. Only wholesale merchants are concerned with base costs and selling goods for more than they bought them, but even wholesale merchants usually buy their goods from the actual craftsmen and producers. Since most people make the goods they sell, a large inventory is not a typical practice in most workshops. A large inventory means things are not being sold or that something has been sitting on the shelf too long. Expensive items are not kept in inventory because they cost too much to make. This is especially true of unusual items. Expensive or unusual items typically have to be commissioned. If expensive or unusual items are bought on site, they are probably the craftsmen's personal belongings. Fantasy medieval economics differ from modern economics because price is not set or static. A merchant may want 5 gp for an item but he'll be willing to sell it as low as 3 gp. But he'll start his negotiations at 8gp or better so he has room to negotiate down. Depending upon the skills of the purchaser, the merchant may receive 6 gp for his item and be a bit happier.

Price

There are no fixed prices in a fantasy medieval society. The craftsmen who make the items determine their worth, and they have the power to negotiate the price.

The prices listed in the core rules are suggested prices for GMs' and PCs' ease in buying and selling. But when a PC buys a bedroll, it does not come with a tag labeled "1 sp." In a fantasy medieval society, prices change due to local and regional production, supply and demand, and the interaction between buyer and seller.

For example, wine is cheaper in winemaking regions than in areas that import their wine. A peasant buying a chicken for dinner pays much less than a PC fighter encased in 50 pounds of metal with three weapons, a nice cloak, and boots, even with a high bluff or diplomacy check. In kingdoms at war, everything costs more, from wheat to weapons. A city that specializes in weapon manufacturing is unlikely to pay much for a party's spare mundane weapons.

The Market

Statements like "the market will not bear it" do not apply very well to fantasy medieval economics, partially because prices are not set. In a bargaining society where price is always negotiable, the only effective market is a party of two, the buyer and the seller. The seller does not sell if the price is too low; the buyer does not buy if the price is too high.

Guilds play a large role in regulating prices, but these regulated prices are not concerned with maximizing profits. They are concerned with maintaining social order. Guilds usually set a low limit price to avoid undercutting prices in competitions between merchants and craftsmen of the same guild. Occasionally maximum prices will be set, but such is only typical in famine situations and usually only affects grain.

Cost of Living in Shadowglade

Almost 45% of the population is considered "Destitute" (0 gp/30 days), but many only by measure of income. Many of these folks outside of the cities are simply woodfolk, living off the land. They are quite capable and able, and many of the talented among them live better than their fellow citizens in the cities with regular "income". What rare coin these folk make, they do so by selling some wares, including furs, meats, and produce to folk in town.

In the cities, however, the typical image of destitute is more applicable. These folk often live off the streets or the kindness of strangers, taking odd jobs here or there but hardly enough to move them up in the income brackets.

Another 46% of the population could be called "Poor"; their income, around 3 to 5 gp/30 days, affords them the basics they need to survive. This is the general expectancy of artisans and laborers in the outlying villages

In smaller towns, especially through the Frontier and Midlands, the differences between the destitute and poor are barely noticeable, both having roughly the same spending power and possessions. Those destitute are only so by definition of income, as discussed above. They otherwise maintain a comfortable enough home, often built by themselves on an unclaimed piece of land in the woods or fields some distance from town, and are able to farm

most of their basic provisions. Poor folk, by comparison, are often paid, though simple, craftsmen who make a living doing for others. As such, most of that income then goes toward paying for those things the woodfolk craft or manage themselves. Bartering between craftsmen and woodfolk is also common enough, meaning that while paid, the craftsmen have little actual coin, though they do not have to purchase some items such as meats and furs, produce, some livestock, etc.

Roughly 5% of the population live what is considered an "Average" (10 gp/month) lifestyle. These folks are skilled artisans, not only able to craft functional tools and items, but sought-after tools and items of excellent quality. This status allows them to live better than others who simply fashion functional tools and items. This also includes some folk who have mastered enough of the agricultural arts to make a living bartering better portions of crops or herds of livestock.

These folks make up the majority of the population basin in cities. While outlying lands have the wild resources with which its citizens can live free of coin most of the time, those in the cities either swim or they sink. The city provides the backdrop against which craftsmen and merchants can peddle their wares in ways their woodland cousins could never hope to accomplish.

3% of the population are considered "Wealthy" (100 gp/month). These folks are often the mid-tier merchants and traders, with respectable shipping companies, a stable of craftsmen, or someone with a number of proverbial irons in the stove.

Only about 1% of the population have an income that affords an "Extravagant" lifestyle (1,000 gp/month). People in this income bracket are typically landed nobles or very wealthy merchants and traders with blossoming empires.

This also includes some of the most well-researched and knowledgeable scholars; they do not generate this income themselves or have such coin on hand, but often have wealthy patrons for whom they research, maintain libraries and collections, and similar duties in exchange for a comfortable lifestyle that allows them such comparatively leisurely pursuits.

Most PCs live somewhere between destitute and average in the realm. As they are often travelers, they have little need of the trappings of home, and so appear to have greater disposable income. In reality they do, simply because they are not paying the same upkeep for a home, livestock, and other common necessities that a resident of a small town would. They rarely, however, move past the average lifestyle, as to do so requires a significant investment of time and resources to maintaining a budding enterprise. Common jobs for a traveling character like a PC include caravan guard, captain of a trader's convoy, courier, investigator or mercenary, among others.

Commonly, other residents of the realm only make what they need, perhaps a little more to barter for the services or products they themselves cannot produce. Their cost-of-living includes supplies necessary to perform their profession. Farmers will often hold back an amount of produce to reseed the following season, which reduces their need to purchase anything necessary to survive. They will often barter for a plow, livestock, and simple implements, however. Craftsmen such as potters and weavers can harvest a number of their resources from the area, but others such as blacksmiths require metals and materials to work, giving them a higher cost of resources.

Personal Income

Shadowglade isn't a world of high adventure, sword and sorcery, with the potential to slay a dragon and turn up a centuries-lost horde of gold, striking it rich overnight. In fact, Shadowglade is quite the opposite and a world where it takes hard work and dedication to make it through. A bit of luck doesn't hurt either.

The following will help breakdown the life and personal economics for characters of the realm. This applies to PCs as often as it does to NPCs. It is generally assumed that the "average" worker is a young person of mid 20's suited to the job the have taken on.

Earning Gold

The general assumption in Shadowglade is that characters have to work for a living; this isn't a land where adventurers can typically earn a living wandering around and slaying monsters. They can pick up odd jobs working for caravan guards for a few days, which earns them more than their normal job, but the general assumption is that the characters still have to work for their income.

Table SPG-X: Average Earnings Per Week shows what a character of average luck can earn based on their training. This can vary up or down if die rolls are actually made, but the average should suffice for most instances.

The amounts are based off average results, assuming a roll of 11 (average of a d20) + 1 skill rank + 3 class proficiency +

Simple Chart

Rather than do the math for adjustments ahead, consider the math already done and simply advance or decrease the characters position on the list by the appropriate amount. We've extended the list in either direction a few steps to make this easy at a glance; simply start with the character's ability modifier as your base point then add or subtract until you reach the appropriate mark for a given week. To extend it further, a move in either direction incurs a 5sp/week difference per step, or 2gp/30 day month. Penalties that would take the character off the chart treat the character as an Untrained Laborer for the earning potential that week.

the relevant ability modifier. Additional modifiers can move the income up or down on the chart as appropriate. Each additional skill point invested in the skill equates to another 5sp earned on average attempt. Penalties are included on the chart to account for characters with penalties in the relevant ability modifier or penalties incurred by time off, settlement size, and other factors as discussed ahead.

A "week" in this context is generally a 7 day week, roughly ten plus hours a day with little rest. At the bottom of the trained spectrum, this nets about 30 gp every traditional month, or 48 gp for a Shadowglade month (see *Introduction to Shadowglade PDF*). Feel free to adjust earnings to daily values if that suits your campaign better; divide the given value or die result by 7. Most characters will be able to afford an average lifestyle if they keep up

Table SPG-2: Average Earnings

		Disposable Income per Month (30 days)				
Training (+/- Modifiers)	Earnings Per Week*	Destitute (0 gp)	Poor (3 gp)	Average (10 gp)	Wealthy (100 gp)	Extravagant (1,000 gp)
Untrained Laborer	7sp/week	3gp	-	-	-	-
Trained Laborer (-4)	6gp, 5sp/week	22gp	19gp	12gp	-	-
Trained Laborer (-3)	6gp/week	24gp	21gp	14gp	-	-
Trained Laborer (-2)	6gp, 5sp/week	26gp	23gp	16gp	-	-
Trained Laborer (-1)	7gp/week	28gp	25gp	18gp	-	-
Trained Laborer (+0)	7gp, 5sp/week	30gp	27gp	20gp	-	-
Trained Laborer (+1)	8gp/week	32gp	29gp	22gp	-	-
Trained Laborer (+2)	8gp, 5sp/week	34gp	31gp	24gp	-	-
Trained Laborer (+3)	9gp/week	36gp	33gp	26gp	-	-
Trained Laborer (+4)	9gp, 5sp/week	38gp	35gp	28gp	-	-

*Most craft profession users must spend 1/3 of their income, before cost of living expenses, to purchase materials necessary to produce at that level. If the character can collect the materials from the natural environment around them, such as woodworkers, they may instead take a loss of two days worth of income instead to collect materials suitable for the rest of the week.

Table SPG-3: Income Brackets by Shadowglade Month (45 days)

Lifestyle	Cost
Destitute	0gp
Poor	5gp
Average	15gp
Wealthy	150gp
Extravagant	1500gp

their craft, though can choose to forgo some of those niceities to save more gold. Wealthy and extravagant lifestyles are hardly possible for these characters however.

A character's disposable income represents the amount of gp they can use for additional purchases in a month after their basic necessities (food, lodging, taxes, personal necessities) are taken care of. This is frequently what characters will make their purchases of items, equipment, and adventuring gear out of.

Location, Location, Location

Where a character is working can have a large impact on their income. Common professions can be done anywhere, while specialty professions fare better in certain locations over others. The following modifiers apply to any checks or to the basic values of a check to earn income.

Table SPG-4: Location Modifiers

Settlement Type	Modifier
Thorp ¹	-4
Hamlet ¹	-2
Village ¹	-1
Small town	0
Large town	0
Small city	+1
Large city	+2
Metropolis ²	+4

1 Performers suffer an additional -2 penalty in a city of any size without an inn, restaurant, or tavern. Indicated cities are less likely to have such establishments.

2 Craft users in a Metropolis cannot collect their materials from the natural world around them and must pay the full 1/3 cost.

Seeking Income And Adventure

The average person in Shadowglade can make a decent enough living doing *something*. Untrained laborers, at the bottom of the income bracket, are the ones most likely to attempt to make a living doing dangerous work that obviously pays much better; a caravan job that pays out 5gp a head is already more profitable than whatever he or

she was doing. Others with skill, however, can do much better and will adventure as a sideline option, hobby, or as a situation arises that necessitates travel. Many times, this becomes something done in their spare time or some how managing to take time off.

As many in the realm are effectively self employed they can close down whenever they feel like it, but doing so has its own repercussions. Most customers, be they purchasers of crafted goods, inns and taverns hiring out performers, or someone looking to acquire services, can accept a day or two off. More than that, however, and it generally begins to cut into earnings potential until the character has made amends; people expect to rely on their craftsmen, and while they may want to support a business, if that business is closed too often customers learn to go elsewhere.

Table SPG-5: Time Off Penalties

Time Off	Penalty to Following Check
2 days	-1
3 days	-2
4 days	-4
5 days	-6
6 days	-8
7 days	-10

**Craft profession users may take up to two days away from actually working and tending to the business to collect appropriate materials without penalties to further checks. As long as they are still collecting materials for later days, they suffer only 1/2 the penalty for the further steps. Two days spent out collecting materials garners enough to work for one week without paying costs of materials.*

Characters lose income for the days they do not work and suffer the listed penalty for the following week. This can represent catching up on a back log of work because of the time taken off, rendering the character less efficient, or it could be penalties from a supervisor or a customer not returning. Thus, a character taking two days off loses the earnings for those two days, about 2gp and 1sp, and loses 5sp the following week.

An alternative is to set up traveling shop and work while on the road. While possible, not many communities are open to this; they have their own professionals in a given area, their own merchants, and they are quite loyal to those who have served them well thus far. The upshot to traveling, however, is that income should always be calculated by the day, not the week (see above). Traveling between several well-to-do cities can net more than sitting put in one small town.

A character attempting to do business in a community

they are not from or familiar with must first accomplish a Diplomacy check with the following base attitudes and DCs depending on where they are.

Table SPG-6: Traveling Diplomacy Checks

Settlement Type	Diplomacy Attitude & DC
Thorp, Hamlet	Hostile (DC 25)
Village	Unfriendly (DC 20)
Town, Small & Large	Indifferent (DC 15)
City, Small & Large	Friendly (DC 10)
Metropolis	Helpful (DC 0)

Failure indicates the character isn't able to attract the customers or support necessary to make that day's income; this could stem from the town's lack of trust of the character or it could simply be the town doesn't have the income that day to support the character. Success allows the character to earn that day's income at the rate appropriate for the size of the town. Each day the character remains they must succeed on a Diplomacy check to earn income for that day. The first success each week also improves the attitude of the town by one step for future checks, however, so this does get easier.

Adventuring then, as it is commonly understood, doesn't happen often in Shadowglade; the odds of striking it rich are far too low and can endanger the earning potential a character already has built up.

Starting Equipment (Optional)

Starting gold for starting equipment in Shadowglade can be handled a bit different, determined by a character's profession and background, not as much by class. Humans and shortfellows can select any background they wish, while cityfolk are pretty well restricted to the cities (City, large or small, and Metropolis) and grassfolk to the smaller settlements (Town, large or small, or smaller).

This method assumes there was some anticipation of the character striking out on their own. They have, for at least the last year, saved up their disposable income and prepared to make their mark on the world; roll an appropriate skill check for the character's chosen method of income, including modifiers for their home town, multiply that by 54 (weeks in a year), and subtract 120 (cost of living for an average lifestyle over a year). This is the initial sum of gold they used to purchase adventuring-specific gear.

Older characters are certainly possible and indeed can start with the following additions:

- **Middled Aged:** +20gp in simple items or adventuring gear, one tool kit as appropriate for class.
- **Old Age:** +50gp in simple items or adventuring gear, one masterwork tool kit as appropriate for class.

Quarters & Smaller

Communities

In cities and metropolis' there exists the potential for quarters; effectively small communities within the city. Populations tend to gather in smaller collectives based on ethnicity, faith, income, and a number of other factors. For the purposes of travelers earning income, quarters can be considered smaller settlements by GM discretion. First District in Four Rivers, for example, could classify as a Thorp/Hamlet or Village in terms of attitude and buying power as they like to keep to themselves and distrust outside agencies. Conducting business in a larger town square or merchant quarter would still use the basic information for a city of the appropriate size.

Putting Things in Context

Laying out the income for the average citizen should help put some of the equipment of the realm in context; it is fairly expensive to "adventure", and the potential pay off doesn't bode well for many. PCs who take on the mantle of adventurer represent a rarity in the realm.

Most "simple" items can be found easily around the community and had fairly quickly. As most items are a couple gp or so, it wouldn't take long for a skilled worker with an average lifestyle to pull together the cash and invest in the gear. A couple items stand out and would make for impressive purchases; a crossbow, for example, would take two or three months of saving to purchase. Likewise, most swords and martial weapons cost a month's income or more for a person of average means. The more impressive bows would cost quite a bit more.

Even simple masterwork items cost a little more than a year's worth of income after accounting for the enhancement, while items like firearms are even more extravagant; at 700-1000 gp per, it takes three to four years of saving for the average person just to purchase one. Ammunition costs are high enough as well that the average person could fire such a weapon just twice a month provided they bought little else besides ammunition and powder.

As discussed earlier as well, earning potential should also be a bit clearer. A job that will only take a couple days offering 10gp a head? A fantastic opportunity! It might hurt business a bit, losing two days of income (2gp, 1sp for the average person) this week and possibly a bit next week as they play catch up (5 sp for the average person), but that's still a total of 22 gp, 4 sp over two weeks instead of 15gp!

Private Organizations

In place of working for one's self, a character could come into the employ of a larger organization. Several exist throughout the realm, ranging from military orders such as the Shadowglade Knightguard to exploration companies such as a number of which are stationed in and around the archeological site of Prisse's Folly.

Income for such an organization is likely to be similar to what the character would earn on their own but with the potential for bonuses and awards. An additional benefit is that frequently these organizations are able to pay a salary mostly regardless of location, something a craftsman cannot; a Shadowglade knightguard stationed at a small lumber town can earn a much better wage than were he or she a worker at the same town.

Recruitment

Low level characters have very little chance of joining such an organization as full members, but it is frequently cheaper to have an agent recruit local aid than it would be to send a contingent of soldiers or a team of adventurers. The following table can help determine if a character is appropriate for one of these temporary positions.

Table SPG-7: Basic Recruitment

Feature	Recruitment Score
Character Level	Equal to level
Appropriate Alignment	+1
Appropriate Class	+1
Appropriate Skill(s), appropriate ranks	+1 per
Minor Deed	+2
Major Deed	+4
Inappropriate Alignment	-2
Violating Rules	-4

Character Level: Character level is always an indication of the character's skill and always considered. This, however, is never enough by itself to earn a character notice for an organization.

Appropriate Class: Classes are representative of suites of skills the character is likely to have or obtain. Some organizations have particular need of various classes and could easily do without others.

Appropriate Skills: Even among those of a given class, training can easily tip scales in one character's favor.

Minor Deed: Completing a minor deed can earn a character the notice of the organization. Stopping a criminal, finding a minor artifact, can endear a character to an appropriate organization.

Major Deed: Completing a major deed, such as bringing down a major enemy of the organization, retrieving an item of immense value to the organization, saving an important member's life, or a large show of support of the organization's values can net serious attention.

Inappropriate Alignment: Assuming a character does have an organization's attention, disposition can do a lot to turn off prospective recruiters. A lawful organization, for example, may have issues with a chaotic character. A neutral character would receive no help from their alignment, but neither would they be penalized as the organization could reasonably expect the character to follow the outline of the job and get it done.

Violating Rules: Violating an organization's rules, intentionally or not, before becoming involved with them or not, is enough to potentially burn any credibility a character might have had.

Each organization may also have different requirements; a band of more aggressive hunters may have a prohibition on cityfolk (-2 to -4 penalty); sure, someone from the city could have the chops to follow in their footsteps, but they'll have to do a lot to prove they can pass muster.

Typically, it will take a recruitment score of 5 to attain the notice, and willingness to hire, of an organization. This can be done by a 1st level character of an appropriate class, alignment, and basic skill set. Characters meeting these qualifications can often be hired for localized jobs netting 10gp to 20gp as deemed appropriate by the superior members.

For example, a 1st level fighter, lawful, with a basic set of brawling skills could make for a fine guard while an important visitor is in town. A 4th level cleric, good, with 4 ranks in heal could be hired on as a doctor or medic with another organization.

Before hunting down representatives of such companies and begging for a job, there are a few things to keep in mind. With a job comes certain responsibilities to the organization which may or may not factor well with other plans you might have. As an agent or employee of the organization you are at their whim where you are sent and what you are ordered to accomplish. Failure to uphold orders can result in expulsion from the organization, loss of any benefits, loss of "hire-ability" for future jobs, and potentially even worse.

Requisitioning

To ensure that characters have the equipment they need when they need it, organizations can allow characters to requisition items and equipment, a rather simple in-game way to have access to a good deal of items without openly shopping around for it on the markets.

An ability or association that allows a character to requisition items will often describe what the organization is that is backing the character's requests, what the requests can be used for, and what pool the character has to draw upon. The pool is diminished by the items requested and only replenished when those items are returned, excepting wear and tear against the turn-in value only.

There are a few important things to keep in mind about this system: first, the items are the property of the backing organization. Bartering away such items for personal profit is looked down upon and can land a character in hot water and revocation of privileges at best or a darker fate at worst. Second, the pool is permanently reduced by the gp value of any item not returned or not returned in appropriate condition. Consumable items like potions and several generic adventuring items then make fairly poor requests. Third, this equipment is often lent out only for specific reasons. Making requests because it sounds like fun will often result in restrictions, sanctions, and revocation of the privilege as well.

Examples

- A fighter brought on as a caravan guard could reasonably request items such as lanterns, torches, ropes, manacles, and other items to effect their job. The company can provide a basic kit for such posts or leave it to the discretion of the character, allotting a 40gp limit on items and equipment. These are items that have to be returned to the company at the end of the job, but they are the character's to use for the duration.

Requisition limits are typically tied to the job the character is expected to perform and the trust the organization has in the character. A character who fits the qualifications for the job but concerns a superior member may find they are given the basic necessities to do their job and that's all, whereas a trusted member is given more leeway in what they can take for the journey.

Sample Organization:

The Shadowglade Knightguard

The Shadowglade Knightguard are the officers tasked with protecting the city of Shadowglade from criminals, thugs, and outside forces who seek to do the city and its rulers harm. Today, this mostly means patrolling the city proper as guards and tending to settlements directly supported by Shadowglade.

Joining: The Shadowglade Knightguard only accepts new members after they have completed rigorous training and passed numerous tests. Generally speaking they do not take applicants and only invite potential new agents when they are sure of their talents. They do keep an eye on local folks who they've hired for jobs in the past, however, which can earn a character respect and consideration for full membership and employment.

Jobs: Shadowglade frequently allows trusted members to hire local citizens to aid in particular cases. Typically local talent is used to help bolster guard rosters, caravan escorts, and man hunts for escaped or wanted criminals. Such jobs pay between 4 and 8 gp and can be expected to last around two days.

A character with a recruitment score of 10 or better can be assigned as a unit captain on a knightguard job. They are responsible for a group of three to five other recruits and are generally paid 6 to 10 gp, or more, as the complexity of the job warrants. That character may requisition equipment for his group worth between 20 and 50 gp, again as the job warrants.

Table SPG-8: Shadowglade Knightguard Recruitment

Feature	Recruitment Score
Character Level	Equal to level
Lawful Alignment	+1
Lawful Good Alignment	+3
Fighter or Paladin	+1
Diplomacy 5 ranks, Sense Motive 5 ranks	+1 per
Capture a wanted criminal	+2 per
Chaotic Alignment	-2
Violating Knightguard Code	-4

This table is representative of common temporary positions the Knightguard may need to fill for local folk. Association at this level extends only to the terms of a contract for a specific task or event and does not constitute full membership.

Special Materials

Special materials such as darkwood, greywood, Iberian steel, and others have taken the place magical items often would in other realms. Ahead are a few of the frequently used materials. Others, such as adamantite, cold iron, mithral, alchemical silver, and others are still present; darkwood is further discussed because of its unique place in the land. Like many other aspects of the world, due to the non-existence of dragons dragonhide is not an appropriate special material for any items.

Darkwood: Darkwood is a special material harvested from the heart of the Midlands woods, deep in the darkest corners of forests. It is as hard as normal wood but very light. Because it can be harvested much easier than minerals, it is highly valued for use in tools and weapons of appropriate design and is one of the most common of the special materials for someone with a bit of wealth and better-than-average tools and equipment. Getting to it, however, can prove difficult and only the most experienced gatherers, protected by capable warriors, even dare enter the dark portions of the world in hunt of it.

Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type.

To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Greywood Lore

- Greywood is a rare wood which is significantly stronger than normal wood.
- Greywood is found only in the Frontier, where old groves of it were stripped bare. Very little remains today.
- It is said that items with several visible veins of the lichen might glow faintly. This resembles lichen found in some of the cave systems and ruins of the Frontier.
- Greywood is prized by some communities as wards, said to frighten off foul creatures or at least keep the bearer from harm.

Greywood: Greywood is a much more difficult material to procure. It is found only in the Frontier, and only in rare places. The most common of these are the outskirts of the Ghost Lands. It is likely found deeper into the realm, but none dare travel that far into the accursed place.

Greywood is, for all intents and purposes, petrified wood. It is found on the surface, however, in what must have once been a living grove. Today, none of these groves remain, already harvested by prospectors, travelers, and craftsmen, though some stray samples can be found.

Greywood, also called "ghost wood" for its unnatural appearance, is a bleached grey, nearly stone colored, wood. The wood is marbled with streaks of bright green; these are believed to be lichen or possibly veins of a mineral pulled from that soil while the tree lived. It is not seen in living trees however, but it is hard to verify as the lands where greywood is found can hold no life and thus cannot be duplicated.

It is as light as proper wood, but has greater durability akin to stone thanks to its petrification. Because of this petrification, greywood can also be used in the creation of certain weapons, including spear and arrow heads, heads for small throwing axes and maces, and various projectiles for slings. Greywood is improper for blades, large axes, and similar weapons. Weapons or ammunition made of greywood deal an additional 1 point of damage on a successful hit.

To determine the price of a greywood item, use the original weight but add 15 gp per pound to the price of a masterwork version of that item.

Greywood has 15 hit points per inch of thickness and hardness 8.

Iberian Steel: While Iber isn't known as a mining country, they are well known as skilled craftsmen and metal workers. Utilizing the highest quality ores, Iberian artisans distill the elements until they have produced a metal of superb quality unsurpassed by any other.

Items made of Iberian steel ignore the item breakage rules (see ahead) because of the superior craftsmanship. Masterwork items made of Iberian steel gain an additional +3 to its hardness.

Items made of Iberian steel come solely from Iber. As such only weapons and tools exist that are made with Iberian steel, not armor, only because Iberian craftsmen see little need to craft armor; their patrons consist mostly of Iberian nobles who are skilled fencers that prefer lightweight weapons and light armor to clumsy suits.

To determine the price of an Iberian steel item add 10 gp per pound to the price of that item.

Iberian steel has 15 hit points per inch of thickness and hardness 12.

Spidersilk: Though dangerous to harvest, many threadmakers and weavers place great value in the thick spidersilk found in the deep forests of the Midlands.

It is primarily used in the creation of cloth for some of the finest items in the land, but the strength of the material also allows for use in more stressful places. Many vessels use ropes woven of the spidersilk for rigging, while some adventuring companies spend the extra coin on sets of climbing equipment strung with the silk. Some cloaks and cloth armors can also be fashioned of the material.

Medium and light armors can be made with spidersilk. Doing so qualifies the armor as one step lower, such that medium armor becomes light and light armor qualifies as clothing. Characters such as rogues can then wear a medium armor made of spidersilk and monks can wear light armor made of spidersilk. Spidersilk armors are considered a masterwork item and weighs only half as much as a normal item of that type. The caveat for such items is that they are flammable.

To determine the price of a spidersilk item, use the original weight but add 15 gp per pound to the price of a masterwork version of that item.

Item Breakage

Fantastic elements are present but aren't abundant in Shadowglade, which means that in many cases items aren't made with the highest quality. They are hammered out to be functional over a short term and last only for so long.

Standard, non-masterwork items in Shadowglade have the chance to break should they be exposed to too traumatic of uses:

- On a natural roll of 1, you can choose to reroll the die and take another shot at the action, which causes the item to break.
- On a natural roll of 20, you can choose to automatically confirm the critical, which causes the item to break. This option will generally apply only to weapons, though tools that have an option for a better result off of a natural 20 can qualify for this option as well.

These items are often made of inferior materials, of poor craftsmanship, and are generally weaker overall. Historically speaking, these were often the sorts of items possessed by front line troops, commoners, and average brigands.

Masterwork items, on the other hand, are better crafted overall. They are constructed with better materials, more attention to balance and detail, etc. As a result of the care that goes into masterwork item creation, masterwork items do not run the risk of breaking in the same fashion.

Masterwork Items

In Shadowglade magical items are nonexistent, the stuff of children's tales and legend. Even then, the few "remarkable" items found have histories that are sadly overexaggerated.

Instead, Shadowglade sees wider use of masterwork items than other realms might, using these for longer periods and for more reasons. These items are finely crafted versions of relatively common items, but they are certainly not on the level of legendary items of lore. Rather, they are the best a craftsman can manage while producing a quantity of solid, usable, tools and still make a living.

Masterwork items in Shadowglade ignore the previously explained item breakage rules as well as possessing the +1 to-hit enhancement bonus.

Simple Masterwork Weapons & Items

Because of their availability, masterwork costs for simple weapons and items in Shadowglade are slightly different. Each takes much less material and time than larger, more complex items.

To determine the price of a simple masterwork weapon or item, use the item's weight and add 35 gp per pound to the price of a normal version of that item. Armors remain the same price, +150 gp for masterwork enhancement.

Enhanced Masterwork

Masterwork items in Shadowglade can have a second enhancement, unlike standard masterwork items that have only the one. This applies only to martial weapons or better; simple weapons can still only have the single masterwork quality.

Enhanced masterwork features add 600 gp to the base cost of a weapon, 300 gp to the base cost of an armor, and includes up to two enhancements. Enhancements can be either the standard bonus or one of the following masterwork traits.

Enhanced masterwork status, and associated features, must be decided as the item is crafted, as with standard masterwork. Enhanced masterwork status cannot be added to an item at a later date.

Item Traits

Special qualities allow different items to have various special effects in the realm. Mostly mundane, these allow the characters greater options and broader selections in their armor. Unless otherwise noted, all bonuses from traits are enhancement bonuses and interact with other bonuses as such.

Mundane Traits

The following are mundane traits; they can be found as a part of many standard items by paying the additional listed fee to incorporate the feature into their construction. These can be selected in place of a masterwork trait, but are generally common enough that they can be applied after the masterwork construction is complete.

Camouflage

Armor

The armor or shield is decorated in a specific fashion so that it aids in the concealment of its wearer. Select a natural environment; the item grants a circumstance bonus to Stealth checks while in the chosen environment. Armor grants a +5 circumstance bonus, while a shield grants a +2 circumstance bonus. A shield and armor pair must match the same environment or the bonus cannot be applied. *Cost:* +25 gp.

Dagger slot

Armor, bracer

For some, armor doubles as storage as well as protection. A weapon slot on a piece of armor is a specially hollowed segment prepared to hold a dagger. This modification is typically made to bracers or shields and can be drawn with a free hand as a move action. *Cost:* +100 gp.

Emblazoning

Universal

The item is marked with a unique emblem that people are likely to recall in a prominent place. Should it be come lost, you gain a +2 bonus to Diplomacy gather information checks to locate it or information about it. This could also be a blacksmith's mark, identifying the smith who made the item. The bonus would then direct characters to the blacksmith in question and improving or damaging the smith's notoriety with the quality of the goods. *Cost:* +50 gp

Hollowing

Weapon

Hollowing allows one item to contain another, smaller, item. Useful for sending messages, concealing contraband, or simply making greater use of your resources. Hollowing must occur as the item is created and cannot be added at a later point. The hollow space is between

three and six inches in length and one inch in diameter. Removing an item from a hollowed item is a standard action, while loading it is a full-round action. Detecting a hollow chamber is a DC 15 Perception check. Cost: +50 gp

Ornate

Universal

The item is ornately crafted. It bespeaks wealth and prestige and awe all who see it. Use of the item or wearing this armor bestows a +1 Diplomacy bonus on the character. Cost: +100 gp or at Game Master's discretion

Masterwork Traits

Not magical by a long shot, the craftsmanship in these tools is fine enough that they can be designed for different purposes. Daggers sharpened at the right point to ensure an enemy feels the sting long after the blow is struck, clerical implements that shine the light of their patron deity truer and clearer, and others.

When crafting a masterwork weapon, the craftsman may choose to forgo the traditional +1 to hit bonus in place of one of the following traits. Enhanced masterwork items may forgo both bonuses for up to two traits, but each weapon may only have a given trait applied once.

Breathing

Armor or garment

The item provides a measure of protection from sweltering heats and reduces the likelihood of overheating. It provides Heat Resistance 5.

Brutal

Weapon

The weapon is exceptionally aggressive and deals additional damage. Brutal weapons deal an additional +1 damage.

Concealable

Weapon

The weapon is specially crafted so that it can be more easily palmed or hidden on a person. You gain a +2 bonus on Slight of Hand checks made to conceal such a weapon.

Counterweighted

Weapon

The weapon is specially weighted to aid in disrupting opponents and provides a +2 bonus to Trip checks.

Dagger slot, masterwork

Armor

When the dagger slot receives additional attention to detail and is paired with a masterwork dagger, one made specifically for that particular piece of armor, it grants a +4 bonus on Sleight of Hand checks to hide the dagger on

your person (does not stack with the bonus for hiding very small objects) and negates the +4 bonuses searchers receive when frisking you.

Deadly

Weapon

The weapon is particularly deadly, more capable of dropping a foe in one blow. Increase the threat range of the weapon by 1.

Defensive

Weapon

The weapon provides a +1 Shield bonus when used defensively. If the weapon is two-handed it provides a +2 Shield bonus instead.

Fitted

Armor or garment

The armor has been specially fitted to you and you alone. Fitted armor reduces any Armor Check Penalty by 1 and any speed penalty is reduced by 5 feet. Resale value of the item is reduced by 50%.

Grip

Weapon

The weapon has been specially designed to have additional traction, providing better grip in the heat of combat. It provides a +2 bonus against Disarm checks.

Grooved

Weapon

The weapon in particular is grooved in such a way that it cuts cleaner and deeper, causing not only regular damage but bleed damage as well.

Each round thereafter, the creature bleeds for 1 point of damage until the bleeding is stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this weapon. This bleed damage stacks with damage from bleed attacks.

Heavy

Weapon

The weapon is constructed as a significantly heavier variation on itself, allowing the wielder to deal more damage. The weapon receives a -2 penalty to hit, +2 to damage, and +1 hardness. Cannot be combined with the light enhancement or on a light weapon.

Hollowing, masterwork

Weapon

A finer variation on hollowing, the chamber is not only better concealed but the cover is spring loaded; for most items, the handler can press a concealed button which ejects the contents of the chamber into the handler's free hand as a swift action. Alternatively, if the other hand is

not free the handler can choose to drop the weapon as the contents are ejected.

Detecting a masterwork hollow chamber is a DC 30 Perception check.

Light

Weapon

The weapon is constructed as a significantly lighter variation on itself. The weapon receives a +2 bonus to hit, -1 to damage, and -2 hardness. Cannot be combined with the heavy enhancement.

Paired

Weapon

The weapon is produced as a part of a pair; the two weapons are, by and large, identically crafted and weighted specifically so that they complement each other. Reduce any dual wielding penalties by 2 while using both weapons.

Should one become lost or stolen, treat the item as embazoned for the purposes of locating its very unique twin.

Each weapon must have the paired trait; they can possess a second trait unique from the other, but must have the paired trait in common.

Pitted

Weapon

The blade of the weapon is pitted in such a way that it does not shed liquid easily. Applied poisons remain longer on the blade, trapped in the pits and ridges of the blade.

As a result, poisons applied to the blade remain for an additional attack.

Serrated

Weapon

Serrated blades are designed for grievous wounds, not just striking an opponent. Wounds inflicted with a slashing blow tear far worse than a normal blade; Heal checks made to patch up the wound suffer a -5 penalty.

Specially Crafted

Weapon

The weapon is specially crafted to target particular creatures and their weaknesses. Select a creature type per the Ranger's "Favored Enemy". The weapon provides a +1 to attack and damage against enemies of the chosen creature type.

Weatherized

Armor or garment

The armor or garment has been prepared for use in harsh weather conditions. It provides Cold Resistance 5.

Weighted

Melee Weapon

The weapon is perfectly weighted, allowing you to use it with greater precision as a thrown weapon. Add 1 to the weapon's range increments.

Firearms

Firearms are the technological marvel of the last century. A product of the industrial complex that is Northport, they are a frightening and powerful tool, especially used in the right hands. Because of their power, the other city-states have put strong restrictions on their export and Northport has not challenged the others; this could be out of fear of opposing numbers or the simple fact that the black market pays so much better for a “banned” item than it does for one that is perfectly legal.

Firearms

The original firearms were bulky and cumbersome; today, the majority of those on the market are much the same, descendants from the original designs only slightly modified. They are black powder weapons, muzzleloaders, and require ample time and focus to manage.

Firearms of any sort work like any other weapons, except where noted here.

Capacity: This lists the number of shots the weapon can hold. You may fire a firearm as many times in a round as you have attacks, up to this limit. The capacity often indicates the number of barrels a firearm has.

Range and Penetration: Armor, manufactured or natural, provides little protection against the force of a bullet at short range. When firing upon a target within a firearm's first range increment, the attack resolves against the target's touch AC. At higher range increments, the attack resolves normally (including taking the normal cumulative -2 penalty for each full-range increment). Unlike other projectile weapons, most firearms have a maximum range of five range increments.

Loading a Firearm: It's a standard action to load a one-handed firearm and a full-round action to load a two-handed firearm per shot. Loading a firearm provokes attacks of opportunity. The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms, but not cannons. Loading a one-handed or two-handed firearm typically requires one bullet and 1 dose of black powder.

Misfires: If the natural result of your attack roll falls within a firearm's misfire range, your firearm misfires, even if you normally would have hit the target. When a firearm misfires, you miss the target and one of the following effects is applied; roll 1d20 to determine the effect. 1 - Broken (or explodes if already broken), 2-5 - Powder Burn, 6-10 - All Smoke, 11-15 - Fizzles, 16-20 - Kick. Each firearm has a burst size noted in parentheses after its misfire value. Anyone within this burst (including the

Firearms in Shadowglade

While still expensive and tricky to wield, early firearms are readily available. Instead of requiring an Exotic Weapon Proficiency, all firearms are martial weapons.

Early firearms and their ammunition cost a fraction of the amount they used to, but advanced firearms and their ammunition are still rare and cost a considerable amount to buy or craft. The firearms included here qualify as the more common “early” firearms, while advanced items slowly trickle from the forges of Northport.

While weapons and ammunition are readably available, their propellant, black powder, is not. Northport keeps a fairly tight grip on the proper formula. As of this point, the best most people can manage is the impure powder available in questionable markets and hope it doesn't backfire.

firearm's wielder) can be affected by several of these misfire effects.

All Smoke - The powder mixture is wrong, resulting in more smoke than propellant. Pick one corner of your square—the shot creates a burst from that point of origin. Anyone within this weapon's burst (including the firearm's wielder) is blinded for one round as the smoke obscures vision.

Broken - The firearm gains the broken condition. A broken firearm's misfire value increases by 4. If a firearm with the broken condition misfires again, it explodes (see below).

Fizzles - The powder burns and nothing happens. The shot is wasted and the gun is jammed.

Explodes - When a firearm explodes, the weapon is destroyed. Pick one corner of your square—the explosion creates a burst from that point of origin. Anyone within this weapon's burst (including the firearm's wielder) takes damage as if he had been shot by the weapon—a DC 12 Reflex save halves this damage.

Kick - The weapon kicked; you simply misfired, your aim thrown wildly off target by the explosive power of the weapon itself. You miss the target without additional penalty.

Powder Burn - The powder bursts from the chamber, burning you and near by characters. Anyone within this

Powder Rot

"Powder Rot" is a name given to especially grievous gunshot wounds. Not a true poison or disease in that it can be contracted or applied intentionally, the symptoms result from a number of side effects of the wound, including fragmented bullets, powder burns, and the onset of metal poisoning.

Powder Rot

Type disease, injury; **Save** Fortitude DC 16

Onset 1d6 hours; **Frequency** 1/day

Effect 1d4 Con damage; **Cure** 3 consecutive saves

Because the "disease" is a reaction to the wound and the "poison" a combination of powder and metals, "remove disease" or "neutralize poison" cannot, individually, cure the condition. In tandem, however, they can. First, the successful casting of "neutralize poison" will remove the foreign substances from the wound. The subject must then wait twenty-four hours and can then be the target of a "remove disease" to remove the last of the toxins caused by the wound. A saving throw made after the "neutralize poison" casting receives a +2 circumstance bonus as the victim has less to fight against.

weapon's burst (including the firearm's wielder) takes 1d4 points of fire damage.

A broken firearm requires a DC 20 Craft (gunsmithing) check and 1 hour to repair; this resets the weapon's misfire range to its normal range and removes the broken condition. A jammed weapon can be cleared by spending a move action.

Fire While Prone: Firearms, like crossbows, can be fired while the shooting creature is prone.

Exploding Dice: Whenever you deal damage with a firearm and roll maximum on any damage die, reroll that die and add that roll to the total as well. If you roll maximum on rerolls, continue to reroll, adding to the damage each time.

Non-bladed Melee: Non-bladed handguns, such as pistols may be used as a sap in melee combat, while long guns may be used as a club. Doing so, however, could damage the weapon. At the very least, it upsets the delicate mechanisms used in firing. Using a firearm in this manner increases the misfire range by 1. Handguns have a hardness of 10 and 10 hit points; long weapons have a hardness of 10 and 20 hit points.

Bladed Melee: Gunblades are built with melee use in mind and do not suffer from the same issues as standard firearms used in melee; they suffer no increase in misfire range for use as a melee weapon.

Gunblades used intelligently have the capability for additional damage in melee combat as well. After landing a successful melee attack with a stabbing action, the attacker may make an additional attack as a free action against that opponent's touch AC by firing the gunblade. This can only be done if the gunblade is loaded and otherwise ready.

Powder Rot: All firearms are capable of giving a character a condition referred to as "powder rot". On a successful, confirmed, critical hit against an unarmored character or character in light armor, that target has acquired the condition. See the sidebar for full details.

Standard Firearms

Musket: This large firearm fires large-caliber bullets that have a much greater range than those fired from a pistol. What it lacks in accuracy it makes up for in high damage potential.
Cost: 600 gp.

Pistol: The single-shot pistol is the most common firearm and is relatively easy to conceal.
Cost: 300 gp.

Masterwork Firearms: Masterwork firearms are things of beauty and reliability. Masterwork firearms have a base misfire range of 0. Other effects, such as melee use of a standard firearm or use of impure powder still increase the weapon's misfire range as appropriate.

Gunblades

Gunblades are weapons that are firearms as well as bladed weapons. Unlike firearms outfitted with daggers or bayonettes, the blade is a part of the weapon. In the early weapons, these blades were often remolded barrels, while later models came from Northport already crafted with the blade.

The weapons are typically single shot weapons with the blade an extension of the barrel. The type of firearm and the type of blade are directly related: a longsword typically doubles as a single-shot long gun, while a dagger functions as a single-shot handgun.

Gunblades are first identified by the firearm they are constructed of, then by their melee companion. They inherit all of the traits of their standard firearm components unless otherwise noted. If one of these firearms gain the broken condition because of a misfire, it suffers from that condition both when used as a gun and when used as a melee weapon

Construction: Gunblades are considered masterwork weapons, receiving the bladed portion of the weapon in place of the +1 enhancement. An enhanced masterwork gunblade can be constructed at the standard rate (+600 gp over the base firearm) but can only receive the +1 to-hit enhancement bonus.

Single Barrel: Because of the construction of the weapon, a gunblade cannot be made out of a multiple barreled weapon.

Bladed Firearms

Musket, Axe: This musket features an axe blade at the top of its barrel. It can also be used as a battleaxe.

Pistol, Dagger: The most common of the gunblades, this is often found in the possession of the merchant classes. It contains a single-shot pistol whose barrel doubles as a common blade.

Pistol, Shortsword: Used mostly by mercenary groups, especially those with trained gunslingers, the pistol and shortsword combination allows such a combatant to be fierce on the battlefield.

Augmented Weapons

Like the construction of a gunblade incorporates a specially crafted blade to the design firearm, a firearm can likewise be grafted to suitable weapons. Such weapons are generally two-handed melee weapons, such as a quarterstaff or greataxe, though the addition of mechanisms to crossbows is also possible. Adding a firearm element to another weapon costs 300 gp, and the weapon gains the following:

Single shot pistol: The weapon can be fired as a pistol in addition to its other uses.

Inferior: The addition of the firearm to the weapon is an imperfect thing; as a result, treat the firearm component as though it were broken (misfire range of 1-5, explode).

This condition cannot be repaired as it is design flaw, not an issue of the item actually starting out broken.

Inaccurate: Augmented weapons have a range of 5 ft. for the firearm component as it was not intended to be a precision weapon.

Additional Equipment

Black Powder, Pure: Authentic black powder, straight from Northport. Black powder is the key explosive component within a firearm, but in larger amounts it can be even more destructive. A single dose of black powder is enough to power a single shot from most one-handed and two-handed firearms. Should normal black powder become wet, it is essentially ruined; treat it as impure black powder that simply fizzles. Because of the restrictions in place, black powder's export from Northport is highly restricted. Northport is also quite happy to maintain their monopoly on the substance, meaning knowledge of its creation and composition is very rare. Alchemists and would-be inventors routinely work with the material but no one has created a perfect formula to replace dependence on Northport. As such, it cannot be manufactured through use of a Craft profession or other method at this time. Cost: 10 gp per dose, 100 gp per powder horn (10 doses, 2 lbs), 750 gp per barrel (75 doses, 15 lbs).

Black Powder, Impure: Impure black powder can come from any number of sources and can be anything from a crude imitation to authentic powder cut with "something else" to extend an unscrupulous merchant's supply or even sabotage a particular person's use of a weapon. Simply using impure powder increases the misfire range of the weapon by 1 each time it is loaded with the improper materials. This is a cumulative increase until the gun has been cleaned, and possibly repaired, by an experienced technician. This is a Craft (gunsmithing) check with a base DC of 12 plus the amount of degradation experienced (DC 13 for one use of impure powder, DC 15 for three, etc). Cost: 3 gp to 10 gp per dose.

Impure powder can be sold as anything from normal black powder to "cut" black powder, and prices can vary wildly depending on who knows what. Black powder of any sort will always carry a high tag, but impure powder is normally what is sold when a merchant claims they have a "deal" on the material.

Additionally, the impure powder has additional effects, randomly determined or by the GM, per barrel. These are examples of what can go wrong with



the powder; the GM is free to add to the list of possible outcomes.

Degrades - The powder degrades the weapon more than usual. Each time a firearm is loaded with this powder, the misfire rate increases by an additional 1.

Explosive - The burst radius should the firearm misfire is increased by 5 ft.

Fizzles - The powder simply won't ignite from time to time. A weapon loaded with this powder that misfires is jammed.

Unstable - The powder is unstable. If a character carrying this powder suffers a critical attack or a sudden jarring movement, the powder may ignite. The effects of doing so varies by quantity: a loaded weapon automatically discharges, while carried powder may simply smoke or it can ignite the holding container and other equipment on the character.

Discovering: A skilled firearm technician can tell the difference between authentic powder and impure powder with an appropriate check, either Craft (Alchemy) or Craft (Gunsmithing), DC 15 to 18.

Purifying: It is possible to purify these powders. Doing so comes with a fair cost, however. Purifying impure black powder requires a DC 20 Craft (Alchemy) check, treating the black powder to be treated as pure powder for the purposes of determining price regardless of what was paid. Once completed, the process yields an amount of black powder equal to one-fourth of the original container's amount, rounded down (a powder horn will yield 2 shots, a keg 25). It is said druids can purify the powder with better results (*see Purify Gunpowder in the Shadowglade Game Master's Guide*), though they will rarely act on such requests.

Bullets: Typical ammunition for firearms are specially shaped lead pellets. Although each type of firearm fires differently sized bullets, individual bullets cost the same, regardless of the firearm they are used for.
Cost: 1 sp per bullet, 1 gp per pouch (10 bullets)

Gunsmithing Tool Kit: A basic kit for the care and maintenance of firearms. Used to help clean and repair damage to a weapon. A masterwork kit grants a +2 circumstance bonus.
Cost: Gunsmithing tool kit 30 gp, masterwork 75 gp.

Rarity

Firearms are rare enough that large quantities will not be found in one location, but common enough that most citizens have handled at least one and know of someone who owns one. When they are found, it is frequently in the possession of the town watch and similar offices of authority as opposed to common farmers or townsfolk. Many times at least one firearm can be found in a village while more than one is quite rare and only encountered in larger cities.

This is not to say, however, that the weapons in circulation are of the newest or most powerful variety. Most of the guns and gunblades in the outlying villages are quite old, outdated models older adventurers or mercenaries used in their heyday. Some are also traded in to small villages in exchange for considerable services; for many mercenary companies it was well worth it to trade a heavily used firearm for an inn tab, new equipment, and a laundry list of minor trade goods.

Weapons found in the possession of outlying NPCs are generally of poor condition, already broken (incurring all of the rules as discussed above) or simply heavily degraded, with a misfire range of 1-5 or higher.

What is rare about firearms is the black powder necessary to fire the weapons. Smiths the world over have worked on firearms for a good long while and have kept a number in circulation with diligent maintenance. The powder, however, is a closely guarded secret for which the populace has yet to uncover. The best they can hope for is barrels of the impure powder with unknown side effects.

Additional Items

The following items are additional items of equipment that could be found in the realm of Shadowglade.

Texts

Knowledge is power, or so the old adage goes, and no where else is this more true than in Shadowglade. Books are especially rare and treasured, especially anything that can shed light on the world before. While those items are of immense value, contemporary titles can be found through the realm with enough diligence.

Chronicles of the Seekers: The Seekers of Memory in the modern era are serving a much more suitable function than they did in days of yore: they act as archivists, keepers of the world's knowledge and lore.

Their findings are recorded in their "Chronicles", books on various areas, legends, lore, and history of note. These can be found in many curio shops throughout the land, though only a few copies of any one book exist. A copy of a Chronicle grants a +2 insight bonus on Knowledge (local) checks per approval by the Game Master per the contents of the book, and allows the reader to treat the location as a Familiar Location for the purposes of Knowledge (local) while they possess the book.

A book on the city of Mir, for example, would allow a reader to consider Mir a familiar location and grant +2 bonus to Knowledge (local) in and around Mir.

Cost: 50 gp or higher, depending on the rarity of a particular volume.

Guidance of Erislan: The primary religious text of Erislan, as distributed by the Iren Church to the Lord of the Stars. Common versions of the book are simply text, while more elaborate versions contain a variety of simple illuminations.

As Iren clerics of Erislan travel, it is not uncommon for them to give their own copy of the book as a gift to a town lacking a communal text of their own. These tend to be the more elaborate editions and are highly treasured by the recipients.

A copy of the book grants a +1 insight bonus to general Knowledge (religion) checks regarding Erislan or a +2 insight bonus to checks related specifically to the Church to the Lord of the Stars.

Cost: 10 gp for a common, 25 gp for an illustrated edition.

Salvation of Erislan, The: A secondary religious text of Erislan, distributed by the Iberian Church of Erislan. Much of the text is the same as the Iren Guidance of Erislan, but with subtle changes and the inclusion of texts, letters, and passages from Upheaval survivors and early Erislanian worshippers the Iren church chose not to

include for various reasons.

Like all things Iberian, the text itself is heavily ornamented with embossings, illuminations, and spectacularly decorated covers. "Simple" versions can be quite expensive, though unauthorized editions have been reproduced offering only the text and not the pomp. This sort is commonly found on the mainland, though producing or owning such a book is viewed as a minor sin by the church. Mainland followers however realize that it is so classified only because it impacts the profitability of the parent church; they retain their membership because they believe in the message of the church, even if they don't get along well with the messengers.

A copy of the book grants a +1 insight bonus to general Knowledge (religion) checks regarding Erislan or a +2 insight bonus to checks related specifically to the Iberian Church of Erislan.

Cost: 8 gp for a unauthorized edition, 50 gp+ for authorized editions of greater extravagance.

Food & Drink

The following items of food and drink are unique items to menus of taverns and general goods shops in Shadowglade.

Frontier Mead: A cheap, common drink. One mug will wash down a meal, two will make for a lively night, and three will pretty well put anyone not used to it out for the evening.

Characters consuming frontier mead can consume one beverage in an evening without ill effect. Consuming two renders the character drunk, while a third renders the character unconscious.

Grassfolk characters, growing up with this potent mead all of their lives, are immune to its specifics and follow the normal rules for drunkenness.

Cost: 3 cp per mug.

Goblyn Pie: Goblyn pie was a dish prepared primarily in the southern Midlands, or any area with a wide belief in the "goblyn" creatures (see *Introduction to Shadowglade*). Today, these "pocket pies" can be found throughout the realm.

They are made of left-over, non-soup food stuffs, including meats, vegetables, and fruits, packed in scraps of dough from pies, breads, and similar foods. As there is often little scrap left, these are also small items.

The name originally stems from the aforementioned areas where the peasants place stock in the legends of "goblyns". As these mythical creatures are supposedly scavengers, peasants feared anything that could bring goblyns calling, including left over or scrap foods. Thus, these left overs were prepared into the small, often hand-sized dishes.

The name engenders a bit of debate in the cities, where the cultured folk expected a disgusting dish. While most non-city folk will give the thieving goblyns as the source

of the name, scholars also believe it has something to do with their small size, as goblins are reportedly small. Some lore also tells of witches who bake captured goblins into pies of similar size, directly linking the names.

The practice, while linked to the mythical goblin, is more than likely rooted in the post-Upheaval eras, when food-stuffs were a rare commodity until the settlements began to thrive. Thus, it was important in those days to preserve all they could. Scrap dough, left over meat and vegetable bits, and other remnants of meals then formed a convenient dish that could be preserved.

Goblin pies can usually be had for a few coppers for a simple pocket pie up to a couple silver pieces for a well filled pie with a finer assortment of meats and vegetables. Goblin pies keep for quite some time and make very effective trail rations.

Cost: 15 cp to 2 sp per pie.

Iberian Wine: Also known as “fire wine” or “burning grape”, it is said to burn as hot as an Iberian’s temper and cool just as slowly. Iberian Wine is a rare drink on the mainland and widely sought after. Only a few taverns will have it available and often at steep rates. A traveler looking to part with such a drink would find most any tavern a willing recipient, after due compensation of course.

Cost: 20 to 25 gp per bottle.

Table SPG-9: Goods and Services

Item	Cost	Weight
Black powder		
Barrel	750 gp ¹	15 lbs
Horn (10 shots)	100 gp ¹	2 lbs.
Bullets		
Lead (pouch, 10 shots)	1 gp	2 lbs.
Alchemical Silver (single, 1 shot)	2 gp	—
Cold Iron (single, 1 shot)	2 sp	—
Gold (single, 1 shot)	2 gp	—
Chronicles of the Seekers (books)	50 gp	3 lbs.
Guidance of Erislan	10 gp	3 lbs.
Gunsmithing kit	30 gp	5 lbs.
Gunsmithing kit, masterwork	75 gp	8 lbs.
Salvation of Erislan (authorized)	50 gp	3 lbs.
Salvation of Erislan (unauthorized)	8 gp	3 lbs.

1 These prices reflect pure gunpowder. Impure powder can cost as little as 30% of the listed price.

Table SPG-10: Firearms

Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type
One-Handed Firearms									
Pistol	300 gp	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P
Two-Handed Firearms									
Musket	600 gp	1d10	1d12	x4	40 ft.	1-2 (5 ft.)	1	9 lbs.	B and P

Table SPG-11: Gunblades

Firearm	Cost	Dmg (M) Ranged	Dmg (M) Melee	Critical	Range	Misfire	Capacity	Weight	Type
One-Handed Firearms									
Pistol, Dagger	605 gp	1d8	1d4	x4 19-20/x2	20 ft./ 5 ft.	0 (5 ft.)	1	5 lbs.	B and P/ P or S
Pistol, Shortsword	610 gp	1d8	1d6	x4 19-20/x2	20 ft./ 5 ft.	0 (5 ft.)	1	6 lbs.	B and P/ P
Two-Handed Firearms									
Musket, Axe	910 gp	1d10	1d8	x4/x3	40 ft./ 5 ft.	0 (5 ft.)	1	12 lbs.	B and P/ S

Table SPG-12: Augmented Weapons

Firearm	Cost	Dmg (M) Ranged	Dmg (M) Melee	Critical	Range	Misfire	Capacity	Weight	Type
Two-Handed Weapons									
Pistol, Quarterstaff	300 gp	1d8	1d6/1d6	x2/x2	5 ft./ 5ft.	1-5 (5 ft.)	1	8 lbs.	B and P/ P

Specific Items

Specific Armors

Darkwood Armor

Aura no aura (nonmagical); **CL** -
Slot armor; **Price** 420 gp; **Weight** 12.5 lbs

DESCRIPTION

This nonmagical suit of light wooden armor is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal suit of light wooden armor.

The armor has a bonus of +3, an arcane spell failure chance of 15%, a maximum Dexterity bonus of +3, and no armor check penalty.

Spidersilk Armor, Hide

Aura no aura (nonmagical); **CL** -
Slot armor; **Price** 540 gp; **Weight** 7.5 lbs.

DESCRIPTION

This is a finely woven suit of dense spidersilk. This armor is treated, in all ways, like hide medium armor, except for proficiency. Characters proficient with light armor can wear medium spidersilk armor.

Spidersilk Armor, Padded

Aura no aura (nonmagical); **CL** -
Slot armor; **Price** 305 gp; **Weight** 5 lbs.

DESCRIPTION

This is a finely woven suit of dense spidersilk. This armor is treated, in all ways, like padded light armor, except for proficiency. Characters not proficient with armor can wear light spidersilk armor.

Specific Weapons

Blasting Staff

Aura no aura (nonmagical); **CL** -
Slot none; **Price** 740 gp; **Weight** 8 lbs.

DESCRIPTION

This nonmagical, masterwork quarterstaff is outfitted with a masterwork pistol at one end. As a result of its craftsmanship it has a +1 enhancement bonus on attack rolls, base misfire range of 0, and does not suffer misfire penalties when used as a melee weapon. Because it is not a true firearm, the pistol has a range of 5 feet.

Darkwood Staff

Aura no aura (nonmagical); **CL** -
Slot none; **Price** 180 gp; **Weight** 2 lbs.

DESCRIPTION

This nonmagical quarterstaff is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal quarterstaff. Due to its craftsmanship, the item is not susceptible to the item breakage rules.

Greywood Quarterstaff

Aura no aura (nonmagical); **CL** -
Slot none; **Price** 200 gp; **Weight** 4 lbs.

DESCRIPTION

This nonmagical quarterstaff is made out of greywood. It has no enhancement bonus, but its construction material makes it firmer than a normal quarterstaff. It deals an additional +1 damage. Due to its craftsmanship, the item is not susceptible to the item breakage rules.

Poisoned Dagger

Aura no aura (nonmagical); **CL** -
Slot none; **Price** 335 gp; **Weight** 1 lbs.

DESCRIPTION

This masterwork dagger contains a hidden chamber, within which a single dose of a poison can be stored. As a free action, the wielder can press a hidden button, applying the poison to the blade which remains for one round. The wielder decide to activate the dagger after she has struck.

The chamber can hold a single dose and requires a full-round action to replace. Activating or refilling the dagger potentially exposes the wielder to the poison.

Poisoned Dagger, Improved

Aura no aura (nonmagical); **CL** -
Slot none; **Price** 635 gp; **Weight** 1 lbs.

DESCRIPTION

As Poisoned Dagger, but the blade is also specially crafted so that its surface is pitted and rough, allowing any applied liquids to remain on the blade for an additional attack.

Serrated Flaming Sword

Aura no aura (nonmagical); **CL** -
Slot none; **Price** 915 gp; **Weight** 4 lbs.

DESCRIPTION

A serrated flaming sword is a weapon as much of art as it is craftsmanship. A fine long sword, the blade has been serrated in a special manner with additional modifications to the hilt and pommel; a chamber built into the pommel contains flammable oil that can be released.

As a move action the wielder can make an attack, AC 10, to strike a rough surface while simultaneously releasing the oil. Success indicates the oil has been ignited and sword is now aflame; the oil burns for 2 rounds and inflicts an additional 1d6 points of fire damage. If the attack should fail, the oil is still expended; by the time character could attempt to light the oil again, it would have run off the blade.

The oil chamber can hold two doses and requires a full-round action to refuel. A flask of oil contains ten doses suitable for use with the sword.

Table SPG-13: Specific Armors

	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight
						30 ft.	20 ft.	
Darkwood Armor	420 gp	+3	+3	0	15 %	30 ft.	20 ft.	12.5 lbs
Spidersilk Armor, Hide	540 gp	+4	+4	-3	20 %	30 ft.	20 ft.	7.5 lbs
Spidersilk Armor, Padded	305 gp	+1	+8	0	5 %	30 ft.	20 ft.	5 lbs.

Table SPG-14: Specific Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Blasting Staff	740 gp	1d4/1d6	1d6/1d8	x2	– / 5 ft.			–
Darkwood Staff	180 gp	1d4/1d4	1d6/1d6	x2	–	2 lbs.	B	double, monk
Greywood Quarterstaff	200 gp	1d4+1/ 1d4+1	1d6+1/ 1d6+1	x2	–	4 lbs.	B	double, monk
Poisoned Dagger	335 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S	double, monk
Poisoned Dagger, Improved	635 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S	–
Serrated Flaming Sword	915 gp	1d6	1d8	19-20/x2	–	4 lbs.	S	–



Additional Rules

The Rest of the Story

And now it is time to fill in the rest of the tale for your characters! This last set of rules and tables helps fill in extra information about your character, including:

- **Alignment**, see where your character falls in the ethical and legal spectrum of the world.
- **Character Traits**, featuring new regional and faith-based traits for your characters tying them into the setting from the very beginning.
- **Character Defects**, a new set of rules showcasing the darker aspects of the setting wherein the backstory not only helps characters, as with traits, but it scars them as well.
- **Vital information**, including randomized tables and information for physical appearance, age, etc.
- **Deities**, a break down of who the worshipped are in the realm and who their followers might be.
- **Naming Conventions** helps with giving your character an identity using examples of our own, real-world, naming conventions and including some samples of similar conventions in Shadowglade.
- **What to Expect** finally gives you a glimpse of what you might encounter on the road in Shadowglade. Many different journeys await you; which path will you choose?

Alignment

The traditional alignment axis applies in the setting, but with some differences in the broad use of it.

- **Lawful Good**

Especially in the larger cities, this is the general tendency of the population. Most folks want to do good, most folks abide by the law. Thus, most folks are lawful good.

- **Lawful Neutral**

Citizens of Mir typically tend toward this trend; they will take what they can from the system within the confines of the law. They aren't particularly vicious or greedy; they just want what they can take. Others sharing this alignment are enforcers, agents of the cities or churches. Their sole interest is seeing that the laws are upheld, for only in common law can the tenuous peace constructed be maintained.

- **Lawful Evil**

Like the many flavors of evil, this is a rare alignment. Of them, however, it is the more likely to turn up. Politicians spring to mind for this classification, as do cruel or corrupt merchants. Church officials, however, can fall into this category at times, even if they do not worship an "evil" god. All it takes to be honestly evil is a will to do harm in the name of serving one's self; even in the name of a good god a servant of that deity can perform horrific deeds to advance him or herself. And there are deeds that are indeed within the scope of the law, but certainly outside of the scope of what is generally considered morally "good".

- **Neutral Good**

Neutral good folk are generally those who simply wish to be good, but care little for chaos or law. Beyond lawful good, this is the second most common alignment in the realm. These folk want what is good in life, what is morally right, and care little what brings that about. If laws are what help keep the peace, then so be it. Likewise, if laws impede the ability of folk to live a good life, then a bit of chaos and revolution is just as well in order.

- **Neutral**

True neutrality is difficult to find, but not impossible, and certainly more common than the variations on evil. These folks are often near the fringe villages, uninterested in the big-city politics and wanting absolutely nothing to do with the perceived corruption and abuse of power by the churches. They care about themselves and their own, but feel no compelling urge toward doing good nor any particular want to needlessly harm others.

- **Neutral Evil**

These are a very rare sort of person in the realm. Normally isolated individuals who prefer to keep to

themselves, they seek evil for its own sake. Like those of the neutral good scope, neutral evil cares little for what brings them the destruction or corruption they crave. They can operate within the confines of the law or as freely as they can with no regard for the consequences of their actions beyond their impact on themselves.

- **Chaotic Good**

A fairly common outlook, especially among the adventuring sort. Many of the villages and outlying settlements qualify as "chaotic good", their citizens wanting what is good and morally "right", but uninterested in the laws set by distant city states or even more distant church officials. They choose to settle matters on their own terms, but strive to be good and right, to be able to live with themselves and the decisions they make.

- **Chaotic Neutral**

Chaotic neutral folks typically live apart from society, outside the fringe villages and well into the grasslands of the Frontier and woodlands of the Midlands. They do as they please, as their whims take them. They have no particular pull toward good or evil and won't go out of their way to express support for any one thing.

- **Chaotic Evil**

Of the brands of evil in the realm, chaotic evil is the rarest. This represents the drive of chaos coupled with the will and desire to destroy structure of all forms, be they material or social. In a world where the survivors made it through the worst of a cataclysm by banding together this mentality is quite rare. When it is expressed, many communities quickly ostracize the citizen. These expressions often arise in acts of extreme violence and cruelty for their own sake, which also brands them as criminals in many communities. These folk are then hunted, imprisoned, and often executed for their crimes.

No Two Are Alike

Something to keep in mind: you do not have to be Chaotic Evil to cause conflict, especially in a world where the largest threats are political strife. Two characters can be opposed and yet both can still be Lawful Good; their conflict arises from their interpretation of the laws, or perhaps they each respect a different set of laws. While either will uphold the basic tenets of what most societies consider lawful, they will certainly quibble over the finer points. Likewise, a strongly Good or strongly Lawful character in a party of otherwise neutral characters can cause some tension as they try to pull the party to their way of thinking while the others may resist, preferring true neutrality on the matter to picking a side.

Now, this is not to encourage interparty conflict. No one should select an alignment to simply to mess with another character or concept. But, there are some groups who find certain amounts of such tension fun to play with. Just remember you don't need to be "evil" to create that tension.

Character Traits

At its core, a character trait is approximately equal in power to half a feat. Yet a character trait isn't just another kind of power you can add on to your character-it's a way to quantify (and encourage) building a character background that fits into the world. Think of character traits as "story seeds" for your background; after you pick your two traits, you'll have a point of inspiration from which to build your character's personality and history.

Alternatively, if you've already got a background in your head or written down for your character, you can view picking his traits as a way to quantify that background, just as picking race and class and ability scores quantifies his other strengths and weaknesses.

Many traits grant a new type of bonus: a "trait" bonus. Trait bonuses do not stack-they're intended to give you a slight edge over the non-PCs of the world, not a secret backdoor way to focus all your traits on one type of bonus to gain an unseemly advantage over the rules.

It's certainly possible, for example, that somewhere down the line, a "Courageous" trait might be on the list of shortfellow race traits, but just because this trait is on the shortfellow race traits list and the basic combat traits list doesn't mean you're any more brave if you choose both than if you choose only one.

Gaining Traits

When you create your character for a campaign, ask your GM how many traits you can select. In most cases, a new PC should gain two traits, effectively gaining what amounts to a bonus feat at character creation. Some GMs may wish to limit this somewhat, depending upon their style of play; you may only be able to pick one trait, or your GM might allow three or more. Even if your GM doesn't allow bonus traits, you can still pick up some with the Additional Traits feat.

Types of Traits

There are five types of character traits to choose from.

Basic Traits: There are a total of 40 basic traits-ten each, split among the categories of Combat, Faith, Magic, and Social. Note that each of these four categories roughly equates to the four modes of adventuring, but aren't tied to specific classes. It's perfectly possible to have a religious rogue, for example, or a magic-obsessed fighter. Basic traits are "generic," and should be able to fit into any campaign setting with a minimum of customization. These traits can be found in the Pathfinder Advanced Player's Guide.

Campaign Traits: These traits are specifically tailored to give new characters an instant hook into a new campaign. Campaign traits tailored to a specific campaign and often provided by the game master or included in a Player's Guide for a published campaign. If your GM is using campaign traits, one of your starting traits must be a campaign trait; other traits can come from the other lists.

Race Traits: Race traits are keyed to specific races or ethnicities. In order to select a race trait, your character must be of the trait's race or ethnicity. If your race or ethnicity changes at some later point (as could be possible due to the result of polymorph magic or a reincarnation spell), the benefits gained by your racial trait persist- only if your mind and memories change as well do you lose the benefits of a race trait. Of course, in such an event, you're also likely to lose skills, feats, and a whole lot more!

Regional Traits: Regional traits are keyed to specific regions, be they large (such as a nation or geographic region) or small (such as a city or a specific mountain). In order to select a regional trait, your PC must have spent at least a year living in that region. At first level, you can only select one regional trait (typically the one tied to your character's place of birth or homeland), despite the number of regions you might wish to write into your character's background.

Regional traits as used in Shadowglade also considers a character to be of that region for the purposes of many mechanical options, including Knowledge (local) checks and specific feats.

Religion Traits: Religion traits indicate that your character has an established faith in a specific deity; you need not be a member of a class that can wield divine magic to pick a religion trait, but you do have to have a patron deity and have some amount of religion in your background to justify this trait. Unlike the other categories of traits, religion traits can go away if you abandon your religion, as detailed below under Restrictions.

Restrictions on Trait Selection

There are a few rules governing trait selections. To begin with, your GM controls how many bonus traits a PC begins with; the default assumption is two traits. When selecting traits, you may not select more than one from the same list of traits. Certain types of traits may have additional requirements, as detailed in the section above.

Remember also that traits are intended to model events that were formative in your character's development, either before he became an adventurer, or (in the case of additional traits gained via the Additional Traits feat) events that happened while adventuring. Even if you become a hermit and abandon society, you'll still retain your legacy of growing up an aristocrat if you took a social trait. The one exception to this is religion traits- since these traits require

continued faith in a specific deity, you can indeed lose the benefits of these traits if you switch religions. In this case, consult your GM for your options. He may simply rule that you lose that trait, or he might allow you to pick a new religion trait tied to your new deity. Another option is that if you abandon a religion, you lose the associated religion traits until you gain an experience level, at which point you may replace lost religion traits with basic faith traits.

Regional Traits

The following traits are “Regional” traits. In addition to the benefit granted by each trait, these traits also set your character’s home city or territory, or the place your character now calls home, regardless of his or her true roots. This will be important for some feats, which are open only to characters of particular regions.

Four Rivers

These regional traits are available to all characters of Four Rivers heritage.

• First District Heritage

Born into the First District of Four Rivers, you grew up on the tales of the city, including the dark days of the Mock-Witch trial.

Benefit: As long as none of your class levels are in a class that grants divine spellcasting abilities, you receive a +2 trait bonus to all saving throws to resist spells from a divine spell caster.

Special: You are considered a resident of Four Rivers.

• Made The Rounds

While growing up in Four Rivers, you traveled often through the various districts. As such, you know a little bit about the customs and personality of folk from all areas of the land.

Benefit: You receive +1 trait bonus on socially related checks within any of the major cities. Likewise, you receive a +1 trait bonus on Sense Motive or opposed Bluff checks when someone is attempting to hide their national origin.

Special: You are considered a resident of Four Rivers.

Mir

These regional traits are available to all characters of Miran heritage.

• Language of the Deal

Growing up in Mir means learning what everything is really worth, that way no one can pull one over on you. You learned much wandering the merchant stalls and became quite good at noticing the little things that give away fake good or a diamond in the rough.

Benefit: You receive a +1 trait bonus on checks to haggle over prices, Appraise items, and Bluff checks when selling items. Appraise is always a class skill for you.

Special: You are considered a resident of Mir.

• Street Trick

While living on the streets of Mir, you studied at the feet of some of the greatest stage performers never known. As a result, you’ve picked up an interesting trick or two and even you never quite know what you have up your sleeve.

Benefit: You may cast Prestidigitation once per day.

Special: You are considered a resident of Mir.

Northport

These regional traits are available to all characters of Northport heritage.

• Repair Technition

While you may not have owned firearms, your training made you quite adept at maintaining them.

Benefit: You receive a +1 trait bonus to Craft (gunsmithing). Craft (gunsmithing) is always a class skill for you.

Special: You are considered a resident of Northport.

• Shooter

Growing up around Northport officers, you learned at an early age how to handle the rare firearm.

Benefit: Treat the misfire value of firearms you use as 1 less.

Special: You are considered a resident of Northport.

Shadowglade

These regional traits are available to all characters of Shadowglade heritage.

• Peacekeeper

A common trait among Shadowglade residents is a dislike of excessive unrest or “drama”. The average citizen of the city enjoys a calm, quiet life and prefers that to the unrest beyond the city border.

Benefit: You receive a +1 trait bonus to Diplomacy checks to resolve disagreements, or a +2 trait bonus to Diplomacy checks to resolve a disagreement if you know all parties involved in a dispute. Diplomacy is always a class skill for you.

Special: You are considered a resident of Shadowglade.

• Rumormonger

Consorting with many of the theorists throughout the city, you have learned much about what “They” don’t want you to know. You have likewise picked up on bits and pieces of tales about other cities and lands, developing a rather impressive index of possible cover-ups, unusual tales, and quiet rumors.

Benefit: Even when entering a new town, you are aware of at least one rumor regarding the area, more at GM’s discretion. You receive a +2 trait bonus to Diplomacy Gather Information checks while learning of new rumors.

Special: You are considered a resident of Shadowglade

Beyond the City...

These regional traits are available to all characters born into the Frontier or the Midlands.

• Eager Learner

As a child you sat at the feet of every traveler to stay in your home and outside the taverns listening to the word of the road. Hearing these tales all those years makes it seem as if you were there yourself, walking the streets of the grand cities, consorting with the legends and icons of the day.

Benefit: Choose Four Rivers, Mir, Northport or Shadowglade. For the purposes of Knowledge (local), that city is considered a familiar location. You receive a +2 trait bonus to Knowledge (local) when attempting skill checks for information about that city. Knowledge (local) is always a class skill for you.

Special: Choose one; you are considered a resident of the Frontier or the Midlands.

• Making Due

Your region was far from the trade routes, and as a result artisans and craftsmen from your area learned to trim their designs and plans, making due with what little they had.

Benefit: When using a Craft skill, your material costs are 5% lower.

Special: Choose one; you are considered a resident of the Frontier or the Midlands.

• Hereditary Profession

Growing up in a simple town, you learned your trade early on from a local artisan or a parent.

Benefit: You receive a +1 trait bonus to a Profession of your choice. That Profession is always a class skill for you.

Special: Choose one; you are considered a resident of the Frontier or the Midlands.

• Ward

As a young child, your grandparent taught you a simple gesture, a “ward against dark forces”. You never really put much stock in it, but find it useful to invoke the superstitions in others. And should you ever come across those dark forces it just may prove useful.

Benefit: If you have a free hand, you may make a warding gesture with that free hand. Sentient enemies who witness this warding gesture must succeed on a Wisdom check, DC equal to 10 plus your Charisma modifier. Characters that succeed realize the ward has no meaning and are unaffected by the ward now and in the future. Characters that fail the Wisdom check perceive you was a potentially powerful person calling on the “dark forces” and are shaken for two rounds. Subsequent uses against the same targets allow for another ability check.

Special: Choose one; you are considered a resident of the Frontier or the Midlands.

Faith Traits

The following are Faith traits appropriate for the religions of the land (see *Deities*). These can be chosen regardless of class; they are indicative of a strong, defining faith, not necessarily a divine class. Like regional traits determine your home regions, these traits help set your character's religion; some even include specific churches and groups.

• Church to the Lord of the Stars

You accept the inherent flaws in humanity lead Erislan to smite the wickedness of the world, sparing your ancestors so that they could rebuild a more glorious world dedicated to Erislan. Now, you seek to help make that world a reality by protecting those whoc could build it.

Benefit: You receive a +1 trait bonus to effects from divine spells you cast that affect the AC of allies.

Special: You are considered a member of the Iren Church to the Lord of the Stars and a worshipper of Erislan.

• Iberian Church of Erislan

You accept that Erislan struck down his dark brother for the good of humanity, not a select few "chosen", wiping away the taint of true evil from the world. Now, it is your turn to stand up for your faith and seek out the darkness in your own world, today.

Benefit: You receive a +1 trait bonus on melee weapon damage when you cast a divine spell that affects weapons.

Special: You are considered a member of the Iberian Church of Erislan and a worshipper of Erislan.

• Patron of the Road

You place no faith in the organized faiths of the realms, but otherwise cannot quite make up your mind what you believe. You do know someone, or something, watches out for you on the road of life and for that you offer thanks...to whatever that might be.

Benefit: You receive a +2 trait bonus to Survival checks to forage.

Special: You are considered agnostic.

• Student of the Elders

You have little faith in the words of the churches and even the idea that the world itself has a spirit. You accept, however, that your ancestors remain after their deaths, their spirits guiding the hands of their children and grandchildren.

Benefit: You receive a +2 trait bonus to Knowledge (history) checks.

Special: You are considered a worshipper of ancestors.

• Student of the Grove

You accept that Rheana, the goddess of lore, is the rightful creator of the realm, not Erislan. Though you have no formal church or rites, you find peace in nature and understanding in the flow of the world around you.

Benefit: You receive a +2 trait bonus to Knowledge (nature) checks.

Special: You are considered a worshipper of Rheana.

• Student of the Natural World

You accept the value of the natural world and that all life has a spirit, but you highly doubt the worshippers of the "creator goddess" Rheana though not nearly as much as you reject the ways and study of Erislan. You prefer to find solace and communion in the natural world and find fellowship with the creatures therein.

Benefit: You receive a +2 trait bonus to Handle Animal checks.

Special: You are considered a worshipper of natural spirits.

• Thoughtful Theologian

You accept Erislan as the rightful creator of the realm, but reject much of the churches' dogma, preferring instead to sift through all Erislanian texts across all of the faith to find that which you believe to be the truth.

Benefit: You receive a +2 trait bonus to Knowledge (religion) checks.

Special: You are considered a worshipper of Erislan.

Character Defects

The realm of Shadowglade is not one that is pleasant or forgiving. It isn't a setting of verdant fields, epic super heroics, and traditional fantasy fare; it is a setting of relatively normal folks making their way through the world, a world often cloaked in shadow, fear, and uncertainty. Those venturing into the shadow for whatever reason are likewise marked by the shadow, pained by their experience. Often, these are the reasons characters leave the comforts of the light for a life of hunting in the darkness.

Defects are a companion to Traits for the Pathfinder system and operate in similar fashion except that they are a penalty instead of a bonus. While unorthodox, penalizing players and all, this can help even out balance concerns for a table and provide a strong impetus for a character to adventure, often with the end goal of removing the defect.

Gaining Defects

There are a couple ways to acquire defects. Regardless of how they are acquired, these especially are subject to the approval of the Game Master. All defects taken should be appropriate for a character's race and/or class, or modified accordingly. For example, a Fighter should take "Slow to React" over "Nightmares"; while a player may lobby for Nightmares for thematic reasons, fighters also do not often need to make concentration checks. The fighter could be slow to react because of nightmares, but this becomes a narrative difference; the fighter's player can call the cause nightmares, but should suffer the -2 penalty to initiative, not the -1 to initiative and -1 to concentration. Likewise, a character who is a scholarly sort without a physical background can already be assumed to have poor strength, especially if their ability score already bears this out. That character then would be a poor candidate for the "Weak" defect; they would be better suited for the "Poor Memory" defect.

First, it is recommended that each character in a Shadowglade campaign take at least one defect at character creation. Ideally the defect, like traits, should play a significant role in the backstory of the character and help advance the character concept. Defects that do not do this can be stricken by the Game Master. This should have significance to the build of the character and its backstory and offer some obstacle to overcome. A character who is "Downtrodden", "Lame", has "Weak Fortitude", or is just "Unlucky" by way of unnatural means, will have the source in their backstory; berated by a powerful authority figure, injured in a duel, spent many years ill, or upset a local woman believed to be a witch. As a result, they may adventure to overcome that limitation: develop the strength to stand up to the authority figure, who is in essence a bully; avenge their injury on the assailant who caused it; seek a cure, or at least prove they can still provide a viable

service despite their prolonged illness; and finally, find some way to appease the witch who cursed the character, or find the source of the unluckiness should it prove to be something else. Defects taken at character creation should be limited to one, though more can be allowed with Game Master approval.

Second, a Game Master may issue a defect after a significant in-game event. A recurring villain striking an especially damaging critical hit, for example, could earn the character the "Nightmares", "Scar", or "Unnatural Wound" defects, leaving a lingering mark on the character: nightmares exaggerating the scenario, a distinctive scar, or an unusual weapon that has left a mysterious wound medicine and divine intervention cannot seem to heal. Unlike defects at character creation, which should be limited to just one, the Game Master can assign such defects as they see fit throughout the course of play, resulting in characters with several defects.

Compensating for Defects

Defects do not exist to just hamstring characters unnecessarily. As with several other defect-like systems in other games, there is something of a reward for taking such a restriction.

First is the awarding of bonus traits. A Game Master concerned about the use of traits in the first place can use defects to counterbalance those, but in general characters should be allowed something extra to compensate for taking a defect (at character creation, the defect(s) chosen and bonus trait(s) do not have to be linked). Traits awarded later, say after acquiring a defect from injury at the hands of the recurring villain, should be tied to the cause of the defect. Following the previous example: "Nightmares" could allow for a combat bonus trait, the constant replaying of the scenario has given the character insight into how that character, or class, fights; an especially gruesome scar is rather frightening and could add to intimidation checks; and finally, an obvious unnatural wound constantly bandaged can engender sympathy from locals, a diplomacy bonus, resulting in folks more likely to offer help, lodging, etc.

Second, a Game Master can award bonus experience points for defects. This can also be done one of two ways. First, a flat experience reward, a lump sum given when the defect is taken in the amount of 5% of the experience necessary to reach the next character level. Second, a Game Master can require that a player role-play the defect, and award bonus experience based on the defect's use in play. A character would gain a bonus 5% experience in each encounter or experience-rewarding occasion where the defect played a role. The second option should be used over the duration of a level's worth of play.

Finally, a defect cannot compensate for itself or another defect. For example, by itself a "Scar" cannot grant a bonus to intimidation. No matter how it might be framed,

by themselves defects are penalties to abilities, skills, and other features. Should a player wish to have a defect grant circumstantial aid without a bonus trait, consider the “Make It Work” feat.

Eliminating Defects

In the course of adventuring, a character can attempt to have their defect eliminated with Game Master approval. A character with an Unnatural Wound, for example, may have received it in a duel with an opponent who coated their blades with unusual toxins. Finding that character again and forcing them to give up an antidote or treatment could cure the wound. Likewise, a character who suffers Nightmares could lose their defect by confronting those fears in play. Removing a defect should be an event of some importance, not just a side effect of leveling up.

Defects

• Butterfingers

You don't have a very good grasp on whatever you hold.

Effect: You receive a -2 to Combat Manuever Defense (CMD) when the opponent attempts to disarm.

• Clumsey

You don't have very good coordnation and are often clumsey; dropping items, tripping over simple obstacles.

Effect: -1 to Dexterity-based skill checks.

• Cowardly

You are, simply put, a coward. When the going gets tough, you get going.

Effect: -2 to saves against fear effects.

• Difficulty Concentrating

You find it hard to concentrate on a particular task.

Effect: Choose a class skill in which you already have ranks. When using this skill, you must make a Concentration check with a DC of 10, unless circumstances warrent a more difficult check. If you fail, you cannot use that skill this round.

• Downtrodden

All of your life, you have been browbeaten and trod upon. As a result, you have a difficult time enacting your own will and standing up for yourself.

Effect: -1 to Will.

• Fragile Health

You are hardly ever healthy, be it from being regularly ill as a child, your exploits as a young adult, or a more recent persistant illness.

Effect: -2 to saves against disease effects.

• Foolish

Common sense was never all that common for you, and you find yourself missing out on more than you would like.

Effect: -1 to Wisdom-based skill checks.

• Gullible

You're easily fooled.

Effect: -2 to saves against illusion, -2 to Sense Motive.

• Ill Fit

You have a unique body type that is hard to fit. Armor must be specially made for you, as standard armors are off in just the right places to make for an uncomfortable fit.

Effect: The penalties of armor you wear are increased as follows: -1 Maximum Dex Bonus, -1 Armor Check Penalty, +5% Arcane Spell Failure Chance.

Special: You may pay an additional 20% of the armor's cost to have it refitted (ignore two of the above penalties of your choice). You may do this only once per armor.

• Incomplete Training

While you were being trained in your chosen field, something happened to interrupt that training. Common reasons include leaving your mentor to embark upon this quest or the death of that mentor, which may have sparked this quest.

Effect: Select a class feature dependant on rolls to check for success that you already possess. Rolls related to that feature have a -2 penalty.

• Independant

You are far too independant to the point of detriment. You cannot accept help from anyone else even when it would be to your benefit.

Effect: You cannot benefit from the “Aid Another” option.

• Lamé

You suffered an injury when you were younger, resulting in slower than normal reflexes.

Effect: -1 to Reflex.

• Nightmares

An experiance has scarred your subconscious. While waking you can shun nearly anything, but when you rest the visions never cease, forcing you to relive some trauma. As a result, you never feel quite rested and are never quite yourself.

Effect: -1 to Initiative, -1 to Concentration checks.

• No Style

You learned the basics of fighting and no more. You know the sharp end of the sword goes into the enemy, but anything else comes a bit more slowly.

Effect: -2 to Combat Manuever Bonus (CMB).

• Not Like Others

You're not like others of your kind; you do not have the same knack, skill, or ease of action your kin share.

Effect: -2 to Charisma-based skill checks when dealing with others of the same species as you.

- **Oblivious**

The world around you could fall apart and you'd never know. Friends and companions often remark about you daydreaming, being somewhere other than in the here and now.

Effect: -2 to Perception checks.

- **Obsessed**

Some event has left you obsessed; you are on a mission, for what only you know, and this has consumed much of your focus.

Effect: -2 to Diplomacy checks when not engaged in an effort related to your mission or goals.

- **Obvious**

Not only do you have no guile, but you aren't that physically capable of surprising others either.

Effect: -1 to Bluff, Disguise, and Stealth checks.

- **Overbearing**

You never played well with others as a child and tend to be overbearing to the point of annoyance as an adult. You can never just help, you have to be in the thick of things and showing others how it is done.

Effect: You cannot use the "Aid Another" option.

- **Pampered**

Life in the city has made you soft.

Prerequisites: Cityfolk race

Effect: -2 to Survival checks.

- **Poor Memory**

You've seen a lot. You know a lot. Trouble is, you can't seem to remember enough of it.

Effect: -2 to all Knowledge skill checks.

Special: If you fail a Knowledge skill check by 2 or less, you may try once more to recall the information on a following round if the situation warrants; identifying a monster, for example, would allow for a second attempt, while identifying a spell that just targeted you would not.

- **Scar**

You are marked by a distinctive scar. Those who meet you remember it, and tales of your exploits include telling of your marks.

Effect: -1 to Disguise checks, -1 to Bluff checks when falsifying your identity.

- **Slow to React**

You are slow to react; the high-speed, snap decisions forced by the battlefield frighten you and slow your reaction.

Effect: -2 to Initiative.

- **Susceptible**

You react quickly to toxins, poisons, and other such concoctions detrimental to your health.

Effect: -2 to saves to resist poisons and similar effects.

- **Unbridled Rage**

In your past, some experience has left you wrathful toward not just an individual, but almost an entire race.

Effect: Choose a creature type (and a subtype if you choose Humanoid). You receive -2 to all Charisma checks to influence creatures of the chosen type. When in combat where creatures of the chosen type are present, you receive a -2 penalty for attacking any foe but a creature of the chosen type.

- **Unlucky**

You are incredibly unlucky; at just the wrong time, things seem to fall apart for you instead of going your way.

Effect: -1 to all saving throws.

- **Unsteady**

You are uneasy on your feet and susceptible to being taken down with the right attack.

Effect: -2 to CMD when the opponent is charging or bull rushing.

- **Unnatural Wound**

A previous experience left you wounded. This is no ordinary wound, however. Dark and evil in nature, the wound never quite heals and causes you great pain.

Effect: -1 to Constitution-based checks.

- **Wallflower**

You aren't very forthcoming and often blend into the scenery.

Effect: -1 to Charisma-based skill checks.

- **Weak**

Your muscles are nowhere near as strong as they should be.

Effect: -1 to Strength-based skill checks.

- **Weak Fortitude**

Your body is generally weaker than others, possibly never fully healed from a grievous injury or illness. As a result, you have a harder time fighting off new injuries or illnesses.

Effect: -1 to Fortitude.

- **Zealous Evangel**

You take your faith quite seriously, to the point that it can overwhelm your focus, especially when dealing with someone you know to be of a different faith. You have a driving need to know at least the church affiliation of those you interact with and possess either great disdain for someone not of your beliefs or come off too strongly in support of your own.

Effect: -2 Diplomacy checks to influence the opinion of another character you know to be of a different faith.

Traits & Defects

Together

Shadowglade is like many systems in one respect; traits and defects are road signs for game masters, basically saying “put this in the game!” This is how they were designed.

Traits are hooks into the backstory; the Pathfinder build on traits specifically calls out Campaign Traits as items that tie a character directly into the campaign arc, a very useful feature when you pick up a premade campaign and have no idea, at least initially, why your character would care about whats going on. Attach a mechanical bonus directly to a plot point and there you are!

Likewise, defects link right back to the same thing. Your character is inhibited and that often has a direct bearing on their quest. Many legendary adventures begin with characters seeking to undo a curse, finish their aborted training, make up for some past misdeed, and the like.

Long story short, take advantage of these to help flesh out your character. These people are more than numbers on a page, they are characters with stories of their own to tell. Additional items like traits and defects help you find that particular character’s story and tell it while rewarding you as the player for doing just that.

Vital Statistics

The following information will help flesh out the rest of your character’s physical description, particularly those features that impact game play. For a simple game or character, you can consult the **Pathfinder Core Rulebook’s** segment on *Vital Statistics* (Chapter 7: Additional Rules, Vital Statistics) and use the basic values for Human. Otherwise each of the newly adjusted races has their own specifics for the effects of age, height, weight, and so on. Much of this has to do with their environment and heritage; though they are technically human, someone descended of several generations of Frontier dwellers will generally be hardier than someone born of generational city-dwellers.

Age

This table you will note is laid out a bit differently than the one found in the Core Rulebook. This is due to the various classes having more variation in training needed by the participants based on background. Grassfolk make excellent barbarians, rangers, and similar martial classes but not so much for the learned groups; they are far more

Table SPG-15: Random Starting Ages

	Cityfolk	Grassfolk	Normal folk	Shortfellow
Adulthood	16 years	13 years	15 years	14 years
Barbarian	+2d6	+1d4	+1d4	+2d4
Bard	+1d4	+1d4	+1d4	+1d4
Cleric	+2d6	+2d6	+2d6	+2d6
Druid	+2d6	+1d6	+2d6	+2d6
Fighter	+1d6	+1d4	+1d6	+1d6
Monk	+2d6	+2d8	+2d6	+2d6
Ranger	+2d6	+1d4	+1d6	+2d6
Rogue	+1d4	+2d6	+1d6	+1d4
Sorcerer	—	—	—	—
Wizard	—	—	—	—

used to physical exertion and it takes a lot to unlearn certain habits. Likewise, cityfolk make fantastic clerics, rogues, and their like due to their more cloistered nature but poor outdoorsmen. Normal folk and shortfellows vary between their aptitude, mostly picking up on what classes or skill sets are common in their community.

Cityfolk: Cityfolk are ridiculed throughout the Frontier for being “soft”, and while unnecessary to say its not entirely untrue. While other groups tend to mature quicker, partly due to circumstances forcing an emotional maturation, cityfolk do tend to coddle their children more. They rarely look on anyone under 16 years of age as an adult, and even those who reach that mark meet with child-like treatment from some corners.

Grassfolk: Of the folk of Shadowglade, grassfolk are the most likely to push their children into the world. This is often a matter of necessity; their is often a hard life, and a younger child may have to step and take the reins of the family business or homestead from an injured or deceased parent.

Normal folk: The average person in Shadowglade has few of the societal needs or even heritary tendencies to mature quicker. Often they will match the social norms of their home towns. Thus, a human growing up in the Frontier may be forced to grow up quicker and become acknowledged as an adult at a younger age than someone who grew up in one of the larger cities.

Shortfellows: With rare exception, shortfellows match normal folks. Their smaller stature does lead to others regarding them as younger than they really are, but beyond this their physical and emotional maturation match that of their home fairly closely.

Aging Effects

Age affects everyone a little bit differently. Like the random starting age for characters, how well the character ages is determined by their background and heritage as well.

With age, a character's physical ability scores decrease and her mental ability scores increase. The effects of each aging step are cumulative. However, none of the character's ability scores can be reduced below 1 in this way,

Cityfolk: Cityfolk lead a mostly sedentary lifestyle and are often spared the worst of the physical ravages of age. Of course, they aren't often well developed physically to begin with and so there is little to lose.

Grassfolk: Grassfolk have a tendency of "aging" faster than others in the realm, mostly due to their often harsh lifestyles. They begin work on family farms and heavy labor at a young age, work that takes its toll as they get older. As such, what other groups might consider "middle age", grassfolk consider old. That's not to say they are weak, but they certainly are not at the physical prime they once were.

Normal folk: In this respect, normal folk are just like humans in any other realm.

Shortfellows: Age is one place where shortfellows diverge from normal folk and find some common ground with grassfolk. As small people in a world built by larger hands, they have to work harder, even in the "softer" cities, than a comparably aged city, grass, or normal folk.

Height & Weight

To determine a character's height, roll the modifier dice indicated on Table SPG-X and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Table SPG-17: Random Height & Weight

Race	Base Height	Base Weight	Modifier	Multiplier
Cityfolk, female	4 ft., 6 in.	90 lbs.	2d8	x5 lbs.
Cityfolk, male	5 ft.	110 lbs.	2d8	x5 lbs.
Grassfolk, female	5 ft.	110 lbs.	2d12	x7 lbs.
Grassfolk, male	5 ft., 4 in.	150 lbs.	2d12	x7 lbs.
Normal folk, female	4 ft., 6 in.	85 lbs.	2d10	x5 lbs.
Normal folk, male	5 ft.	120 lbs.	2d10	x5 lbs.
Shortfellow, male	2 ft., 6 in.	25 lbs.	2d4	x1 lbs.
Shortfellow, female	2 ft., 8 in.	30 lbs.	2d4	x1 lbs.

Table SPG-16: Aging Effects

	Cityfolk	Grassfolk	Normal folk	Shortfellow
Middle Age¹	35 years	30 years	35 years	28 years
Old Age²	55 years	45 years	50 years	43 years
Venerable³	75 years	60 years	70 years	58 years
Maximum Age	75 + 2d20 years	60 + 2d10 years	70 + 2d20 years	58 + 2d10 years

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

² At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha

³ At venerable, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

Deities

The deities of the realm present a unique situation to fantasy realms in that they cannot be reached by mortal supplicants. In fact, since the Upheaval, no deity has set foot on the soil of the world. Followers of a deity, Erislan in particular, rely on the clergy as well as the histories and traditions passed down since that fateful event to give them a picture of who their god was and what he stood for. Emerging faiths likewise have little “real” evidence of their chosen deity, though they claim intercession by proof of a number of unusual or miraculous occurrences.

Divine Power

How then, many might ask, do the clerics, paladins, priests, and their kind manage great feats? The truth is unknown. Power comes to those pure of heart and strong in their faith and conviction, something that galls the established churches to no end. Should only one group of devotees display great power, it would be easy to claim final authority on spiritual matters of the realm. Instead, all who devote themselves utterly to their chosen path are rewarded with the ability to affect the lives of others. This includes not only ordained members of the established churches, but layfolk and worshippers of supposedly false gods as well. Those who worship entities other than Erislan are thought to be in communion with Asurik, though the followers of the faith continually argue otherwise.

Impact on Spell-casting

The nature of the divine presence in Shadowglade changes how a few spells work, most notably those that contact divine forces for conversation, information, or intercession. The basic rule for those spells who interact with a divine power is this: the spell-caster perceives the exchange as they would expect. A cleric or priest of Erislan communing with their god would receive a vision of an armor-clad knight with a booming voice and awesome presence, while someone contacting Asurik would be greeted by a dark and ominous force whose voice drips corruption. These experiences are incredibly personal and unique to each individual, though dogma and tradition tend to shape the expectations of the individual. For example, Erislanian clerics experience similar contact, an armored knight with a booming voice as described above, with subtle differences, such as the presence or absence of weapons of particular note, banners, an amount of light, features on Erislan’s face, the ability or inability to see said face, etc.

Followers

A common subject for deities in such guides includes a segment on which classes or races are likely to worship a given deity. Like our own world, however, worship of a given deity is a very personal choice. Local customs, family, and similar backgrounds and upbringing does mean that

various areas have higher numbers of followers of a given deity than others, but there are very few general rules for this in the realm of Shadowglade.

Asurik, as the “evil” deity of nearly all mythology in the land, is widely reviled. Regardless of belief structure, only the most depraved pay this, or any, dark god any sort of attention and worship; most simply acknowledge his existence as the enemy of life and shun him. Only a select few see anything else in him.

Erislan, as the general patron deity of “good” is the most commonly, and most openly, worshipped deity of the land. His worship is split chiefly among the two churches, the Church to the Lord of the Stars and the Iberian Church of Erislan; lines are often drawn first by geography, as those in-land are more likely members of the Church to the Lord of the Stars, while coastal towns with more interaction with Iberian citizenry tend toward membership in the Iberian Church of Erislan. Those not falling in with one of the established churches tend to veer one way or another on more of the dogma of the church than its principles; the citizens are still worshippers of Erislan, just not members of a church. They can still fill roles as clerics, priests, and paladins and are responsible for their own actions. Provided those do not grossly violate their faith in Erislan, they remain in good standing.

Rheana, the nature spirit referenced in the ancient ruins, is paid quiet homage in the wild lands of the Frontier and darker woodlands of the Midland. None of the cities has any sort of base for worship of the goddess, though Four Rivers maintains a special grove in their Church District for followers to attend.

Spirit and ancestor worship is a category that seems to defy classification. Those who worship natural spirits or their ancestors, who often take on traits of natural spirits such as the possession or habitation of remarkable items or landscapes, tend to worship them interchangeably with other forces. Spirit worship and reverence to Rheana seem to go hand in hand, as do ancestor worship and worship of Erislan. Crossing the two is also quite possible, with belief that spirits of the ancestors are emissaries of Rheana, and that Erislan gave all things a soul, which watches over mortals as Erislan’s eyes and ears in the mortal realm. The Erislanian churches are quick to denounce these interpretations, while worshippers of Rheana welcome any who respect the goddess. Again, Asurik is widely reviled and only the darkest of souls pays him any attention; those who add spirit or ancestor worship to service to Asurik tend to view spirits, natural or ancestral, as pawns to be used for power, information, and other callous functions.

Agnostics

Not everyone puts full faith in something concrete, but many of those who do not align with one of the established churches, orders, or small groups still believe that there is “someone, out there”. For many, this manifests as a strong belief in an ideal or concept but not a person or thing. For others, it is more vague even than that, a belief in “someone”, but not really one of the named deities worshipped today.

Domains

Agnostics have access to any domain, provided their belief in that domain’s ideals are strong enough. For many, common domains include Luck, Protection, and Travel. These represent common requests from common folk to the universe seeking intervention in their lives. Strong conviction and belief in that “someone” combine with requests for a little better luck, protection from some evil or wrongdoing, or requests for safe passage while traveling.

Asurik

Asurik. The Dark One, The Destroyer, God of Death, and a multitude of other names, is the spiritual enemy of the Erislanian churches and, according to them, all of the world. While other emerging faiths universally decry Erislan, they do however acknowledge Asurik, but with varying positions.

The most common portrayal of Asurik is the traditional “dark god”. Pre-Upheaval lore include references to him as a dark power, punishing the wicked, toying with the innocent, and generally attempting to corrupt the race of Man. A common tale told even today is that of the “Festival of the Harvest Moon”, a tale wherein Asurik tormented villages by threatening to destroy their towns unless they bowed to his demands. His intent was not to take from the people for his own needs, but to force them into hardship and despair, a plan which ultimately failed as the good folks prospered even under his cruelty. His demands escalated until the townspeople eventually had enough, defied him, and tricked an army of the dead he had sent to enforce his will, trapping them in gourds. Overjoyed by their success, it went unnoticed that Asurik allowed their victory and further marked the date with supernatural importance, allowing the dead to return to the mortal realm on the eve of their celebrations to sow havoc and mayhem. Tales such as these are found independent of Erislanian lore, lending an amount of credibility to emerging faiths that Asurik was the older of the deities, stolen by the Erislanian churches.

Rarely, Asurik is portrayed in older materials as a god of the *dead*, not a god of death. This is a distinction drawn by scholars and those studying pre-Upheaval faiths and interactions, as it means that Asurik may have existed in older belief systems as a twin to a god of the living, rendering Asurik a force of nature personified, not a malevolent, directed force for evil.

Today, Asurik is not so much worshipped as he is appeased or warded against. Erislanian churches have numerous litanies and prayers against his dark and evil influence. The other faiths have similar wards or rituals designed to keep the dark god away, appease his desires on small scales to keep the person in question from drawing his ire, or tricking his forces as the townsfolk tricked them in legend.

Worship of Asurik is something that is condemned by all religious forces in the world, though some are covertly attracted to the concepts. Some worship Asurik out of a desire for dark power, others out of a need to shock or upset the status quo. Others, such as the fabled Order of the Darkened Sky, work toward deeper interactions with the god for unknown purposes. Commonly, however, Asurik is worshipped by petty souls seeking dark power. While some believe they are granted that which they seek, little evidence surfaces of actual powers bestowed upon such a supplicant. That doesn’t stop the “faithful” from being slain by fearful, superstitious lots however.

Domains

The following are considered the domains of Asurik.

- **Chaos**
- **Darkness**
- **Death**
- **Destruction**
- **Evil**
- **Madness**
- **Trickery**

Erislan

Erislan is the primary deity of note in the realm of Shadowglade. The origins of his worship dates back to pre-Upheaval eras, and the popularity and prevalence of his worship in the land is a result of that same event.

According to Erislanian teachings, Erislan is the creator of the world, a benevolent lord who crafted a world in balance, ruled by the just. His shadow, an entity that came to be known as Asurik, was all that Erislan was not, and sought to undo his creation. The two struggled for ages, neither gaining an upper hand until Man came to power in the world. Constantly seeking to upset the balance, Asurik struck a deal with mankind; in exchange for power over others, the ability to upset the balance crafted by Erislan, Man would devote himself to Asurik. Thus, the scales began to tip.

Not all of mankind bowed before Asurik, however; much good remained in the heart of Man, and Erislan knew this. Unable to destroy his creation, but unwilling to allow the contagion that was Asurik's evil to spread, Erislan sought first to undo Asurik's darkness. Tales tell of Erislan coming to the world as a mortal, a champion of light and truth in the darkening days. Commanding all of the forces of creation, the air, earth, fire, and seas, he waged war against Asurik's followers, first attempting to turn them from the darkness but ultimately being forced to destroy those who would harm his charges who remained pure. Here, the tales diverge, for no one truly knows what happened in the Upheaval...

In the last days before the Upheaval, Asurik gathered all of the darkness in the world and poured it into his Dark Army, agents of death and unnatural power. They set off for the mountain called the Seat of the Stars, Erislan's heavenly throne in the world, with the intention of seating Asurik on the throne of the creator and granting him control over the world itself. Mortal Erislan gathered his own forces, including the brave knights of Ire and warriors of virtue from across the land, and set out to stop the march of the Dark Army. Some hold that Erislan came to know the outcome of the final battle, and knew that many good men would die that day should his march continue. They believe he spirited the most faithful away to a distant land and proceeded to defend the Seat alone, where he struck the throne with such force that it annihilated the mountain and the realm around it, crushing the Dark Army and halting Asurik's advance, forever denying him the chance to sit on the throne of creation.

Others believe that Erislan knew that as long as Asurik lived, his taint would darken the race of Man and have a hand in the destiny of his world. Erislan knew as well that Asurik had already corrupted many mortals and no matter what Erislan did to confront his dark twin, that stain would remain. Thus, Erislan drew Asurik into a titanic battle and

used the summation of his divine power to strike the Seat of the Stars, destroying it, Asurik, and sending a potent wave of energy out over the world to destroy the impure and corrupt of the realm.

The Great Loss, the world wide amnesia that followed the Upheaval, is also contested greatly among Erislans followers. Some believe it was a last act to wipe the taint of Asurik from the world, destroying all remnants of the false faiths and beliefs he had implanted within the world to lead Man astray. Others believe it was a mercy; knowing the chaos that would reign in his absence, the loss of memory, of what was would allow his children to focus on what was to come instead of wallowing in misery over what had been.

Regardless of how the struggle between gods birthed the Upheaval, all factions agree on the following; that Erislan sacrificed himself to bury the God of Darkness beneath the Seat of the Stars. In the waves of force that emanated from the spire, the world was changed forever. Without their creator to actively guide them, mankind was forced to rely upon itself for survival.

Domains

The following are considered the domains of Erislan. The list is long, for it encompasses the beliefs of all Erislanian churches. Which domains belong to which group will be covered later resources.

- Air
- Community
- Earth
- Fire
- Glory
- Good
- Healing
- Law
- Protection
- Strength
- Water

Rheana

Little is known about the purported goddess Rheana. Some has been gleaned from materials dating to the pre-Upheaval eras unearthed in archeological digs, while other bits of knowledge are purportedly oral traditions that somehow survived the Upheaval and Great Loss. The tales and lore varies, but the heart of the concept is that Rheana is a goddess of nature and life. Some sites refer to a “Gaia”, or a mother-earth spirit, which some scholars believe to be titles of Rheana.

Erislanian scholars cite the discovered temples to Rheana and Gaia as proof of the sinfulness of the pre-Upheaval world, their ancestors paying homage to a fictitious god. They frown on any serious consideration of the goddess as a divine entity and typically discourage additional research into her worship and traditions.

Other scholars believe that the “mother spirit” is a concept, possibly a pre-Erislan idea of a divine caretaker. They point toward elements of Erislanian faith that mirror some materials recovered about the goddess. In fact, a major point of contention for several scholars are the Iren druids, women all whose divine gifts influence the land, much as the mother-goddess’ priests were purportedly able to. They argue that such practitioners, accepted through Erislanian scripture and dogma, existed pre-Upheaval as well and that records may have become distorted through the years; this “Rheana” or “Gaia” may very well be a prominent figure in early Erislanian faith, not a divine goddess unto herself.

Lastly, some scholars, and indeed some followers today, believe in the goddess as a real entity and the proper divine power of the world. Purportedly worship of this goddess has continued since the early days of the reconstruction, eventually hidden away as the Erislanian faith came to the forefront. This position receives the least public support, partly due to the political pressures from the Erislanian churches but also because it has the least evidentiary support. Such records that might support these beliefs are scattered, incomplete, and often contradictory. Any serious scholar long ago discounted this view of the goddess mythology and has explored other, more likely, avenues.

Domains

The following are considered the domains of Rheana/Gaia.

- Air
- Animal
- Community
- Earth
- Fire
- Healing
- Liberation
- Plant
- Sun
- Water
- Weather

Spirits & Ancestors

Many areas of the realm put little stock in the squabbles of the church, the cults, and those professing belief in greater deities. Long tired of the conflict organized faith brings, many have found spiritual peace and comfort elsewhere.

Spirit worship is one of the most common alternative forms of worship for the folk of both the Midlands and the Frontier. It compliments many aspects of the other faiths well in addition to standing on its own as a suitable source of comfort. The subjects of spirit worship are often remarkable natural occurrences; strong animals, groves or single trees, ponds, lakes, rivers, rocky outcroppings, and similar items of beauty and inspiration. Rarely, a singular entity is worshipped, a representative of a larger group, such as a guardian of a forest, a mountain, etc.

Ancestor worship, on the other hand, follows that those who have gone before remain to watch over the living. It has similarities to spirit worship, and occasionally remarkable items are said to house the spirits of departed ancestors, allowing them to more easily watch over their descendants.

The hallmark of these worshippers, what sets them apart from cults and the churches, is the individuality in the beliefs and practices. The aforementioned groups have codified methods of revering their chosen deity, whereas these folks have no such thing. Common practices exist, but they are by no means as regimented or demanding as those of the organized groups. Anniversaries of specific events are the most widely celebrated among these groups and can include the anniversary of natural events or calamities, remembering the power that nature wields, or for those worshipping ancestors the anniversaries of their birth, marriage, death, etc.

Domains

The following are considered the domains of spirits and ancestors.

- Community
- Knowledge
- Law
- Nobility
- Repose

Naming Conventions

What is in a name? For many, quite a bit. First names can speak of who your family held in regard, be it legendary figures, religious icons, local heroes or leaders, etc. Family names tell of who you are related to, and by extension what sort of person you might be. The following looks over some common naming conventions of our own world, as well as some features unique to the Shadowglade realm.

Faith

Names also speak of faith; first names, middle names, and even some last names are commonly associated with one faith or church, which then tells others what the person in question may believe.

In our world, “Adam” and “Eve” are common names in one form or another due to their place in predominant faiths as the first humans on the planet. Likewise, “Joseph” and “Mary” are abundantly common in strong Christian backgrounds, as are names of saints of the same faith, while “Muhammad” is seen in Muslim backgrounds.

The people of Shadowglade would never presume to name a son after Erislan, though Eris or Aris isn’t an unusual name for a daughter. Lucian, however, turns up commonly for sons as a man by that name figures prominently in Erislanian lore as a devoted follower and warrior for Erislan’s cause. Rheana, Ana, or Rhea are common names for daughters of worshippers of the nature goddess of the same name.

Professions

Professions frequently make their way into surnames. Generations of a family following in the same profession may come to take that as their family surname, resulting in many Coopers who, though they may currently or once have shared the same profession are otherwise unrelated.

This practice is most common in villages or cities, where the artisan or professional becomes identified by their job; thus, “Brandon the Cooper” (cooper being a barrel maker) or “Gerald the Blacksmith” simply becomes “Brandon Cooper” and “Gerald Smith”.

For an excellent list of professions, including many most folks have forgotten or ignored over the years, check out the table *NPC Occupations* in the **Pathfinder GameMastery Guide**.

Society

Suffixes can tell a lot about the culture where the person may have come from. “Son” or “sen” as a suffix to a surname generally indicates a family that traces relations along the paternal, male, line. These are usually adapted

from something along the lines of “Eric, Son of Robert”, which becomes “Robert’s Son” and finally “Robertson”.

In Shadowglade, the suffix “dau” or “da” is indicative of a matriarchal society, wherein families are tracked along the maternal, female, line. This is commonly found in the Midlands and the Frontier, less so in the larger cities or the outlying islands.

Title

A family name connected with wealth and power may automatically be afforded respect while a name commonly associated with the lower classes may be ignored, all without taking into account the individual with the name.

Noble titles are frequently adopted in such a way. “Genter”, “Ginter”, and even the raw “Gentry” are derivatives of such a title, the “landed gentry” of old feudal empires.

The prefix “d” (pronounced “day”) is an Iberian trait and indicator of nobility; d’Notrie and d’Rosaya being examples of such titles. These folk are often minor lords or distant relations of. In the case of Iber, the second portion of the name indicates the town the family is of; needless to say these noble families end up quite large, with a number of cousins, second cousins, and more distant members claiming the same name.

Mix It Up

Language is a funny thing; down through the years, letters and even syllables get dropped, names get re-written for shorthand or misunderstanding and the like. Names also become meshed, several conventions melding into one. Ferridau, for example, could easily be a farrier from the Frontier region. A slight misspelling, “Fer” instead of “Far”, of the profession combined with the “dau” convention of Frontier families who take their family names from their mothers.

What to Expect

As an adventurer in Shadowglade, what should you expect to find on your journeys? The roads are long and lightly traveled, and the nights are dark and give little knowledge or comfort. Do you trust the reality, that you are safe as long as you keep the fire lit and a sword near your sleeping roll? Or do you put stock in those legends back in town, the ones that talk about the souls trapped and damned to walk these woodland roads for all of eternity, the monsters that roam the woods, and the specter that haunts the grove?

Agents

Trust no one. Keep your identity to yourself, and your allgences even quieter still. The great nations smile and shake hands with one hand while holding a dagger behind their backs with the other. Such is the life of politics, however. Be careful to avoid such webs of intrigue and take no offer at face value; you never know who you might really be working for.

Animals

Woodland animals are often harmless, but in the darkened woods and deeper thickets, those untouched by man since the Upheaval, strange beasts lurk. Dark cousins to those animals seen by day, they are possessed of a fierce intelligence and a wicked cunning. Some are mere brutes, while others believe some are possessed, agents of Asurik himself. While there is little to fear by day, know that such terrible creatures hunt the woods at night, and many such beasts fear little.

Bandits

Opportunists, some folk will take whatever they can for free, even at the expense of their fellow man. Never underestimate greed, or for that matter desperation. With trade so vital to the survival of the world as it stands today, both for economic survival as well as support for distant villages, an easy mark and sure way to cripple distant lands is to strike at the trade routes. Watch out for these brigands at all times, for they will liberate you not only of your goods, but your life as well.

Cults

While worship of Asurik is forbidden in nearly all corners of the known realm, "Praise Asurik!" can be heard emanating from darkened rooms, deep-woods caves, and under the breath of dark-cloaked individuals. Whether they wield real power granted by a real deity of evil or are simply disillusional can be debated. Their actions, however, cannot. Beware those whose lust for power defies all convention and common sense.

Lost Treasures

The fabled Prisse's Folley and excavation of Four Rivers are but two of the most well known archeological sites of

the land. Others are out there, pre-Upheaval structures, cities, and lost monuments, just waiting to be discovered! And, beyond even those, the years have proven unkind to distant settlements and villages, resulting in numerous ghost towns and lost villages.

Open Sea

The open sea calls to many, and the port city of Mir stands ready to answer those longing for the ocean blue with open arms. It stands equipped to send any brave adventurer off to sea, or welcome travel weary oceangoers to the main land. Out on the waters, one can find all manner of small island nations no larger than some Midland city-states as well as larger islands, undiscovered, abandoned, or mysteriously empty. Adventure awaits the daring on the open sea!

Organized Crime

Distant lands, irregular application of law, corrupt local governments and a world run by the value of coin, not the value of life. In these worlds, crime thrives, and organized crime rules over the just and unjust alike. Don't be surprised to find that the enforcers in a small, backwater town answer to a well-to-do man about town while the mayor is but a figurehead, a puppet to appease the state while the real men do business as they see fit.

Religious Fervor

Two major churches with one belief quibble over which has the correct interpretation. Numerous smaller groups differ on fine details of the same, compelled to explore for their truths in the shadows while dogma rules the predominant beliefs. Followers of older faiths and beliefs, both hidden and rediscovered, struggle in a world quite unwilling to hear them out or acknowledge another path. While rarely coming to blows, many communities, especially along the trade routes and Frontier border, are powder kegs ready to ignite.

Secret Societies & Conspiracies

Something in the world just isn't right. While not everyone knows it, some see the seedy underside of reality for what it is and do their best to share their knowledge with the world, provided "They" don't silence them first. Code words, double speak, and meetings down dark alleys are common place for someone trapped in these shadows. Best watch your back.

The Unknown

Humans that aren't human. The dead risen to unnatural life. Unexplained forces acting on small towns. Things that shouldn't be...are. The unknown lurks around the corner in any world, at any time, but in the land of Shadowglade, something else is going on, something that makes the unknown more mysterious, dangerous, and...plausible.

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