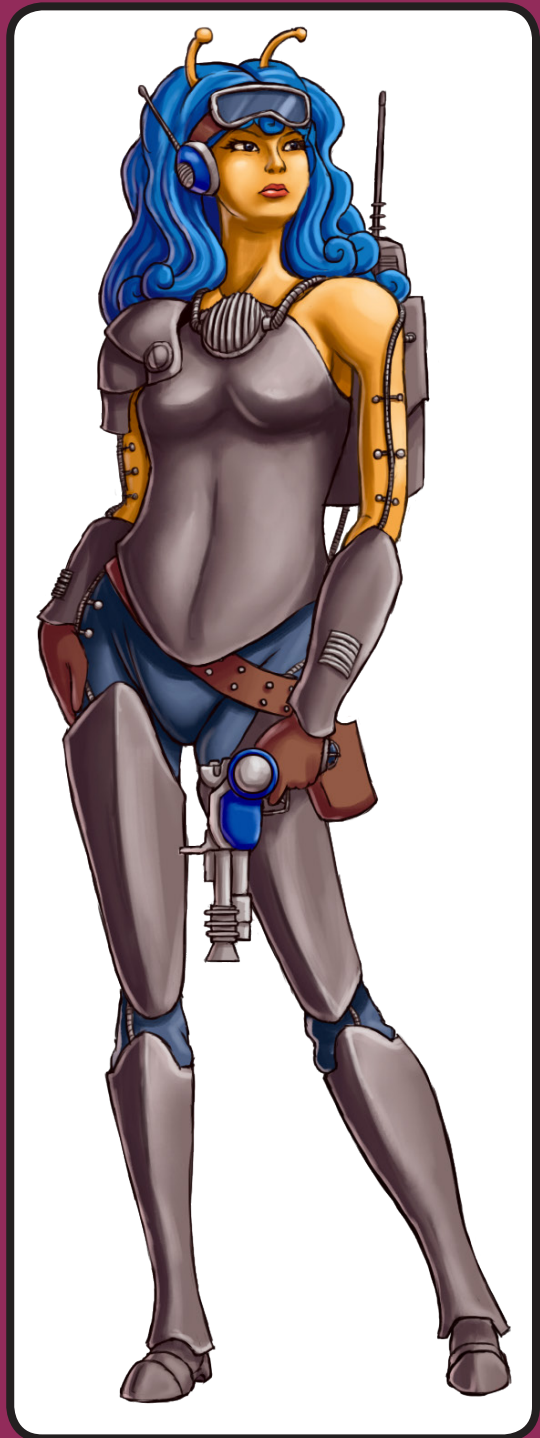




Heroes of the Advent Imperiax



Treyson
Sanders





Heroes of the Advent Imperiax

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Heroes of the Advent Imperiax is compatible with
the Porphyra Campaign Setting and the Porphyra Wiki located at:
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point you to it.



A Day in the Advent Imperiax

There was no difficulty for either Nyirei or her mount in following the trail left by Corin and his tag-alongs. Here in the deepest reaches of the woods, far from the energy dome of Yhadri- Izhaaf, the trees and underbrush pressed close to one another, and Corin's path was marked clearly by broken branches and torn swaths of creepers and spider-webs. Her own eyes strained in the fading light, but the otyugh underneath her pressed onward, inexorable in its desire to hunt. Jalharit was the eldest of Yhadri-Izhaaf's armored otyughs, just as Nyirei was the eldest outrider. They functioned as one creature, eyes and ears and minds focused on a single task: returning the false ambassador and, more importantly, the stolen goods he carried with him.

Behind them rode the eldest four of Jalharit's children, and atop each of them was mounted one of Nyirei's finest outriders, hand-picked by both herself and Syary—the only outrider of equal rank to her own—for this ride, and ride they would, until the targets were captured.

Nyirei glanced behind her now to check in on her riders, and she knew they had indeed chosen wisely for this charge. Mdhiloi and Kthaea rode side-by-side, each of them silent as the stars. Kthaea's silence came from her inner calm, but the twisted grimace of rage marred Mdhiloi's face. Good. Her anger now fueled Mdhiloi onward. Sisters Shuea and Myria brought up the rear of their group, identical save for the shock of silver that ran through the Myria's cobalt hair. As she returned her own silent stare to the dark reaches of the forest ahead of them, Nyirei's thoughts returned to Corin Leigh. Liar! Thief! A false ambassador from If-fud, wriggling his way into their inner district as a worm wriggles its way through the dirt. Never trust a human, she had told all who would listen, much less one of such weak flesh. But the others had not heeded her warning, and had complied with what they had thought was Corin's requests made from a wide-eyed sense of childish wonder. He had been allowed to hold a neuron cannon in his own filthy hands—even permitted to fire the weapon!—the same weapon he now carried in this accursed forest. Its removal had been noticed a scant hour before, spare minutes after it had been taken.

Jalharit bucked underneath her, and in a flash of insight Nyirei saw the nearly-invisible tripwire before she was sent hurtling from her saddle. She tumbled through brambles and fallen branches that tore at her clothes and flesh, bright red tracks of blood running in rivulets down her arms and face. Shuea screamed as five of the slaves set upon her, stolen spears flashing in the fading light. Even from the ground, grizzled Mdhiloi brought her own willow spear into play, nearly decapitating the half-orc who had pulled

her from her mount. Two more wrestled the weapon from her hands, holding her down while a third brought a large angular rock down on her head. The sound was viscid, horrible, and final.

Dazed, Nyirei struggled to her feet, her finely-honed battle reflexes pushing her to draw a wickedly-curved adder blade from her boot.

She held the blade out, struggling to regain her balance, when Corin Leigh stepped out from the shadows, the stolen neuron cannon in his hands, its barrel aimed towards Kthaea's back. Nyirei flung herself at the liar with reckless abandon, knocking the cannon from his hands as the foot-long blade slid between his ribs. Kthaea spun like a dervish, the razor-sharp war talons strapped to her forearms tearing through the half-dozen men surrounding her. The ambassadors' "retinue" must have expected little resistance from the ambushed warriors, and did not put up much of a fight. After a few short moments filled with cries of terror muddled with pain, the battle was done.

Her pain-filled violet eyes scanning the clearing, Nyirei took in the carnage. Shuea and Mdhiloi lay upon the forest floor, their forms nearly unrecognizable as a result of the brutal fashion of their deaths. Kthaea was helping Myria to her feet, the formerly invincible femanx warriors confused and staggering as if blind. Two of Jalharit's children had been slain as well, but not Jalharit herself, though two of otyugh's legs were twisted and broken by Corin's tripwire, a splintered length of wood jutting from her neck. She was not dead, but certainly dying, spasms jerking her beloved misshapen form. Kneeling before her mount, her friend, her lifebond, Nyirei held Jalharit and ran her hand along the creature's pebbled skin. She spoke quietly, promising Jalharit fermented meats, warm nests and days aplenty running along the plains. With a great sob, she slid her blade quickly and tenderly, into the otyugh's neck, crying as she watched the light leave Jalharit's eye.

Races of the Advent Imperiax

The following is a description of the major racial populations within the Advent Imperiax. Traits are listed alongside each race appropriate for the race and region.

Purple Duck Note: *The Lands of Porphyra are fraught with terrible danger and menace. Likewise those adventurous races seen tend to be made of sturdier stuff. All playable races are built from 10-12 race points. This cause some races seen within this tome to be hardier than their more generic form.*

Dhosari

The bizarrely-formed, double-bodied dhosari, slaves from ancient days of the chaos-loving erkunae of the Misty Isle of Erkusaa, were sold in large numbers to the femanx by their erkunae masters in recent decades. The dhosari, ironically enough, have found a somewhat more welcome home in the Advent Imperiax. Though they remain slaves, the femanx concept of the institution differs greatly from that of the rest of the lands of Porphyra. Slaves who have served dutifully for an acceptable period of time—typically one-half of the creature's natural lifespan—they are released from their service with a stipend reflecting their years of service.

Even after being released from servitude, many dhosari choose to remain associated with the households of their previous masters. Some retain similar roles as handservants or bodyguards, but there are a goodly amount of dhosari advisors, researchers, and skilled craftsman. There are others still that, upon attaining freedom, search for a place in the world to call their own.

As a result of their treatment at the hands of the femanx people, dhosari within the Advent Imperiax tend to be more outgoing and personable than their relations on Erkusaa. A greater sense of racial unity grows amongst their people, and the dhosari have begun to foster the remnants of their ancient traditions.

Tensions between dhosari and those erkunae within the Advent Imperiax only increase with the passage of time, however, the erkunae unable to see past what they see as a perversion of the natural order. In return, dhosari have grown increasingly emboldened by rights many generations have considered forever out of reach. While erkunae are reluctant to shed the blood of dhosari—slaves or otherwise—while they remain guests of the exotic femanx people, accidents continue to plague unwary dhosari.

Dhosari Racial Characteristics

Dhosari player characters are defined by class levels—they do not possess racial hit dice. All dhosari characters possess the following racial characteristics. Dhosari from outside the Advent Imperiax—including those accompanying their erkunae masters to the land of the femanx—should instead use the racial characteristics in *Fehr's Ethnology Collected*.

- **+2 Strength, +2 Charisma, -4 Wisdom:** Dhosari have the strength befitting a double-bodied race, and their millennia of slavery have developed personalities easy to like but lacking in willpower. The modifiers to ability scores from Large size have already been calculated.
- **Monstrous Humanoid:** Dhosari are monstrous humanoids, but do not possess darkvision. Dhosari eat and breathe, but do not sleep.
- **Large Size:** Dhosari have an upper torso extending from the shoulders of a fully human-sized body. They take a -1 penalty to their AC, a -1 penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 penalty on Stealth checks. They take up a space that is 10 feet by 10 feet and have a reach of 5 feet. Armor for dhosari costs double normal, and may need special fitting.
- **Normal Speed:** Dhosari walk rather gingerly on their lower arms and hind legs, and have a base speed of 30 feet.
- **Gregarious:** Whenever a dhosari successfully uses Diplomacy to win over an individual, that creature takes a -2 penalty on attempts to resist any of the member's Charisma-based skills for the next 24 hours.
- **Quadribrachial:** Dhosari have four arms and two legs, but typically move about on their lower set of arms and their hind legs, and their legs are not capable of full extension. They gain a +4 to CMD against trip attempts, use weapons as if they were Medium (instead of large) and gain a +2 bonus on Climb checks. If they take a full-round action to rear upward, they can bring all four arms into play, but suffer a -1 penalty on all ability checks and to-hit rolls while doing so.
- **Paricharka:** Dhosari in the Advent Imperiax are typically bonded with a femanx, whether as a slave, servant, or as a free creature. A dhosari serves the target of its bond as a guardian, retainer, and confidant. If this bond target is visibly targeted with an attack, the dhosari receives a +1 on attack rolls against that

aggressor. A full 24 hours must pass before a dhosari can change the target of its bond.

- **Skill Training:** Diplomacy and Knowledge (local) are always considered class skills for dhosari.
- **Languages:** Dhosari in the Advent Imperiax begin play speaking Common and Manxic. Dhosari of high intelligence are sometimes taught other languages by their masters, and free dhosari could learn, as well. They can choose from the following: Abyssal, Celestial, Giant, and Protean.

Trait

The following trait is available to dhosari player characters from the Advent Imperiax.

Femanx Weapon Training: Your Mistress has granted me the privilege of learning the use of traditional femanx weaponry. You are proficient in either the net, bola, or blowgun, or any one weapon that requires the Alien Weapon Proficiency.

Magic Items and the Dhosari

Dhosari have a quadribrachial anatomy the interacts with magical items in different ways. Due to their unique body plan, dhosari can benefit from the following magic item groups:

- armor, belts, body, chest, eyes, head, headband, neck, rings (up to four), shield, shoulder, wrists

Dhosari may not benefit from the following magic item groups:

- feet, hands

In total a dhosari can benefit from 15 magic item groups just like any other character. While they can wear and benefit from more rings they are restricted from Wondrous Items keyed to feet and hands.

Erkunae

Though the erkunae who dwell within the Advent Imperiax are far removed from G'sho'laa'n'rr, the City of Dreams, they are still controlled by the machinations of the Opal Throne. Giving the remote nature of the island

of Erkusaa—and the fact the island is almost entirely encompassed by the City of Dreams—much effort has been put into finding new methods of generating valuable resources.

While the psionic powers of the femanx do not interest erkunae much at all—their cultural dedication to arcane magic is far too ingrained—they see limitless possibilities in the technological wonders of the Imperiax. The Opal Throne has opened trade with the Imperiax, offering dhosari slaves as a sign of goodwill, hoping to gain favors in return.

As of yet, the Imperiax Triumvirate has yet to authorize the gifting, sale, or trading of powerful technology with Erkusaa, though many smaller gifts have been sent to the Opal Throne over the years. Despite the pleasant smiles and honeyed words of erkunae ambassadors, the Opal Throne grows weary. Several members out of each envoy sent to the Advent Imperiax are in fact master burglars, spies or other skilled agents working in tandem to attain any and every type of technological item they can manage—whatever the risk to themselves. The Opal Throne has promised staggering amounts of wealth to those who manage to smuggle functioning gear to their handlers. Little do they know that some of their numbers have in fact been replaced by Faceless Agents, the every move of infiltrated cells carefully monitored.

Erkunae Racial Characteristics

Erkunae player characters are defined by class levels—they do not possess racial hit dice. All erkunae characters possess the following racial characteristics. Visiting erkunae should use the racial characteristics in *Fehr's Ethnology Collected*.

- **+2 Strength, +2 Intelligence, -2 Constitution:** The erkunae have a long martial and academic tradition of conditioning, but inbreeding has resulted in weak overall health.
- **Human Blood:** Erkunae count as humans for effects related to race.
- **Medium:** Erkunae are medium creatures with no penalties or bonuses due to size.
- **Normal Speed:** Erkunae have a base speed of 30 ft.
- **Court Intrigue:** Erkunae are naturals to the Machiavellian world of royal courts. They gain a +1 racial bonus on Bluff, Knowledge (nobility), and Sense Motive checks.
- **Duel of Honor:** Erkunae solve many of their conflicts with ritualized combat, to various levels of satisfaction, be it a “number of cuts” or to the death.

They gain a +1 racial bonus on attack rolls when they have no allies within 30 feet.

- **Castle Dwellers:** Equally at home within the domed cities of the Advent Imperiax as the halls of their ancient, endless castle homes. They gain a +2 racial bonus on Knowledge (engineering) and Stealth checks while inside a building or construction.
- **Court Poisoner:** Even removed from their ancestral homes, most erkunae hold to the old methods of removing obstacles. An erkunae with this racial trait gains a +2 racial bonus on Craft (alchemy) to create poisons and never risk accidentally poisoning themselves when applying it to weapons.
- **Scholastic Magic:** Erkunae with an Intelligence score of 11 or higher gain the following spell-like abilities: 1/day—*comprehend languages*, *heightened awareness*, *memorize page*. The caster level for these effects is equal to the user's character level.
- **Urbanite:** Masters of social scheming, erkunae gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation.
- **Weapon Familiarity:** Erkunae are fascinated by blades of any kind, and gain a +1 racial bonus on attack rolls with any one slashing weapon. This does not grant any additional weapon proficiencies. As a result of this martial focus, erkunae inflict -1 point of damage when attacking with any bludgeoning or piercing weapon.
- **Languages:** Erkunae characters begin play speaking Common, Protean (their cultural language of preference) and either Abyssal or Infernal. An erkunae with a high Intelligence score can speak any language that is neither secret nor prohibited.

Trait

The following trait is available to erkunae player characters within the Advent Imperiax.

Technology Hunter: There are many places in the cities of the Advent Imperiax that are off-limits to you. The secrets behind femanx technology, however, are worth the risk. You gain a +1 trait bonus on Disable Device and Sleight of Hand checks, and one of these skills is always a class skill for you.

Erkunae Witch with Familiar



Femanx

An alien race not native to Porphyra, or even the galaxy which contains Porphyra's star, the femanx were marooned on this world due to the confluence of the arrival of a large raiding ship, and the Genesis-Apocalypse of The Calling, the arrival to the planet of a pantheon of Gods that disrupted their craft and caused a permanent crash on the world below. The femanx recovered to begin the state that they call the Advent Imperiax, and have prospered since.

Physically, femanx carry themselves with unearthly grace, their apparently human-like forms belied by their antennae and tails. Femanx possess orange skin, ranging from pale amber to the fullness of mahogany. Femanx all possess the same piercing rose-colored eyes, glowing with a cold fire. Typical hair colors include sea green, teal, indigo, and plum, lighter hair colors corresponding with darker skin.

Femanx observe a strict hierarchy based not on lineage, but on practical contribution to society. Citizens of lower status accommodate the requests of their social superiors, lest they offend. While such offenses are not considered crimes, they do mark oneself as a challenger of the Imperiax's tenets.

Despite this, femanx are decidedly motivated by self-advancement, and while they will do whatever is necessary to advance their people as a whole, will sabotage individuals in order to achieve their goals. Femanx believe that one's word is the most powerful bond between two people, transcending the ties of family. Once given, a femanx will not betray the subject of her vows, lest she be stripped of all honor and stations.

Having rid themselves of the male of the species aeons ago, femanx do not view the males of any race as possessing the faculties required to participate as productive members of society. To those free outsiders living within the lands of the Advent Imperiax, only females can earn the barest of rights. Free males cannot own property or even live within the city limits proper without being invited to stay by a female citizen.

Femanx do not typically have friendly relations with outsider races, though the Advent Imperiax has made several trade agreements and diplomatic offerings to the Opal Throne of Erkusaa, and a group of femanx have constructed a grand resort, Ghlidra-Yaam, in the Rainbow Isles.

A people with no religious faith, the femanx care for neither the Elemental Lords nor the New Gods. They favor logic over morals, and are incredibly utilitarian in their decision-making. Femanx are calculating and rational, yet are very open and communicative. Most femanx are lawful evil, though those who hold government positions are more likely to be lawful neutral.

Quick and strong of personality, femanx are cunning and devious rogues, fighters, and monks. Their natural psionic talents lead many femanx down the path of the psion, psychic warrior, and soulknife. While new to studying the arcane arts, mostly from studying the squole that arose in the lands surrounding their cities, femanx possess the natural traits to become successful bards and summoners. As femanx shun the worshipping of deities, only a few renegades dedicate themselves to an ideal. Such individuals are fiercely protective of their communities.

Names: Kpheri, Kturae, Mthiri, Myara, Ndelo, Nthiroy, Stheay, Sthurei, Ydhala, Ytelai. Femanx do not typically possess surnames, given their lack of a standard family

structure. Instead, femanx identify themselves with both title and a truly unique name—a femanx who learns she has a the exact same name as another can either choose to change her own or, if her own renown is greater than the other with the same name, seek to force the other femanx to change hers.

Femanx Racial Characteristics

Femanx player characters are defined by class levels—they do not possess racial hit dice. All femanx characters possess the following racial characteristics.

- **+2 Dexterity, +2 Charisma, -2 Constitution:** Femanx are agile, but their bodies are relatively fragile. Their beauty and self-assurance is far beyond the human average.
- **Fey:** Femanx are fey creatures with the extraterrestrial subtype. The extraterrestrial subtype confers a -2 penalty to saves vs. disease.
- **Medium:** Femanx are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Femanx have a base speed of 30 ft.
- **Alien Senses:** Femanx have low-light vision and have +2 racial bonus on Perception checks as their antennae grant them a greater range of stimuli to sense.
- **Naturally Psionic:** Femanx gain Wild Talent as a bonus feat at 1st level. If a femanx takes a level in a psionic class, she instead gains the Psionic Talent feat.
- **Ego Rend:** Once per day, a femanx can lock eyes with another creature within 30 feet as a standard action. The creature must make a Will save (DC = 10 + 1/2 the femanx's character level + Charisma modifier) or suffer 1 point of Charisma drain, but this attack deals 2 points of Constitution damage to the femanx. Attempts by multiple femanx to target the same individual always fail. A creature reduced to zero Charisma by this attack can no longer distinguish between the will of that femanx and its own. Those that fall under the femanx's sway are referred to as thralls. Once a thrall, the creature considers the femanx to be their mistress and will unquestioningly follow them even if their Charisma is restored. A successful *break enchantment* spell can dispel the thrall effect. A femanx may only have one thrall at a time. This is a mind-affecting effect.
- **Cold Vulnerability:** The homeworld of the femanx is significantly warmer than the world of Porphyra in general. They are not used to sudden shifts in temperature and suffer vulnerability to cold attacks.

- **Unnatural Grace:** Femanx gain a +1 deflection bonus to their AC and CMD if they possess a Charisma score of at least 12.
- **Alien Weapon Familiarity:** Femanx are proficient with nets, bolas, blowguns, and any weapon that requires Alien Weapon Proficiency.
- **Languages:** Femanx begin play speaking Common and Manxic. Femanx with high Intelligence scores can choose from the following: Abyssal, Aquan, Auran, Draconic, Ignan, Infernal, or Terran.

Trait

The following trait is available to femanx player characters from the Advent Imperiax.

Shake the Core: The sheer force of your mental assault reverberates within your foes. A creature that fails its save against your Ego Rend ability is shaken for a number of rounds equal to your Charisma modifier (minimum 1).

Half-Orc

The presence of half-orcs in the Advent Imperiax (of the Porphyran variety, being of orcish and elven stock) are something of a paradox in that enclave, and many embassies have hotly questioned their contacts as to why they seem to exist with such impunity there, if typically on the fringes and in the wild spaces of the region. The simple truth is that the vast majority of half-orcs in the wilds of the Imperiax couldn't care in the least about the femanx's technological marvels, don't seem to be under the sway of any other nation's power, and generally have nothing that the femanx want. In the logical minds of the Imperiax authority, there is really no reason to do anything in particular about them, and it is likely that in the turbulent decades after the end of the NewGods Wars certain agreements and pledges were made that ensured that these pureblooded half-orcs (see below) would not interfere with the actions of the Imperiax, and cause to come to grief any fifth-columnist that would try to contact them regarding any invasion, covert or military. Those half-orc refugees that went west out of Azagor, found no succor in the Great Green and hostility and death in Iffud and Avandrool thought the strange, shattered land and unearthly (and sealed) communities of the Advent Imperiax a promised land, indeed. Though some rebellious and ambitious of their number seek their fortunes in the Glowing Cities, as they call them, most half-orcs stick to the strange wildernesses of the Imperiax region, broken and altered by the incursion of the great vessel of the femanx, crippled so long ago.

Half-Orc Racial Characteristics

Half-orc player characters are defined by class levels—they do not possess racial hit dice. All half-orc characters possess the following racial characteristics.

- **+2 Strength, +2 Dexterity, -2 Wisdom:** Half-orcs are powerful and nimble, but reckless.
- **Medium:** Half-orcs are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Half-orcs have a base speed of 30 feet.
- **Darkvision:** Half-orcs can see in the dark up to 60 feet.
- **Elven Immunities:** Half-orcs are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.
- **Gatecrasher:** Half-orcs gain a +2 racial bonus on Strength checks to break objects and a +2 racial bonus on combat maneuver checks to sunder.
- **Integrated:** Half-orcs gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.
- **Mixed Blood:** Half-orcs count as both elves and orcs for any effect related to race.
- **Orc Ferocity:** Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he immediately falls unconscious and begins dying.
- **Weapon Familiarity:** Half-orcs are proficient with longbows (including composite longbows), greataxes, and shortbows (including composite shortbows) and treat any weapon with the word “elven” or “orc” in its name as a martial weapon.
- **Languages:** Half-orcs begin play speaking Common, Elven and Orc. Half-orcs with high Intelligence scores can choose from the following: Abyssal, Draconic, Giant, Gnoll, Goblin, and Sylvan

Trait

The following trait is available to half-orc player characters from the Advent Imperiax.

Pureblooded Refugee: Half-orcs to half-orcs, for twenty generations, we are our own people, and keep away from the Glowing Cities. You gain +1 to Diplomacy with half-orcs and femanx, and +1 to Intimidate against humans, elves and orcs.

Human

The pervasive race of human beings on Porphyra are not common in the Advent Imperiax, and are present almost exclusively in two forms; diplomatic corps members and slaves, for lack of a better word. Though female humans may be part of the former and male humans uncommon, human males exclusively make up most of the latter, with but a few female humans being owned as property. Total female dominance is the rule in the Imperiax, but one must remember that the femanx are not human, and not even demihuman in the sense of elves and orcs, or even near-humans like the various outsider-human mixes like aasimar, tieflings or elemental-kin. Humankind in general is very interested in the technological power of the femanx, and the social structures of the Imperiax in which it is used, mostly to see how they can manipulate it to get hold of that technology! Nearly every human in the Imperiax has a pressing agenda, a strict reason for being there, that, if removed, would result in them being quickly gone. The diplomatic corps of the various human-dominated nations have all been warned of the price of over-curiosity, yet all have been instructed to find out as much about the femanx, the Imperiax, and their technology as they can! This makes the officially sanctioned humans in the Advent Imperiax very edgy, and males in the Corps especially so. Through some quirk of biology or convergent evolution, femanx are generally very attractive to human males, and the alien and incomprehensible needs of femanx females (though it need hardly be said, for there are no males) occasionally result in rendezvous between them. That those relationships typically end in “accidental” mishaps befalling the overstepping visitor does not seem to slow down their occurrence. Human females typically expect some sort of camaraderie with the femanx as a whole, some “sisterhood”, but femanx know much of the mostly patriarchal societies of the outside world, and often hold them in scorn. Human females cannot “become” honorary femanx- unless there is something going on in the Hall of Knowledge that isn’t being talked about... Human slaves are a hotly debated topic among the nations, as slavery is not very common on Porphyra, at least not at nations that would be at war if they were not closer. The existence of male “pleasure slaves” is pushed down as a rumor, and other humans that seem to be slaves are explained away as “indentured workers” or “trespassing criminals in punishment cadres”. Embarrassing questions are not asked, when the nations involved may have swapped undesirables for tantalizing tidbits of technological marvels.

Human Racial Characteristics

Human player characters are defined by class levels—they do not possess racial hit dice. All human characters possess the following racial characteristics.

- **+2 to One Ability Score:** Human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Humans are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Humans have a base speed of 30 feet.
- **Bonus Feat:** Humans select one extra feat at 1st level.
- **Heart of the Streets:** Humans from bustling cities are skilled with crowds. They gain a +1 racial bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least two other allies. Crowds do not count as difficult terrain for them.
- **Skilled:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Languages:** Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Drawback

The following drawback is available to human player characters from the Advent Imperiax.

Resentful of Matriarchy: The way that these femanx do things, these arrogant woman-“things” is just too bizarre to be contemplated... and what did they do with all the men? Identifiably female beings gain a +2 bonus against you when attempting to Intimidate or Sense Motive against you, and you suffer a -1 penalty to your saving throws against a femanx’s ego rend ability.

Squole

Half-oozes can appear in a variety of forms, the result of a peculiar amalgamation of primal forces and an existing race. The lands that would become the Advent Imperiax were deeply affected by the crash-landing of the femanx vessels. The impact destroyed what remained of the vessels’ propulsion systems, discharging vast quantities of alien material upon the region. It is not known exactly how the squole arose, but the femanx have come to the undeniable conclusion that they contain within their

bodies traces of those materials.

The first creatures the squoles encountered were humans, and thus grew to shape themselves in their image. As time passed, they discovered the femanx people. Infatuated not only with their appearance, but their architecture and technology, the squole watched them from afar. Over time, the squole grew to be more feminine in face and form, though they retained their human manifestation.

Squoles of all types are inquisitive creatures, longing to understand the races they observe. In the case of squoles, once they made their presence known to the femanx, a relationship of mutual curiosity was born. The femanx taught the squole much of their knowledge concerning the natural world, studying the squoles' genetic makeup in turn. While these squole live on the outskirts of femanx society, it is common knowledge that there are small groups of their kind living deep in the wilds.

Squole are neutral creatures, though they pick up the lawful, chaotic, good, and evil tendencies of their nearest neighbors. They do not possess a religious faith, but are constantly in search of any knowledge that might shed light on their strange origin—though few dedicate their lives to such a study.

Extremely curious by nature, squole are intrepid explorers, and make for excellent barbarians, fighters and rogues (especially contortionists). Those who tap into their elemental origins often manifest as sorcerers. Squole are flighty, however, and as a whole do not possess the discipline required to take up (and maintain) intensive spiritual or mental training.

Squole Racial Characteristics

Squole player characters are defined by class levels—they do not possess racial hit dice. All squole characters possess the following racial characteristics.

- **+2 Dexterity, +2 Constitution, -2 Intelligence:** Flexible and resilient, squole are physically quite impressive though they rarely excel in a formal educational setting.
- **Humanoid (Half-Ooze, Human):** Squole are humanoids with the half-ooze and human subtypes. Squole eat and breathe, but do not sleep.
- **Medium:** Squole are Medium creatures and receive no bonuses or penalties due to their size.
- **Energy Composition:** Squole have resistance 5 to the two energy types corresponding to their elemental composition.
- **Half-Ooze Senses:** Squole are blind, but gain blind-

sense out to a range of 60 ft., and blindsight out to a range of 10 feet. This renders the squole immune to gaze attacks, visual effects, illusions, and other attack forms that depend on sight.

- **Malleable Form:** Squole gain a +2 racial bonus on Escape Artist checks.
- **Resistant:** Squole gain a +2 racial bonus on saving throws against mind-affecting effects and poison.
- **Languages:** Squole begin play speaking Common. Squole with high Intelligence scores can choose from the following: Aquan, Auran, Ignan, or Terran.

Squole Elemental Composition

Squole can be found in a number of environments, their bodies formed of the very elements from which they arose. Players may choose one of the following six elemental compositions for their squole characters, while NPC squoles should have their compositions determined randomly. Each elemental composition grants the character two types of energy resistance.

Table: Squole Elemental Composition

d6	Elemental Composition	Energy Resistance
1	Crystal	Acid, Electricity
2	Dust	Fire, Electricity
3	Ice	Cold, Electricity
4	Magma	Acid, Fire
5	Steam	Cold, Fire
6	Swamp	Acid, Cold

Trait

The following trait is available to squole player characters from the Advent Imperiax.

Fluid Feint: Your sinuous moves are difficult for others to predict. You gain a +2 trait bonus on Bluff checks made to feint. Once per day, when you successfully feint a creature, you may move up to ten feet as an immediate action that does not provoke attacks of opportunity. You must end your movement adjacent to the target of your feint.

Government of the Advent Imperiax

The developed regions of the Advent Imperiax consists of three cities, each of which is the remnant of part of a great femanx vessel that traveled between the stars. The only known members of their race, the femanx were thrust into a world thoroughly alien to them. The beautiful and incredibly exotic femanx people quickly found themselves under close scrutiny from neighboring regions. The traumatized race isolated itself with their remaining drive-power for a decade after the Insertion, to avoid curious enemies and the chaos of the NewGod Wars. When it was discovered that their technology far surpassed that found elsewhere in Porphyra, many foreign powers schemed to procure those wonders. In order to survive, the femanx people protect their technological marvels—and thus, their societies—by secluding themselves from the outside world.

The Imperiax guards its technological secrets with brutal efficiency. Trespassing in areas marked as off-limits and (the attempted) trade of restricted goods earns an automatic sentence of death, but not before being placed in the care of the Questioners, the Imperiax's interrogators.

Ambassadors are no exception to these laws, and their deaths have earned the femanx people the ire of many a realm.

Holding to their conviction that the regulation and safe-keeping of their society is far too important to leave in the care of the lowest common denominator, the femanx sought to ensure that only the most qualified could attain authority. Thus, the Advent Imperiax was formed; a geniocracy in which all citizens defer to the wisdom and collective knowledge of their society's most learned members. While all femanx are protected citizens, only those whose intelligence is at least 20% above the racial average are allowed the privilege of voting or holding minor government positions. Those in charge of government ministries are required to place higher than 50% above average, with stations of greater importance requiring an equally staggering intellect.

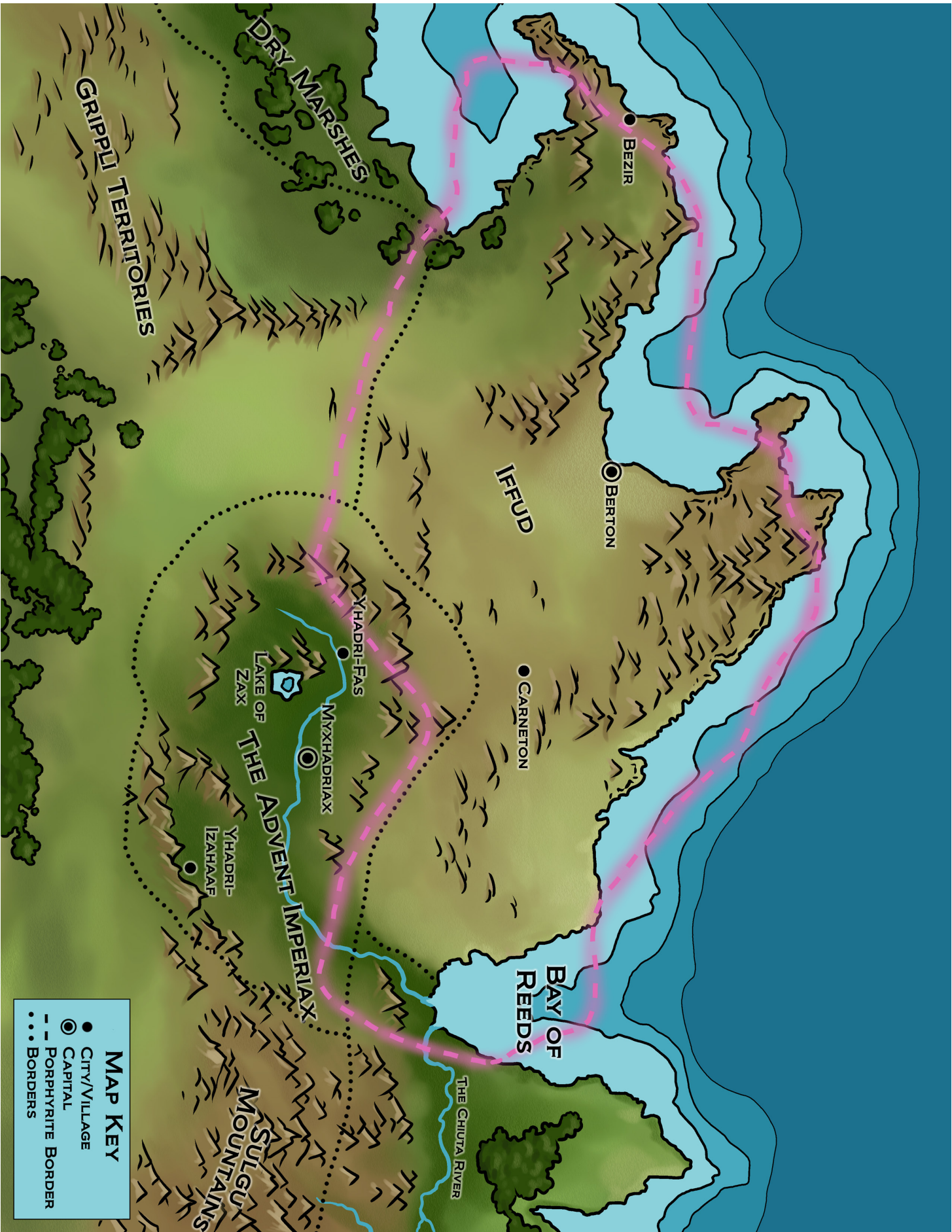
Through rigorous testing of one's analytical, practical, and creative capabilities, the Advent Imperiax seeks out those most qualified to lead their people. Three femanx are elected to serve as the Imperiax Triumvirate, comprised of two Mxyiir and the Mxyiax. The position of Mxyiax is largely a titular one, granted to she who has longest served the Triumvirate, and thus holds the respect of the femanx people. All citizens—even those

who cannot vote—have the right to seek the counsel of the Triumvirate. The majority of issues are heard by and ruled upon by the Mxyiir, with the Mxyiax stepping in to settle the most convoluted of problems, as well as any disputes between her colleagues.

Both Mxyiir and Mxyiax serve as members of the Triumvirate until they die or are found to be no longer competent to serve. All are required to prove their continued capabilities through regularly-scheduled tests. In the case that one of their number is found wanting—either through testing poorly or being unable to solve a citizen's case—a number of replacements are available to immediately take over her place in the Triumvirate. This pool of eager successors is not given a formal name, but is colloquially known as the Locum.

The femanx keep slaves, mostly dhosari given as gifts by the Opal Throne of Erkusaa. These dhosari fare much better than those in the service of erkunae. Interlopers from the surrounding regions who are captured—mostly half-orcs and humans—are pressed into a similar form of slavery, though they are most often tasked with maintaining farms and other resources outside city walls. Ransom is rarely an issue, as the femanx pride themselves on wanting nothing that the rest of the world has. In the infrequent case where a citizen commits a crime, both judgment and punishment are swiftly delivered, usually at the hands of the Triumvirate. Less severe transgressions invariably require heavy fines, time spent in the service of the wronged party, or both. Those who have committed more serious crimes face indentured servitude in the factories of Yhadri-Fhas (often a life sentence) or execution within the Light of Redemption. The Advent Imperiax has heard nary a whisper of insurrection in over a thousand years. Those who expressed such attitudes in the early days of the Imperiax quickly learned that someone is always listening, and soon find themselves falling under the jurisdiction of the Questioners.

Assured in their nation's stability, the Triumvirate has ordered the military wing of the Imperiax to quietly gear up for conflict, both for the inevitably-expected foreign invasion- and perhaps the secretly whispered possibility of turning the power of the Imperiax into a true empire, expanding from the rough home beneath their shattered mountains. The lands of Porphyra are cruel and dangerous, but the Stars of the LostHome will be more than enough to establish the femanx as a people to be feared and respected the world over.



Settlements of the Advent Imperiax

There are three major settlements within the Advent Imperiax.

Myxhadriax

Qalu waited, as still as a statue, his research duties done, and his duties as Closest Ervant begun. Mistress Mdhalaе, sat with a group of her friends under the shade of a jhoila tree, the broad leaves shading them from the afternoon sun. There was laughter and Qalu could hear the women talking, but he paid their words no heed. For the last twenty-eight years he had listened only to Mistress Mdhalaе, grateful for the chance to serve, learn, and discover.

A small group of erkunae feigned boredom as they strolled through the gardens, but Qalu saw how their eyes never blinked, how their gazes lingered over every new detail. Behind them, two hunch-backed figures shuffled quietly, their heads hung low. It was a moment before Qalu realized that they were dhosari. Dhosari! Like him. Qalu began to frown, then stopped himself before someone saw.

Qalu could hardly believe his eyes. The two were most certainly dhosari, like himself, but...not. They were being led with ropes, ropes of linked silver and gold, but ropes nonetheless, fastened to collars around their necks, and the clothing they wore was far too revealing. Qalu had to look away. How could the dhosari bare to be in such a state? How could they let themselves be led around by the neck? Qalu's head swam with confusion.

Mistress Mdhalaе laughed prettily at a joke, setting her fluted glass upon the table. With a start, Qalu realized that it was almost empty. Quickly yet gracefully, as he had been taught by the head of Mistress Mdhalaе's household, Qalu poured the amethyst-colored jho into her glass. He felt shame, having let his attention wander from Mistress Mdhalaе. Yet her eyes did not seek him out. She lifted the glass to her lips and sipped before beginning to tell a joke of her own, and Qalu knew that he had not disappointed Mistress Mdhalaе. He was, after all, a good dhosari.

Myxhadriax

LE Large City

Corruption +2; **Crime** -1; **Economy** +1; **Law** +2; **Lore** +5; **Society** +3

Qualities abstinent (meat), insular, magical polyglot, public gardens, well-educated

Danger +10

Demographics

Government Geniocracy

Population 21,000 (13,000 femanx, 7,200 dhosari, 800

erkunae)

Notable NPCs

Mxyiax Sdhira (LN femanx cryptic 11)

Mxyiir Kthela (LE femanx psion 8)

Mxyiir Mpirou (NE femanx vitalist 9)

Researcher Qalu (N dhosari psion 8)

Ambassador Ilinoric the 73rd (LE erkunae wizard 7)

Marketplace

Base Value 8,000 gp; **Purchase Limit** 50,000 gp **Spell-casting** 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Myxhadriax, or “Supreme Matron City”, is the largest of the femanx component vessels to crash on Porphyra. It was here that the femanx founded the Advent Imperiax, and it has served as the nation's capital ever since.

All three cities of the Advent Imperiax are protected by two concentric rings, barriers of pure energy. While primarily serving as a powerful defense against assault, these barriers also divide the cities in two sectors. Though the majority of a city's inhabitants reside in the outer sector, all citizens, regardless of social rank, have the right to enter the inner sector. Here they can seek specialized tutelage within the Hall of Knowledge, or even seek the counsel of the Imperiax Triumvirate.

The Imperiax's most politically affluent citizens maintain permanent residence in the inner ring alongside ambassadors from Erkusaa and the Rainbow Isles (granted the honor of living quarters adjacent to the Hall of Knowledge).

Beyond its purpose as the foundation of femanx society, the inner sector of Myxhadriax contains several large public gardens. Featuring elaborate twisting pathways and plants both native and alien to the world of Porphyra, these gardens are never empty. Groups of femanx can be found within the gardens at all hours of the day, scheming amongst allies, testing each other with puzzles of logic and creative thinking, or simply discussing current events.

The gardens of Myxhadriax also serve as a home to the jhoila tree, originally cultivated on the femanx homeworld in an age long past. Though incredibly long-lived, less than a thousand of these trees remain. A powerful reminder of their peoples' history, and one of the few remaining testaments to their storied history of life before their voyage amongst the stars, these trees are closely protected by both custom and law. To damage a jhoila tree—outside heavily restricted harvesting of materials—within the barriers of the city is a grievous offense,

punishable with a year's hard labor in the prison-factory of Yhadri-Fhas.

Holding to the traditions of their people as nomadic spacefarers, the citizens of Myxhadriax abstain from eating meat of any kind, though femanx in the other cities have been known to indulge themselves with this delicacy. Food is grown in the towering vertical farms that ring the outer edge of the city. An extension to the botanical gardens, these farms serve not only as but as a method of preserving vegetation collection by the femanx people over millennia.

Near the center of Myxhadriax lies the Hall of Knowledge, a grand passageway that houses the majority of the Imperiax's government offices and sages. The lowest-ranking officials are located nearest the public entrance to the Hall, while the Imperiax Triumvirate holds assembly at its far end. The length of the Hall of Knowledge also serves as a permanent museum, displaying artifacts from the time femanx still lived in LostHome. Though the femanx people have no religious faiths, many view these relics as more than mere symbols of their specie's history, revering the only tangible connection to their ancestral home.

Yhadri-Fhas

Glancing one more time in both directions of the tunnel, Nyhara tucked the small bag into her belt pouch. She could feel the hard edges of the gemstones held within, and she hid a smile. The erkunae, an esteemed visitor from the Opal Throne, had approached her a fortnight ago with a simple request: an energy cell.

Nyhara had refused the erkunae's request; such was treason, and she knew very well, as did all in the Imperiax, what became of traitors. But she had found a small pouch of gemstones in her home that night, more wealth than she could amass in two decades as a soldier. That pouch had been less than a quarter of the size of the one she now carried.

The erkunae opened his mouth to speak, but Nyhara touched a gloved finger to her lips. The erkunae looked at it he would still speak. His hands ran over the power core—wrapped tightly in a silk scarf—and after a moment he nodded. Nyhara watched him walk down the tunnel before he rounded a corner and disappeared from view. Nyhara headed in the opposite direction, her steps light as air. She traced her fingers gingerly over her belt pouch.

A scream echoed down the tunnel. No femanx voice, it was high and shrill, and Nyhara knew it was the erkunae. She had no idea how, but her treachery had been discovered. Sweat beaded on her brow, and Nyhara wiped it away. She walked slowly, purposefully, just as if she had not commit-

Shielded City



ted an act of treason—the highest treason—before ducking down a side-tunnel. It would take her to the outer sector. The erkunae would surely be in the hands of the Questioners in short time, which meant her time was running short. She could arrange passage from the city, but to where would she run? To where could she run?

Yhadri-Fhas

LE Large City

Corruption +1; **Crime** -3; **Economy** +0; **Law** +7; **Lore** +4; **Society** -8

Qualities academic, asylum, cruel watch, fascistic, labyrinthine, racially intolerant (all races other than dhosari, erkunae, and femanx)

Danger +10

Demographics

Government Geniocracy

Population 17,000 (13,000 femanx, 3,000 dhosari, 1,000 erkunae)

Notable NPCs

Sphurai, Commander of the Stars of the Lost Home (LN femanx psychic warrior 11)

Head Questioner Ytuau (LE femanx dread 10)

Nyaroo (NE femanx investigator 7, faceless agent 4)

Marketplace

Base Value 8,000 gp; **Purchase Limit** 50,000 gp **Spell-casting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

The “First City” of Yhadri-Fhas is the seat of femanx technological industry and scientific learning. It is here that the marvels of the Advent Imperiax are designed and constructed. Flying machines and moving sidewalks provide speedy public transportation, and mechanical servitors perform toil endlessly at their posts.

Especially protective of its scientific secrets, the Advent Imperiax has taken great pains to keep their knowledge safe from prying eyes. The inner sector, which houses the manufacturing annexes and research facilities, consists of a convoluted network of tunnels that form a veritable labyrinth. Femanx (and their dhosari) are generally permitted to know only how to navigate these tunnels in order to reach their specific jobs. Only those in the highest positions have access to the complete maps of Yhadri-Fhas.

More so than in the other femanx cities, Yhadri-Fhas harbors deep prejudices against outsiders. They believe—and rightfully so—that there are many organizations and foreign powers who wish to gain access to their creations. Any non-femanx (or their dhosari slaves) who wish to enter the city’s inner sector may do so only after undergoing extensive background checks, including no fewer than five femanx vouching for the outsider in question.

The inner barrier of Yhadri-Fhas serves as a harsh deterrent to those who would attempt to steal their way into restricted areas. Unlike the barriers of Myxhadriax and Yhadri-Izhaaf, which simply block all passage, a creature that comes in direct contact with this barrier is struck by an enormous discharge of raw energy. Incapacitated for several hours, these would-be intruders are quickly taken into custody.

An overwhelming majority deal of femanx espionage and other covert operations are handled by the Faceless Agents, femanx (and a few creatures of other races) who have mastered the powers of manipulating their physical form. Nyaroo, the only publically known member of the Faceless Agents, serves as the face of the organization to the rest of the femanx political machine.

Yhadri-Fhas is also home to the Stars of LostHome, the military wing of the Advent Imperiax. Ever-vigilant in upholding the law, the Stars have earned a reputation as merciless soldiers. Outsiders are routinely stopped and questioned by patrols. Those who cannot properly

account for their activities, or who are found in areas beyond their clearance often suffer their brutality.

Feared by outsiders and citizens alike are the Questioners, dread interrogators who possess the ability to read others’ minds and forcefully compel them to reveal their most closely-guarded thoughts. Once a subject is found to be of no further use to the Questioners, they are confined in isolated cells where they await transport to their trial at the Hall of Knowledge in Myxhadriax.

Those persons—be they citizens, slaves, or outsiders—be convicted by the Imperiax Triumvirate of a serious crime, they are returned to the Stars of LostHome to receive their sentence. Deep within the inner sector of Yhadri-Fhas is the unnamed domed factory in which convicted criminals toil for the length of their sentence—most often the rest of their lives. Only the most heinous of crimes are met with execution, though many who receive the lesser sentence of forced labor would prefer a quick death.

Yhadri-Izhaaf

Davor laughed raucously as the cards were revealed to the table. He had lost, yes, but only a pittance, but Elurin had staked a small fortune in smoky vials, a small fortune which was now in the possession of a grinning Femanx.

“Do not worry, pet. You can purchase these from me in the market tomorrow.”

She laughed, the sound rich and melodious, but Davor could feel her scorn. Apparently

Elurin heard it as well, for the fool half-elf’s jaw clenched in fury. A swift kick in the leg drew his attention, and Davor’s stare quelled the fire. He was sorry he had brought Elurin on this trip, competent trader or no. The man just did not know how to deal with these women, and his quick temper could land him in trouble. Land them both in trouble, if Davor was unlucky.

Elurin stood, bowing dramatically to the table, and took his leave. Though unsteady on his feet—Davor could almost hear the wine sloshing with every step—Iluren successfully made his way through the door and into the street.

“Your friend is almost as good at reading the cards as you.” This time, the femanx’s intense eyes were focused on Davor. Her voice still held that air of superiority, but it was somehow softer now.

Sinking back into his chair, Davor flashed her a smile. “I use the cards as an excuse to drink.

Iluren needs no such excuse, and so forgets he’s even playing.” She laughed at his small jest, placing her hand on his. Her skin was soft and cool to the touch, her eyes demanding the whole of his attention. He opened his mouth, suddenly

dry, to speak. Her own smile was almost lascivious, but that could not be right. Perhaps he had drunk more than his fill after all.

The woman stood and walked around the table to stand beside him, not once releasing her tender hold on his hand. An intoxicating scent filled Davor's senses, and he somehow knew it came from the orange-skinned woman.

"My name is Sdhira. Come, my pet, and I shall tell you where you sleep tonight."

Yhadri-Izhaaf

LE Metropolis

Corruption +3; **Crime** +0; **Economy** +5; **Law** +2; **Lore** +0; **Society** -1

Qualities artist's colony, decadent, gambling, prosperous, sexist (against males), trading post

Danger +20

Demographics

Government Geniocracy

Population 27,000 (14,000 femanx, 6,000 half-orcs, 4,000 dhosari, 1,500 erkunae, 1,000 humans, 500 squoles)

Notable NPCs

Outrider Syary (LN femanx cavalier 12)

Droghena, Champion of the Arena (CE half-orc barbarian 8)

Da'harist Glowheart (N squole alchemist 9)

Davor Dalobret (NE human aristocrat 5/bard 3)

Marketplace

Base Value 20,800 gp; **Purchase Limit** 285,000 gp

Spellcasting 8th

Minor Items *; **Medium Items** 4d4; **Major Items** 3d4

There is considerable physical and philosophical distance between Yhadri-Izhaaf and the other settlements of the Advent Imperiax. The "Outer City" lies much closer to the border with Iffud than to either of its sister cities, and has the highest concentration of non-Femanx. Slaves and merchants compose the bulk of these foreigners, both of which drive Yhadri-Izhaaf's powerful economy. There is far less bureaucracy to regulate and stifle such interaction, and the city is as "dangerous" social as a femanx community is allowed to get.

In years long past, adventurers and refugees alike crossed the border between Iffud and the Advent Imperiax, drawn further in by the rumors of a mysterious land inhabited by a race of equally enigmatic and beautiful women. Those who wandered through the border found the subjects of their curiosity, or rather, they were found. The Otyugh Outriders, patrolling the borders of

the Imperiax atop their fearsome mounts, captured and delivered these stray outsiders to Yhadri-Izhaaf, where they were bound in slavery.

After lengthy debates in the Hall Knowledge, the Triumvirate freed all female slaves, granting them rights as citizens of the Imperiax and providing them with residences within the foreign sector. The femanx took these women under their wing, and over generations have systematically instilled in them the knowledge that they are the naturally superior gender. Many of these free half-orcs and humans now own slaves of their own, much to the delight of the femanx. One concession this new class had to make was to swear that they would serve as shock troops, should an invasion of the Imperiax come to pass.

As the years passed, the outside world grew more and more fascinated with the femanx people. Nearly six hundred years after their arrival on Porphyra, the Imperiax Triumvirate seized the opportunity to control the dissemination of their goods. The outriders were ordered to cease their seizure of foreigners. Instead, they are directed to the Yhadri-Izhaaf, where the city's outer ring—now coined as the Foreign Sector—merchants revealed the first of the femanx treasures to be shared with the world. Even limited to the basest of creations—beverages, intoxicants, and other luxury goods—a staggering amount of wealth trades hands every day. Exotic pleasure houses provide visitors with pleasures of both flesh and mind, while massive gambling dens fleece their patrons of whatever valuables with which they are foolish enough to enter. At regular intervals throughout each cycle of moons, the femanx hosts trials of gladiatorial combat for the benefit of visiting dignitaries.

The foreign district of Yhadri-Izhaaf is renowned the world over for its decadence and depravity, yet it pales in comparison to the city's inner sector. While slaves in the foreign sector display joviality in serving guests, those hidden from view in the city's center are a truly broken people. Within the private inner sector, femanx—and those few half-orcs and humans who have risen to great station—lead lives of extravagant wealth far beyond the imagination of outsiders. If the femanx can be said to have been corrupted by the vices of Porphyra, it is here, so close to the wealth that the outside world offers. The cultivated desire for representational art, the glitter of intrinsic metal, rich foods, even forbidden sexual congress has "weakened" the femanx race in some maroon-colored eyes, and must needs purging.

Additional Settlement Options

These qualities and government types were created by *Skortched Urf Studios* and reprinted here, or are new to this product.

Abstinent (Quality)

Special Restriction: Lawful communities only
The settlement religious or moral convictions force it to deny some of the world's more common vices. The settlement prohibits a common vice: usually alcohol is prohibited, but other abstinent settlements might ban stronger drugs, tobacco, prostitution, or even 'indulgent' foods like fine pastries, meat, or similar.

Adjustments

Increase Corruption +2, Law +1; **Decrease** Society -2.

Artist's Colony (Quality)

The settlement is renowned for the excellence of its local artists, performers and craftsfolk.

Adjustments

Increase Economy +1, Society +1.

Add the settlement's Economy modifier on all Craft checks, not just those made to earn a living.

Asylum (Quality)

The settlement is host to an infamous madhouse or asylum (or perhaps a prison, gaol or notorious workhouse). The presence of these dangerous, mad souls has hardened the townsfolk, making them suspicious of strangers and paranoid about the possibility of an escape or other tragedy.

Adjustments

Increase Lore +1; **Decrease** Society -2.

Cruel Watch (Quality)

Special Restriction: Lawful communities only
The settlement's civic watch or police force is infamous for its brutality, effectiveness, cruelty and corruption.

Adjustments

Increase Corruption +1, Law +2; **Decrease** Crime -3, Society -2.

Decadent (Quality)

Special Restriction: Evil communities only
The settlement's vast wealth and proud, ancient heritage has made it a haven for corruption and sin.

Adjustments

Increase Corruption +1, Crime +1, Economy +1, Society +1, Danger +10.

Increase Base Purchase Limit by +25%.

Fascistic (Disadvantage)

Special Restriction: Lawful communities only
The settlement is governed by a totalitarian regime. Sadistic and legally all-powerful soldiers walk the streets, enforcing the settlement's brutal laws. Outsiders are mistrusted and undesirables often simply disappear.

Adjustments

Increase Law +4, **Decrease** Society -4. If the settlement has either the Pious or Racially Intolerant qualities, the town's military or police forces will usually kill, imprison or enslave undesirables.

Gambling (Quality)

The settlement caters to vice and greed. Casinos, gaming houses, opium dens and bordellos are all common here, and serve as the town's major industry.

Adjustments

Increase Crime +2, Corruption +2, Economy +2, Law -1.

Add +10% to the settlement's Purchase Limit

Geniocracy (Government)

The settlement is ruled by the most intelligent citizens. Only those who possess an intellect of at least 50% above the regional average are eligible to govern. Some regions may seek specialized forms of intelligence. For example, a horticultural society may elect those most knowledgeable about growing crops and seasonal patterns.

Adjustments

Increase Lore +2, Society +1; **Decrease** Corruption -1, Law -1.

Labyrinthine (Quality)

The settlement is laid out in such a way so as to be particularly difficult for outsiders to navigate.

Adjustments

Increase Law +1; **Decrease** Society -1.
Outsiders must make Knowledge (local) checks to successfully navigate the settlement (DC = 10 + 1/2 the settlement's Danger rating) in a timely fashion. Failure means the creature takes 50% longer to reach its destination, while failure by 5 or more means the creature becomes lost for 1d12x5 minutes. Outsiders treat the settlement's Society statistic as a penalty to these checks.

Magical Polyglot (Quality)

The settlement is blessed with a magical aura that allows all sentient creatures within its borders to understand one another as if they shared a common language. This

permanent magical effect is similar to the *tongues* spell, and has no effect on written language, only the words spoken by the settlement's inhabitants.

Adjustments

Increase Economy +1, Lore +1, Society +1.

Public Gardens (Quality)

The settlement contains extensive gardens containing either native or exotic plants for the enjoyment of all citizens. These gardens may be small and frequently placed, or may consist of a single large garden that winds its way throughout the settlement.

Adjustments

Increase Lore +1, Society +2.

Protected Species (Quality)

The settlement there are prescripts against harming a specific species of animal or plant life.

Adjustments

Increase Lore +1, Society +1, Economy -1

Sexist (Quality)

The settlement's laws have completely disenfranchised one gender or the other: the oppressed sex has no more legal rights than a pet or a slave, and cannot buy property. While within the settlement, members of the oppressed gender cannot legally make purchases of items worth more than 5 GP, and are usually ignored by the settlement's inhabitants, and may suffer mockery, violence or legal persecution.

Adjustments

Decrease Society -2.

Trading Post (Quality)

The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found within the settlement.

Adjustments

Double the Purchase Limit for the settlement.

Well Educated (Quality)

The settlement's inhabitants are incredibly well educated and known for their sharp wits.

Adjustments

Increase Lore +1, Society +1.

Personages of the Imperiax

These personages are all listed under their home cities in the Government sections, and are characters of note in the Advent Imperiax. A Knowledge (nobility) check of DC 10 plus their character level will locate the specific whereabouts of the first four notable personages, whereas a Knowledge (local) check of 10 + CL will locate the latter eight. All femanx characters can be assumed to possess standard femanx skinsuits except where noted.

Ambassador Ilinoric the 73rd

Typical Location: Embassy Square, Myxhadriax

Important Possessions: *cloak of resistance* +1, *headband of vast intelligence* +2, *wand of magic missiles* (25 charges), *wand of silent image* (25 charges), 2 *potions of eagle's splendor*

Description

This oily and cultured erkunae wizard of middling skill is an iconoclast in his culture, rejecting the lure of Chaos which is universally pervasive in his homeland. Close kin to the Opal Emperor, he lives in splendid exile in the Imperiax, in astoundingly spartan conditions, and is an excellent spymaster and manager of intelligence for the Empire abroad. The Triumvirate believe he is the "better asteroid for that it misses closely" in their idiom- better the devil you know.

Da'harist Glowheart

Typical Location: The Experiment Room and Menagerie, Yhadri-Izhaaf

Important Possessions: 10 doses of all alchemical goods, herbs, drugs and poisons listed in this document; *neuron pistol*

Description

Described by some as the mad pet of the Triumvirate, and sequestered in Yhadri-Izaaf so as to mitigate any possible "contingencies" this enthusiastic squole researcher is focused on its work to the degree that minders have to remind it to eat and rest. Rumors abound that miscreant and foreign exasperations are sent to the Experimentation Room and Menagerie near its department, never to be seen again- in their original form.

Davor Dalobret

Typical Location: Pleasure Sector, Yhadri-Izhaaf

Important Possessions: *ring of protection* +2, *cloak of protection* +1

Description

The epitome of a decadent nobleman in service abroad, one must first consider, when one considers Davor, that

his ambassadorial assignment is one of the most dangerous in Porphyra, second only to those assigned to the Oncoming Wave of M[^]al. Davor has thus developed the survival instinct of a cockroach, caring not for failures as long as he lives to fight, steal, seduce and cajole another day. The rumor that he specializes in seducing femanx of any station earns him the awe of all who hear it- though many do not believe it.

Droghena, Champion of the Arena

Typical Location: Stadium of the Fallen Stars, Yhadri-Izaaf

Important Possessions: mwk gravity maul, *otyugh* hide armor

Description

Yhadri-Izaaf is home to the Stadium of Fallen Stars, the deadliest arena in Porphyra, and one of the most popular, attracting foreigners and masses of femanx from the entire Imperiax. Droghena was a slave foundling from the decadent Foreign Quarter of Yhadri-Izaaf, and rose to be the practical owner of the Stadium, having a natural eye for exciting competition.

Head Questioner Ytuau

Typical Location: Offices of Conversation, Yhadri-Fhas

Important Possessions: *psionatrix of telepathy*, +2 war talons

Description

A name pronounced with even more dread than Faceless Nyaroo, Ytuau of the Thousand Questions is where secrets go to die. The power of the Questioners is such that even the Triumvirate fear them, and it is only the conflict within their own ranks – such as the so-called “Fearless War” between Ytuau and Ntelia and the seriously busy work of rooting out actual foreign spies that keeps Ytuau too busy to challenge the leaders of the Triumvirate. The appearance of those in the higher ranks of the Questioners are not precisely known, either, though small resistance movements are known to try very hard to obtain them.

Mxyiax Sdhira

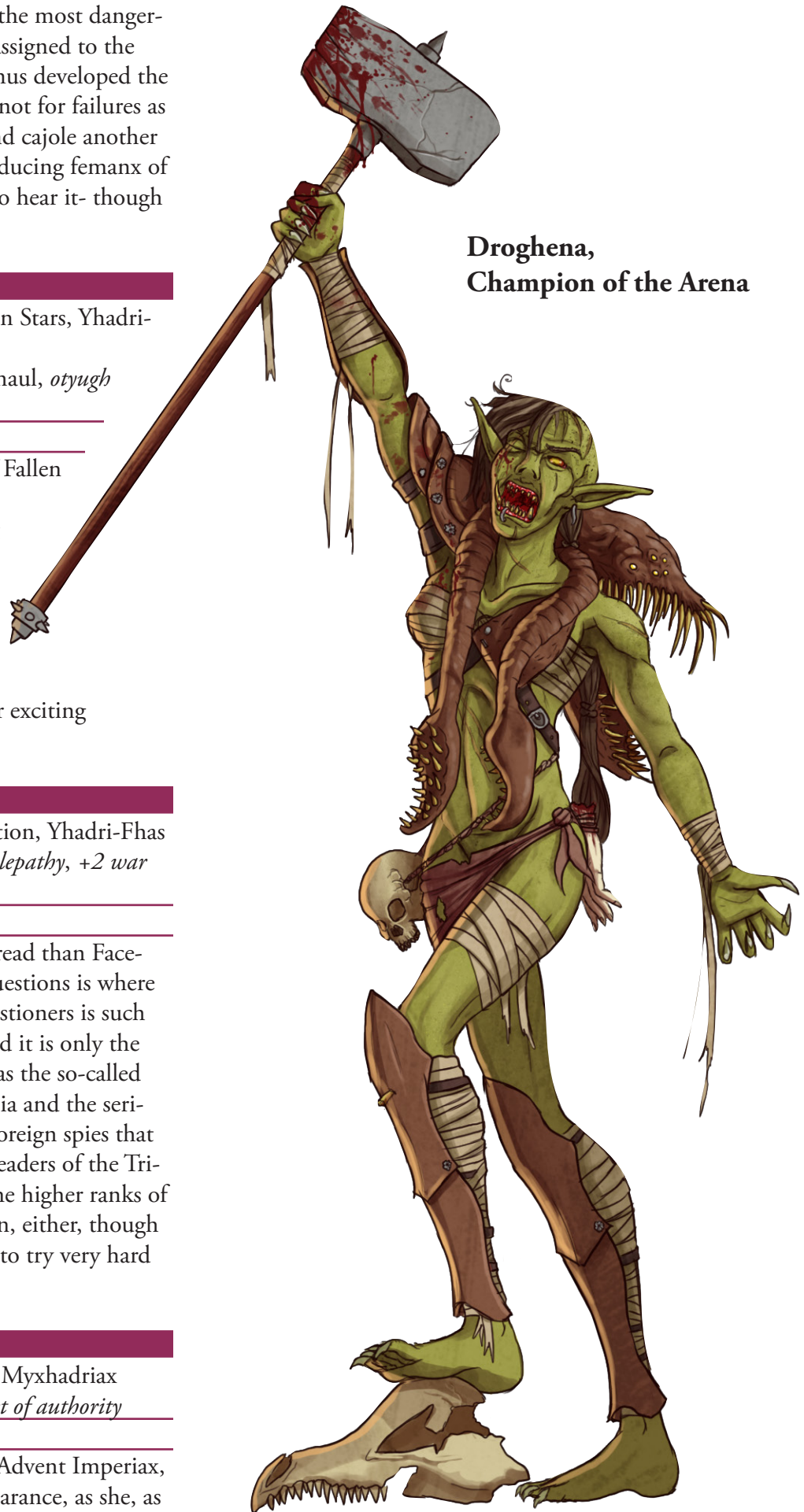
Typical Location: Hall of Knowledge, Myxhadriax

Important Possessions: *mesmeric circlet of authority*

Description

The titular head of the state that is the Advent Imperiax, Mxyiax Sdhira is a ruler mostly in appearance, as she, as

Droghena, Champion of the Arena



most Mxyiax before her, do little that is not sanctioned by the two Mxyiir. But the femanx need a strong figure-head, and Sdhira plays the part well, and in return gets to indulge herself in pleasures not allowed even most of the aristocracy of the marooned race.

Mxyiax Sdhira is known to have several bland-looking servants that look like ordinary humans...

Mxyiir Kthela

Typical Location: Hall of Knowledge, Mxyhadriax

Important Possessions: *crystal mask of discernment*

Description

Presenting a bland and conciliatory- even advisory- personality is a trademark of the Mxyiir. In a deeply competitive and rules-oriented cultures as that of the femanx in exile, Kthela smiles and wears traditional finery, uttering phrases taken from ancient codes of The Lost Home. Kthela rarely says anything of substance, though she talks a lot, but thinks 10 steps ahead of whoever is in front of her. Her dwelling in the plans of the future sometimes make her susceptible to attempts to supplant her in the now.

Mxyiir Mpirou

Typical Location: Hall of Knowledge, Mxyhadriax

Important Possessions: third eyes aware, white expansion card

Description

Mpirou has taken the symbolic position as co-advisor of the “ruling” Mxyiax in the status of zealous patriot, constantly calling for “defense of the Imperiax” and “expulsion of the foreigners”, “restore The Lost Home” etc. Full of bluster and posturing, Mpirou got her position by curing a plague affecting the nation, a truly heroic act, but she is not fit for her position, and is rapidly growing desperate to prove herself yet again or face the cruel and efficient treatment of incompetents.

Nyaroo

Typical Location: Not available

Important Possessions: *actor’s guise, coat of deft avoidance, neuron pistol, +2 kukri, signet ring of passage*

Defense

Her identity and persona carefully manipulated by the Faceless Agents, the secret police and spy agency of the Imperiax, Nyaroo embodies all of the paranoid alien fears that the femanx cling to, and- more importantly- that foreign visitors envision that role in being. A saying in the Imperiax- “Nyaroo was here and saw you” is meant to frighten the silly and the young, but it is not

far from being wrong.

Outrider Syary

Typical Location: Otyugh Pens/ Training Compound, Yhadri-Izhaaf

Important Possessions: +2 *keen adder blade, femanx skinsuit +2*

Description

Syary is an Outrider, one of the otyugh-mounted patrol- lers of Imperiax territory and co-leader of the first line of defense of the Imperiax. She is seldom seen without her mount, Gelbogg, a sleek otyugh possessing miraculous speed, or without her signature weapon, Starblood. Syary has been known to keep secrets herself, and is rumored to keep a stable of lovers somewhere in the city, beyond even the prying eyes of the Faceless.

Sphurai, Commander of the Stars of the Lost Home

Typical Location: Imperial Barracks, Yhadri-Fhas

Important Possessions: mwk AXOS suit, mwk gravity hammer, +2 *deathless heavy steel shield*

Description

The Stars of the Lost Home are the dedicated and thorough police force of the connected cities, and serve as the cream of the Imperiax’s military in times of military defense. Sphurai herself delights in the hunt, and her cold knowledge of the Regulations of the Triumvirate is second to none. Her fighting abilities and ability to take on the most aggressive miscreant mean that she is tough, powerful, and a force that to reckon with means death.

Researcher Qalu

Typical Location: Research Annex/West Nobility Quarters, Myxhadriax

Important Possessions: obedience collar, red expansion card

Description

A true example of the strange status of the admittedly strange race of dhosari in the Imperiax, Qalu is both slave and savant, servant and scientist- groveling one hour and probing the limits of the sentient mind the next. Her femanx overlords are somewhat confused about their own treatment of Qalu, a male and a slave, yet both dedicated and talented to the point of revolutionizing their practice of psionics. But Qalu is smart enough to see that freedom has its merits, and has contacts outside the Imperiax no one knows about but him...

Class Options

The following is a list of optional archetypes, class features and prestige classes available to characters from the Advent Imperiax.

Faceless Agent (Prestige Class)

Rumors abound in the lands of Porphyra of faceless agents, paragons of deception and infiltration. Faceless agents live in the shadows, melting away into thin air before their actions are discovered. Supposedly spread throughout the lands neighboring the Advent Imperiax, they can be found in every realm's government, though none have officially been uncovered. While many proclaim that these mysterious shapechangers are nothing more than myth, others take this lack of evidence as further proof of their unparalleled skill.

In truth, faceless agents prefer to operate in broad daylight, whether employed as assassins, thieves, or deep-cover spies. Nearly all faceless agents are femanx, born from the ranks of investigators, but members of other races have been recruited from time to time. Most of these members were talented spies and thieves who infiltrated the Imperiax and were caught. Those who impress the faceless agents—and could be convinced to change sides in the unseen wars—undergo strict training that allows them to manipulate their form with incredible skill. Able to become anyone at any time, faceless agents are an incredibly effective—albeit incredibly expensive—force.

Hit Die: d8.

Requirements

To qualify to become a faceless agent, a character must

fulfill all the following criteria:

Feats: Deceitful or Skill Focus (Disguise).

Skills: Bluff 7 ranks, Diplomacy 5 ranks, Disguise 7 ranks, Stealth 5 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Studied combat class feature. A senior faceless agent must invite the character into the organization.

Class Skills

The faceless agent's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int Modifier.

Class Features

The following are class features of the faceless agent.

Weapon and Armor Proficiency: Faceless agents gain no proficiency with any weapon or armor.

Detect Psionics (Psi): At will, a faceless agent can manifest *detect psionics*, as the power. A faceless agent can, as a full-round action, concentrate on a single item or individual within 60 feet, learning the strength of its psionic aura as if having studied it for 3 rounds. While focusing on one individual or object, the faceless agent does not detect a psionic aura in any other individual or object within range.

Table 1.1 - Faceless Agent

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	<i>Detect psionics</i> , <i>metamorphosis</i> , peerless agent
2nd	+1	+1	+1	+1	Mask alignment, swaying guile, uncanny dodge
3rd	+2	+1	+2	+2	Investigator talent, urban tracker
4th	+3	+1	+2	+2	Distracting strike, fixed form
5th	+3	+2	+3	+3	Hard minded, improved uncanny dodge
6th	+4	+2	+3	+3	Hide in plain sight, investigator talent
7th	+5	+2	+4	+4	Lasting shapechange
8th	+6	+3	+4	+4	Escape detection, shifting strike
9th	+6	+3	+5	+5	Investigator talent
10th	+7	+3	+5	+5	Indomitable, permanent shift

Metamorphosis (Psi): At 1st level, a faceless agent is able to drastically alter her appearance. She gains *metamorphosis* as a psi-like ability a number of times equal to 1 + her Charisma modifier (manifest level equal to her character level). At 5th level, she can spend two uses of this ability to manifest *major metamorphosis*. At 9th level, she can instead spend three uses of this ability to manifest *true metamorphosis*.

Peerless Agent (Ex): The class levels of a faceless agent stack with investigator levels for determining the effect of her inspiration, investigator talents, studied combat, and studied strike class features.

Mask Alignment (Su): At 2nd level, a faceless agent can alter her alignment to deceive spells that discern alignment (such as *detect evil*). She may choose to detect as any specific alignment, or to detect as no alignment at will. This ability does not protect against spells or effects that cause harm based on alignment. Masking her alignment aura is a standard action, and lasts until she changes it again or ends the effect.

Swaying Guile (Ex): At 2nd level, a faceless agent gains a +2 bonus on Bluff and Diplomacy checks. In addition, she can adjust a creature's attitude up to three steps when using Diplomacy, instead of the normal limit of two steps.

Uncanny Dodge (Ex): At 2nd level, a faceless agent cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A faceless agent with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a faceless agent already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Investigator Talent (Ex) or (Su): At 3rd level, and every 3 levels thereafter, a faceless agent gains a special ability that aids her and confounds her foes. This functions as the investigator talent class feature. A faceless agent cannot select an individual talent more than once.

Urban Tracker (Ex): A faceless agent gains Urban Tracking as a bonus feat at 3rd level. Whenever a faceless agent uses inspiration while attempting a Diplomacy check to find or follow the trail of an individual, she can roll her inspiration dice twice and take the higher result.



**Faceless
Agent**

Distracting Strike (Ex): At 4th level, a faceless agent is able to create opportune moments for her to disappear. Each time faceless agent deals damage with studied combat or studied strike, she can use a move action to attempt to create a diversion to hide (see the Stealth skill).

Fixed Form (Su): At 4th level, a faceless agent is able to maintain her form against opposing effects. When subjected to a hostile polymorph effect, she can expend a use of her metamorphosis psi-like ability as a free action to gain a +4 bonus to her saving throw.

Hardened Mind (Ex): Starting at 5th level, a faceless agent is extremely hard to fool with mind-affecting effects. This functions as the rogue's advanced talent of the same name.

Improved Uncanny Dodge (Su): At 5th level and higher, a faceless agent can no longer be flanked. This defense denies a rogue the ability to sneak attack the faceless agent by flanking her, unless the attacker has at least four more rogue levels than the target has faceless agent levels.

Hide in Plain Sight (Su): At 6th level, a faceless agent can use the Stealth skill even while being observed.

Lasting Shapechange (Su): At 7th level, a faceless agent is able to maintain her change in form for extended periods of time. When a faceless agent manifests one of the metamorphosis powers as a psi-like ability, the power's duration becomes "10 minutes/level".

Escape Detection (Ps): Starting at 8th level, a faceless agent gains the benefits of *escape detection*, as the power (manifest level equal to the faceless agent's character level). The faceless agent can voluntarily lower or raise this ability as a standard action that does not provoke attacks of opportunity.

Shifting Strike (Ex): At 8th level, a faceless agent can change her appearance even as she strikes from the shadows. Each time faceless agent deals damage with studied combat or studied strike, she can use a swift action to manifest her *metamorphosis*, *greater metamorphosis*, or *major metamorphosis* (or one of its greater) psi-like ability.

Indomitable (Ex): At 10th level, if a faceless agent succeeds at a Will saving throw against an attack that has a

reduced effect on a successful save, she instead avoids the effect entirely. This ability can be used only if the faceless agent is wearing light armor, medium armor, or no armor. A helpless faceless agent does not gain the benefit of the indomitable ability.

Permanent Shift (Su): At 10th level, a faceless agent reaches the pinnacle of her ability to change her form. When manifesting one of the metamorphosis powers, the power's duration becomes "Permanent (D)".

LostHome Outrider (Femanx Cavalier Archetype)

The LostHome Outrider is an archetype of the cavalier class, available to femanx cavaliers.

Having made their way to Porphyra in the bellies of the Femanx ships, the majority of otyughs now reside in the sewer system of the Advent Imperiax. Though the general populace avoids these fearsome and disease-ridden creatures at all costs, a small number of Femanx feel a strong connection to the otyughs, reminders of an age long past, when their species roamed the stars.

Taking a young otyugh into her care, a Femanx may render herself immune to the otyugh's disease, raising it into a powerful companion and mount.

Armor Proficiency: An otyugh outrider is proficient with light and medium armor, and with shields (except tower shields).

Order (Ex): The LostHome outrider must select the Order of the Imperiax as her cavalier order.

Otyugh Mount (Ex): At 1st level, a LostHome outrider begins raising a young otyugh. Though initially too small to serve as a mount for the outrider to, the fearsome beast grows quickly. Her constant exposure to the otyugh has bolstered her immunities against the beast's disease. She receives Early Exposure as a bonus feat, receiving immunity to filth fever. This ability replaces the standard cavalier's mount and expert trainer abilities.

Otyugh Mount Statistics

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +4 natural armor; **Attack** bite (1d6), 2 tentacles (1d4); **Ability Scores** Str 14, Dex 14, Con 10, Int 6, Wis 15, Cha 10; **Special Qualities** low-light vision

4th-Level Adjustment: **Size** Large; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d8 plus disease [filth fever: Injury; frequency 1/day; effect 1d3 Dex damage and

1d3 Con damage; *cure* 2 consecutive saves, Con-based DC], 2 tentacles (1d4); **Ability Scores** Str +8, Dex -2, Con +4, Int +2; **Special Qualities** combat trained.

7th-Level Adjustment: Speed 50 ft.; **Attacks** 2 tentacles (1d4 plus grab).

Bonded Tactician (Ex): In addition, the LostHome outrider gains Pack Flanking as a bonus feat, even if she doesn't meet the requirements. In addition, a LostHome outrider automatically grants her teamwork feats to her otyugh mount. Her mount doesn't need to meet the prerequisites of these teamwork feats. This ability replaces the tactician, greater tactician, and master tactician abilities.

Mounted Combat: At 4th level, the otyugh has grown to its full size, ready to carry the outrider into battle. The LostHome outrider gains Mounted Combat as a bonus feat. This replaces expert trainer.

Favored Terrain (Ex): At 5th level, the LostHome outrider may select a terrain type from the ranger favored terrains table. Both the outrider and her otyugh receive a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when they are in this terrain. At 10th, 15th, and 20th level, the LostHome outrider may select an additional favored terrain. Additionally, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2. This ability replaces the banner and greater banner abilities.

Order of the Imperiax (Cavalier Order)

Edicts: The cavalier must uphold the edicts of her settlement, obeying the commands of her superiors without question. She must never decline any mission unless it interferes with another task of greater importance, and must never break a law unless specifically given approval by the community's leaders or the Imperiax Triumvirate.

Challenge: Whenever an order of the imperiax cavalier issues a challenge, she receives a +1 morale bonus on attack rolls made against the target of her challenge. This bonus increases by +1 for every four levels the cavalier possesses. In addition, both the cavalier and her mount increase their speed by 10 feet when moving toward the target of her challenge.

Skills: An order of the imperiax cavalier adds Knowledge

(local) and Survival to her list of class skills. An order of the imperiax cavalier can make Knowledge (local) skill checks untrained. In addition, whenever an order of the imperiax cavalier makes a Survival check to track in an urban environment, she receives a bonus on the check equal to 1/2 her cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the imperiax gains the following abilities as she increases in level.

Community Warden (Ex): At 2nd level, an order of the imperiax cavalier forms a bond with a community. While inside the limits of this community, her movement is not impeded by crowds, and she gains a +1 bonus on Initiative checks and Diplomacy and Intimidate skill checks made to influence crowds, and Diplomacy checks made to gather information. At 8th level, and every 6 levels thereafter, these bonuses increase by 1. For the purpose of this ability, a community is any settlement consisting of 1,000 or more individuals, though the community may be larger than this minimum. Outlying farms, fields, and houses within 1 mile per two cavalier levels (minimum 1 mile) are considered to be part of this settlement.

Swift Tracker (Ex): At 8th level, an order of the imperiax cavalier can move at her normal speed when using Survival to follow tracks without taking the normal -5 penalty. She only takes a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Act as One (Ex): At 15th level, the cavalier gains act as one, as the order of the dragonAPG ability of the same name.

Probing Mindlock (Dread Terror)

Benefit: When a creature fails its save against a dread's mindlock terror, she can read that creature's surface thoughts (as the psionic power *mind probe*) for a number of rounds equal to the dread's Charisma modifier. For the duration of this terror, the dread can continue to ask the target questions so long as it remains within the range of her mindlock. This terror is used when mindlock is activated and does not take a separate use of terrors to activate. The dread must be at least 6th level and have the mindlock terror to select this option.

Master of Disguise (Su) (Investigator Talent)

Benefit: An investigator can always take 10 on any of his Bluff or Disguise checks, even if he's in immediate

danger or distracted. An investigator must have the underworld connections investigator talent and be at least 11th level to select this talent.

Machines Spirit (Shaman Spirit)

Not all shamans form ties with the natural world. A shaman who selects the machines spirit takes on a machine-like appearance. Her skin is unnaturally pale and smooth, marked with pale tattoos, reminiscent of circuitry. Her fresh wounds have a faint smell of burnt wiring, but when her wounds heal (either naturally or with the aid of magic or technology) her skin does not scar or otherwise reflect her past injuries. When the shaman calls upon one of this spirit's abilities, her tattoos glow with light like a torch for 1 round.

Spirit Magic Spells: *technomancy* (1st), *protection from technology* (2nd), *recharge* (3rd), *remove radioactivity* (4th), *destroy robot* (5th), *antitech field* (6th), *memory of function* (7th), *greater remove radioactivity* (8th), *electromagnetic pulse* (9th).

Hexes: A shaman who chooses the gears spirit can select from the following hexes.

Born Technologist (Ex): Both the shaman and her spirit animal gain Technologist as a bonus feat. In addition, she gains Disable Device and Knowledge (engineering) as class skills.

Lingering Charge (Su): As a full-round action, the shaman can grant 1 temporary charge to a technological item, even if the item can no longer be recharged. This charge must be used within 1 hour or it fades. The shaman can grant temporary charges to multiple technological items, but temporary charges do not stack with themselves in the same technological item. At 10th level, she can grant 2 temporary charges to a single technological item. The shaman can use this ability a number of times per day equal to her shaman level. A technological item granted temporary charges with this ability cannot be the target of this hex again for 24 hours.

Mending Channel (Su): The shaman can channel positive energy like a cleric, except she can only use this ability to heal or harm constructs with the clockwork or robot subtypes. The shaman uses her shaman level as her effective cleric level when determining the amount of damage healed or dealt and the DC. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier (minimum 1).

Pierce Armor (Ex): As a swift action, the shaman can make a Knowledge (engineering) check against a DC of

10 + the creature's hardness or CR (whichever is higher). If the check succeeds, any attacks ignore she makes against the target ignores the creatures DR or hardness for a number of rounds equal to her Wisdom modifier (minimum 1). The shaman can use this hex a number of times per day equal to her Charisma modifier (minimum 1).

Plasma Shield (Su): The shaman conjures armor made of plasma that grants her a +4 armor bonus to AC. At 7th level, and every four levels thereafter, these bonuses increase by +2. The shaman can use this shield for 1 hour per shaman level. At 8th level, this shield grants the shaman resist electricity 5, fire 5. At 16th level, this energy resistance increases to 10. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Shaman of Machines



Spirit Animal: The flesh of the shaman's spirit animal takes on a metallic quality, its natural markings outlined by lines of circuitry. Whenever the animal is within 5 feet of the shaman or a functional technological item, its markings give off a pale blue light like a candle.

Spirit Ability: A shaman who chooses the machines spirit as her spirit or wandering spirit gains the following ability.

Touch of Plasma (Su): As a standard action, the shaman can make a melee touch attack that deals 1d6 points of plasma damage plus 1 point of damage for every two shaman levels she possesses. Half the damage dealt by plasma is fire damage, and half is electricity damage. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields functions as a construct-bane weapon.

Greater Spirit Ability: A shaman who chooses the machines spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Technological Empathy (Ex): The shaman can influence creatures of the construct type with mind-affecting effects. In addition, she gains a +3 bonus on all Charisma-based skill checks made against constructs. At 16th level, this bonus increases to +6.

True Spirit Ability: A shaman who chooses the machines spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Technological Companion (Su): The shaman's spirit animal takes the form of an animal companion of her choice, using her shaman level -3 as her effective druid level. The animal retains all the special abilities and the intelligence score of the spirit animal, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal spirit animal. In addition, when a critical hit or sneak attack is scored on the animal, it has a 25% chance that the critical hit or sneak attack is negated and the damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). At 20th level, this chance increases to 50%.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of machines. She completes her

transformation into a more mechanical state. She does not need to breathe, eat, or sleep, and gains immunity to death effects, disease, fatigue, exhaustion, paralysis, poison, sleep, and stun effects.

Metaphysical Rogue (Rogue Archetype)

The metaphysical rogue augments his body with psionic energy in order to elude his foes, managing to disappear into thin air even in the midst of pitched battle.

Class Skills: A metaphysical rogue adds Autohypnosis and Knowledge (psionics) to his list of class skills.

Skill Ranks Per Level: A metaphysical rogue gains skill ranks each level equal to 6 + his Intelligence modifier.

Psionic: At 1st level, a metaphysical rogue gains Wild Talent as a bonus feat. If he already has levels in a psionic class, he instead gains Psionic Talent.

Bonus Feats: At 2nd level, a metaphysical rogue may select the Access Psionic Talent feat in place of a rogue talent. He does not need to meet the prerequisites for this feat.

Opportune Diversion: At 3rd level, when a metaphysical rogue hits a creature with a melee attack that deals sneak attack damage, he can expend his psionic focus to create a diversion to hide (see the Stealth skill) as a move action, gaining a +1 bonus to the check for each sneak attack die rolled. This ability replaces trap sense +1 and +4.

Gifted Sneak: At 6th level, while maintaining psionic focus, a metaphysical rogue gains a bonus on Disguise checks equal to half his level. This ability replaces trap sense +2.

Psionic Feint: At 9th level, a metaphysical rogue can expend his psionic focus to feint as a move action. If he possesses the Improved Feint feat, he can instead feint as a swift action.

This ability replaces trap sense +3, +5, and +6.

Rogue Talents: The following rogue talents complement the metaphysical rogue archetype: distracting attack, fast getaway, fast stealth, quick disguise, slow reactions.

Advanced Talents: The following advanced rogue talents complement the metaphysical rogue archetype: hide in plain sight, master of disguise, slippery mind.

Questioner (*Dread Archetype*)

To be taken in by a questioner is a terrifying prospect, and command equal parts respect and fear in cities where they hold authority. As domineering interrogators, questioners are masters of their art, latching onto and pilfering through their victims' minds until satisfied they have nothing else to yield. A questioner on the battlefield is no less potent, though she prefers to subdue and capture her foes.

Weapon Proficiency: Questioners are proficient with all simple weapons, plus the dire flail, flail, heavy flail, light hammer, sap, and whip.

Subjugating Touch (Su): A questioner focuses her ability to inflict psychic pain, allowing her to deal nonlethal damage with her devastating touch, though this reduces her ability to deal lethal damage. When she makes a devastating touch that deals lethal damage, she deals 1d4 points of damage plus 1 point per 2 class levels (minimum 1). This ability is identical in all other ways to devastating touch, and supplements that ability.

Take Them Alive (Ex): At 1st level, a questioner is trained in the art of subduing her foes without dealing grievous wounds. She does not take a -4 penalty on her attack rolls when dealing nonlethal damage. When dealing nonlethal damage, a questioner receives a +1 bonus on weapon damage rolls.

Fearsome Intuition (Ex): A questioner receives an insight bonus to Sense Motive checks equal to 1/2 her level (minimum +1). This ability replaces fearsome insight.

Terrors (Su): A questioner must take the mindlock terror at 4th or 6th level, and the probing mindlock terror at 6th or 8th level.

Channel Terror (Su): At 3rd level, a questioner gains channel terror as normal, but she must choose to deal nonlethal damage in order to channel a terror through a melee weapon. This does not apply when she channels a terror through her devastating touch.

Aura of Weakness (Su): At 3rd level, a questioner radiates an aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear and on Bluff checks made to lie. At 8th level, and every five levels thereafter, a questioner increases the range of her aura by +10 feet, and the penalties worsen by -1 (to a

maximum range of 40 feet and a penalty of -7 at 18th level). Creatures that are normally immune do not suffer these penalties, instead lose that immunity while within this aura. These penalties do not stack with overlapping auras of interrogation. Instead, the penalties of the most powerful aura affects the creature normally, increasing by -1 for each overlapping aura, up to a maximum of -4 (in the case of four overlapping auras). This ability replaces the aura of fear ability and the bonus feats normally gained at 13th level.

Telepathy (Su): At 9th level, a questioner gains telepathy out to 100 ft., and while she maintains psionic focus, can detect other creatures within her aura of weakness using telepathy to communicate. This ability otherwise functions as the psion telepathy discipline ability of the same name. This ability replaces the bonus feat normally gained at 9th level.

Twinned Aura (Su): When a questioner of at least 11th level has a shadow twin active, if any creature within her aura of weakness suffers from the shaken, frightened, or panicked condition at the start of the questioner's turn, her shadow twin uses a separate action pool instead of sharing the round's actions for that round. At 15th level, a questioner's shadow twin radiates its own aura of weakness, as a 3rd-level questioner. If any creature within the questioner's aura of weakness suffers from the frightened or panicked condition, the shadow twin's aura is identical to the questioner's own aura. This ability replaces twin fear.

Primeval Rager (*Squole Barbarian Archetype*)

The primordial rager is an archetype of the barbarian class, available to advent squole barbarians.

While many squole attach themselves to another race, others give themselves over to the primal forces behind their existence. Primeval ragers channel their elemental composition into a powerful defense, bolstering themselves against attacks that would fell lesser warriors.

Elemental Fury (Ex): At 3rd level, a primeval rager gains the ability to channel raw elemental energy into fuel for his rage. This works like the elemental fury ability of the elemental kin barbarian archetype, except the primeval rager only gains the benefits of this ability when taking energy damage of a type associated with his elemental composition racial trait. This ability replaces trap sense.

Internal Fortification (Ex): At 7th level, a primeval rager gains Internal Fortification as a bonus feat, even if he does not meet the requirements. At 13th and 19th levels, he gains this feat for a second and third time, granting him a 75% chance to negate critical hits and sneak attacks at 19th level. This ability replaces damage reduction.

Elemental Resistance (Ex): At 8th level, a primeval rager's bond with his primordial form grows stronger. He gains energy resistance 10 for each of the two energy types associated with his elemental composition racial trait. This ability replaces the rage power normally gained at 8th level.

Rage Powers: The following rage powers complement the primeval rager archetype: elemental rage, flesh wound, greater elemental rage, lesser elemental rage, and rolling dodge.

Sworn Guardian

Sworn Guardian

(Brawler Archetype)

Sworn guardians dedicate their lives to the protection of others. No matter the circumstances, a sworn guardian, a sworn guardian places his own life on the line in order to prevent their wards from coming to harm, so strong is their commitment. Even with their focus on safeguarding their allies, sworn guardians are capable combatants in their own right, able to put down potential threats even as they provide safety to others. Some sworn guardians seek

protect the weak and downtrodden, while others find themselves taking on work as bodyguards for hire.

Bonus Feats: A sworn guardian gains the following bonus feats at the indicated levels:

- 2nd level — Bodyguard
- 5th level — In Harm's Way
- 8th level — Intervening Guard

This ability replaces the bonus feats normally granted at 2nd, 5th, and 8th levels.

Guardian's Ward (Ex): At 4th level, a sworn guardian forms a bond with another creature, swearing to defend that creature at all costs. Once per day, the sworn guardian can spend a move action to grant his ward a +2 shield bonus to AC and a +2 circumstance bonus on saving throws. The bonuses last for a number of rounds equal to the sworn guardian's Wisdom bonus (minimum 1). The bonded ward must be adjacent to the sworn guardian in order to receive this bonus, and the sworn guardian cannot be grappled, helpless, paralyzed, stunned, or unconscious. At 10th level, the sworn guardian may use this ability twice per day; at 16th level, he may use it three times per day. This ability replaces knockout.

Protective Reach (Ex): At 5th level, a sworn guardian gains Swap Places as a bonus feat. He automatically treats all of your adjacent allies as if they possess this feat as well, but only he can initiate this movement. This ability replaces close weapon mastery.



Feats

The following feats were created, discovered or mastered within the Advent Imperiax.

Alien Weapon Proficiency (Combat)

Laser pistols are common tools when repelling alien invaders.

Prerequisites: Base attack bonus +1

Benefit: Choose one type of exotic alien weapon, such as the jhoila branch or war talon. You gain proficiency with that weapon. So long as you are proficient with an alien technological weapon, you do not need to make Knowledge (engineering) checks to activate any of its abilities. You must still be proficient with the base weapon (e.g., proficiency with greatclubs for the gravity maul) in order to avoid the -4 penalty on attack rolls.

Normal: A creature who uses an alien weapon with which he is not proficient takes a -4 penalty on attack rolls. If it is a technological weapon, he must make a Knowledge (engineering) check as part of activating item. The DC for this skill check varies, depending on the type of weapon used: Standard DCs are 10 (simple weapons), 15 (martial weapons), and 20 (exotic weapons). A creature who fails this check fails to activate the weapon in the appropriate manner, instead triggering a glitch as if the weapon was a piece of timeworn technology.

A creature who does not possess this feat, but is otherwise proficient with a base weapon on which an alien technological weapon is based, does not suffer the -4 penalty on attack rolls, but must still make Knowledge (engineering) checks to activate any of that weapon's abilities.

Special: You can take Alien Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic alien weapon.

Attuned Senses

Your antennae naturally adjust to your environment, picking out sounds that might be lost to others.

Prerequisites: Wis 13, alien senses racial trait, femanx

Benefit: You ignore up to -5 in penalties due to distance or obstructions on auditory Perception checks.

Special: If you have the Psionic Talent or Wild Talent feat, you may expend 1 power point as a standard action to make a auditory single perception check, ignoring up to -10 in penalties due to distance or obstructions.

Court Charmer

No stranger to the tangled web that is court plotting and politics, you are particularly skilled in swaying others with your words.

Prerequisites: Cha 13, court intrigue racial trait, erku-nae

Benefit: You may cast *charm person* twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your Hit Dice. The spell-like ability's save DC is Charisma-based.

Special: If you have spent at least three month in a settlement within the Advent Imperiax, you treat femanx as humanoid creatures for the purpose of being affected by this spell-like ability.

Constant Protector (Combat)

Ever vigilant, you stand guard over your charge, ready to defend at a moment's notice.

Prerequisites: Bodyguard, paricharka racial trait, dhosari

Benefit: When attempting to improve the AC of your paricharka bond target with the Bodyguard feat, you increase the bonus you grant by +1. This bonus stacks with other abilities that modify the bonus granted by the aid another action, including the servile racial trait.

Craft Technological Vessel (Item Creation)

You can craft technological vessels, be they land, sea, or air.

Prerequisites: Technologist, Craft (mechanical) 9 ranks, Knowledge (engineering) 9 ranks

Benefit: You can create technological vessels. Creating a technological vessel takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price.

You can also repair a broken technological vessel if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft the item from scratch.

Early Exposure

You were exposed to a deadly disease earlier in life. Where other femanx are weak against the pathogens of this planet, your body fought off the disease, rendering you more resilient against future exposure.

Prerequisites: Con 13, femanx

Benefit: You do not take a penalty on saving throws against disease due to your racial subtype. You gain a +4 racial bonus on saving throws against one type of disease.

Normal: Femanx normally suffer a -2 penalty on saving throws against disease.

Ego Assault (Psionic)

You have learned how to channel your will into a creature with a mere touch, the power of which can humble even the stalwart of foes.

Prerequisites: Cha 15, Potent Ego, femanx

Benefit: If you have the Psionic Talent or Wild Talent feat, you may choose to augment this ability in the following ways:

- By expending 1 power point, you make deliver your ego rend as a melee touch attack. A successful attack deals 1d8 points of nonlethal damage, and the creature must save or suffer Charisma drain as normal.
- For every 2 power points you expend, you may expend another daily use of your ego rend ability against the same target. The creature makes only one saving throw. A successful saving throw prevents all damage and ability drain, while a creature that fails its saving throw suffers 1 point of Charisma drain for each daily use of ego rend expended.

Expanded Senses

A far greater piece of the world is revealed as your senses have grown in power over time.

Prerequisites: Improved Blind Fight, Perception 11 ranks, advent squole

Benefit: The range of your blindsense extends by 60 feet.

Special: You cannot take this feat if you already have the Focused Sight feat.

Fearful Devastation (Psionic)

Your mere touch is enough to leave your enemies quivering in fear.

Prerequisites: Base attack bonus +1, devastating touch class feature, incite fear dread terror

Benefit: If you critically strike with your devastating touch, you can expend your psionic focus to cause the foe struck by your attack to become shaken for 1 round.

Focused Sight

You can detect less of the world at one time than other squole, but you pick out details they would miss.

Prerequisites: Wis 13, Advent squole, must be taken at 1st level

Benefit: The range of your blindsight extends by 20 feet, but you lose your racial blindsense.

Special: You cannot take this feat if you already have the Expanded Senses feat.

Forceful Personality

Rather than seeking to attain balance, you bend the constraints of reality to your design.

Prerequisites: Cha 13, must be taken at 1st level, femanx

Benefit: You use your Charisma modifier rather than your Wisdom modifier when determining all monk special abilities that normally rely on Wisdom.

Imperiax Dweller

Your time spent in the majestic cities of the Advent Imperiax have given you great skill in both navigation and understanding of their architecture.

Prerequisites: Castle dwellers racial trait, erkunae

Benefit: You receive a +4 racial bonus on Knowledge (engineering) and Stealth checks while inside a femanx-made building, construction, or vehicle. This replaces the normal bonus from the castle dwellers racial trait.

Special: The castle dwellers racial trait normally grants a +2 racial bonus Knowledge (engineering) and Stealth checks while inside a building or construction.

Imposing Presence (Femanx)

You are dismissive of all beneath your social rank, and can easily keep them in line.

Prerequisites: Cha 13, Intimidate 1 rank, femanx

Benefit: When dealing with those in a lower station, you gain a +2 bonus on Diplomacy and Intimidate checks. When dealing with males of any station, these bonuses are doubled.

Internal Fortification (Combat)

Your body reacts on instinct, contorting to defend vital areas from harm.

Prerequisites: Wis 13, Toughness, character level 6th, advent squole

Benefit: When a critical hit or sneak attack is scored against you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Special: This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). You can take this feat up to three times, once at character level 6th, and again at 12th and 18th levels.

Intervening Guard (Combat)

You pull your ally to the side, interposing yourself in the way of peril.

Prerequisites: In Harm's Way, Swap Places, base attack bonus +5

Benefit: When an adjacent ally is required to make a Reflex saving throw against a spell or effect, you can move into your ally's space (as the Swap Places feat) and interpose yourself in way of the attack as an immediate action, taking full damage and any associated effects from that attack. A creature cannot benefit from this feat more than once per attack.

Overriding Power (Metapsionic)

Your understanding of artificial creatures allows your mind-affecting powers to control constructs.

Prerequisites: Technologist, Knowledge (arcana) 9 ranks, Knowledge (engineering) 9 ranks

Benefit: This feat only works on mind-affecting powers. To use this feat, you must spend your psionic focus. Doing so lets you manifest an overriding power. This power affects constructs (even mindless constructs) as if they weren't immune to mind-affecting effects, but has no effect on living creatures. Manifesting an overriding power increases the power point cost of the power by 4. The total cost cannot exceed your manifester level.

Normal: Constructs are immune to mind-affecting effects.

Potent Ego

You have practiced your ability to project your will on others, and can do so more often than other femanx.

Prerequisites: Cha 13, ego rend racial trait, femanx.

Benefit: You may use your ego rend ability a number of times per day equal to your Charisma modifier. You cannot use this ability against the same creature more than once in a 24-hour period.

Psionic Feint (Combat, Psionic)

Expelling a small burst of psionic energy, you lead your opponents into a trap.

Prerequisites: Improved Feint, Bluff 7 ranks

Benefit: While maintaining psionic focus, you gain a +2 bonus on Bluff checks made to feint. If you expend your psionic focus, you can feint as a swift action.

Normal: Feinting is a standard action (or a move action with Improved Feint).

Psionic Precision (Psionic)

A flash of insight guides your weapon into a vital position.

Prerequisites: Manifester level 1st, sneak attack +1d6

Benefit: When you succeed at a sneak attack, you may

expend your psionic focus to use d8s to roll sneak attack damage instead of d6s.

Psionic Targeting (Psionic)

Your blows rain down with furious power upon your studied target.

Prerequisites: Base attack bonus +5, studied combat and studied strike class features

Benefit: While you maintain psionic focus, your melee attacks against the target of your studied combat deal an extra 1 point of damage. Additionally, if you expend your psionic focus as part of your studied strike, you instead deal an extra 1 point of damage per studied strike die.

Sickening Devastation (Psionic)

By landing your devastating touch in a vital location, you fill your opponent with fright.

Prerequisites: Base Attack bonus +5, devastating touch class feature, sickening fear dread terror

Benefit: If you critically strike with your devastating touch, you can expend your psionic focus to cause the foe struck by your attack to become sickened for 1 round.

Swift Grace

Your rapid movements when moving through harm's way make it strangely difficult for your foes to strike you.

Prerequisites: Dodge, Psionic Talent or Wild Talent, unnatural grace racial trait, femanx

Benefit: Once per encounter, if you take two actions to move in a turn or a withdraw action, you may expend two power points as a free action to gain a deflection bonus to AC and CMD equal to your Charisma modifier for 2 rounds.

Tormentor (Psionic)

Intimidation comes easily to you, and you always know how to intimidate.

Prerequisites: Cha 13, Intimidate 3 ranks

Benefit: While you maintain psionic focus, you gain a +2 enhancement bonus on Intimidate checks. If you have at least 10 ranks in Intimidate, this bonus increases to +4. Additionally, you may expend your psionic focus to gain a +10 bonus on an Intimidate check to demoralize a creature. You must decide whether or not to use this option before making an Intimidate check. If your check fails, or if the opponent is immune to fear effects, you still expend your psionic focus. If you have at least

10 ranks in Sense Motive, this bonus increases to +20 when you expend your psionic focus.

Veiled Message

You are well-practiced in delivering secret messages, even when in the midst of an attentive crowd.

Prerequisites: Cha 13, bardic performance class feature, Bluff 1 rank, dhosari

Benefit: You gain a +2 bonus on Bluff checks made to pass secret messages. In addition, while you maintain any bardic performance with verbal components, you may attempt to pass a secret message once per round as a move action. Any creature affected by the bardic performance (other than the intended target) takes a -2 penalty on opposed Sense Motive checks made to intercept the secret message. When you have 4 ranks in Bluff, and every 4 ranks thereafter, the penalty on Sense Motive checks to intercept this secret message increases by -1.

New Psionic Powers

The following psionic powers were first developed by psionic manifesters within the Advent Imperiax.

Aura of Intimidation

Discipline telepathy [fear, mind-affecting]

Level dread 3

Manifesting Time 1 standard action

Display Me, Vi

Range personal

Target you

Duration 1 round/level

Saving Throw Will negates; **Power Resistance** yes

Power Points 5

You gain a 10-foot-radius aura that lashes out at those you strike in combat, exaggerating the strikes into nightmarish wounds. Whenever you damage a creature with a melee or ranged attack within the aura, the creature is affected according to its HD.

- *4 HD or fewer:* the creature is panicked for 1 round, then nauseated for 1 round, then sickened while it can see the aura, and then shaken for 1 minute after it was last within the aura.
- *8 HD or fewer:* the creature is nauseated for 1 round, sickened while it can see the aura, then shaken for 1 minute after it was last within the aura.
- *10 or more HD:* the target is sickened while it remains within the aura.

A successful saving throw renders the creature shaken for 1 round, but ignores all other effects of the aura. Sightless creatures are not affected by an aura of intimidation.

Augment: You can augment this power in one or more of the following ways.

1. For every additional power point you spend, this power's duration increases by 1 round.
2. For every additional power point you spend, the radius of the aura increases by 5 feet.
3. For every 2 additional power points you spend, you increase the number of Hit Dice affected by one for each category.

In addition, for every 2 power points spent on the above augmentations, the save DC increases by 1.

Concussive Weapon

Discipline psychokinesis (force)

Level dread 3, gifted blade 3, psion 4, psychic warrior 3

Manifesting Time 1 standard action

Display Au, Ma, Vi

Target melee weapon touched

Effect weapon of force

Duration 1 round/level

Saving Throw none; **Power Resistance** yes

Power Points dread 5, gifted blade 5, psion 7, psychic warrior 5

You create a weapon made of force that moves with you, duplicate to the target of this power. This weapon shares your space and has the same reach, threat range, and critical multiplier as the original weapon. It does not share, however, any enhancement bonus or other special abilities of that weapon.

Each round, starting with the round you manifest this power, the concussive weapon attacks a creature within reach, dealing 1d8 points of concussive force damage per hit, +1 point per two manifester levels (maximum +5 at 15th level). It uses base attack bonus (possibly allowing for iterative attacks in rounds after the first) plus your Wisdom modifier as its attack bonus. It does not get a flanking bonus or help a combatant get one; nor do your feats, special abilities, or combat actions affect the weapon or its attacks.

If an attacked creature has Power Resistance, you make a manifester level check (1d20 + manifester level) against that Power Resistance the first time the concussive weapon strikes it. If a creature successfully resists the concussive weapon, the weapon cannot attack that creature for the duration of the power. If not, the weapon deals its full effect on that creature for the duration of the power.

Augment: You can augment this power in one or more of the following ways.

1. For every additional power point you spend, this power's duration increases by 1 round.
2. For every 2 additional power points you spend, this power's damage increases by one die (d8).

Leeching Touch

Discipline telepathy (compulsion)

Level dread 2

Manifesting Time 1 swift action

Display Vi

Range touch

Target living psionic creature touched

Duration instantaneous

Saving Throw Will partial; **Power Resistance** yes

Power Points: 3

This power causes your hand to glow with a dark light that deals 2d6 points of damage on a successful melee touch attack. Additionally, a successful attack drains the target of 1d4 power points and adding 1 of those points to your own reserve (unless that gain would cause you to exceed your maximum). A Will save negates the power point drain, but not the cold damage. Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points and the save DC increases by 1.



Adapted Psionic Powers

The following psionic powers are adapted from existing arcane and divine spells. Except for the given differences, each of the following adapted powers functions identically to the original spell.

Equivalent Spell (Power Name)	Discipline/Descriptor	Level
<i>Antitech field</i>	Psychokinesis	psion 7
<i>Destroy robot</i>	Psychometabolism	psion 5
<i>Detect radiation</i>	Clairsentience	cryptic 1, psion 1, vitalist 1
<i>Discharge</i>	Psychokinesis	cryptic 3, psion 3
<i>Infuse robot</i>	Psychometabolism	psion 7
<i>Irradiate</i>	Metacreativity (creation)	psion 3, vitalist 3
<i>Rebuke technology</i>	Psychokinesis	psion 4
<i>Recharge</i>	Psychokinesis	cryptic 2, psion 2
<i>Remove radioactivity</i>	Psychometabolism (healing)	vitalist 4
<i>Technomancy</i>	Clairsentience	cryptic 1, psion 1, sighted seeker 1

Antitech Field

Discipline psychokinesis

Level psion 7

Power Points 13

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Destroy Robot

Discipline psychometabolism

Level psion 5

Power Points 9

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw. For every 4d6 additional damage, the power's save DC increases by 1.

Detect Radiation

Discipline clairsentience

Level cryptic 1, psion 1, vitalist 1

Power Points 1

Augment: For every 2 additional power points you spend, you can detect radiation through barriers (1 foot of dirt or wood, 6 inches of stone, or 1 inch of common metal), though a thin sheet of lead continues to block this power.

Discharge

Discipline psychokinesis

Level cryptic 3, psion 3

Power Points 5

Augment This power may be augmented in one of the following ways.

1. If you spend an additional 6 power points and your discharge targets a creature, you can discharge one randomly determined object from the target's charged or electrically powered possessions for every four manifester levels you possess.
2. If you spend an additional 6 power points, you may choose to make an area discharge, affecting everything within a 20-foot-radius burst. Each creature in the area is affected as though by discharge (affecting only object in the creature's possession). Each unattended object is similarly affected.

For every 2 additional power points spent on the above options, the power's save DC increases by 1.

Infuse Robot

Discipline psychometabolism

Level psion 7

Power Points 13

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Irradiate

Discipline metacreativity (creation)

Level psion 3, vitalist 3

Power Points 5

Augment For every 2 additional power points you spend, this power's save DC increases by 1. **Special:** Manifesting this power floods the area with low-level dangerous radiation. You must augment the power in

order to create an area of higher radiation levels.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1. In addition, you can create an area of higher radiation levels based on the number of additional power points you spend in this way.

Additional Power Points Spent	Radiation Level
2 or more	Medium
6 or more	High
12 or more	Severe

Rebuke Technology

Discipline psychokinesis

Level psion 4

Power Points 7

Augment: For every 2 additional power points you spend, both of this power's save DCs increase by 1.

Recharge

Discipline psychokinesis

Level cryptic 2, psion 2

Power Points 3

Special: Manifesting this power allows you to restore up to 1 charge per level (maximum 6) to a battery or half that number of charges to a technological item. **Augment:** For every additional power point you spend, the number of charges you can restore to a battery increases by 1. For every 2 additional power points spend this way, this power's save DC increases by 1.

Remove Radioactivity

Discipline psychometabolism (healing)

Level vitalist 4

Power Points 7

Augment: If you spend an additional 8 power points, you manifest this power as *greater remove radioactivity*.

Technomancy

Discipline clairsentience

Level cryptic 1, psion 1, sighted seeker 1

Power Points 1

Additional Race Creation Options

The following are two new special subtypes that can be used to create interesting new races that still fall within the standard power level for player character races. When you apply either of these subtypes to the humanoid type, choose another subtype as the creature's other half, such as a humanoid (half-ooze, elf) or humanoid (extraterrestrial, human).

Extraterrestrial (1 RP): Extraterrestrial creatures originate from a world both unfamiliar and strange to this world. An extraterrestrial creature has the following features:

- Extraterrestrial creatures' immune systems have difficulty tolerating native pathogens, and thus suffer a -2 penalty on saving throws against disease.
- Extraterrestrial creatures gain proficiency with up to two weapons native to their homeworld, and are considered proficient with any weapons developed by their race that require Alien Weapon Proficiency.

Half-Ooze (10 RP): Half-ooze races are intelligent oozes that mimic the shape and appearance of another type of creature, albeit roughly. Half-oozes are not amorphous creatures, but typically maintain some of their mutability. Half-oozes may occur naturally in wild, arise from a magical event, or even be created intentionally by the design of another creature. This subtype can be added to any race type. When you apply this subtype to the humanoid type, choose another subtype as the creature's other half. A half-ooze race has the following features:

- Half-oozes are blind, but gain blindsense out to a range of 60 ft., and blindsight out to a range of 10 feet. This renders the half-ooze immune to gaze attacks, visual effects, illusions, and other attack forms that depend on sight.
- Half-oozes gain a +2 racial bonus on saving throws against mind-affecting effects and poison.
- Half-oozes eat and breathe, but do not sleep, unless they want to gain some beneficial effect. This means that a half-ooze can sleep in order to regain spells or other abilities, but it is not required to survive or stay in good health.

Alchemical Goods

The following are exotic alchemical goods that can be found within the Advent Imperiax.

Fertilizer, Otyugh

Otyugh dung, though incredibly pungent and foul-smelling, is a potent fertilizer. Any crop planted in this mixture of otyugh dung and other grows hardier and more disease-resistant, gaining a +4 bonus against diseases and spells or effects with the necromancy descriptor. Plants grown in otyugh fertilizer are allowed a saving throw against defoliate and other similar spells and abilities. A 50-lb. bag contains enough fertilizer for a 120-foot-square (1/3 acre) patch of land.

Cost: 100 gp; **Weight:** 50 lbs.; **Craft** Alchemy DC 20

Gel, Amplifying

This viscous gel, when applied to the skin of a half-ooze creature with the energy composition racial trait, temporarily enhances the creature's natural energy resistance. The next time the affected creature takes energy damage of a type associated with either (or both) of its elemental composition, its natural energy resistance is increased by 5 points. Amplifying gel counts as resist energy for the purpose of stacking multiple energy resistance effects. Applying amplifying gel takes 1 minute, and lasts for until it prevents 20 points of energy or 2 hours, whichever comes first, before being fully absorbed into the squole's body. Multiple applications of amplifying gel do not stack; applying more while a dose is active resets the remaining duration.

Cost: 200 gp; **Weight:** 2 lbs.; **Craft** Alchemy DC 25

Herbalism

Brought to Porphyra in the femanx ships, almost all jhoila trees are found in the protected gardens of the Advent Imperiax, though there are efforts to introduce these tall, broad, and willowy trees to the surrounding forests. Jhoila trees are a profound symbol to the femanx people, one of the last remnants of their race before their long journey through space. Barks, roots and sap alike are harvested for use as medicine, alcoholic beverages and food, but the jhoila tree is most often enjoyed as a source of shade. Femanx often hold long high-spirited debates and meetings under the branches of the jhoila, using their the thick canopy both protection against the elements and eavesdroppers.

Herbs and plants are generally used with the Heal or Knowledge (nature) skill. If the appropriate check is

failed, the herb or plant gives no benefits to the user, but the user may still suffer any side effects. While some shops may sell herbs, players can also gather any requisite herbs with the Knowledge (nature) or Survival skills.

Jhoila Root

An exceptionally resilient tree, the jhoila owes much of its continued existence to its impressive root system. These hardy roots are especially resistant against exposure to cold, and can retain their leaves even in subzero temperatures. A creature who chews on softened jhoila root gains a +5 circumstance bonus on Fortitude saving throws against cold exposure, and a +1 circumstance bonus against cold-based spells and effects.

Duration 4 hours

Use Heal DC 15; **Side Effects** -5 penalty on Fortitude saving throws against heat exposure and fire-based spells and effects.

Cost 25 gp; **Gather** Knowledge (nature) or Survival DC 20

Jhoila Sap

The milky green sap of the jhoila tree is often connected in femanx lore with charm and personality. Besides its use in a variety of drinks and foods, the sap of the jhoila tree is a potent aid for psionic manifestation. When consumed in the proper manner, it increases the DC by 1 for the next mind-affecting power the user casts within 30 minutes. The user can use the sap in this way only once per day.

Duration 1 spell or power within 30 minutes

Use Heal DC 15; **Side Effects** Fortitude save (DC 15) to avoid a -1 penalty on saving throws against illusions and mind-affecting effects for 1 day

Cost 75 gp; **Gather** Knowledge (nature) or Survival DC 25

Tea, Jhoila Bark

Drinking this dark purple tea renders the imbiber immune to pain for 1d4 hours. If a creature imbibes at least four doses within 1 hour, it must make a DC 14 Fortitude save or fall unconscious for 1d4+1 hours; this is a poison effect. A creature that intentionally forgoes a saving throw against this effect instead falls into a dreamless sleep for 8 hours.

Duration 1d4 hours

Use Heal DC 10; **Side Effects** Unconsciousness

Cost 30 gp; **Gather** Knowledge (nature) or Survival DC 15

Drugs and Poisons

The following are exotic drugs and poisons found within the Advent Imperiax.

Blindwine

This dull green beverage is brewed from a combination of wormwood and sap from the jhoila tree. More potent than absinthe, it is drunk not recreationally, but is often given to unfortunate slaves suffering from disease. Those who survive the illness may find themselves addicted to the drink, repeated exposure to which can result in permanent loss of both smell and taste.

Type drug (ingested); **Addiction** moderate, Fortitude DC 14; **Price** 35 gp

Effects 2d4 rounds; blindness and nauseated, then sickened for 1d4 hours; **Effects** 1 day; loss of sense of smell and taste, plus a +4 alchemical bonus on saving throws against disease; **Damage** 1d3 Wis damage

Drudge's Blood

Though often given to slaves and menial laborers, drudge's blood is also popular amongst explorers. When injected, this almost clear liquid grants its user an immediate burst of speed and greater strength. Though the rush of endorphins quickly passes, the user is able to push his strength to greater limits for the rest of the day.

Type drug (injected); **Addiction** major, Fortitude DC 18; **Price** 20 gp

Effects 30 minutes; +10 ft. movement speed; **Effects** 1 day; +1d4 alchemical bonus to Strength (solely for the purpose of determining skill checks as well as carry weight and encumbrance); **Damage** 1d2 Con damage

Jho

This sparkling jade-colored beverage, like blindwine, is a spirit made from the sap of the jhoila tree. Unlike its cheap cousin, however, the sap is distilled several times before the jho is ready for consumption. Most commonly served to guests at parties and other social gatherings, it is well-regarded for both its taste and feelings of drunken clarity and creativity.

Type drug (ingested); **Addiction** moderate, Fortitude DC 10; **Price** 150 gp

Effects 1 hour; +1d2 Cha; **Effects** 1d4 hours; -2 penalty on saving throws against illusions and mind-affecting effects; **Damage** 1d2 Con and 1d2 Wis damage

Nightleaf

This finely ground powder is a mixture of tobacco and the rugose leaves of the jhoila tree. When smoked, the

user is granted a short-term burst of heightened awareness, though at a slight expense of manual dexterity. Nightleaf is most often used by sentries and night watchmen, though only the most reckless of pickpockets and thieves partake. The effects are more obvious in those who smoke nightleaf in conjunction with all-night; the jittery, almost violent, shakes have earned such users the nickname “rattlers”.

Type drug (inhaled); **Addiction** moderate, Fortitude DC 16; **Price** 15 gp

Effects 2 hours; +2 alchemical bonus on saving throws against illusions and mind-affecting effects, +2 alchemical bonus on Perception checks, -2 penalty on attack rolls and any skill checks requiring manual dexterity;

Damage 1 Con damage

Otyugh’s Bite

Otyugh’s bite, a particularly nasty poison, is found in the areas surrounding the Advent Imperiax. Runoff from the sewers carries the excrement of wild otyughs from the sewer systems into nearby streams. In some places, this filth is caught up in the roots of the sassone plant, infecting the plant’s already poisonous leaves with the leavings of filth fever.

Type poison (contact); **Save** Fort DC 16
Onset 1 minute; **Frequency** 1/minute for 4 minutes
Initial Effect 2d6 hit points and nauseated for 1 round; **Secondary Effect** sickened for 1d4 hours; **Cure** 1 save; **Cost** 350 gp

Phantom Dust

This pale violet dust shimmers faintly in the light. When inhaled, its victims suffer violent hallucinations that they are covered with fire, wriggling insects, or another distracting vision. Additionally, these hallucinations are especially distracting for victims attempting to cast spells.

Type poison (inhaled); **Save** Fort DC 14
Onset —; **Frequency** 1/round for 6 rounds

Initial Effect 1 Wis damage; **Secondary Effect** -2 penalty on all Intelligence-, Wisdom-, and Charisma-based ability and skill checks, and victim must make a caster level check to cast spells, DC 15 + spell level; **Cure** 2 consecutive saves; **Cost** 150 gp

Alien Weaponry

The following are exotic weapons traditional to the femanx people. In order to correctly wield any of these weapons, a creature must have Alien Weapon Proficiency.

Adder Blade

Used to make quick, darting attacks, this slender dagger has a foot-long blade and no guard. Upon scoring a critical hit with an adder blade, the wielder can twist the hilt (a free action) to release a pair of secondary spring-loaded blades laying just underneath the primary blade. These secondary blades fan out, preventing the dagger from being removed from the target; an opened adder blade can be closed as a full-round action (a standard action for creatures proficient with an adder blade), after which it can be safely removed. Attempting to remove an opened adder blade (a move action) causes 1 point of bleed damage to the creature.

An adder blade can be used as a thrown weapon, but never releases its secondary blades on a critical hit.

Jhoila Branch

This traditional femanx weapon is carved to resemble a jhoila tree in miniature. At one end of a jhoila branch ends in a dozen foot-long lashes, each one tipped with a wicked hook. At the other end of the weapon is a heavy hammer-head that resembles a mass of tangled roots.

War Talon

Three parallel eight-inch claws protrude from this light gauntlet. An attack made with a war talon turns un-

Alien Weapons	Price	Dmg. (M)	Crit.	Range	Wt.	Type	Special
Light Melee Weapons							
Adder Blade	45 gp	1d4	x3	10 ft.	1 lb.	P	—
One-Handed Melee Weapons							
War Talon	35 gp	1d6	18-20 / x2	—	2 lbs.	S	monk, see text
Two-Handed Melee Weapons							
Jhoila Branch	40 gp	1d6 / 1d8	x2	—	10 lbs.	S or B	blocking, double, monk
Willow Spear	75 gp	1d10	x3	—	8 lbs.	P	monk, reach, see text

armed strikes into lethal slashing attacks. Your opponent cannot use a disarm action to disarm you of a war talon. A war talon provides its owner with a +2 circumstance bonus on attempts to sunder swords of other weapons with slender blades. While wearing a war talon, your fingers are mostly exposed, allowing you to carry items in that hand.

The rigid blades prevents you from using that hand on all precision-based tasks (such as opening locks).

If you have the Two-Weapon Fighting feat, you treat the war talon as if it were a light weapon for the purpose of two-weapon fighting, though you still treat it as a one-handed weapon for all other purposes.

Willow Spear

You receive a +2 circumstance bonus to your Combat Maneuver Defense to resist sunder attempts made against a willow spear.

Technological Items

The following are exotic technological items that can be found within the Advent Imperiax. Due largely to the Imperiax’s isolated nature—both in terms of geography and politics—possession of most of these items by outsiders and non-citizens within the Imperiax is a serious offense.

Possession of armor, weaponry, and other advanced technological gear can land unauthorized creatures in prison—or worse trouble, given the zealotry found within the ranks of the Questioners of LostHome. Still, there are those curious sorts who attempt to gain access to these remarkable devices at any cost. Most of these creatures are agents hired by major political powers—particularly the Clockwork Lands—but a few independent infiltrators and thieves tirelessly struggle to gain

uninterrupted access to any of these devices.

Technological Armor

The following are exotic technological weaponry that can be found within the Advent Imperiax.

AXOS Suit

Short for “assistive exoskeleton,” an AXOS suit is an incredibly heavy suit of powered armor that grants the wearer considerable physical prowess. In addition to the central armor, an AXOS suit includes heavy gauntlets, legplates, and boots. While active, an AXOS suit grants the wearer a +5 competence bonus on Acrobatics checks made to make high or long jumps and on all Climb checks. Additionally, the wearer treats its Strength score as 10 higher than normal when determining its carrying capacity.

Construction

Requirements Craft Technological Arms and Armor, production lab; **Craft** DC 30; **Cost** 4,000 gp

Femanx Skinsuit

A simpler form of the HEV Suit, the femanx skinsuit is a form-fitting suit of woven polymers designed to protect the wearer from the environmental hazards of a cold environment. A skinsuit’s sleeves end just above the elbow, each terminating in a thick metal band that both houses the suit’s environmental controls and regulates the suit’s effects on the wearer’s extremities. While active, a skinsuit protects the wearer from harm while in a cold environment. Any gear stored in the skinsuit is similarly protected.

Construction

Requirements Craft Technological Arms and Armor, production lab; **Craft** DC 25; **Cost** 250 gp

Technological Armor	Price	Armor Bonus	Max. Dex	Armor Pen.	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Capacity	Usage	Wt.
Light Armor										
Femanx Skinsuit	500 gp	+2	+6	0	10%	30 ft.	20 ft.	24	1 charge/hour	5 lbs.
Heavy Armor										
AXOS Suit	8,000	+8	+1	-5	40%	20 ft.	15 ft.	24	1 charge/hour	70 lbs.

Technological Weapons

The following are unusual (and often outlandish) technological weaponry that can be found within the Advent Imperiax. As with alien weaponry, many of these weapons require Alien Weapon Proficiency.

Gravity Glove

This tight-fitting gauntlet grants its wielder increased prowess in unarmed combat. By activating a control in the glove's wrist as a swift action, the wielder generates a small gravitational field around the glove. When this gravitational field is active, the wielder is treated as if it were of a larger size category for the purpose of combat maneuver attempts and determining unarmed strike damage made with the gravity glove. This effect does not stack with similar effects, such as those granted by the spell lead blades. When it's not activated, a gravity glove functions as brass knuckles. A creature who is proficient with brass knuckles or that has the Improved Unarmed Strike feat is proficient with a gravity glove.

Construction

Requirements Craft Technological Arms and Armor, graviton lab; **Craft** DC 24; **Cost** 2,000 gp

Gravity Hammer

This ornately-etched metal hammer uses a small gravitational field generator to produce powerful shockwaves that topple foes. The wielder of a gravity hammer may bring the full brunt of the weapon to bear in a single blow. As a standard action, she can make an attack against a single 5-ft.-square within reach. The attack unleashes a shockwave in a 10-ft. cone. One creature within this area is subject to a trip attempt with a +2 competence bonus that does not provoke attacks of opportunity. If her attack fails by 10 or more, she is not knocked prone instead. A creature proficient with warhammers is proficient with a gravity hammer.

Construction

Requirements Craft Technological Arms and Armor, graviton lab; **Craft** DC 25; **Cost** 2,015 gp

Gravity Maul

A gravity maul is a larger and more powerful version of the gravity hammer, and functions as such except for the differences listed here. Additionally, the shockwave generated by a gravity maul increases in size to a 15-ft. cone. A creature who is proficient with greatclubs is proficient with a gravity maul.

Construction

Requirements Craft Technological Arms and Armor,

graviton lab; **Craft** DC 25; **Cost** 2,050 gp

Laser Discus

This light-weight chakram has no sharpened edge. The wielder may activate a laser discus when thrown as a free action, causing the discus to burst into flame. Attacks from a laser discus resolve as touch attacks and deal 1d6 points of fire damage. This damage is not further modified by strength. Invisible objects and creatures can't be harmed by a laser discus. A character who is proficient with chakram is proficient with laser discuses.

Construction

Requirements Craft Technological Arms and Armor, military lab; **Craft** DC 23; **Cost** 150 gp

Neuron Pistol

The neuron pistol is the most common firearm amongst the femanx people. Its ability to deal a substantial amount of nonlethal damage is a valuable tool for keeping the peace, especially when dealing with unruly slaves or outsiders.

Construction

Requirements Craft Technological Arms and Armor, military lab; **Craft** DC 26; **Cost** 1,000 gp

Neuron Cannon

The neuron cannon is the most common military firearm, given its great stopping power as a riot-control weapon, capable of firing both lethal and nonlethal blasts of semisolid ectoplasm; changing between lethal and nonlethal attacks is a swift action. The neuron cannon fires has a 15-foot range increment when firing a single blast, or in a 15-foot cone. When firing the neuron cannon as a scatter weapon, each attack consumes 2 charges.

Construction

Requirements Craft Technological Arms and Armor, military lab; **Craft** DC 29; **Cost** 1,500 gp

Stun Staff

This lightweight and unadorned metal staff is covered with a layer of insulation along the center half of its six-foot-length. By activating a control in the center of the staff's length as a swift action, the wielder can generate a sudden electrical charge. When activating the stun staff, the wielder must decide how many charges she is consuming, to a maximum of 10.

The next creature damaged with the stun staff before the start of the wielder's next turn must make a Fortitude saving throw (DC = 10 + ½ the number of charges consumed by the attack) or be stunned for 1 round.

For example, if 2 charges are consumed, the target must succeed at a DC 11 Fortitude saving throw to resist the stun, but if all 10 charges are consumed in the attack, the DC to resist the effect is 15. A stun staff otherwise functions as a quarterstaff.

Construction

Requirements Craft Technological Arms and Armor, military lab; **Craft** DC 30; **Cost** 6,000 gp

Volt Net

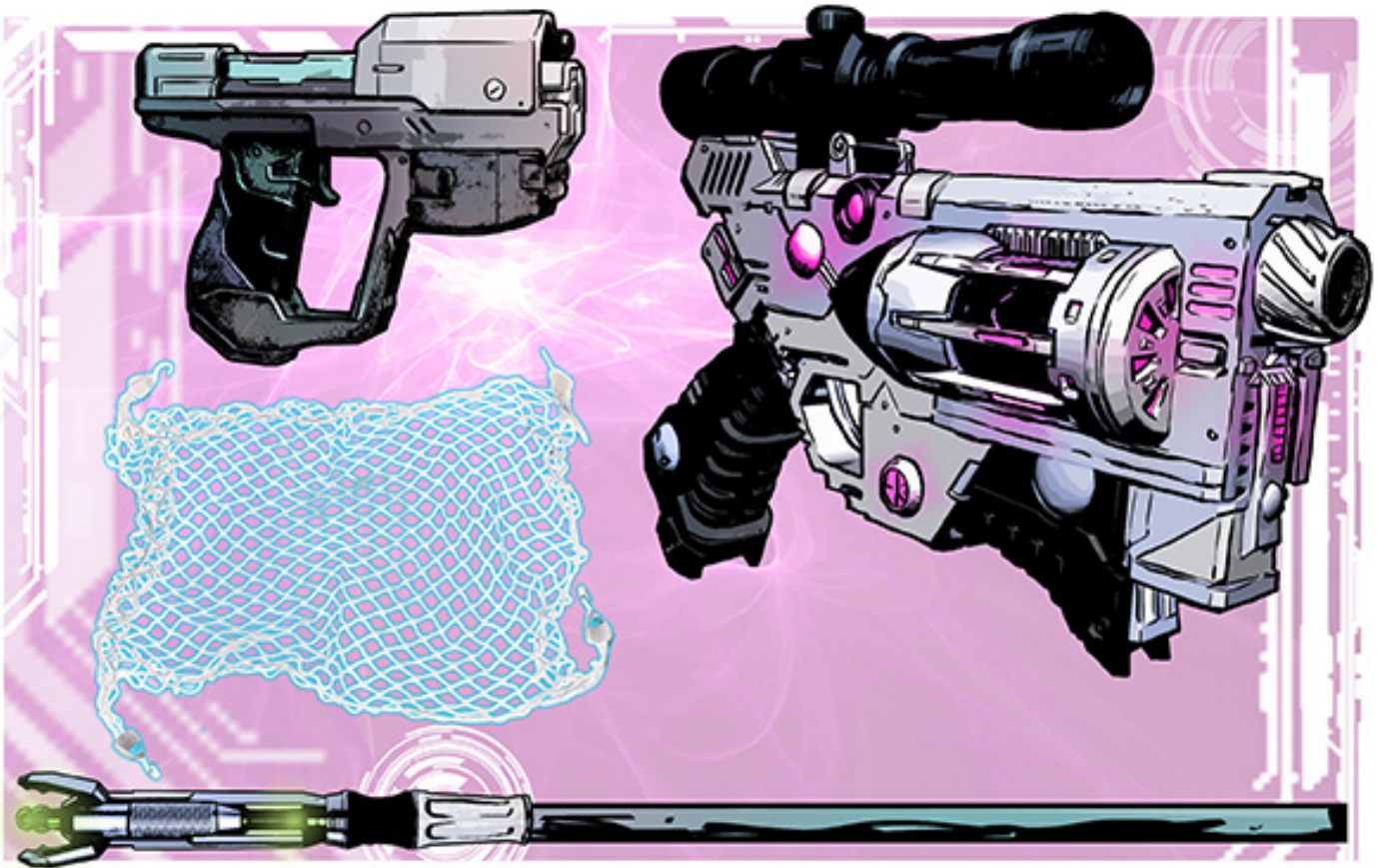
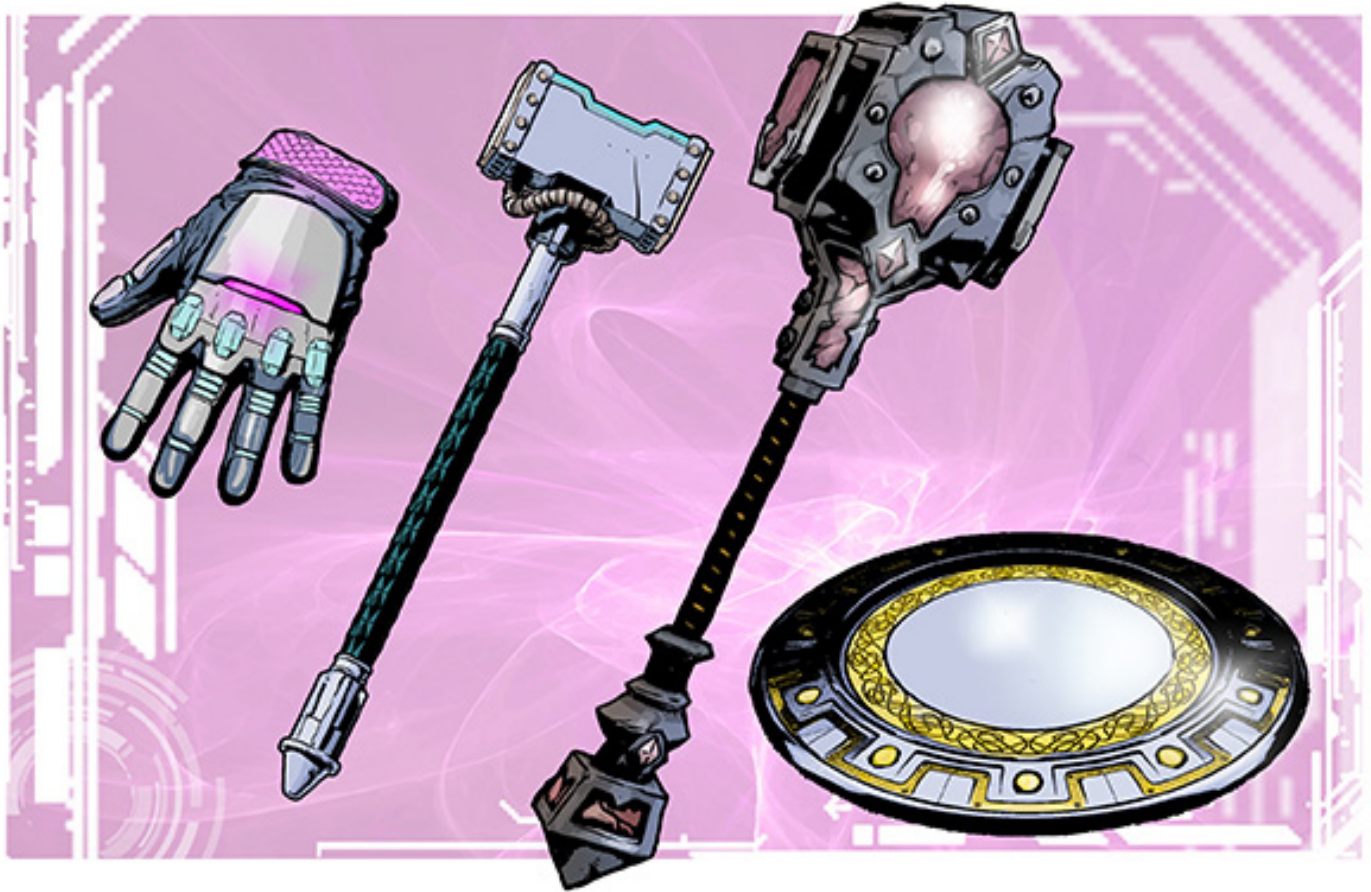
The wielder may activate a volt net as a free action when thrown. A creature entangled by a volt net takes 1d6 points of electricity damage in addition to suffering the normal penalties for being entangled. Each round at the beginning of your turn, a creature still entangled by the

volt net takes another 1d6 points of electricity damage. An entangled creature can escape with a DC 25 Escape Artist check or burst with a DC 25 Strength check. Each time a creature attempts to escape or burst a volt net (whether or not the attempt is successful), the creature suffers 1 point of electricity damage. The volt net remains active for up to 5 rounds before deactivating, but is immediately deactivated if burst. One deactivated, a volt net functions as a normal net. A character who is proficient with nets is proficient with a volt net.

Construction

Requirements Craft Technological Arms and Armor, military lab; **Craft** DC 24; **Cost** 150 gp

Simple Weapons	Price	Dmg. (M)	Crit.	Range	Capacity	Usage	Wt.	Type	Special
Unarmed Attacks									
Gravity Gauntlet	4,000 gp	1d3	x2	—	10	1 charge/round	2 lbs.	B	monk, see text
Martial Weapons	Price	Dmg. (M)	Crit.	Range	Capacity	Usage	Wt.	Type	Special
One-Handed Melee Weapons									
Gravity Hammer	4,030 gp	1d8	x2	—	20	5 charges	7 lbs.	B	see text
Two-Handed Melee Weapons									
Gravity Maul	4,100 gp	1d10	x3	—	20	5 charges	18 lbs.	B	see text
Stun Staff	2,050 gp	1d6/1d6	x2	—	10	5 charges	2 lbs.	B	double, monk, nonlethal, see text
Ranged Weapons									
Laser Discus	300	1d8	x2	30 ft.	1	Disposable	1 lb.	F	touch
Exotic Weapons	Price	Dmg. (M)	Crit.	Range	Capacity	Usage	Wt.	Type	Special
Ranged Weapons									
Volt Net	300 gp	special	—	10 ft.		Disposable	7 lbs.	—	see text
Firearms	Price	Dmg. (M)	Crit.	Range	Capacity	Usage	Wt.	Type	Special
One-Handed Ranged Weapons (Firearms)									
Neuron pistol	2,000 gp	2d6	x3	10 ft.	10	1	4 lbs.	B	nonlethal, slow-firing, touch
Two-Handed Ranged Weapons (Firearms) —									
Neuron cannon	3,000 gp	2d10	x2	special	20	varies	7 lbs.	B	nonlethal, scatter, slow-firing, touch



Top: Gravity Gauntlet, Gravity Mallet, Gravity Maul, Laser Disc

Bottom: Neuron Pistol, Neuron Cannon, Volt Net, Stun Staff

Technological Gear

The following are exotic technological gear that can be found within the Advent Imperiax.

Actor's Guise

Price 3,800 gp; **Slot** head and shoulders; **Weight** 3 lb.

Capacity 30; **Usage** 1 charge/minute

Description

Originally used as an alternative to actual costume changes, this lightweight hooded cloak is often used by those who wish to retain anonymity. An actor's guise displays an image of the desired form, including wardrobe. In order to display an image, an actor's guise must receive a still image from a camera or other device; the guise can retain memory of up to 10 separate images. Designed for actors in nonspeaking or background roles, an actor's guise does not change its facial features according to the wearer's mood, presenting only a fixed and emotionless visage, thus granting its wearer a +10 competence bonus on Bluff checks made to lie.

Construction

Requirements Craft Technological Item, production lab; **Craft** DC 22; **Cost** 1,900 gp

Energy Sustainment Pod

Price 33,000 gp; **Slot** none; **Weight** 850 lbs.

Capacity 20; **Usage** 1 charge/hour

Description

An energy sustainment pod allows for speedy recovery for multiple creatures. The inside of this vertically-standing capsule is lined with plush padding and a series of harnesses, capable of holding up to 4 Medium creatures or 1 Large creature. Once the system is activated, the pod quickly fills with a pale, odorless gas that eases any creatures inside into a deep, restful sleep. Despite lasting only 2 hours, this rest imparts a creature inside with the benefits of a full night's rest, including recovering hit points and ability damage, though this does not allow characters to regain use of daily abilities (such as preparing spells). A creature may benefit from this quickened rest up to four times in a single 24-hour period, but can remain suspended in rest indefinitely. Furthermore, a creature thus suspended may be granted life-sustaining nutrition and hydration through an intravenous line. A creature retains a semblance of consciousness during this period, and may choose to wake up at any time.

Construction

Requirements Craft Technological Item, medical lab; **Craft** DC 32; **Cost** 16,500 gp

FDS Checkpoint

Price 2,000 gp; **Slot** none; **Weight** 240 lbs.

Capacity 25; **Usage** 1 charge/hour

Description

Short for "fixed detection sentry", a FDS Checkpoint is a pair of stationary screeners typically placed in a doorway or other barrier. The primary use for this checkpoint is to detect a specific type of item or disturbance, determined by an installed FDS expansion card. The checkpoint consists of a pair of gates, measuring 5 feet by 6 inches with a control panel readout.

When a checkpoint detects an appropriate item or disturbance, it triggers one of two alarm types, determined by the creature operating the checkpoint. The standard alarm emits a high-pitched klaxon that persists until cancelled, and can be heard clearly by creatures within 200 feet.

The second alarm type, the silent alarm, responds only on the digital readout panel on the sentry's side of the checkpoint. Only one FDS expansion card can be installed in a single FDS checkpoint at a time; installing an expansion card is a standard action that provokes an attack opportunity. A FDS checkpoint only consumes charges when an expansion card is installed.

Construction

Requirements Craft Technological Item; **Craft** DC 25; **Cost** 1,000 gp

FDS Expansion Card

Price varies; Brown 1,000 gp; Black 1,000 gp; White 2,000 gp; Gray 2,000 gp; Green 2,000 gp; Red 2,000 gp; Blue 2,000 gp; Orange 8,000 gp; Prismatic 12,000 gp; **Slot** FDS checkpoint; **Weight** —

Capacity —; **Usage** —

Description

A FDS expansion card is a thin, palm-sized disc that may be inserted into a FDS checkpoint. Installing an expansion card is a standard action that provokes an attack opportunity. FDS expansion cards are color-coded items, and provide the following benefits.

- **Brown Expansion Card:** This expansion card detects magical items and auras.
- **Black Expansion Card:** This expansion card detects poison (including poisoned creatures).
- **White Expansion Card:** This expansion card detects diseased objects (including diseased creatures).
- **Gray Expansion Card:** This expansion card detects metallic objects.
- **Green Expansion Card:** This expansion card detects

living plants.

- **Red Expansion Card:** This expansion card detects radioactive material.
- **Blue Expansion Card:** This expansion card detects technological objects.
- **Orange Expansion Card:** This expansion card detects undead creatures.
- **Prismatic Expansion Card:** This expansion card detects invisible creatures or objects. This does not reveal, but merely detects the bending of light around invisible objects or creatures.

Construction	Craft	Cost
Brown	26	500 gp
Black	26	500 gp
White	27	1,000 gp
Gray	27	1,000 gp
Green	27	1,000 gp
Red	27	1,000 gp
Blue	27	1,000 gp
Orange	27	4,000 gp
Prismatic	28	6,000 gp

Construction

Requirements Craft Technological Item, production lab

Grenade, Tear Gas

Price 1,500 gp; **Slot** none; **Weight** 1 lb.

Capacity —; **Usage** disposable

Description

A potent chemical weapon, tear gas grenades are used by military forces as powerful riot control weapons. When a tear gas grenade detonates, it creates a 20-foot-radius, 10-foot-high, cloud of toxic fumes that persists for 5 rounds. The vapors obscures all sight beyond 5 feet, imparting concealment on all creatures within the cloud. The cloud does deals no damage, but any creature in the area who fails a DC 15 Fortitude save is blinded and nauseated as long as it remains in the cloud, and for 1d4 rounds after it leaves. Creatures who remain in the cloud for more than 1 round must make a second Fortitude save (at the same DC) or be blinded for 1d4 rounds.

Construction

Requirements Craft Technological Arms and Armor, military lab; **Craft** DC 20; **Cost** 750 gp

Obedience Collar

Price 9,000 gp; **Slot** neck; **Weight** 1 lb.

Capacity 20; **Usage** 1 charge

Description

This modified slave collar is used both as a torture device and a training tool for willful and dangerous slaves.

Activating the paired detonator sends a jolt of electricity coursing through the obedience collar, dealing 1d8 points of nonlethal damage to its wearer, who must then make a Fortitude saving throw (DC = 13 + the nonlethal damage dealt) or be stunned for 1 round.

Construction

Requirements Craft Technological Item, military lab;

Craft DC 24; **Cost** 4,500 gp

Sensory Attenuation Pod

Price 12,000 gp; **Slot** none; **Weight** 400 lbs.

Capacity 10; **Usage** 1 charge/hour

Description

This opaque horizontal tank can hold a single medium creature inside. When activated, the tank fills part-way with a solution of semisolid ectoplasm and water, supporting the full weight of the creature inside. The creature's head and limbs float on the surface of the ectoplasm, the rest of their body cocooned in the skin-temperature solution. The electromagnetic current within the shell of the sensory attenuation pod renders the creature inside blind and deaf so long as it remains inside the activated machine.

Often used by monks and other ascetics as a meditation and relaxation aid, a sensory attenuation pod can also be used as a torture device when utilized for extended periods of time, as it effectively strips the creature inside of two of its primary senses—a creature held within cannot hear so much as its own cries for help or mercy.

Construction

Requirements Craft Technological Item, production lab;

Craft DC 25; **Cost** 6,000 gp

Servant's Aspect, Golden

Price 18,500 gp; **Slot** head; **Weight** 1 lb.

Capacity 20; **Usage** 1 charge/hour

Description

A golden servant's aspect functions as a silver servant's aspect, but does not cover the wearer's mouth. A golden servant's aspect is often worn by servants whose tasks require them to speak to a variety of creatures. As a free action, the wearer can designate a language; this designation is independent of the ability shared by the silver servant's mask. Until the wearer designates a new spoken language or cancel's the mask's translation (a free action), the mask automatically translates the wearer's words into

the designated language.

Construction

Requirements Craft Technological Item, production lab;
Craft DC 25; **Cost** 9,250 gp

Servant's Aspect, Silver

Price 2,600 gp; **Slot** head; **Weight** 1 lb.

Capacity 20; **Usage** 1 charge/hour

Description

This delicately-engraved golden mask gives only the barest impression of a face. A silver servant's aspect translates all spoken words in the vicinity of the wearer into the language chosen by the wearer; the wearer can designate this language as a swift action. Typically worn by slaves and lowly servants, this mask has exposes the wearer's eyes and provides nostril holes through which the wearer can breathe, but provides no opening for the wearer to speak.

Construction

Requirements Craft Technological Item, production lab;
Craft DC 20; **Cost** 1,300 gp

Stasis Gurney

Price 25,000 gp; **Slot** none; **Weight** 150

Capacity 25; **Usage** 1 charge/hour

Description

This translucent coffin-esque stretcher completely encloses the creature within. An intricate control panel provides detailed medical information on the creature within, including heart and respiratory rate and the creature's general condition (dead, fragile, fighting off death, healthy, or undead), as well as any conditions affecting them. This detailed information grants any creature a +4 competence bonus on Heal checks to any creature providing aid to the creature within the gurney.

Should a fresh corpse be placed within the gurney (or a creature already within the gurney expire), the stasis gurney automatically and indefinitely preserves the body. This lasts only so long as the body remains within the gurney; should the body be removed, or the gurney runs out of power, it resumes its normal progression of decay after 1 hour.

Construction

Requirements Craft Technological Item, medical lab;
Craft DC 26; **Cost** 12,500 gp

Waste-Elimination Probe

Price 3,500 gp; **Slot** none; **Weight** 4 lbs.

Capacity 25; **Usage** 1 charge/hour

Description

This tiny silver sphere flies in a continuous and steady routine, scanning nearby homes, businesses, and other facilities for activated waste hoppers within a range of 200 feet. A waste-elimination probe has a fly speed of 20 feet (perfect maneuverability) and hardness 5/—. When a waste-elimination probe detects an activated hopper, it sends a message to its linked wastecarrier, which adds the location to its own lumbering route.

Waste-elimination probes are equipped with a silent alarm that alerts the wastecarrier should its programmed route be altered for a period of longer than one round. This alarm can be deactivated with a DC 25 Disable Device check, which prevents the probe from broadcasting its location.

Construction

Requirements Craft Technological Item, production lab;
Craft DC 24; **Cost** 1,750 gp

Waste Hopper

Price 2,000 gp; **Slot** none; **Weight** 50 lbs.

Capacity 30; **Usage** 1 charge/hour

Description

This plain 10-ft.-cube serves as a receptacle for waste chutes in residential areas. Once a waste hopper is full, it transmits its location to all waste-elimination probes within 1 mile. Larger waste hoppers can be found in industrial areas, designed for high-volume waste disposal.

Construction

Requirements Craft Technological Item, production lab;
Craft DC 22; **Cost** 1,000 gp

Psionic Items and Artifacts

The following are psionic items and artifacts that can be found within the Advent Imperiax. While still coveted by the citizens of the Imperiax, they are not restricted in the same way as their technological goods, and many are available for sale to outsiders.

Coat of Deft Avoidance

Aura moderate psychoportation; **ML** 7th

Slot chest; **Price** 7,550 gp; **Weight** 4 lbs.

Description

When worn, this lightweight black-and-grey coat shimmers faintly in the light. This reflection of light accentuates and exaggerates the wearer's movements, granting her a +5 competence bonus on Bluff checks made to feint and on Stealth checks. When the wearer's hit points would be reduced to 0 or fewer hit points by an attack or spell that normally deals half damage on a successful

Reflex save, the coat dissolves into a shield of ectoplasm and is destroyed, and she takes no damage from the attack or spell. If the wearer has a power pool, she can teleport herself to any spot within 100 feet as if manifesting the *dimension slide* power.

Construction

Requirements Craft Wondrous Item, *dimension slide*, *evade burst*, creator must have 5 ranks in the Bluff and Stealth skills; **Cost** 3,775 gp

Chromatic Suit

Aura moderate metacreativity and psychoportation; **ML** 7th

Slot armor; **Price** 43,000 gp; **Weight** 5 lbs.

Description

Thinly-woven crystalline fibers line this skintight suit, peculiarly reflecting light at odd angles. A *chromatic suit* functions as a +1 *gleaming prismatic scatterlight suit*. Once per day as an immediate action, when the wearer of a *chromatic suit* is grappled or pinned, she may command the armor to shed its crystalline fibers in a tangle of adhesive ectoplasm. The wearer loses the grappled or pinned condition and can teleport up to 15 feet away. In addition, the grappling creature must make a DC 15 Reflex saving throw or be suddenly entangled for 5 rounds by the sticky fibers. The elastic nature of the fibers renders them durable against pure physical force. The fibers have hardness 8 and 30 hit points, and can be burst with a DC 30 Strength check (a full-round action). The crystalline fibers reform in 24 hours. When a *chromatic suit* is in the process of regrowing its crystalline fibers (a process which takes 24 hours), it loses the *gleaming* special ability.

Construction

Requirements Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *ectoplasmic cocoon*, *concealing amphora*, *fold space*; **Craft** DC 32; **Cost** 21,500 gp

Grounding Fetters

Aura faint psychokinesis; **ML** 5th

Slot wrists; **Price** 2,600 gp; **Weight** 2 lbs.

Description

These bulky dark metal manacles punish their wearer for attempting to escape. *Grounding fetters* can be placed on the wrists or ankles of any Large or smaller helpless, restrained, or willing humanoid. *Grounding fetters* have hardness 20 and 30 hit points. They have a break DC of 28 and an Escape Artist DC of 35. Once per round, whenever the wearer fails an attempt to either break the



fetters or slip free using the Escape Artist skill, it takes 1d4 points of nonlethal damage and is knocked prone. A successful Reflex save (DC 11) halves this damage and prevents the wearer from being knocked prone. A creature wearing *grounding fetters* on both its wrists and ankles takes damage from each, but makes only a single saving throw (DC 13) to remain standing.

Construction

Requirements Craft Wondrous Item, *stomp*; **Cost** 1,300 gp

Howling Bolt

Aura faint metacreativity; **ML** 5th

Slot none; **Price** 120 gp; **Weight** 1/10 lb.

Description

This +1 *bolt* is tipped with a small tracer, and emits a steady high-pitched whine for 5 rounds once fired. If the *howling bolt* strikes a foe so that it would normally deal damage, it instead bursts into a mass of ectoplasmic goo that holds the tracer fast to the creature. The sound of a *howling bolt* is unmistakable, granting creatures a +20 bonus on Perception checks to detect the tracer's presence or that of the creature to which it is stuck. A creature can spend a full-round action to scrape off the ectoplasmic goo, or forcibly remove the tracer with a DC

12 Strength check (a standard action). The ectoplasmic goo crumbles to dry powder after 5 rounds, and the tracer falls to the ground and loses all power.

Construction

Requirements Craft Magic Arms and Armor, *create sound, entangling ectoplasm*; **Cost** 60 gp

Legionnaire's Raiment

Aura moderate telepathy; **ML** 6th

Slot armor; **Price** 13,800 gp; **Weight** 5 lbs.

Description

This +1 *linked femanx skinsuit* is favored by mobile femanx scouts and soldiers. In addition to the protection from the ravages of cold environments, those wearing a *legionnaire's raiment* are capable of sharing their expertise with their allies. Once per day as a standard action, the wearer can grant a single psionic or metapsionic feat that she possesses to an ally wearing another *legionnaire's raiment* within 30 feet with who she an active *mindlink*. The ally retains use of this feat for 1 minute, and does not need to meet the prerequisites of this bonus feat. The ally loses access to this feat should they move further than 60 feet from the wearer, or should the *mindlink* between the two end.

Construction

Requirements Craft Magic Arms and Armor, Craft Technological Arms and Armor, production lab, *feat leech, mindlink*; **Craft** DC 25; **Cost** 6,900 gp

Mesmers' Circlet of Authority

Aura moderate telepathy; **ML** 11th

Slot head; **Price** 16,000 gp; **Weight** 1 lb.

Description

Fashioned of elegantly-wrought silver wires, this circlet is inset with five glimmering sapphires. When the circlet's wearer manifests a psionic power from the telepathy discipline, she increases the DC of that power's saving throw by 1.

In addition, the wearer of a *mesmers' circlet of authority* may tap into the raw telepathic energy stored with an inset sapphire as a standard action. When the wearer uses a sapphire in this way, she may ask of a single creature a favor (as the *compelling voice* power, DC 15 Will save). Once she does, the sapphire loses its luster and falls from the circlet, a worthless and blackened stone. Whenever a creature who succumbs has succumbed to the wearer's request completes its task—or should six hours pass—the creature must make a second DC 15 Will save or forget the circlet's wearer requesting a favor. The creature does not forget any actions it took to accomplish that fa-

vor, only why it was doing so in the first place. Once the fifth sapphire's power has been used, the circlet breaks into a useless collection of silver strands worth 75 gp. A circlet found with missing sapphires has its price reduced appropriately; each gem is worth 1,500 gp.

Construction

Requirements Craft Wondrous Item, *compelling voice, memory modification*; **Cost** 83000 gp

Mindbleeder

Aura strong clairsentience; **ML** 15th

Slot none; **Price** 50,455 gp; **Weight** 1 lb.

Description

The blade of this +2 *psibane adder blade* grows dark with malevolent energy when within 15 feet of a psionic creature. When the wielder of a *mindbleeder* scores a critical hit against a psionic creature, that creature takes an additional 2 points of bleed damage. Each round that a psionic creature suffers bleed damage from this weapon, it bleeds out 1d3 power points.

An affected creature can make a DC 16 Will save each round to reduce this to negate the loss of power points, but continues to bleed out power points each round until the creature stops bleeding or 5 rounds have passed (whichever comes first).

Construction

Requirements Craft Magic Arms and Armor, *bend reality, detect psionics, power leech*; **Cost** 25,250 gp

Periapt of Psychic Impressions

Aura moderate clairsentience; **ML** 7th

Slot neck; **Price** 3,600 gp; **Weight** —

Description

This dull crystal periapt does not reflect light from nearby sources, but emits a soft glow all its own. By focusing on the periapt (a move action), the wearer may cause the crystal to glow in correspondence with the number of psionic creatures within 90 feet, according to the following list of colors. The wearer may choose whether or not to include itself in this detection.

- **Red:** 1 creature.
- **Orange:** 2-3 creatures.
- **Yellow:** 4-7 creatures.
- **Green:** 8-15 creatures.
- **Blue:** 16-31 creatures.
- **Violet:** 32 and more creatures.

Three times per day, the wearer can learn the strength and location of each aura within a 90-foot radius, as if

the user had concentrated for 3 rounds while using *detect psionics*.

Construction

Requirements Craft Wondrous Item, *detect psionics*;

Cost 1,800 gp

Photosynesthete

Aura moderate psychometabolism; **ML** 7th

Slot none; **Price** 750 gp; **Weight** —

Description

Anyone who drinks this thick yet cloyingly-sweet cobalt liquid becomes blinded and sickened for 2d4 rounds. A DC 14 Fortitude save reduces this duration to 1d4 rounds.

Thereafter, the target gains a +6 circumstance bonus on all visual perception checks for 1 hour. Additionally, the target gains fast healing 2 for 5 minutes; this fast healing only functions when the target is in an area of bright light. Incredibly potent, each dose of photosynesthete confers a cumulative -2 penalty on all saving throws against all light type effects for the next 24 hours.

Construction

Requirements Craft Wondrous Item, *metamorphosis, synesthete*; **Cost** 375 gp

Shunting Shield

Aura faint clairsentience; **ML** 5th

Slot shield; **Price** 26,600 gp; **Weight** 1 lb.

Description

The translucent barrier generated by this +2 *hard light shield* possesses a stronger curvature than most shield of its type, allowing its bearer to deflect incoming attacks. Three times per day as an immediate action, the bearer of a *shunting shield* can manifest the *sidestep* power, using the shield to push the incoming attack safely away. If she so chooses, the bearer can move up to ten feet as a free action that doesn't provoke attacks of opportunity. She must end her movement adjacent to the attacking creature.

Construction

Requirements Craft Magic Arms and Armor, Craft Technological Arms and Armor, graviton lab, *burst, sidestep*; **Craft** DC 27; **Cost** 13,300 gp

Snatching Sledge

Aura faint psychoportation; **ML** 5th

Slot none; **Price** 20,100 gp; **Weight** 18 lbs.

Description

The head of this +2 *gravity maul* constantly emits a faint hum. Whenever the wielder scores a critical hit with

a *snatching sledge*, she may expend 5 charges from the weapon to attempt a steal combat maneuver against an item in the possession of the creature damaged. This maneuver does not provoke attacks of opportunity.

Construction

Requirements Craft Magic Arms and Armor, Craft Technological Arms and Armor, Greater Steal or *gravitational anchor*, graviton lab; **Craft** DC 25; **Cost** 10,050 gp

Terror Engine (Major Artifact)

Aura strong telepathy; **ML** 20th

Slot none; **Weight** 6,400 lbs.

Description

This imposing monolith, 25 feet tall, 10 feet on each side, rises to a sharp conical point. Its surface is completely smooth to touch, and reflects no trace of light whatsoever. Any attempt to attack the *Terror Engine* is thwarted, its solid form immune to all forms of physical damage. All items, effects, supernatural abilities, and spell- or psi-like abilities cease to function while within 40 feet of the *Terror Engine*. Even when within 100 feet of the monolith, all such items and effects have a 50% to simply not function every round.

In addition, the *Terror Engine* emits a deep and dolorous hum that resonates telepathically with all creatures within 100 feet, filling them with mad whisperings of suffering and the ecstasy of agony. A creature who makes a successful DC 25 Will saving throw DC 25 is shaken while within 100 feet of the *Terror Engine* and for 1d4 hours afterward. Failure means a character is unable to ignore the voices in its head, and is frightened while within a similar area and for 10 minutes afterward. When a creature moves within 70 feet of the *Terror Engine*, the telepathic connection with the *Terror Engine* tightens its hold on the creature's psyche, forcibly digging through their memories. Each creature must make a DC 30 Will save or be panicked for 1 round. A successful saving throw reduces this to dazed for 1 round. Creatures who remain in this area must make this save at the beginning of each round.

When a creature moves within 40 feet of the *Terror Engine*, it cowers in fear for 1d4 rounds (no save) as the worst of its memories and fears (real or imaginary) play out in the clearest detail. Once the creature regains control of its body, it is nauseated so long as it remains within 40 feet of the *Terror Engine*. Creatures who remain in this area must make a DC 40 Will save at the beginning of each round or be stunned for 1 round as the engine forces the creature to relive its most tortured

moments.

So long as a creature touches the *Terror Engine*, it is immune to any shaken, frightened, panicked, or cowering condition caused by the engine. While doing so, the creature can tap into the monolith's telepathic bond as a full-round action, viewing the extracted memories of any single creature currently within 70 feet of the *Terror Engine*.

The effects caused by the *Terror Engine* are mind-affecting fear effects, and can affect even those normally immune to mind-affecting or fear effects (or both). However, such creatures gain a +10 bonus on their Will saves to resist these effects.

Destruction

If a creature touching the monolith examines the extracted memories of six living creatures standing within 40 feet of the engine over the course of six consecutive rounds, and can find no trace of fear among any of them, the *Terror Engine* loses its immunity to physical damage for 1 minute, and can be shattered by any attack that deals at least 1 point of damage.

History

Terror Engine is a remnant of an era long past, the details of which are lost to even the femanx's detailed history. It is unknown whether the monolith was crafted by femanx hands, or if it was ever crafted at all. One legend states that the monolith was discovered on the surface of a dead world, surrounded by thousands of dead and dying creatures. Whatever its origin, the *Terror Engine* has been used by femanx Questioners as a device of torture and interrogation thousands of years.

Velocity Treads

Aura faint psychometabolism; **ML** 4th

Slot feet; **Price** 11,600 gp; **Weight** 1 lb.

Description

These tall form-fitting boots grant the wearer a +10 foot enhancement bonus to her base land speed. In addition to this movement bonus, these treads grant the wearer a powerful burst of speed. Three times per day as a free action, the wearer of *velocity treads* can grind her heels into the ground, granting herself a burst of speed, allowing her to move up to three times her speed when charging.

Construction

Requirements Craft Wondrous Item, *burst*, *hustle*; **Cost** 5,800 gp

Vehicles

Vehicles produced in the Advent Imperiax use specialized propulsion devices, relying on advanced field technology rather than finicky alchemical engines or magical power sources.

Repulsor-Field: Several femanx vehicles use repulsor-field engines to operate. Powered by anti-gravity technology, a vehicle with a repulsor-field engine requires either a Knowledge (engineering) or Profession (driver or pilot) check to be driven. The base DC to drive a vehicle powered by repulsor-fields is 5 higher than normal. This DC increases by an additional +10 when being piloted by a creature from outside the Advent Imperiax, or that is otherwise unfamiliar with such technology.

Vehicles powered by a repulsor-field engine use a complex control panel (consisting of a throttle and at least one flight stick. A driving device for such a vehicle has AC 10, 30 hit points, and hardness 10. Larger vehicles may contain multiple driving devices (in the case of both a pilot and copilot). Repulsor-field engines have 30 hit points per square and hardness 10. The engine can be disabled, and is considered an extreme hi-tech device. Repulsor-lift engines are fueled by semisolid ectoplasm. Each square of engine can support up to 300 gp worth of such fuel at a single time.

When a driver makes a driving check to control a vehicle powered by repulsor-fields with either a Wisdom check or a skill he is not trained in and rolls a natural 1, he temporarily loses control of the vehicle. To determine the exact nature of this mishap, consult the following table. Such vehicles cannot exceed a certain height (specific for each vehicle) above the ground without becoming unstable. Each round that a vehicle remains at such a height, roll on the mishap table, ignoring any "5" or "6" results.

Table: Repulsor Field Engine Mishaps

D6	Mishap
1	Sudden Acceleration: Roll 1d8. The vehicle's speed increases by the result x 5 feet. This speed can exceed the vehicle's normal maximum speed for 1d4 rounds. During this time, all driving checks are 10 higher than normal.
2	Sudden Deceleration: Roll 1d8. The vehicle's speed decreases by the result x 5 ft. This speed can reduce the vehicle's movement to a standstill. Unattended objects and creatures in the vehicle must make a DC 15 Reflex save or fall prone.

3	Sudden Bank: Roll 1d8. Count around the vehicle in a clockwise direction (1 = Directly ahead of the vehicle, 5 = The vehicle's rear). The vehicle violently turns to face this direction.
4	Sudden Drop in Altitude: Roll 1d8. The vehicle's altitude drops by the result x 5 feet. If the vehicle strike the ground or another solid object, it suffers falling damage as normal (ignoring hardness). Any occupants inside the vehicle suffer half the damage dealt to the vehicle.
5	Sudden Increase in Altitude: Roll 1d8. The vehicle's altitude increases by the result x 5 feet. If this increase in altitude pushes the vehicle into unsafe altitude, roll once on this table, ignoring any "5" or "6" results.
6	Major Mishap: Roll twice more, ignoring any "6" results.

LostHome Otyugh-Class Gunship

Gargantuan air vehicle

Squares 18 (15 ft. by 15 ft.; 10 feet high); **Cost** 180,000 gp

Defense

AC 6; **Hardness** 10

hp 360 (179)

Base Save +3

Offense

Maximum Speed 120 ft.; **Acceleration** 60 ft.; **Maximum Height** 1,000 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

Description

This squat airship roughly resembles an otyugh. Three legs support the craft, and three tentacle-esque appendages extend from the center of mass. The centermost "tentacle" contains a camera, while those on either side contain powerful spotlights. Otyugh-class gunships are primarily used as security patrols and close-air support for the cities of the Advent Imperiax, though they are ready to be sortied to quickly quell any attack upon the populace.

The cockpit's cover lifts upward and outward, allowing the pilot to step directly into her seat. The gunship's control panel includes an integrated commset, which allows the pilot to communicate both with other ships and with creatures outside the ship via external speakers.

The cockpit only large enough for a single pilot and a small supply of emergency gear (including survival rations, emergency raft, and shelter).

Propulsion repulsor-field (3 squares of repulsor-field engines on the gunship's bottom, 3 on the rear; hardness 10, hp 180)

Power Source It costs 100 gp in semisolid ectoplasm to fuel 1 hour of activity.

Driving Check Knowledge (engineering) or Profession (pilot) +5 to the DC Forward Facing the gunship's forward

Driving Device control panel

Driving Space the forward-most square of the gunship
Crew 1

Weapons 1 forward-facing grenade launcher (cannot be swiveled).

Palanquin, Light (Sedan Chair)

Large land vehicle

Squares 2 (5 ft. by 10 ft.; 6 feet high); **Cost** 75 gp

Defense

AC 9; **Hardness** 5

hp 30 (14)

Base Save +0

Offense

Maximum Speed twice the speed of the carrying creatures -10 ft.; **Acceleration** the speed of the carrying creatures -5 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This covered litter can transport a single person. Two sets of poles, extending from both the front and rear, provide handles for the vehicle's carriers. The sedan chair's roof can carry 100 pounds of cargo. This palanquin's price is representative of a plain wooden vehicle without ornamentation. More expensive options exist, such as lacquered paneling, silk cushions, and lace curtains. The cost of these palanquins should reflect their ostentatious appearance and comforts.

Propulsion muscle (carried; 2 Medium creatures)

Driving Check Diplomacy or Intimidate

Forward Facing the palanquin's forward

Driving Device n/a

Driving Space the most forward square of the palanquin
Decks 1

Palanquin, Heavy (Entertainer's Sedan)

Large land vehicle

Squares 4 (10 ft. by 10 ft.; 6 feet high); **Price** 150 gp

Defense

AC 9; **Hardness** 5

hp 60 (29)

Base Save +0

Offense

Maximum Speed twice the speed of the carrying creatures -10 ft.; **Acceleration** the speed of the carrying creatures -5 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This covered litter can comfortably transport two medium-sized creatures or a single large creature. Most such palanquins include privacy curtains and space for refreshments. Two sets of poles, extending from both the front and rear, provide handles for the vehicle's carriers. The sedan chair's roof can carry 200 pounds of cargo. As with the sedan this, this palanquin's price is representative of a plain wooden vehicle without ornamentation.

Propulsion muscle (carried; 4 Medium creatures or 2

Large creatures)

Driving Check Diplomacy or Intimidate

Forward Facing the palanquin's forward

Driving Device n/a

Driving Space the most forward square of the palanquin

Decks 1

Repulsor Sled

Large land vehicle

Squares 3 (5 ft. by 15 ft.; 4 feet high); **Cost** 16,000 gp

Defense

AC 9; **Hardness** 10

hp 60 (29)

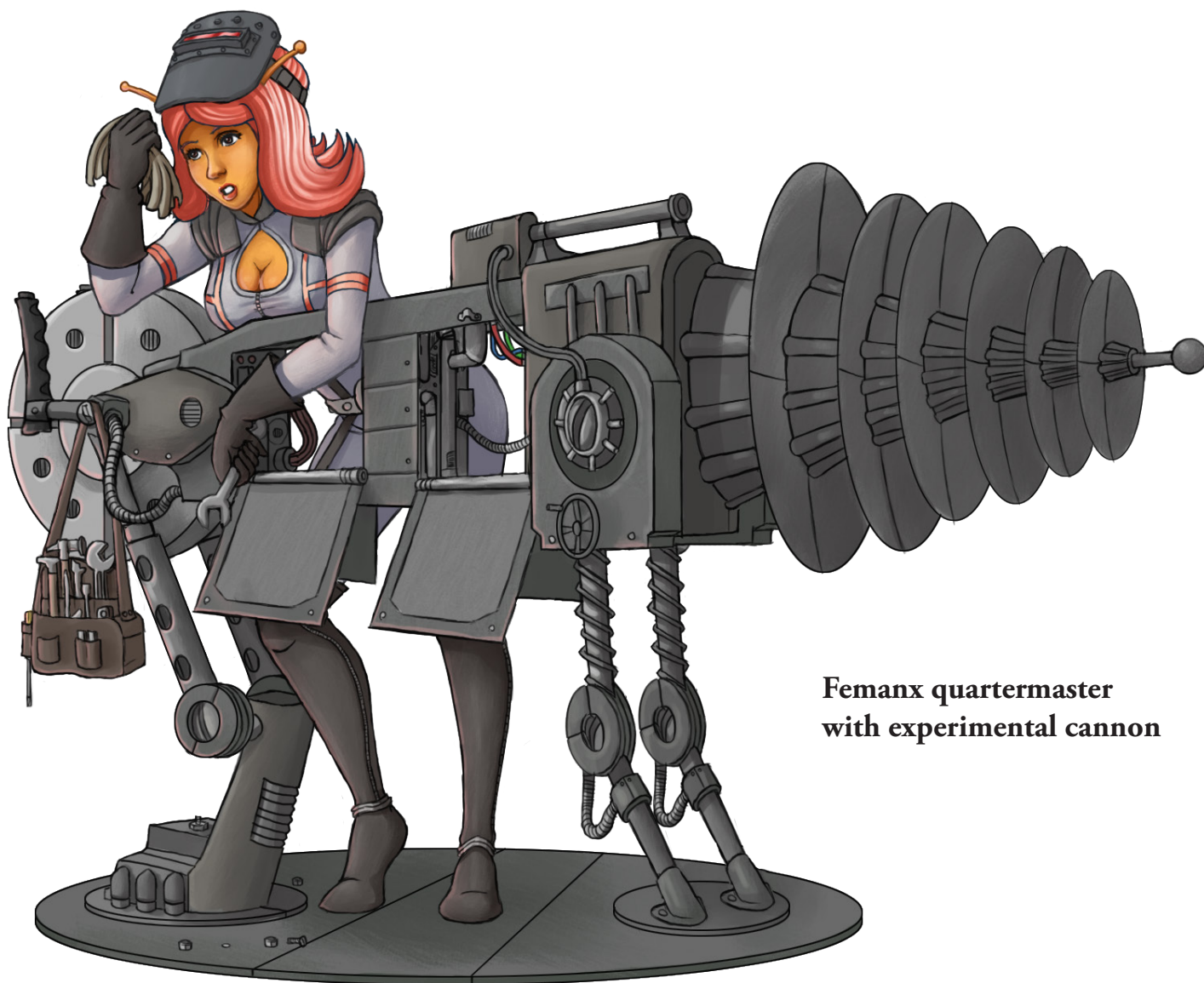
Base Save +2

Offense

Maximum Speed 20 ft.; **Acceleration** 10 ft.; **Maximum Height** 10 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8



Femanx quartermaster
with experimental cannon

Description

The lightest of the femanx repulsor-field vehicles, the repulsor sled was constructed for urban transport. The sled consists of a driver's station and a level bed with two-foot-tall sides and no roof. The sides can be lowered to the ground to serve as a ramp for easier loading of goods. The driver of sled typically stands, though a seat may be attached for the elderly or infirm. Similarly, up to two seats may be installed in the bed, transforming the repulsor sled into a slow but reliable transport for citizens. In addition to their slow movement, repulsor sleds must remain close to the ground, and must remain over a solid surface in order to operate. Repulsor sleds can operate over open air or water for a maximum of 1d4+1 rounds before coming to a complete stop.

Propulsion repulsor-field (1 square of repulsor-field engines in the front of the vehicle; hardness 10, hp 30)

Power Source It costs 10 gp in semisolid ectoplasm to fuel 1 hour of activity.

Driving Check Knowledge (engineering) or Profession (driver) +5 to the DC

Forward Facing the repulsorsled's forward

Driving Device control panel

Driving Space the most forward square of the repulsorsled

Crew 1

Cargo The repulsorsled's bed can carry 800 pounds of cargo or two passengers.

Wastecarrier

Colossal air vehicle

Squares 64 (20 ft. by 20 ft.; 20 feet high); **Cost** 80,000 gp

Defense

AC 2; **Hardness** 10

hp 1,280 (639)

Base Save +0

Offense

Maximum Speed 40 ft.; **Acceleration** 20 ft.; **Maximum Height** 100 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

Description

This lumbering cube is primarily used for large-scale garbage collection. Save for the space allocation for the two drivers and the repulsor-lift engines on the bottom of the vehicle, the wastecarrier's interior is dedicated to storage. Both the rear and top of the wastecarrier can be independently opened, depending on the purpose of the

individual vehicle.

A wastecarrier's control panel can be linked with up to two dozen waste-elimination probes, each of which relays its coordinates to the associated craft.

Propulsion repulsor-field (8 squares of repulsor-field engines one either side of the wastecarrier's bottom; hardness 10, hp 240)

Power Source It costs 150 gp in semisolid ectoplasm to fuel 1 hour of activity.

Driving Check Knowledge (engineering) or Profession (pilot) +5 to the DC

Forward Facing the wastecarrier's forward

Driving Device control panel

Driving Space the four forward squares at the base of the wastecarrier

Crew 1-2

Cargo 40 tons

Common Equipment Available

Most of the items below can be found on the Porphyra wiki at porphyra.wikidot.com or on the d20pfsrd.com.

Alien Weapons

Weapon	Price
Adder Blade	45 gp
Jhoila Branch	40 gp
War Talon	35 gp
Willow Spear	75 gp

Cybertech

Cybertech Arm Slot	
Cybertech	Price
Cybernetic arm	4,750 gp
Brain Slot Cybertech	
Skills slot	2,000 gp
Eyes Slot Cybertech	
Cybernetic eyes	4,000 gp
Head Slot Cybertech	
Cranial bomb	4,500 gp
Legs Slot Cybertech	
Cybernetic legs	8,500 gp
Body Slot Cybertech	
Cyberart	100 gp

Pharmaceutical

Pharmaceutical	Price
Baseline	2,250 gp
Cardioamp	4,550 gp
Cureall	1,400 gp
Hemochem (Grade I)	250 gp
Hemochem (Grade II)	500 gp
Hemochem (Grade III)	750 gp
Hemochem (Grade IV)	1,000 gp
Hemochem (Grade V)	1,250 gp
Hype	250 gp
Torpinal	300 gp
Vive	200 gp
Zortaphen	2,250 gp

Technological Armor

Name	Price
AXOS Suit	8,000 gp
Chameleon suit	15,000 gp
Femanx Skinsuit	500 gp
Gravity suit	40,000 gp
Hard light shield	6,400 gp
HEV suit	61,000 gp
Innsuit	19,250 gp
Scatterlight suit (brown)	100 gp
Scatterlight suit (black)	150 gp
Scatterlight suit (white)	200 gp
Scatterlight suit (gray)	700 gp
Scatterlight suit (green)	1,000 gp
Spacesuit	90,000 gp

Technological Weapons

Name	Price
Arc pistol	10,000 gp
Arc rifle	20,000 gp
Autograpnel	4,000 gp
Chainsaw	2,700 gp
Dart gun	3,000 gp
EMP pistol	12,000 gp
EMP rifle	24,000 gp
Flare gun	300 gp
Gravity gauntlet	4,000 gp
Gravity hammer	4,030 gp

Gravity maul	4,100 gp
Gravity pistol	95,000 gp
Gravity rifle	165,000 gp
Laser discus	300 gp
Laser pistol	10,000 gp
Laser rifle	20,000 gp
Laser torch	6,000 gp
Mindrender	56,000 gp
Monowhip	70,000 gp
Neuron pistol	2,000 gp
Neuron cannon	3,000 gp
Sonic pistol	13,000 gp
Sonic rifle	26,000 gp
Stun baton	5,000 gp
Stun gun	3,000 gp
Stun staff	2,050 gp
Volt Net	300 gp
Zero pistol	10,000 gp
Zero rifle	20,000 gp

Technological Gear

Access and Locks	Price
Access card (brown)	3 gp
Access card (black)	10 gp
Access card (white)	40 gp
Access card (gray)	90 gp
Access card (green)	160 gp
Access card (red)	250 gp
Access card (blue)	360 gp
Access card (orange)	490 gp
Access card (prismatic)	1,000 gp
E-pick (brown)	30 gp
E-pick (black)	100 gp
E-pick (white)	400 gp
E-pick (gray)	900 gp
E-pick (green)	1,600 gp
E-pick (red)	2,500 gp
E-pick (blue)	3,600 gp
E-pick (orange)	4,900 gp
E-pick (prismatic)	10,000 gp
Lock coder (brown)	600 gp
Lock coder (black)	2,000 gp
Lock coder (white)	8,000 gp

Lock coder (gray)	18,000 gp
Lock coder (green)	32,000 gp
Lock coder (red)	50,000 gp
Lock coder (blue)	72,000 gp
Lock coder (orange)	98,000 gp
Lock coder (prismatic)	200,000 gp

Batteries and Power

Name	Price
Battery	100 gp
Power cable	500 gp
Power receiver	5,000 gp

Grenades and Explosives

Name	Price
Arc grenade	750 gp
Bang grenade	250 gp
Concussion grenade	750 gp
Cylex	3,600 gp
Detonator	500 gp
EMP grenade	750 gp
Flash grenade	750 gp
Flechette grenade	750 gp
Fragmentation grenade	750 gp
Gravity grenade	2,250 gp
Inferno grenade	750 gp
Plasma grenade	1,600 gp
Soft grenade	750 gp
Sonic grenade	1,000 gp
Tear gas grenade	750 gp
Zero grenade	750 gp

Implants, Medical Devices, and Nanotech

Name	Price
Chemalyzer	2,500 gp
Clonepod	60,000 gp
Filter mask	4,500 gp
Goo tube	6 gp
Medlance	500 gp
Nanite canister	500 gp
Nanite hypogun (brown)	1,000 gp
Nanite hypogun (black)	6,000 gp
Nanite hypogun (white)	15,000 gp

Nanite hypogun (gray)	28,000 gp
Neurocam	36,000 gp
Skillchip (mark I)	400 gp
Skillchip (mark II)	1,600 gp
Skillchip (mark III)	3,600 gp
Skillchip (mark IV)	6,400 gp
Skillchip (mark V)	10,000 gp
Trauma pack	1,500 gp
Trauma pack plus	11,250 gp
Veemod (brown)	200 gp
Veemod (black)	400 gp
Veemod (white)	2,500 gp
Veemod (gray)	6,000 gp
Veemod (green)	10,000 gp
Veemod (red)	12,000 gp
Veemod (blue)	20,000 gp
Veemod (orange)	30,000 gp
Veemod (prismatic)	50,000 gp
Veemod goggles	1,000 gp

Other Tools and Accessories

Name	Price
Camera	3,000 gp
Chipfinder (brown)	500 gp
Chipfinder (black)	3,000 gp
Chipfinder (white)	7,500 gp
Chipfinder (gray)	14,000 gp
Chipfinder (green)	22,500 gp
Commset	6,000 gp
Emergency beacon	900 gp
Emergency shelter	18,000 gp
Fire extinguisher	6,000 gp
Flashlight	30 gp
Force field (brown)	4,000 gp
Force field (black)	20,000 gp
Force field (white)	40,000 gp
Force field (gray)	60,000 gp
Force field (green)	80,000 gp
Grippers	100 gp
Hologram generator (brown)	500 gp
Hologram generator (black)	1,000 gp
Hologram generator (white)	2,000 gp
Hologram generator (gray)	4,000 gp

Hologram generator (green)	30,000 gp
Inertial dampening belt	10,000 gp
Ion tape	100 gp
Jetpack	18,000 gp
Laser sight	8,000 gp
Lighter	10 gp
Magboots	5,000 gp
Motion tracker	10,000 gp
Quantum box	40,000 gp
Radiation detector	2,000 gp
Robojack	30,000 gp
Signal booster	9,000 gp
Signal jammer	10,000 gp
Tracker chip	500 gp
Zipstick	20 gp

Much of the technology in the Advent Imperiax is very advanced. Mundane adventuring gear listed below should be reflavored by players and gms to have a more science fiction serial-type aesthetic.

Adventuring Gear

Item	Price
Alchemist's kit	40 gp
Area map	50 gp
Astrolabe	1,000 gp
Backpack, common	2 gp
Backpack, masterwork	50 gp
Bandolier	5 sp
Banner	1–20 gp
Barbarian's kit	9 gp
Bard's kit	41 gp
Belt pouch	1 gp
Blue book	5 gp
Book of letters	50 gp
Caltrops	1 gp
Cavalier's kit	23 gp
Chain (10 ft.)	30 gp
Chest, small	2 gp
Chest, medium	5 gp
Chest, large	10 gp
Chest, huge	25 gp
Chirurgeon's kit	400 gp
Chronicler's kit	40 gp

Coffee pot	3 gp
Compass	10 gp
Cypher books	150 gp
Earplugs	3 cp
Entertainer's kit	5 sp
Familiar satchel	25 gp
Fighter's kit	9 gp
Flask	3 cp
Gambler's kit, common	75 gp
Gambler's kit, cheating	300 gp
Gear maintenance kit	5 gp
Grappling arrow	1 gp
Grappling hook, mithral	1,001 gp
Grooming kit	1 gp
Gunslinger's kit	26 gp
Gunsmith's kit	15 gp
Hammock	1 sp
Heritage book	50 gp
Hip flask	1 gp
Hollowed pommel	
Journal	10 gp
Magus's kit	22 gp
Manacles, common	15 gp
Manacles, masterwork	50 gp
Manacles, mithral	1,000 gp
Mirror	10 gp
Mock armor	90 gp
Monk's kit	8 gp
Perfume/cologne	5 gp
Poison pill ring	+20 gp
Poisoning sheath	50 gp
Ranger's kit	9 gp
Riding kit, exotic mount	36 gp
Rogue's kit	50 gp
Scroll box	5 gp
Scroll case	1 gp
Signal horn	1 gp
Signal whistle	8 sp
Signet ring	5 gp
Silent whistle	9 sp
Skeleton key	85 gp
Smoked goggles	10 gp
Sorcerer's kit	8 gp

Spider's silk rope (50 ft.)	100 gp
Stationery	1 gp
Summoner's kit	8 gp
Tattoo	1 cp–20 gp
Traveler's dictionary	50 gp
Waterproof bag	5 sp
Waterskin	1 gp
Weapon cord	1 sp
Whetstone	2 cp
Wire saw, adamantine	150 gp
Witch's kit	21 gp
Wizard's kit	21 gp
Wrist sheath	1 gp

Tools and Skill Kits

Item	Price
Alchemist's lab	200 gp
Alchemy crafting kit	25 gp
Antidote kit	100 gp
Artisan's tools, common	5 gp
Artisan's tools, masterwork	55 gp
Climber's kit	80 gp
Disguise kit	50 gp
Forger's Kit	200 gp
Formula book	15 gp
Healer's kit	50 gp
Mapmaker's kit	10 gp
Masterwork tool	50 gp
Merchant's scale	2 gp
Musical instrument, common	5 gp
Musical instrument, masterwork	100 gp
Portable alchemist's lab	75 gp
Portrait book	10 gp
Spell component pouch	5 gp
Spellbook	15 gp
Stretcher	1 gp
Surgeon's tools	20 gp
Symptom kit	25 gp
Thieves' tools, common	30 gp
Thieves' tools, masterwork	100 gp
Traveling formula book	10 gp
Traveling spellbook	10 gp
Veterinarian's kit	10 gp

Pets and Familiars

Animal	Price
Badger	15 gp
Cat	3 cp
Cat, hunting	100 gp
Dog, lap	15 gp
Fox	8 gp
Lizard	5 cp
Owl	10 gp
Parrot	50 gp
Pseudodragon	200 gp
Rabbit	2 gp
Raccoon	5 gp
Rat	1 cp
Raven	2 gp
Snake, constrictor	5 gp
Turtle	3 gp
Weasel	2 gp

Guard and Hunting

Animals Animal	Price
Cat, Small	100 gp
Falcon	40 gp
Hawk	18 gp
Owl	20 gp
Pseudodragon	200 gp

Mounts

Animal	Price
Otyugh (combat trained)	2,000 gp

Animal Related Gear

Animal	Price
Barding	
Medium creature	×2 armor price
Large creature	×4 armor price
Bit and bridle	2 gp
Falconry gauntlet	10 gp
Feed (per day)	5 cp
Saddle (exotic)	
Military	60 gp
Pack	15 gp
Riding	30 gp

Saddlebags	4 gp
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Clothing

Item	Price
Artisan's outfit	1 gp
Brooch	Varies
Caul	10–100 gp
Cold-weather outfit	8 gp
Courtier's outfit	30 gp
Decorative trim	1 sp–50 gp
Entertainer's outfit	3 gp
Furs	12 gp
Hennin	10–100 gp
Jewelry	Varies
Mask	1 sp–50 gp
Noble's outfit	75 gp
Pocketed scarf	8 gp
Reversible cloak	2 sp–100 gp
Royal outfit	200 gp
Scholar's outfit	5 gp
Soldier's uniform	1 gp
Traveler's outfit	1 gp

Lodging and Services

Item	Price
Bath (hot)	6cp
Companion	5cp–10 gp
Doctor	1 gp
Footman	5 sp
Inn stay (common)	5 sp
Inn stay (good)	2 gp
Inn suite (small)	4 gp
Inn suite (average)	16 gp
Inn suite (luxurious)	32 gp+
Laundry (technology)	1 gp
Lawyer (novice)	5 sp
Lawyer (competent)	3 gp
Lawyer (experienced)	10 gp
Messenger	2cp per mile
Nurse	7 sp
Lawyer, novice	5 sp per day
Messenger	2 cp per mile
Nurse	7 sp per day

Sage	15 gp per day
Scribe, map	1 gp per day
Scribe, text	10 gp per day
Slave, common	75 gp
Slave, hard labor	100 gp
Slave, specialized	500 gp
Spellcasting, arcane	caster level x spell level x 15 gp

Alchemical Remedies

Item	Price
Alchemist's kindness	1 gp
Antiplague	50 gp
Antitoxin	50 gp
Bloodblock	25 gp
Frost ward gel	150 gp
Meditation tea	30 gp
Smelling salts	25 gp
Soothe syrup	25 gp
Wismuth salix	30 gp

Alchemical Tools

Item	Price
Amplifying gel	200 gp
Candlerod	1 gp
Defoliant	30 gp
Otyugh fertilizer	100 gp
Scent Cloak	20 gp
Smokestick	20 gp
Sunrod	2 gp
Tindertwig	1 gp
Water purification sponge	25 gp
Weapon blanch, cold iron	50 gp

Alchemical Weapons

Item	Price
Acid	10 gp
Alchemist's fire	20 gp
Bottled lightning	40 gp
Liquid blade	40 gp
Liquid ice	40 gp
Shard gel	25 gp

Drugs and Poisons

Item	Price
Blindwine	35 gp
Drudge's blood	20 gp
Jho	150 gp
Nightleaf	15 gp
Otyugh's Bite	350 gp
Phantom Dust	150 gp

Herbalism Items

Item	Price
Jhoila bark tea	30 gp
Jhoila root	25 gp

NPC Gallery

Below are a selection of NPCs created with options from this book and other sources

Ahordel the 73rd

Places now! Clear out the vaults, then report back to me. I'll wait here, make sure we aren't being followed. Quickly now, quickly! We haven't much time before the questioners arrive, and I want to be long gone when they do.

Ahordel the 73rd (CR 5; 1,600 XP)

Female erkunae rogue (metaphysical rogue) 6
NE Medium humanoid (human)

Init +3; **Senses** Perception +11

Defense

AC 15, touch 13, flat-footed 12
(+2 armor, +3 Dex)

hp 27 (6d8)

Fort +2, **Ref** +8, **Will** +4

Defensive Abilities evasion, uncanny dodge

Offense

Speed 30 ft.

Melee +1 *short sword* +8 (1d6+1/19-20) or dagger +7 (1d4/19-20)

Ranged mwk hand crossbow +8 (1d4/19-20)

Special Attacks sneak attack +3d6

Psi-Like Abilities (ML 6th; concentration +6); 2 PP

At-will—*crystal light* (F or W-DC 10), *detect psionics*, *far hand*, *know direction and location*, *my light*

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*comprehend languages*, *heightened awareness*, *memorize page*

Statistics

Str 10, **Dex** 16, **Con** 10, **Int** 15, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 17

Feats Access Psionic Talent, Combat Expertise, Improved Feint, Psionic Talent, Weapon Finesse

Skills Acrobatics +9, Appraise +8, Autohypnosis +8, Bluff +10, Diplomacy +6, Disguise +9, Knowledge (engineering) +8, Knowledge (local) +8, Knowledge (psionics) +8, Perception +11, Sense Motive +9, Use Magic Device +6; **Racial Modifiers** Craft (alchemy) +2 (create poisons), Knowledge (nobility) +1, Knowledge (engineering) and Stealth +2 (while inside a building or construction)

Languages Abyssal, Common, Infernal, Manxic, Pro-tean

SQ castle dwellers, court poisoner, duel of honor, gifted sneak, opportune diversion, rogue talents (fast stealth, quick disguise), weapon familiarity

Combat Gear antitoxin, *potions of cure light wounds* [2];

Other Gear +1 *short sword*, +1 *quilted cloth*, masterwork dagger, masterwork hand crossbow with 20 bolts, 35 pp

It took a surprisingly long time for the Opal Throne to come to the realization that the best choice for an infiltration specialist (ie. a spy and thief) as a part of their Advent Imperiax mission would be a skilled and strong-willed female operative. It is not as though Erkusaa denigrates the role of their women- they are far too dedicated to the chance allocation of skill to overlook an entire gender- but traditions are traditions, and rogue-ish behaviour is usually associated with the Shadow Children, the under-city gutter-trash of the Misty City of G'sho'laa'n'rr. Ahordel was the obvious choice for the Imperiax mission schemers, as she was nominally part of an ancient if debased noble house. Ahordel, like the 72 iterations before her is no fool, and knows that finances and the illusion of power are more behind this lack of repair. Not inclined to many of the vices typical of her people, she is in the Imperiax to complete her missions, line her pockets, and gain favor from the Opal Throne.

Her impression of the land of the femanx is like that of a mite in the chimera's nest; incredible opportunity for obtaining what she wants, but almost constant, near – paralyzing fear. Meeting her is like meeting the child that stole teacher's apple; defensive. This is not to say that she is not proficient at her job and advancing the cause- but she is having a hard time relating to the lawful femanx and thinks they are- well, creepy. But Ahordel, 73rd of her name, is schooled in the arts of court behaviour as much as any noble-born erkunae, and smiles and oohs at the shiny toys of the aggressive star-women.

Baelon Kell, Faceless Agent

Yes, ma'am, I understand. I'll make sure no one will be able to trace this back to us. But whose face should I wear for this assignment?

Baelon Kell (CR 10; 9,600 XP)

Male human investigator (infiltrator) 7, faceless agent 4
LN Medium humanoid (human)

Init +5; **Senses** Perception +15

Defense

AC 20, touch 16, flat-footed 14

(+4 armor, +5 Dex, +1 dodge)

hp 49 (11d8)

Fort +5, **Ref** +14, **Will** +10; +4 vs. poison

Defensive Abilities fixed form, uncanny dodge

Offense

Speed 30 ft.

Melee +1 *glamered rapier* +13/+8 (1d6/18-20) or mwk sword cane +13/+8 (1d6)

Ranged mwk shortbow +13/+8 (1d6/x3)

Special Attacks studied combat, studied strike +4d6

Psi-Like Abilities (CL 11th; concentration +13)

3/day—*metamorphosis*

At will—*detect psionics*

Extracts Prepared (CL 7th)

3rd—*disable construct* (W-DC 16), *tongues*

2nd—*blur*, *invisibility*, *see invisibility*, *spider climb*

1st—*comprehend languages*, *endure elements*, *heightened awareness*, *see alignment*, *vocal alteration*

Statistics

Str 10, **Dex** 20, **Con** 10, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 22

Feats Combat Expertise, Deceitful, Dodge, Extra Investigator Talent, Greater Feint, Improved Feint, Urban Tracking, Weapon Finesse

Skills Acrobatics +14 (+18 to move through a threatened square), Bluff +18, Craft (alchemy) +12, Diplomacy +16, Disguise +18, Escape Artist +12, Knowledge (local) +12, Perception +15, Sense Motive +15, Sleight of Hand +12, Spellcraft +11, Stealth +18, Use Magic Device +8

Languages Common, Manxic, Orc, Protean

SQ alchemy, inspiration (8 points), investigator talents (amazing inspiration, expanded inspiration, inspired intelligence, master of disguise, peerless agent, underworld inspiration), keen recollection, mask alignment, master of disguise, mimic mastery, swaying guile, swift alchemy, urban tracker, voice mimicry

Combat Gear *potion of cure moderate wounds*, *wand of cure light wounds* (20 charges); **Combat Gear** +1 gla-

mered rapier, +1 *glamered studded leather armor*, *belt of tumbling*, *cloak of resistance* +2, *shard of escape artist* +5 [2], masterwork shortbow, 25 pp

A truly outrageous secret in a land where secrecy and plots are the stuff of morning jhoberry boil-juice, the identity and purpose of Baelon Kell as personal agent, advisor and confidant of the Mxyiax, Sdhira, often thought a placid placeholder of the unenviable top position of the Triumvirate in the Advent Imperiax. Baelon Kell is simply known to no other sentient being in the Hall of Knowledge but Sdhira, a fact of internal intelligence that seems completely implausible, in a world of technology and magic. Baelon Kell's special skill is to not look like anyone worth knowing, especially in the Advent Imperiax, where a bland human functionary to the Mxyiax would be assumed to be a brain-operated living automaton, a common enough presence in the Hall of Knowledge, care of the Re-Education Centre. It seems to be beneath the Mxyiirs and the Questioners to seize and interrogate one of these nobodies (which are actually one somebody) for interrogation, and the fear of the Mxyiax having some attachment to one of those drones holds them at bay. Baelon Kell, whatever his origin (for no-one on Porphyra truly knows it but him) operates with a primary rule, a Rule Number One: Always Get Away. The Mxyiax has a vague suspicion that Baelon Kell (if that is indeed his name) is far older than he appears, and appeared one day in her private chambers, offering his services as some sort of plot. Somewhat bored of her situation, she agreed, and it has been ten years since.

The current situation in the Advent Imperiax has been influenced to a certain degree by Baelon Kell's activities; the subtle machinations and manipulations of the factions of the Questioners, faint encouragement and tempting of the Erkusaan Mission, aggression, animosity and action against the northern Landed territories- a steady march to some future political situation that no femanx could hope to predict, fixed as they are in their established way of doing things. What the Mxyiax is completely oblivious to is Baelon's very occasional visits to a disused staging area in the southwest, at the dusty and dry border marches with the Furlands, but largely ignored by the So'cha. The only thing that seems to live there are armadillos and S'abarih cactus- but on certain nights a light appears in the sky and a squat, metal armored "flying boat" floats down unto the gravel, and Baelon Kell enters...

Jadu the Steadfast, Beholden to Mxyiir Mpirou

Yes, Mistress. This one is pleased to stand guard throughout the night. None shall pass this threshold that would desire harm upon your person.

Jadu the Steadfast (CR 7; 3,200 XP)

Male dhosari brawler (sworn guardian) 8

LN Large monstrous humanoid

Init +2; **Senses** Perception +13

Defense

AC 18, touch 13, flat-footed 15

(+5 armor, +1 dodge, +2 Dex, -1 size)

hp 60 (7d10+21)

Fort +8, **Ref** +7, **Will** +1

Offense

Speed 30 ft.

Melee unarmed strike +11/+6 (1d10+4) or unarmed brawler's flurry +9/+9/+4/+4 (1d10+4)

Ranged dart +9 (1d4+3)

Special Attacks knockout (DC 17, 1/day)

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +10 (+11 trip, +14 reposition);

CMD 23 (27 vs. reposition, 28 vs. trip)

Feats Bodyguard, Combat Expertise, Combat Reflexes, In Harm's Way, Intervening Guard, Improved Reposition, Swap Places

Skills Climb +12, Intimidate +11, Knowledge (local) +7, Perception +13, Sense Motive +9, Swim +10; **Racial**

Modifiers Climb +2

Languages Common, Manxic

SQ brawler's cunning, brawler's strike (magic), gregarious, guardian's ward (1/day), martial flexibility (7/day), martial training, paricharka, protective reach, quadribrahial

Combat Gear darts [5]; **Other Gear** *amulet of mighty fists* +1, +1 *chain shirt*, *silver servant's aspect*

Contemplate the training of Jadu, dho-thrall to Lord Kelibrex the 44th, of the House of the Greasy Spires; a breeding program directed by the slave-druid Keepers to produce a specialist fighter, a Great Paricharka dhosari, a male of superior prowess. Other lesser dhosari would be sacrificed to war demons and perhaps a devil or two, for trainability. The child taken from his spawn-mother at six years or so, when the Advent Imperiax mission was in its infancy, the schemes in the Tower of White Flowers where the Opal Throne sits in the summer months reaching a frenzy of preparation. Intensive training with

magically grown and controlled clones of the odd and tempting femanx female –dominated race, to surprise the alien trinket-holders with the immediacy of the dho-thrall's training. Subtle conditioning of control, dominance, and influence by secret signs when the Erkunae wish it. Fighting prowess in gladiatorial contests, a bonus, really, as the spectacle amuses the masses, the Keepers evaluate the powers of the dho-thrall, "Jadu" within the spectacle. And the nobles jockey for position to present the paricharka-fighter to the femanx leaders, which passes from Kelibrex to Airyok, to Thiruykil to, finally, Lord Medarbres the Half-Breed. In the end, Jadu was taken over in the mission's first incursion and gifted to the Mxyiir in the first exchange of presents, the highly successful diplomatic foray.

Jadu was instantly labeled "the Steadfast" by the receiver of the sworn guardian bodyguard, Mxyiir Mpirou, surprisingly accepting of the gender of her new servant, as within a few days had to protect the Mxyiir from a feral otyugh stampede when viewing the troops along the Fudi marches. The bond seemed to be made very quickly, and permanently. The Erkunae mission didn't know what to make of that, sure in their intelligence that the maligned gender among the female-prime femanx would put the leader on edge, unable to refuse such an intricate gift. They also didn't realize what effect the truly alien culture of the femanx would have on Erkunae works, be they magical or in the flesh- even though they are slave-holdes, the femanx are entirely open to emancipation, though more attentive to female "aliens" of the Porphyran variety. The future will tell if the conditioning included in Jadu the Steadfast will be operant when the time comes, if the time comes, when the Erkunae make their move to seize the powers of femanx technology, and their bodies for a bizarre breeding program!

Kirjaek Steamborn

Do not try to hide from me in the mist. You cannot see me through the haze, though I possess no such weakness. Step out into the open, or I shall come in after you, and I am not likely to be gentle.

Kirjaek Steamborn (CR 7; 3,200 XP)

Male squole barbarian (primeval rager) 8

N Medium humanoid (half-ooze, human)

Init +3; **Senses** blindsense 100 ft., blindsight 20 ft.;

Perception +1

Defense

AC 15, touch 11, flat-footed 12

(+4 armor, +3 Dex, -2 rage)

hp 92 (8d12+24)

Fort +11, **Ref** +5, **Will** +5; +2 vs. mind-affecting effects, +2 vs. poison

DR 1/—; **Defensive Abilities** improved uncanny dodge;

Resist cold 10, fire 10

Offense

Speed 40 ft.

Melee +1 greataxe +15/+10 (1d12+10/3) or mwk ranseur +15/+10 (2d4+9/3)

Ranged light hammer +13 (1d4+6) or throwing axe +13 (1d6+6)

Special Attacks rage (21 rounds/day), rage powers (knockdown, lesser elemental rage, strength surge)

Base Statistics

When not raging, Kirjaek's statistics are **AC** 17, touch 13, flat-footed 14; **hp** 76; **Fort** +9, **Will** +3; **Melee** +1 greataxe +13/+7 (1d12+7/3) or mwk ranseur +15/+10 (2d4+6/3); **Ranged** light hammer +11 (1d4+4) or throwing axe +11 (1d6+4); **Str** 18, **Con** 16; **CMB** +12; **CMD** 25; **Skills** Climb +11, Swim +11

Statistics

Str 22, **Dex** 16, **Con** 20, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 25

Feats Expanded Senses, Furious Focus, Internal Fortification, Power Attack, Stealthy

Skills Acrobatics +12, Climb +12, Escape Artist +6, Intimidate +10, Stealth +10, Swim +12; **Racial Modifiers** Escape Artist +2

SQ elemental composition (steam), elemental fury, fast movement

Languages Common

Combat Gear amplifying gel [4], throwing axe [2], light hammer [2]; **Other Gear** +1 greataxe, masterwork ranseur, masterwork chain shirt, *belt of giant strength* +2, kill trophies worth 250 gp.

Kirjaek is a squole, one of the protoplasmic emulators of humanity that seem to defy description most of all, of all the myriad races of Porphyra. Those strange people need not complete many of the biological functions and sociological rituals of conventional flesh-and-blood beings, but they insist on doing so, probably for the integrity of their assumed identity, and to bulwark against the slide into insensibility like their ooze forbears. But like standard mortals on this short sojourn on solid ground, tragedy can strike their 'families', like any other unfortunates. The squole named Kirjaek observed his entire cave-clan being put to the sword by adventuring bravos from the swashbuckling nation of Iffud, only escaping their fate by falling into a protoplasmic state in his terror. Trite stuff, born of mistrel-carried tavern stories, but true nonetheless. Kirjaek swore vengeance then on all naturally-formed beings, and is the local equivalent of the boogeyman around the shores of Lake Zax. The natural steam vents of ruptured geothermic activity, caused by the crash of the femanx's ships conceal Kirjaek, who seldom bothers the femanx- but enough for them to be wary, as the odd one of their number is found hacked into little pieces, displayed in gruesome form for all those who travel by to see. The Triumvirate and their underlings refuse to acknowledge that such a menace exists in the heart of the Imperiax, and wave off the deaths to loose space-monsters and foreign agents provocateur.

From what can be pieced together by those nearby one of Kirjaek's slaughter-missions, the squole ambushes those selected for death, seemingly randomly, from the steam-shrouded waters of Lake Zax or the rime-covered salt-trees that ring its shore. An introduction and a calm story is told to the cornered or wounded victims, summarizing the origin story as the words above. Those that resemble the Fudi attackers are torn apart so fully the birds and weng-toads are able to carry off the evidence, and their embassies are given a femanx shrug of ignorant uncaring. The pragmatic femanx, rather than waste resources on a full-scale, likely fruitless hunt, occasionally release foreigners that have gotten into trouble into Kirjaek's hunting grounds, solving both problems for a time. It is likely that an ambitious Outrider will put a final end to Kirjaek Steamborn someday, for killing a fair number of "innocent" femanx, but until then he will kill at will, taking small trophies and brooding in his unknown lair among the myriad steam vents of lonely Lake Zax.

Questioner Netlia

Strap him down. Tightly, tightly, but not too tightly. I need him to be in peak condition for my interrogation. Leave us now. He and I have much to discuss, and many long days ahead of us. He will tell me everything I need to know, and then you can have him back. Eventually.

Questioner Netlia (CR 9; 6,400 XP)

Female femanx dread (questioner) 10

LE Medium fey (extraterrestrial)

Init +1; **Senses** low-light vision; Perception +17

Defense

AC 14, touch 12, flat-footed 12

(+2 armor, +1 deflection, +1 Dex)

hp 45 (10d8)

Fort +4, **Ref** +9, **Will** +10

Offense

Speed 30 ft.

Melee +1 *whip* +10/+5 (1d3+3) or mwk heavy flail +10/+5 (1d10+3/19-20)

Ranged mwk light crossbow +10 (1d8/19-20)

Special Attacks bludgeoner, channel terror, devastating touch (1d6+14), terrors (13/day, incite fear, mindlock, probing mindlock, ranged mindlock, weakening fear), unarmed devastation

Powers Known (ML 10th; concentration +14); 50 PP
4th—*mindwipe* (F-DC 18)

3rd—*ectoplasmic form*, *mindhunter*

2nd—*feat leech* (W-DC 16), *strength of my enemy*, *thought shield*, *true terror* (W-DC 16)

1st—*distract* (W-DC 15), *lingering touch*, *slumber* (W-DC 15)

0th (at will)—*detect psionics*, *empathy*

Statistics

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

Base Atk +7; **CMB** +9; **CMD** 20

Feats Bludgeoner, Open Door, Potent Ego, Psionic Talent, Touch of Terror, Weapon Focus (whip), Whip Mastery

Skills Acrobatics +10, Bluff +12, Escape Artist +10, Intimidate +17, Perception +17, Sense Motive +22, Spellcraft +8, Stealth +15; **Racial Modifiers** Perception +2

Languages Common, Manxic

SQ alien weapon familiarity, aura of weakness (30 ft., -6), fearsome intuition, naturally psionic, unnatural grace

Combat Gear *potion of cure moderate wounds* [3]; **Other Gear** +1 *whip*, femanx skinsuit, masterwork heavy flail, masterwork light crossbow with 20 bolts, *boots of stomp-*

ing, *cloak of resistance* +2, *shard of intimidate* +5, 25 pp

Feared in reputation second only to the Head Questioner of the Imperiax, Ytuau, Netlia is, ironically, the only reason why Ytuau hasn't made some kind of power play for more control in the Imperiax. The so-called Quiet War between these two personages provides some breathing room for the lesser functionaries of the totalitarian government that is the balance of Mxyiir, Questioner, and the various sectors of the military. The semicivil conflict is tolerated by the Triumvirate for this reason, and the reality that is the fact that perpetrators of crimes against the state are kept nicely in check when factions are kept on their toes by conflict with each other. Impressing the triumvirate is the best way for Netlia and Ytuau to gain favor and position. Some femanx who possess a degree of autonomy from the secret police have begun to think seriously of the extent of power that the factions of Questioners have, and whether they serve the Imperiax well. Netlia would like to question those noble femanx, and question them harshly... The truth is, Netlia is more than a little mad- that is, insane. Within a month of gameplay, Netlia will have to make a monthly saving throw against the onset of paranoia and proceed along a path of calculated persecution of those in her outer circle of contact, moving inward. This progress will not impede her abilities in her conflict with Ytuau, unless, of course, one of the imagined betrayers escapes Netlia's clutches and flees to another faction, which will start a chain reaction of attack and counter-attack which will most likely end in Netlia's gruesome demise and the exodus of a large amount of femanx technology. After all, the Questioners do serve a valuable purpose in the Imperiax, let no mistake be made about that.

When not listening intently to the urgent whisperings of persecution at the back of her mind, Netlia is an extremely competent, if somewhat sadistic Questioner. A few questionings botched when the subject was terminated prematurely have been seized by Ytuau's operatives and made much of in the audience chamber of the Mxyiax. As a result, Netlia has tried to assume a calm demeanor and leave some of the minor jobs to her lesser functionaries, and roam the streets of Yhdari-Fhas for relaxation... it isn't working... a few abductions of foreigners might assuage the problem, but the problem will be the Imperiax's if something doesn't come to a head.

Mphiloe, Machine-Speaker

What was that? Oh, yes, yes, I do believe I can mend the circuitry, improve upon its original design. Be quiet now, I'm trying to listen, hear what it wants to tell me it needs...

Mphiloe (CR 11; 12,800 XP)

Female femanx shaman 12

NE Medium fey (extraterrestrial)

Init +2; **Senses** low-light vision; Perception +8

Defense

AC 21, touch 13, flat-footed 19

(+8 armor, +1 deflection, +2 Dex)

hp 54 (12d8)

Fort +5, **Ref** +7, **Will** +13

Defensive Abilities plasma shield (+8 armor, resist electricity 5, resist fire 5, 12 hours/day)

Vulnerable cold

Offense

Speed 30 ft.

Melee +1 *dagger* +10/+5 (1d4+2)

Ranged sonic pistol +11/+6 (1d8 sonic)

Special Attacks ego rend, touch of plasma (1d6+6, 6/day)

Powers Known (ML 12th; concentration +15); 4 PP

1st—*telepathic projection* (W-DC 15)

0th (at will)—*conceal thoughts, detect psionics, far hand, psionic repair* (W-DC 14), *sense poison*

Spells Prepared (CL 12th; concentration +16)

6th—*antitech field*^s (F-DC 20), *cone of cold* (R-DC 20), *slay living* (F-DC 20)

5th—*destroy robot*^s (F-DC 19), *feast on fear* (F-DC 19), *major curse* (W-DC 19), *stoneskin*

4th—*bestow curse* (W-DC 18), *cure critical wounds, familiar melding, fear* (W-DC 18), *remove radioactivity*^s (F-DC 18)

3rd—*blindness/deafness* (F-DC 17), *deep slumber* (W-DC 17), *protection from energy, recharge*^s (F-DC 17), *stinking cloud* (F-DC 17), *stricken heart*

2nd—*barkskin, calm emotions* (W-DC 16), *cure moderate wounds, enthrall* (W-DC 16), *protection from technology*^s, *scare* (W-DC 16)

1st—*comprehend languages, cure light wounds, hex vulnerability* (W-DC 15), *remove fear* (W-DC 15), *technomancy*^s

0th (at will)—*detect magic, light, mending, read magic*

S spirit magic; **Spirit** machines

Statistics

Str 12, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +11; **CMD** 22

Feats Access Psionic Talent, Craft Cybernetics, Craft

Magic Arms and Armor, Craft Technological Arms and Armor, Technologist, Unlocked Talent, Wild Talent

Skills Craft (mechanical) +15, Diplomacy +9, Disable Device +15, Knowledge (engineering) +15, Spellcraft +9;

Racial Modifiers Perception +2

Languages Common, Manxic

SQ alien weapon familiarity, hexes (born technologist [+1], lingering charge, mending channel [6d6, 6/day], pierce armor [3/day], plasma shield [+8, 12 hours/day]), naturally psionic, spirit animal, spirit magic, technological empathy (+3), unnatural grace

Combat Gear EMP grenade [2]; **Other Gear** +1 *dagger*, sonic pistol, *cloak of resistance* +1, *headband of inspired wisdom* +2, *thoracic nanite chamber* +2, veemod (white), veemod goggles, battery [4], e-pick (green), grippers, radiation detector, 75 pp

The femanx consortium of rulers, and the bureaucracy—and technocracy—of that supports it is not particularly inclined towards transparency and inward inspection; too much knowledge can be a dangerous thing, which is a cosmically universal statement. Mphiloe is a special kind of trouble-shooter in femanx society, a specialist in diagnosing the operating problems that occur in machines, especially robots and clockwork. Whispers of “robot-killer” and “machine executioner” are heard sometimes when she passes by, but Mphiloe is usually lost in a psycho-circuitry world of her own, one that she has occupied since childhood, when her predilection for listening intently to machinery was noticed in her youngling-creche, the communal raising facility for immature femanx. Mphiloe slew a renegade cleaning device when merely a teenager, and saved the life of a servant for the Mxyiir when she came of age; she was quickly spirited away to the Re-education Center for examination and classification, a process which often results in another addition to the Compost Repository in the hydroponics gardens.

Today, Mphiloe has a great degree of autonomy in any city she chooses to visit, though she always returns to her odd little corner of the Re-Education Center in Yhadr-Izhaaf. A femanx that can talk with, understand, diagnose, heal, and execute with extreme prejudice many types of machines and automata is not in the main stream of femanx society, though there usually have been one or two Technological Diagnosticians operating in the Advent Imperiax every generation.

Ytheru, LostHome Outrider

I've received reports that an outsider—a human!—was seen in this district. He's wanted in regards to a series of recent thefts. Have you seen anything suspicious—What's that, Chor-rak? What do you smell? You there, step into the light!

Ytheru (CR 6; 2,400 XP)

Female femanx cavalier (LostHome outrider) 7

LE Medium fey (extraterrestrial)

Init +1; **Senses** low-light vision; Perception +10

Defense

AC 23, touch 13, flat-footed 21

(+7 armor, +1 deflection, +2 Dex, +3 shield)

hp 45 (7d10+7)

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

Vulnerable cold

Offense

Speed 20 ft.

Melee +1 lance +11/+6 (1d8+5/x3) or mwk scimitar +11/+6 (1d6+3/19-20)

Ranged mwk composite longbow +10/+5 (1d8+3/x3) or net +9

Special Attacks cavalier's charge, challenge (+8, +3, 3/day), ego rend

Statistics

Str 16, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 22

Feats Early Exposure, Lookout, Mounted Combat, Mounted Shield, Outflank, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Wild Talent

Skills Handle Animal +10, Intimidate +10, Perception +10, Ride +11; **Racial Modifiers** Perception +2

Languages Common, Manxic

SQ alien weapon familiarity, bonded tactician (2/day, 6 rounds, standard action), favored terrain (forest +2), naturally psionic, order of the imperiax (community warden, swift tracker, act as one), otyugh mount, unnatural grace

Combat Gear *potions of cure light wounds* [2], nets [3]; **Other Gear** +1 lance, +1 breastplate, +1 heavy steel shield, masterwork composite longbow (+3 Str pull) with 30 arrows, 80 pp

Chorrak

Otyugh mount

N Large aberration

Init +2; **Senses** low-light vision, scent; Perception +12

Defense

AC 25, touch 11, flat-footed 23

(+4 armor, +2 Dex, +10 natural, -1 size)

hp 45 (6d8+18)

Fort +7, **Ref** +7, **Will** +4; +4 vs. enchantment

Defensive Abilities evasion

Offense

Speed 50 ft.

Melee bite +10 (1d8+6 plus disease), 2 tentacles +5 (1d4+3 plus grab)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 22, **Dex** 14, **Con** 14, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Light Armor Proficiency, Skill Focus (Perception), Toughness

Skills Acrobatics +8, Perception +12

SQ combat trained, link, tricks (attack, come, defend, down, guard, heel, stay)

Gear chain shirt barding

Special Abilities

Disease (Ex) Filth Fever—injury; *save* Fort DC 15; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Ytheru was chosen late for military training. She is a glowering femanx, caring little for the synthetic appearance-treatments whose fads come and go with the passing of a season. Ytheru cares for the hunt, finally showing her mettle at a regular skill-finding mission at the Ordinaries Sub-Creche, the equivalent of a “finishing school” for extremely average femanx. Ytheru, by all accounts, chased down an immature bulette let loose in the training compound and shoved her writing stylus under its dorsal scale, killing it. She was immediately tested at the Re-Education Center and found receptive to the training pheromones for otyugh riders. She has risen through the ranks since then as the poster-femanx for protectors of the realm.

Ytheru is not one to profess the legendary “love” that outriders have for their otyughs, to her they are beasts like any other, a means to an end and far better than the silly-looking horses that outlander males bring into the Imperiax, as though their massed cavalry might could make a dent against a barrage of neuron cannon. Chorrak is looked after well, and she will admit to indulging it with some heavy sludge-scaling when it has had a hard day. The recent relaxing of the Imperiax's borders concerns Ytheru and her fellow LostHome Outriders, as it brings new ideas and new concerns which directly affect them. Ytheru does not wish diplomacy to get in the way of her work of hunting.

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