

CHILDREN OF THE HAMMER

A GUIDE TO THE CLOCKWORK ELVES
AND DWARVES OF RHINE



\$5.00



BY WILL COOPER
& JAYE SONIA

PREFACE

When it comes to the more civilized parts of **Rhune: Dawn of Twilight**, there are countless topics that could be discussed, from its economics to its religious views to its distinct social problems. Sadly, as much as we wanted to, we had to forego a great deal of those discussions (at least for now), focusing instead on the fundamentals—the distinct peoples that made the progress of the eastern lands—namely The City-States of Vallinar—possible. So, it came to no surprise that we needed, as both writers and designers, to focus on the two most prominent races, the clockwork elves and the dwarves. While the overall theme of both races remains intact and loyal to what fans of **Rhune** saw with its 2010 release, we've expanded considerably since then. This expansion has resulted in both detail and evolution. Some ideas have evolved and, thankfully, a great deal have simply been given far more room to run around. So, where I once had a few sentences on this or that—notes scratched on napkins and in old notebooks—I now have thorough and developed content.

Of course, not all of this is the direct result of my hard work. In fact, as of the writing of this book, I've been juggling multiple projects, both for Storm Bunny Studios, LLC and Black Star Studios, LLC. So, I've given a lot of room to the other designers—namely the very, very talented Will Cooper—to play in my sandbox. It's a big step for me, letting others toy around with my metanarrative, but one I'm glad I made. There's something magical about building a world like this in a collaborative environment.

And so the content you're about to dive into is something special. It's still **Rhune**, heart and soul—just with a little more blood, sweat, and gunpowder.

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SEPTEMBER 2012

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CONTENTS

INTRODUCTION	4	ORGANIZATIONS	18
THE DWARVES	5	THE ASHEN COVENANT	18
PHYSICAL	6	THE CLOCKWORK ACCORD	20
ADVENTURING	6	THE DAWNGARD	22
SOCIETY	6	THE ORDER OF THE WALL	23
RELATIONS	7	MAGIC & TECHNOLOGY	25
ALIGNMENT AND RELIGION	7	TECHNOLOGY'S ROLE	25
DWARVEN NAMES	7	MAGIC'S ROLE	26
DWARVEN RACIAL TRAITS	7	GUNS	26
WEIGHT AND HEIGHT	7	WAY OF THE GUN:	
CLAN REDWALL—THOSE WHO WATCH	8	OPTIONAL RULES FOR FIREARMS	28
CLAN HAMMERFALL—THOSE WHO PROVIDE	8	OPEN GAME LICENSE	29
CLAN RUINESINGER—THOSE WHO PRESERVE	8		
STORM STEWARDS	9		
FORGE HEART (SORCERER BLOODLINE)	10		
ORACLE FORGE MYSTERY	10		
THE HANGING GARDENS			
OF HOUSE HAMMERFALL	12		
CLOCKWORK ELVES	14		
HISTORY	14		
PHYSICAL	15		
ADVENTURING	15		
SOCIETY	15		
RELATIONS	15		
ALIGNMENT AND RELIGION	16		
CLOCKWORK ELVEN NAMES	16		
CLOCKWORK ELVEN RACIAL TRAITS	16		
WEIGHT AND HEIGHT	16		
THE ASHEN(VARIANT CLOCKWORK ELF)	16		
THE SPELLSHOT(MAGUS ARCHETYPE)	17		



INTRODUCTION

The dwarves are ancient; the third and final race to be born during the Age of Myth. Although they are younger than both the *ælves* and the giants, they share a unique connection to the *Æssinyr*—**Rhune**'s own, unique pantheon of gods—having long labored beside them while the other two races slept. To a great degree, this has shaped the dwarves at an essential level, giving them a distinct sense of purpose with an attitude to match. Some of the Western races (notably the glitterfane) have suggested that the dwarves, however, were flawed, incapable of such work and lacking the tenacity the gods intended, going so far as to suggest they have become an intolerant, sullen lot. But what others see from the outside—what the dwarves swear is the practical and pragmatic aspects of their attitude—is but a small piece of a greater truth. That truth, of course, is as old as the mountains the dwarves have long worked, even before the world started to fall apart.

The dwarves relish life (and beer should be proof to any of the younger races of that), knowing all too well that the end is drawing near. The long, cold winter that leads into Ragnarök is but mere minutes away, at least by their standards, and the dwarves focus on that fact daily—something that the younger races cannot understand. So, while seeking beauty and elegance have their place, those things come only after the strong foundation has been laid. Or, as the dwarves of Redwall like to say, “Tha tower falls if ye build it jus’ for show.”

It is this prevalent attitude—born in the Age of Myth—that has shaped the dwarves into the people they’ve become.

It is important that both players and GMs alike understand this attitude, especially while running campaigns that feature the dwarves (and their companions, the clockwork elves) in **Rhune: Dawn of Twilight**. Because unlike the dwarven stereotype that so many fantasy settings court, the dwarves of **Rhune** aren’t grumpy, despondent old traditionalists waving their fists in the air as the world speeds past. In fact, they are quite the opposite, embracing progress and innovation with a passion that bewilders those outsiders who grow to know them. Sure, they still have long, rich traditions and cultural rites (which they keep with clockwork precision), but these are intended to enhance their sense of identity, not stifle it. Given the enormity of their tasks, the time they’ve been around, and the end they are facing—it should come to no surprise that many of the younger races view them as harsh. This fact, compounded with their distinct views on both progress and Ragnarök (which has widened their cultural gap with the *ælves*), has only served to alienate them more as a people. When it comes to the dwarves, their attitude is easily summed up in two words; grim

determination. They know Ragnarök is coming and they plan on winning it.

The clockwork elves aren’t much different, at least as far as their love of innovation and invention goes. They, much like the dwarves, are a passionate people—the proverbial light side of dark, dwarven humor. Unlike the dwarves, however, they are not one of the long-lived races and lack the personal insight that comes with such a tenacious endeavor. Instead, they suffer the legacy of a fallen people, made mortal by a single act of defiance—and one that none recall, having never lived in that far off age. For the clockwork elves, everything is a tale passed down. Living partly in the shadow of the dwarves and partly in the shadow of their own cultural tales, they have an incomplete picture of precisely who they are. The clockwork elves know their Western cousins despise them, the dwarves cherish them as siblings, and the automata—whom they created—love them like few others. Beyond that, they have only tales—the story of Lady Y’Draah and how she hoped to save the silent gods.

For both the GM and the players, the clockwork elves are a hopeful, if somewhat somber race. They live in the shadow of what they once were, accepting eons of responsibility for actions none of the present generations committed. Accordingly, some of them feel slighted while others, those who believe the stories of old, feel a special sort of pride. For them, there is a sense of elitism born out of such a defining moment and this should play out, especially among elder clockwork elves or with their distinct, racial organizations. Further, they are the only race to successfully awaken a construct. This action alone gives rise to a whole new legacy, one that the *ælves* curse them for.

And herein lies the heart of this guide and its use in either **Rhune: Dawn of Twilight** or your own setting.

Here are two races, both having strong roots in ancient Northern myth, given new skin. The dwarves are given the freedom to be industrious, tenacious, and passionate, without the dour mantle so often thrust upon them. The clockwork elves enjoy the place of the *svartálfar*, or black elves, without the nocturnal or subterranean attachments common to modern fantasy. They aren’t evil or wicked (although some certainly could be, but by personal choice). Instead, they are disconnected and alienated, the children of a decision they did not make. This alone should give both players and GMs a wide range of story options.

The second aspect of this guide applies specifically to **Rhune: Dawn of Twilight** and its distinct technological divide, which will become evident as one explores the setting. This divide separates people, lands, and even organizations. It divides East from West, and dwarf from *ælf*. And this sense of separation is essential for GMs running campaigns set in **Rhune**.



THE DWARVES

Dain Grimmwode Redwall, High Hammer of Clan Redwall, watched from his perch atop the inner wall as his nephew repeated the drill. He could barely hear the drill instructor's loud, gruff voice, but he didn't need to. He knew the old dwarf's words all too well. As he gazed down into the courtyard below, he smiled beneath his beard. His nephew was in for a long day.

"Get ya' shields up! UP! Catch the blow! Now! Pivot, ya' short hairs, pivot... now swing... swing!" The stout dwarf, armored from 'toe to tip' (as was their saying) in battered, red plate stood in front of the twenty would-be guardsmen and repeated the exercise. Then, he shouted again, his face turning the same shade of crimson as his tower shield. His charges snapped back into the starting position.

Dain knew this exercise well. The hammer-sweep technique, perfected in combat against the Second Fel Horde, was designed to catch deadly blows and steer them aside while exposing the enemy's flank. It would save dwarven lives in the coming days of war. And the war was coming. Just as sure as his skin would darken and harden, taking on its traditional stone-like appearance, it would come. Dwarves would die, but would live once again, in the High Hall of the All-Father.

The dwarves of Rhune are an ancient and long-lived race, with a great store of wisdom passed down through the long generations. Third born of the races of Rhune, they were created after the giants and the ælves, but long before the youngling race of men. The Æssinyr created them in The Age of Myth to maintain the great devices of the World Tree and the passages between the nine realms. While giants slept and ælves dreamed, the dwarves toiled long and through toil, learned and grew wise.

It is said that Velash, First Forge of the Æssinyr, wrought the dwarves from his bones and he taught them how to live, how to honor their ancestors, and how to craft with fire. When he made them, he crafted their limbs from molten stone, laid in rubies for their fiery hearts, set opals for their keen eyes, and fashioned their tongues from the finest silver—treasures the dwarves still covet above all others for this sacred reason.

For long ages, the dwarves knew peace. They learned the divine lore and dwelt in harmony with the elder races. But the time came when the giants, eldest children of the Æssinyr, grew corrupt, and rebelled. Long the war raged,



and even mighty Hrothur, Old Thorn Hammer himself, was sore beset and surrounded by many enemies. Seeing this, his brother Velash, Old Forge Father, instructed dwarves in the making of swords and mighty axes, of armor and strong shields. They fought beside Hrothur and he taught them the joy of battle. Finally, after long ages the faithless giants were defeated and all their spawn cast into realms beyond. Some even say the giants rent the earth in the fury of their retreat, creating steep valleys, high knife-edged mountains, and long dark lakes. In these places, the dwarves built their Halls, to keep a watch and a guard on the cold high passes of the world forever more.

Now the dwarves know that there is little time left, scant decades, before the Ragnarök Clock tolls and the Æssinyr have need of warriors once more. Ragnarök approaches, and the dwarves will fight, pitting axe and gun in desperate struggle alongside the clockwork elves and the automata, in defense of Rhune.



PHYSICAL

Robust and stocky, dwarves are as tough as the stone of the mountain homes they favor. Dwarves of all clans, as they age, grow to resemble their beloved stone more and more closely. Their skin takes on a craggy appearance and becomes harder, while their hair becomes white as limestone or marble. It is said that an elder dwarf lord is hard to tell apart from the statues of his forefathers.

The three clans of Redwall, Hammerfall, and Runesinger are hard for strangers to distinguish, though there are clear signs that the dwarves themselves see easily.

Those of Clan Redwall have the darkest skin, with dark hair and blue eyes. Their wealth is often shown in richly carved tools, ornately worked leather armor set with chips of gemstone, or fine weapons—especially guns—decorated with precious metal inlay.

Clan Hammerfall are somewhere in-between, ruddy and weathered from long travels. Traditionally when traveling they wear dour, practical clothes in muted grays and browns; they reserve the bright, jeweled and embroidered cloths they love for their private halls and family rituals. Rich, golden armbands adorn the arms of the Clan Hammerfall nobles, a store of wealth kept close.

Clan Runesinger have the fairest skin and frequently sprout red or blond hair. Unique to clan Runesinger is the tradition of facial tattoos. These intricately interlocking angular designs are used as family markings, and by warriors of either gender to depict, in stylized form, their greatest victories and defeats. The knowledgeable can read the history of a dwarven hero's life etched on the skin of their face in blood-dark ink. Of late, fashionable young dwarves in the human cities of Vallinor have begun to adapt the traditional tattoos and use them to show guild memberships and even sporting achievements.

ADVENTURING

Adventuring comes naturally to dwarves. While not all set out on grand quests, nearly all dwarves, once they reach adulthood, feel the compulsion to 'carve their rune.' This drive, which is very much a rite of passage for them, pushes them out into the world to seek glory, fame, and wisdom. Many dwarves set out as groups, heading north to bring the fight to the Fel Kingdom. Other dwarves, especially those with a strong pull toward the runes, travel wherever prophecy and skald's tales take them, some going so far west as their first home—Rhuneheim.

Dwarves tend to favor divine and martial classes, counting many clerics, fighters, inquisitors, oracles, and paladins among their numbers. An increasing number, especially with the spread of firearms, are taking up the life of the gunslinger, as well. While few are druids, those who do hear that call almost invariably take up the mantle of

storm stewards. A number of dwarves also shine as rangers, scouting out the rugged mountain passes and killing the Grey Trolls they find there. Few dwarves are arcanists; both bards and summoners (whom the dwarves call "The Fetch Bound"), however, find their callings openly accepted in dwarven society.

SOCIETY

Dwarven leaders see their society as a great mechanism designed and set into motion by the Æssinyr themselves. They liken it to a great clockwork contrivance in which every dwarf is a cog that must play a precise role if the whole mechanism is to work smoothly. This view of their society emphasizes the value of duty and responsibility in surviving the harsh world of Rhune.

Traditionally loyalty is owed first to the family, second to the clan, and finally to the hall. Increasingly, in the lowland human cities, young dwarves dedicate themselves to their guild, or to a corporation, or even to small mixed-race groups of wandering adventurers. Either way, loyalty remains a touchstone value for the dwarves, however far from hall and hearth and the heart of the mountain they may travel. Many dwarves find a role for themselves in one of three broad callings or lifestyles.

- **Clan Redwall—Those Who Watch** These are the guardians, the holy warriors who stand ready, and defend the dwarven halls, and train for the final war—Ragnarök. Many such dwarves find their way to the Order of Redwall, or join the Dawngard, remaining ever vigilant against the dark threat of the north.
- **Clan Hammerfall—Those Who Provide** These include the traders who venture into the lands of men and ælves to acquire what cannot be made within the halls. They are the crafters who create the alchemical gardens which thrive both below ground and atop fair buildings in the cities, providing food and famed healing fruits for use and trade.
- **Clan Runesinger—Those Who Preserve** These are the vitkarr who study and pass on the runes of crafting, forging, and deep lore that the dwarves kept from the sundering of the Grand Galdr. These also include those who maintain and perfect the technology of the Halls, such as the divine mechanisms that power the First Forge in Rhuneheim.

Dwarven society, long unchanged through many generations, is now undergoing more rapid development. This is driven by the diasporas of Those Who Provide into the boomtowns and mining settlements springing up wherever prospectors find signs of gold, gems, or precious jötunstones. Close contact with the innovative clockwork elves, and the fore-knowledge that Ragnarök approaches, is tempting many among Clans Hammerfall and Runesinger to experiment with new designs and variations on the old

lore. If not for the threat of world's ending, this would be considered a golden age among the dwarves.

RELATIONS

Their historical connection with artifice and technology, and their deep store of crafting lore, makes dwarves the natural allies of clockwork elves and humans. Dwarves have been close friends with the clockwork elves for nigh a thousand years, since the creation of the Bilröst Gate, and the founder of the clockwork elves herself is laid to rest in the great dwarven city of Rhuneheim. All dwarf loremasters see technology as a sacred gift, designs established by Velash and the other Æssinyr, perfected by the slow grind of use down long generations. Of late, they have become more experimental, making extensive use of storm-tech, therma-torque engines, and alchemical blasting powders. Dwarves played a key role in the development and eventual emancipation of the automata, and bear them great love, seeing in this creation a tool for victory in the coming war.

The dwarves are grieved and angered by the ælves' apparent refusal to prepare for Ragnarök. They cannot see withdrawal from technology as anything other than despair and cowardice, for they well remember the might of ælvish weapons in the ancient wars against the giants, long ago.

Dwarves grant the glitterfane a grudging respect as Alnara's chosen, but they have little patience for pacifism. Still, even if they are fragile, there will be a need for healers on the battlefields of Ragnarök. The dwarves have few dealings with the aryandai, or Weavers, and consider them strange and deadly assassins. Try as they may, the dwarves still do not understand the Æssinyr's purpose in creating this young, alien race.

ALIGNMENT AND RELIGION

Dwarves are usually lawful, and are seldom evil unless infected by the madness of the Dark Whisper. This curse manifests among their kind rarely, but when it does it takes the form of unchecked lust and gluttony, and a dark drive to eat the flesh of their kin.

They worship all of the Æssinyr, holding a special reverence for Velash and Hrothur. Dwarves are most often associated with the runes *Fehu*, *Gebo*, and *Ingwaz*.

DWARVEN NAMES

Female: Aisa, Clari, Franja, Liddi, Masja, Solva, Vigda

Male: Agnar, Baldvin, Helge, Holme, Oddvar, Rejnvald, Sverri

DWARVEN RACIAL TRAITS

The dwarves of Rhune are diverse. From the grim warriors of Redwall, to the affable merchants and craftsmen trading across the City-States of Vallinar, to the reclusive mystics who study the Galdrdvalin—no two dwarves are exactly the same. Below, we present three sets of dwarven racial traits, each emphasizing a different aspect of what it means to be a dwarf in Rhune. GMs should feel free to use any or all of these racial packages instead of, or in addition to, the traits from the Dwarven entry in chapter 2 of the **Pathfinder Roleplaying Game Core Rulebook**.

WEIGHT AND HEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Hammerfall Dwarf (female)	3'4"	88 lbs	1d6	x4 lbs
Hammerfall Dwarf (male)	3'6"	100 lbs	2d4	x5 lbs
Redwall Dwarf (female)	3'2"	85 lbs	1d6	x4 lbs
Redwall Dwarf (male)	3'6"	110 lbs	2d4	x6 lbs
Runesinger Dwarf (female)	3'4"	85 lbs	1d6	x4 lbs
Runesinger Dwarf (male)	3'5"	105 lbs	1d6	x4 lbs



CLAN REDWALL— THOSE WHO WATCH

These dwarves are warriors-born, strong as the mountain, forged from Velash's hammer, taught in ancient days the arts of war by Hrothur's example, and destined from their earliest days for battle.

The most militant among the clans, Clan Redwall trains its members from birth for but a single purpose—to stand in the front lines when the horns herald the coming of Ragnarök. Warriors of honor and skill, these dwarves spend their entire lives seeking out battle, whether those battles take them into the north to battle the servants of the Thrall Lords or out West to hunt bandits.

+2 Constitution, +2 Wisdom, -2 Charisma

Type humanoid (dwarf)

Medium Dwarves are Medium creatures that have no bonuses or penalties due to their size

Speed Dwarves have a base speed of 20 ft. This is never modified by armor or encumbrance.

Darkvision Dwarves can see in the dark up to 60 ft.

Hardy Dwarves receive a +2 bonus to saving throws against poison, spells, and spell-like effects.

Stability Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Forgeborn In times of battle a dwarf may call upon the power of Velash's forge to enhance her attacks. Once per day as a swift action her weapons take on a ruddy red glow, and all successful attacks deal an extra 1d6 fire damage. This effect lasts for one round per level, and may be dismissed early as a free action.

Unbreakable Dwarves are resolute and fearless, capable of fighting on despite wounds that would incapacitate the more fragile races. Dwarves do not fall unconscious upon reaching 0 hit points. Instead they become staggered, and begin to lose 1 hit point per round. Dwarves still die when their hit points reach a negative amount equal to their Constitution score.

Weapon Familiarity Dwarves have long mastered the use of guns through generations of warfare. They treat all dwarf-made firearms as martial rather than exotic weapons. In addition they receive a +1 competence bonus to hit and damage rolls with such weapons.

CLAN HAMMERFALL— THOSE WHO PROVIDE

These dwarves are traders with other races, and crafters of fine weapons. They are stewards of the Halls, and tend the alchemical gardens that supply food and healing.

+2 Constitution, +2 Intelligence, -2 Wisdom

Type humanoid (dwarf)

Medium Dwarves are Medium creatures that have no bonuses or penalties due to their size

Speed Dwarves have a base speed of 20 ft. This is never modified by armor or encumbrance.

Darkvision Dwarves can see in the dark up to 60 ft.

Hardy Dwarves receive a +2 bonus to saving throws against poison, spells, and spell-like effects.

Inventive Alchemy Dwarven alchemists gain an additional discovery at first level. In addition, bombs that deal acid damage gain a +1 competence bonus to damage for each die rolled. Additionally, these dwarves gain a +2 racial bonus to Craft (alchemy) skill checks.

Keen Trader Dwarves receive a +2 competence bonus to Bluff and Diplomacy checks when negotiating with members of the other races.

Skilled Dwarves gain an additional skill point at each level.

Stability Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

CLAN RUNESINGER— THOSE WHO PRESERVE

These dwarves are closest to the heart of the mountain and the ancient song of stone sings more clearly in their blood. They keep the dwarven rune lore, the rites of the Æssynir, and remember the long histories of the Halls.

+2 Constitution, +2 Wisdom, -2 Charisma

Type humanoid (dwarf)

Medium Dwarves are Medium creatures that have no bonuses or penalties due to their size

Speed Dwarves have a base speed of 20 ft. This is never modified by armor or encumbrance.

Darkvision Dwarves can see in the dark up to 60 ft.

Deep Bound Dwarves gain a +2 dodge bonus to AC when underground.

Light Sensitivity Dwarves are at home in the dark, and spend long days in deep halls. They are dazzled in bright sunlight.

Stoneskinned Dwarves partake of the mountain's strength, but also its weaknesses. They gain a +1 bonus to Natural Armor, with an additional +1 every 5 levels, to a maximum of +5 at level 20.

Hardy Dwarves receive a +2 bonus to saving throws against poison, spells, and spell-like effects.

Song of Stone Dwarves are treated as 1 level higher when casting spells with the earth descriptor or using powers of the Earth domain, the bloodline powers of the earth elemental or forge heart* bloodline, and revelations of the oracle's stone mystery. This ability does not give members of this race early access to level-based powers; it only affects powers that they could already use without this ability. If a member of this race has a Wisdom of 11 or higher, it also gains the following spell-like ability: 1/day—*stone call*. The caster level for this spell-like ability is equal to an individual's character level.

Stability Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Unchanging Dwarves have a nature of stone, hard and unyielding. They gain spell resistance equal to 11 plus their character level. They can lower this resistance as a free action.





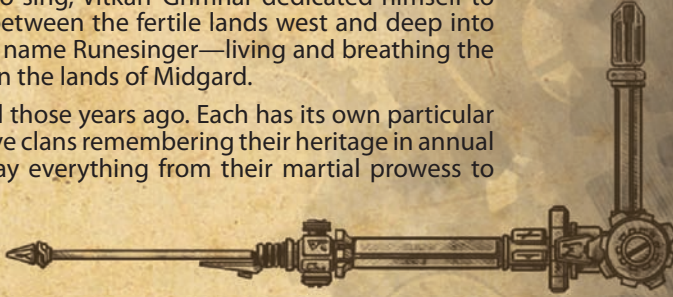
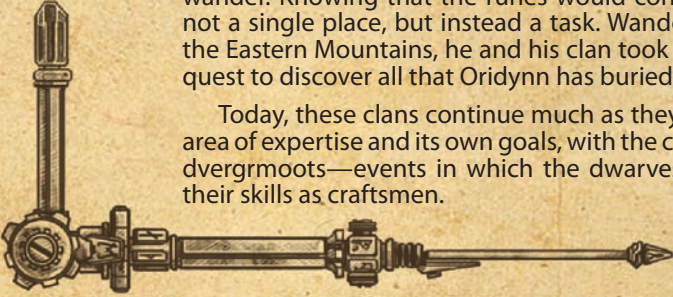
THE CLANS

There are many dwarven clans that lay claim to the mountains, hills, and valleys of Rhune. While the majority of these clans live in Midgard—the physical lands commonly known as The Middle Court or Mid-Realm—some lay claim to more distant realms, occupying enclaves in Tieferhæm, Nachtland, and beyond. The majority of these distant clans are small and isolated, having particular interests in those regions alone. Among the clans who walk the paths and trails of Midgard, three stand out. These are Clan Hammerfall, Clan Redwall, and Clan Runesinger. While the clans themselves share the same genesis, each clan was created to pursue a single end.

When the dwarves originally marched east from Rhuneheim, they did so under one banner and with but a single goal—to win Ragnarök. Vitkarr Grimhar, leader of Clan Hammerheim, alongside his two sons, Uldain and Arden, led this contingent of dwarves. Skirting the Northern border of Ælveheim and heading steadily east, the dwarves met the very first humans, a youngish race—especially by their ancient standards—which they quickly came to appreciate. Knowing that only a few short generations would pass before Ragnarök would descend; the clan invited the humans to travel with them, settling the lands that would ultimately come to be known as The City-States of Vallinar, as allies. Meeting the humans, however, presented the dwarves with a new factor in the growing equation presented to the clan. The dwarves suspected, from all their vitkarr had gleaned, that their strength lie in the East. But they were not sure if this strength lied with the humans, or if another element, still undiscovered, remained. So, in the fertile lands west of what would later be called the Redwall Mountains, they made council.

Knowing it would take a divided effort to support the humans, search for the runes, and prepare for Ragnarök, Grimhar split his own clan in twain. Uldain continued east, settling the mountains, and eventually taking the name Redwall—after the crimson cliffs that crept into the bright, blue sky. Arden, for his part, elected to remain in the fertile lands, which the humans favored. When the humans among his kind asked Arden which lands he would take for the dwarves, he threw his hammer. When it landed, both Clan Hammerfall and Union City were born. The remaining dwarves, those still seeking what Grimhar feared was not located in a single place, continued to wander. Knowing that the runes would continue to sing, Vitkarr Grimhar dedicated himself to not a single place, but instead a task. Wandering between the fertile lands west and deep into the Eastern Mountains, he and his clan took on the name Runesinger—living and breathing the quest to discover all that Oridynn has buried deep in the lands of Midgard.

Today, these clans continue much as they did all those years ago. Each has its own particular area of expertise and its own goals, with the collective clans remembering their heritage in annual dvergsmoots—events in which the dwarves display everything from their martial prowess to their skills as craftsmen.



STORM STEWARDS

In Redwall, storm engines are powered by harnessed lightning, which in turn is plucked from the mountain skies by a very rare group of people—the Storm Stewards. The Storm Stewards are a circle of druids with a special connection to the stormy mountain skies that have embraced the greatest of cycles, accepting the inevitability of progress as a natural step toward Ragnarök. This circle calls lightning down from the skies, ensuring that the natural world serves this progress by guaranteeing that each storm engine receives its share. Additionally, many of these Storm Stewards work alongside dwarven technicians to maintain and repair the various lightning collectors inside and outside of the city.

Although some people believe that the Storm Stewards go out of their way to create storms to power Redwall (and some of the other cities, as well), the circle maintains a policy of harnessing natural storms only. While it has the capability to create storms, it shies away from this, claiming that the Æssinyr would frown upon such a blatant abuse of their powers. Instead, they work to create more efficient storm engines, which continue to keep this elite group heavily involved in the spirit of progress that permeates throughout Redwall, as well as the rest of the City-States of Vallinar.

Although most of the Storm Stewards live in and around Redwall, a number of smaller circles exist throughout the City-States, working to power the cities there. These circles tend to be humans, trained in Redwall, who have returned to their host cities.

FORGE HEART (SORCERER BLOODLINE)

Your soul remembers the heat of Velash's forge and the weight of his mighty stone hammer. The fires of creation and destruction burn in your heart, singing songs of red-hot iron and cunningly wrought stone.

Class Skill: Knowledge (engineering)

Bonus Spells: *mage armor* (3rd), *shatter* (5th), *explosive runes* (7th), *solid fog* (9th), *hungry pit* (11th), *contagious flame* (13th), *firebrand* (15th), *wall of lava* (17th), *elemental swarm* (magma only) (19th)

Bonus Feats: Combat Casting, Craft Magic Arms and Armor, Defensive Training, Dodge, Great Fortitude, Heighten Spell, Lightning Reflexes, Toughness

Bloodline Arcana: Unlike most sorcerers whose innate magic is powered by force of personality, you use deep insight to master and fuel your magic. You use your Wisdom, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells. Whenever you cast a spell of the transmutation school, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

BLOODLINE POWERS

Burning Ember (Su): Starting at 1st level, you can throw a burning ember as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ember deals 1d6 points of damage + 1 point of fire damage for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Blessing of Steel (Su): Starting at 3rd level, you can touch a metal weapon as a standard action and give it the keen quality. This lasts for a number of rounds equal to your sorcerer level. This ability cannot be used if it would give the target weapon greater than a +10 effective enhancement. You can use this ability once per day.

Faithful Steel (Su): Starting at 9th level, as a standard action, you can summon a floating, red-hot melee weapon, shedding a cascade of sparks, to smite your enemies. The weapon (usually a great sword or great hammer) strikes at any opponent within 60 ft., as you desire, starting in the round that you cast the spell. The weapon attacks its designated target once each round on your turn. Its attack bonus is equal to your sorcerer level + your Wisdom bonus. It deals 2d6 points of damage, plus 1 point of fire damage for every sorcerer level, with a threat range of 19–20 and a critical multiplier of ×2.

As a magic weapon, it does half damage to ethereal and incorporeal creatures. The weapon always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. Each round after the first, you can use a move action to switch the sword to a new target. If you do not, the weapon continues to attack the previous round's target. The weapon lasts for one round per sorcerer level.

Rebuke Weapons (Su): Starting at 15th level you can sketch a glowing rune in the air that repels metal weapons. The rune hangs in place for one round per two sorcerer levels, and creates waves of invisible energy that roll forth directly away from you. All metal weapons in the path of the spell are pushed away from the rune to a limit of 120 ft. in a direct line. Weapons affected (spell resistance applies normally) by this ability are

repelled at the rate of 40 feet per round, dragging their bearers with them. Even magic weapons with metal components are repelled, although an antimagic field blocks the effects. A creature being dragged by a weapon it is carrying can let go. Creatures attempting to drag their weapons against the field must succeed on a CMD roll each round, with the CMD of the rune equaling 25 plus the sorcerer's Wisdom modifier. Creatures dragging metal weapons weighing more than 4 lbs suffer a -1 penalty to this check for every pound the individual weapon weighs above 4 lbs. This penalty stacks if multiple weapons are carried.

The waves of energy continue to sweep down the set path for the ability's duration. After you draw the rune, the path is set, and you can then do other things or go elsewhere without affecting the rune's power.

Child of the Great Forge (Su): At 20th level you become one with the iron and fire of Velash's forge. You gain the [earth] and [fire] subtypes, and DR 10/magic. At any time, as a standard action, you can become a huge humanoid of red-hot stone crossed with bands of glowing rune-marked iron. This ability functions as the *elemental body IV* spell, except that you use the statistics for a magma elemental. You can use this ability without limit.

ORACLE FORGE MYSTERY

An oracle of the Forge mystery is marked by the creative powers of Velash's forge. While most oracles of the Forge come from among the dwarves of Clan Runesinger, members of any race can be touched by the hammer of the Æssinyr's forge-master. Their mystic connection to the fires of creation gives them powers over metal, stone, and flame and makes them fearsome opponents in battle.

Skills: An oracle with the Forge mystery adds Appraise, Disable Device, Intimidate, and Knowledge (engineering) to her list of class skills.

Bonus spells: *shock shield* (2nd), *spiritual weapon* (4th), *magic vestments* (6th), *stoneskin* (8th), *wall of stone* (10th), *blade barrier* (12th), *create demiplane* (14th), *iron body* (16th), *clashing rocks* (18th)

REVELATIONS

An oracle with the Forge mystery can choose from any of the following revelations:

Bastion of Iron (Ex): You set yourself in defiance, surrounded by forged steel and protected by a crackling aura of sheer will. Once per day per five levels, you may take a defensive stance, gaining a +4 sacred bonus to AC, a +2 sacred bonus to all saving throws, and 2 temporary hit points per oracle level. While in this stance you move at half speed. The stance lasts one round per oracle level, and may be cancelled early as a free action.

Blessing of Steel (Su): Once per day, as a standard action, you can bless a metal melee weapon, giving it the keen property. At level 11, you may instead choose to give the weapon the brilliant property. At level 15, you may instead choose to give the weapon the vorpal property. The effect lasts for 1 round per oracle level.

Burning Ember (Su): As a standard action you can throw a burning ember, targeting any foe within 30 feet as a ranged touch attack. The ember deals 1d6 points of damage + 1 point of fire damage for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.



Faithful Steel (Su): Once per day, when you score a critical hit with a metal melee weapon, you can grant the weapon the dancing quality as an immediate action. The effect lasts for 1 round per oracle level.

Forge Father's Hammer (Su): You call upon Velash's power to smite your enemies with fire and stone. A burning, rune-carved, stone hammer materializes in front of you and smashes into one target within 30 feet. The target takes 1d6 damage per oracle level (a successful Reflex reduces this damage by half). At 10th level, a target that fails its saving throw is also stunned for 1d4 rounds. You can use this ability once per day for every 5 oracle levels.

Ironhide (Ex): You are proficient in all metal armor. At 10th level, you gain the benefits of Armor Training 1 as the fighter class feature. At 15th level, you gain the benefits of Armor Training 2. In addition, you receive a +1 bonus to Fortitude saves for every six levels.

Rebuke Weapons (Su): You sketch a glowing rune in the air that repels metal weapons. The rune hangs in place for one round per two oracle levels and creates waves of invisible energy that roll forth directly away from you. All metal weapons in the rune's path are pushed away to a limit of 120 ft. in a direct line. Weapons affected (spell resistance applies normally) by this ability are repelled at the rate of 40 feet per round, dragging their bearers with them. Even magic weapons with metal components are repelled, although an antimagic field blocks the effects. A creature being dragged by a weapon it is carrying can let go. Creatures attempting to drag their weapons against the field must succeed on a CMD roll each round, with the CMD of the rune equaling 25 plus the oracle's Wisdom modifier. Creatures dragging metal weapons weighing more than 4 lbs suffer a -1 penalty to this check for every pound the individual weapon weighs above 4 lbs. This penalty stacks if multiple weapons are carried.

The waves of energy continue to sweep down the set path for the ability's duration. After you draw the rune, the path is set, and you can then do other things or go elsewhere without affecting the rune's power. You must be 14th to choose this revelation.

Servants of the Great Forge (Su): Once per day, you can summon a servant of the great forge to aid you in battle. The servant appears as an animated suit of armor, still glowing gently red from the heat of the forge. The servant occupies its space, though you and your allies can move through it, since it is your ally. The servant carries a warhammer (constructed from pure force), and each round on your turn, starting with the turn that you cast this spell, can make an attack against a foe within its reach that you designate. You can move the servant up to 20 feet as a swift action. The servant threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The servant uses your base attack bonus (gaining extra attacks if your base attack bonus is high enough) plus your Charisma bonus when it makes a melee attack. When the servant hits, it deals 1d10 points of force damage + 1 point of fire damage per 3 levels, threatening only on a roll of natural 20 (confirmed criticals deal triple damage). It strikes as a force effect, not a weapon, so it bypasses DR and can affect incorporeal creatures. The servant remains with you for one round per oracle level before collapsing in a shower of sparks. You must be 7th level to choose this revelation.

Voice of the Forge (Su): You can use the embers of fires and forges to communicate over great distances. At will, as a standard action, you can deliver a message of up to 25 words to any one person you know, so long as they are within sight of a lit fire. They see the form of your face speaking from the burning embers, and can reply in the same manner. If the

intended recipient is not near a fire, then you are aware that the message has not been delivered. In addition, you gain a +5 bonus on all Craft checks using a forge.

Weapon Bond (Ex): You are proficient with all metal martial weapons. At 5th level, and every five levels after, you gain +1 to attack and damage when using a metal weapon.

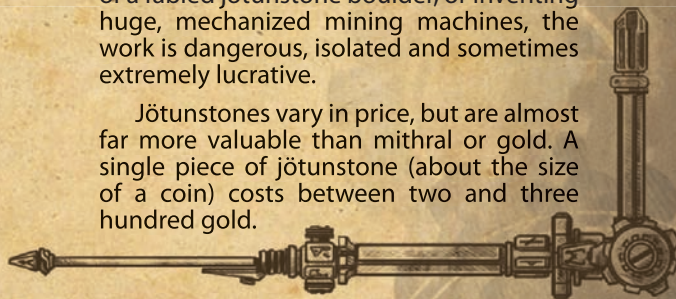


THE JÖTUNSTONE

This rare and valuable stone ranges in color from the deep blue of a stormy ocean, through the bright, hard blue of a glacial river, to the translucent blue, almost white, of fresh snow on a frozen lake. Whatever the color, the stone is very hard and can only be worked with mithral or adamantite tools. Most often found in chips and shards among the stony beds of rivers that tumble down from glacial mountains, jötunstones have always been prized by the elder races for their beauty, strength, and ability to hold rune-marks. Indeed, part of the regalia of the ælvish court is a shield covered in a mosaic of ancient jötunstone pieces each carved with runes for defense, proof against the mightiest of weapons.

Since clockwork adepts have identified its use as a vital component in the therm-torque engines, the stone is prized more than ever and commands a price above gold. Finding a single large piece can change a common man's fortune forever. As a result, dwarves, clockwork elves and automata alike keenly seek it out. The mere rumor of an 'ice-stone' find can cause a new town to spring up. Hopeful prospectors, mine engineers from House Falr, merchants, mercenaries from House Ashengard, tavern owners and shopkeepers—within weeks there can be several hundred people staking claims, making and spending fortunes on the frontiers of civilization. Whether panning through river gravel, exploring the ice fields that feed the rivers in search of a fabled jötunstone boulder, or inventing huge, mechanized mining machines, the work is dangerous, isolated and sometimes extremely lucrative.

Jötunstones vary in price, but are almost far more valuable than mithral or gold. A single piece of jötunstone (about the size of a coin) costs between two and three hundred gold.



Child of the Great Forge (Su): At 20th level you become one with the iron and fire of Velash's forge. You gain the [earth] and [fire] subtypes, and DR 10/magic. At any time, as a standard action, you can become a huge humanoid of red-hot stone crossed with bands of glowing, rune-marked iron. This ability functions as the *elemental body IV* spell, except that you use the statistics for an elder magma elemental. You can use this ability without limit.

THE HANGING GARDENS OF HOUSE HAMMERFALL

The Hanging Gardens of Clan Hammerfall are a series of rooftop parks in Union City that attract travelers from across the City-States of Vallinar. As old as the city itself, the gardens display the clan's mastery of alchemy, architecture, and botany, where white-robed acolytes cultivate a range of magical plants. Draped vines shade winding paths between crystalline trees where leaves of emerald distill sunlight into incense scented golden blossoms. After dark the scents of jasmine and lemon-blossom drift through the night air, as softly glowing moon-fruit attract pale lunar moths to feed. Bellflowers and piper-grass transform the gentle breezes into delicate music, bringing a sense of serenity that is rare in the bustling northern city.

The gardeners protect these plants fiercely as a major source of pride and wealth for Clan Hammerfall, and it is perhaps not surprising that they craft protections from the plants themselves. Fortunate thieves find themselves hanging upside down from vine-wrapped legs, a strange lassitude stealing through their limbs from a neat row of thorn punctures. Acolytes find less fortunate intruders reduced to charred bones amid a field of Drachenlillies and Golden Smokeweed.

Still the thieves come, drawn by the fabled riches of Clan Hammerfall—riches gained in large part by sale of the fruit of the Hanging Gardens. Even the mundane produce is fit for the table of any noble house; more highly prized still are fruits with healing properties, or those that grant aid in battle. Chilled cabinets display freshly picked fruit in settings better fit for jewelry than grocery, with prices to match.

The following fruit are but a small sample of what can be had in the famous hanging gardens. Unless otherwise noted, each piece of fruit retains its magic for 1d4+4 days. After that, it begins to decay.

Alnara's Delight

Aura faint transmutation **CL** 1st
Slot none; **Price** 40 gp; **Weight** -
Description

This small, green berry has firm, white flesh and an earthy, savory flavor. Eating a single berry as a standard action, or up to three as a full round action, heals 1d8+1 hit points of damage per berry.

Construction Brew Potion, Profession (gardener) 1 rank, *cure light wounds*; **Cost** 20 gp

Stonetouch Grape

Aura faint transmutation **CL** 1st
Slot none; **Price** 40 gp; **Weight** -
Description

This grey berry looks like a small piece of granite, but crunches in the mouth to release a tartly sweet juice and tantalizing aroma. Eating the fruit as a standard action causes the user's skin to take on a grey hue, reminiscent of an aging dwarf. For the next hour the user is comfortable in both hot or cold environments, tolerating conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. In addition the user's unarmed attacks do not provoke attacks of opportunity and deal 1d6 points of lethal damage. *Stone to flesh* immediately dispels all effects gained from eating a *stonetouch grape*.

Construction Brew Potion, Profession (gardener) 1 rank, *endure elements*, *stone fist*; **Cost** 20 gp

Blue Heartberry

Aura faint transmutation **CL** 3rd
Slot none; **Price** 240 gp; **Weight** -
Description

This fist-sized purple fruit has delicate scented flesh and a crisp aromatic flavor. Eating the fruit as a standard action heals 2d8+3 hit points of damage. For one hour after eating the fruit, the eater gains a +5 alchemical bonus on saving throws against poison.

Construction Brew Potion, Profession (gardener) 3 ranks, *cure medium wounds*, *delay poison*; **Cost** 120 gp

Redwall Gourd

Aura faint transmutation **CL** 3rd
Slot none; **Price** 240 gp; **Weight** -
Description

This large, green fruit oozes pale golden juice with a distinct smell of honey mead. Eating the fruit as a standard action grants a +1 morale bonus to attack rolls and saving throws against fear, and a +2 enhancement bonus to the user's existing natural armor bonus. This effect lasts for one minute.

Construction Brew Potion, Profession (gardener) 3 ranks, *aid*, *barkskin*; **Cost** 120 gp

Dægr's Tears

Aura faint transmutation **CL** 3rd
Slot none; **Price** 240 gp; **Weight** -
Description

This small, golden fruit has segmented flesh and glows with a dim golden light, acting as a light source when held. Eating the fruit, as a standard action, grants darkvision for one hour as glittering motes dance through the user's eyes. The user can end the darkvision effect at any time to breathe out a golden, 15 ft. cone of fire, dealing 2d6 damage to every creature in the area. A successful DC 13 Reflex save halves this damage.

Construction Brew Potion, Profession (gardener) 3 ranks, *darkvision*, *fire breath*; **Cost** 120 gp

Blackthorn Apple

Aura moderate transmutation **CL** 5th

Slot none; **Price** 600 gp; **Weight** -

Description

This dark, leathery fruit covered in small thorns and hides a small kernel of sweet white flesh. Eating the fruit as a standard action causes long dagger-like thorns to sprout from the user's body. The thorns last for 1 minute, and any opponent who successfully attacks the user with a melee weapon or unarmed strike during that time takes 1d6+5 points of piercing damage. The user also benefits from a heightened tolerance for pain, receiving a +2 alchemical bonus to saving throws against spells with the [pain] descriptor for one hour.

Construction Brew Potion, Profession (gardener) 5 ranks, *thorn body*; **Cost** 300 gp

Harvest Pouch

Aura faint necromancy and conjuration **CL** 1st

Slot none; **Price** 2,000 gp; **Weight** -

Description

Delicate golden embroidery decorates the waxed white linen of this medium-sized pouch. When a character places fresh vegetation or alchemical fruit into the bag, the bag preserves the vegetation for up to two weeks. The bag can preserve up to ten pieces of alchemical fruit in this way. Once removed from the pouch, the vegetation loses its freshness and any magical effects in one hour. In addition, once per day the harvest pouch can act as the material component in a casting of goodberry, magically creating the fresh berries usually required.

Construction Craft Wondrous Items, Craft (leatherworking) 1 rank, *goodberry*, *harvest blessing*; **Cost** 1,000 gp

Harvest Blessing

School necromancy; **Level** cleric 1, druid 1

Casting Time 1 standard action

Components V, S, M (a bit of salt crystal, wrapped in fresh linen, placed with the food)

Range touch

Target food touched

Duration 2 day/level

Saving Throw Will negates (object); **Spell Resistance** yes (object)
You preserve food so that it does not decay. When you cast this spell, you select a quantity of fresh food (up to 2 lbs. per caster level) and wrap a bit of nature's own life force around it, extending its wholesomeness and staving off decay. While under the effect of this spell, food remains fresh, retains its original flavor, and provides nourishment or magical effects as if it were as new as when you harvested or prepared it.



CLOCKWORK ELVES

Arigyn bent over his workbench, his eyes squinting through the thick glasses hanging off his nose, and made yet another adjustment. Then, he spun the winding, turned his head, and listened for the signature click that would signal the recoil assembly had married up to the middle receiver.

Then, he waited.

Frustrated, he glanced down. He studied the assembly, checking and rechecking all of it, looking for anything that might be out of place. Then he saw his problem and made another adjustment. He heard the signature click before he even turned his head. Satisfied with his work, he started to rebuild the rest of the gun-blade. Then, he heard a rapping on the door.

"Come in." He said as he pushed his spectacles up his nose, fitting them firmly on his face. He looked up. Therric, watchmaster for the small fort—and human in every way imaginable—stood in the doorway with a troubled look on his face.

"Well, Therric, what is it? Can't you see I'm busy?" He tried to ease his annoyed tone, knowing it would only complicate things.

"It's the water pump, Master Arigyn. I think the motor has seized up." Therric offered a weak smile, the look of a man who knew he had already received one too many favors. He also had a desperate look; one Arigyn knew meant he was here, in his presence, out of necessity, not sloth. Arigyn sighed.

"Let me finish this blade and I'll be up shortly. In the meantime, make sure you've gathered my tools from the front room, a bottle of whetting oil, and some clean linen on which to place the parts. Oh, and make sure you've removed the housing and belts. The less work I need to do breaking down the pump, the better." Arigyn said, matter of fact. He knew this was an important project, especially for a fort as far out west as theirs. And water reserves or not, the fort still had to replenish those once they were depleted.

Therric departed as Arigyn straightened, wiped his hands, and uttered his traditional motto, "Through our wonders, we change the world." He smiled, reassuring Therric. It was all part of the job, after all.



HISTORY

If anything can be said for Lady Y'Draah and her earliest followers, it is this; they were passionate in their dedication, practical in their research, and tenacious in their pursuit of her vision. And, to this day, they still are.

The clockwork elves are descended from ælves who, alongside the fabled Lady Y'Draah, dared to walk the Great Tree during the Time of Silence to discover the whereabouts of their beloved Æssinyr. Armed with Lady Y'Draah's prophetic vision, the ælves and dwarves built a massive trans dimensional gate, which they called Bilröst. This device granted them access to the realms beyond, but also came with a hidden curse, one none among them saw until it was too late. When activated, the gate slowly

began to realign the Great Tree, bringing its branches into an alignment that would shatter all of the realms, save one. Knowing this, the ælves did everything they could to deactivate the gate, but their effort was futile. Worse, those ælves who had traveled through the gate came back changed. They were no longer the cheerful or optimistic individuals that had left. Instead, they were pragmatic but forbidding, having a sense of things that the ælves would never understand. Unable to fully readjust, the ælves banished them, placing the entirety of this tragic event on their shoulders.

With this banishment, however, came another curse. Without their precious connection to their racial homelands, the ælves began to wither and fade, slowly aging. Some blamed their trip, but others pointed toward their banishment, which had clearly severed their divine ties to nature. And thus, the clockwork elves were born.

PHYSICAL

Most clockwork elves appear human, but with skin colors ranging from ruddy tans to pale, ghostly whites. They have lithe figures and uncommonly dark hair. While most have round eyes, some are born with almond shaped-eyes, which clearly distinguishes them from their human counterparts. Very few are born with high, pointed ears, but straight, pointed ears are common. All of this said, most clockwork elves find it easy to masquerade as humans, requiring only a little work on their end to disguise themselves or disappear into a crowd.

Ironically, it is their attire that often sets them apart.

Unlike humans, clockwork elves favor dark, heavy clothing in a simple, utilitarian style. While this is better suited for craftsmen or factory workers (both professions that the clockwork elves occasionally explore), it is a cultural norm for even those who do not engage in such professions. Some suggest this is part of their racial identity, although others are as quick to point out they likely picked this up from the dwarves, with whom they spent decades under the mountains.

While most folks can't tell the difference between individual clockwork elves, a distinct subgroup does stand out—a group whose condition identifies them as “the ashen.”

The Ashen are an exceptionally light-skinned group of clockwork elves that suffer what other clockwork elves call “their curse.” This condition is nothing less than full-fledged albinism, complete with pink to purple colored eyes and an accompanying sensitivity to light.

ADVENTURING

Clockwork elves find adventuring an interesting exercise, especially if they can procure new technology or raw materials for their endless sequence of projects. For most, adventuring is an excuse to gather, investigate, and study—both the past and the world outside of their communities. That said, this is contingent on them being able to return to said projects. Clockwork elves are not fond of extensive trips abroad, nor do they seek to spend long periods of time outside of their communities. Small, short jaunts into the unknown are right up their alley.

Most Clockwork elves excel as wizards, although some find work as bards or rogues. The lifestyle of both the magus and the gunslinger greatly appeal to clockwork elves. Many also become fighters. Clockwork elves rarely select classes with strong ties to nature, so druids, oracles, and rangers are generally poor choices.

SOCIETY

Clockwork elves order themselves similar to humans or dwarves, gathering in extended families or clans. Although some maintain solitary lifestyles, most prefer the company of others—both to assist in research and to ensure their continued safety. They tend to form familiar units based on mutual interests, with entire groups forming whose sole interest is a single topic of study. Others, however, bond simply out of familiarity. Clockwork elves easily form long friendships with people from other races, but only after those people have proven themselves trustworthy. Clockwork elves have a hard time forming bonds with animals, but love the companionship they offer when they manage to do so. Those with the talent often build their own clockwork companions, with Droggs being a particular favorite.

RELATIONS

Clockwork Elves get along well with automata, dwarves, and humans. They are closest to the dwarves, who they've grown up with, and equally close to humans, with whom they occasionally mate. They have mixed feelings about the automata, who treat them as parents—even though only a single clockwork elf is responsible for their awakening. They avoid ælves, who they view as aloof, distant, and often cruel. Many clockwork elves look up to the glitterfane, who they view as an example of divine redemption. Just as many, however, regret them for the same reasons. Clockwork elves rarely cross paths with the aranydai, and view them with a strange trepidation when they do.



ALIGNMENT AND RELIGION

Clockwork elves tend to be free spirits who obey laws, but who aren't afraid to break them when it serves them. They are an introspective and inventive lot, with quiet tendencies. In general, clockwork elves aren't particularly religious, viewing their position in history as a cruel, divine joke. For them, religion is a highly personal matter.

CLOCKWORK ELVEN NAMES

Female: Bella, Chindra, Ellena, Isanna, Ninna, Quille, Wynn

Male: Arigyn, Ashnu, Ferrok, Justynn, Mannyn, Prikyll, Renthrysk, Shent

CLOCKWORK ELVEN RACIAL TRAITS

Called "Ash Elves," "Dirge Elves," or simply "The Dying" by their immortal ælven cousins, clockwork elves are an interesting combination of ælven frailty, dwarven determination, and passionate examination.

+2 Dexterity, +2 Intelligence, -2 Constitution

Clockwork elves are smart and quick, but less resilient than other races.

Type humanoid (elf)

Medium Clockwork elves are Medium creatures that have no bonuses or penalties due to their size.

Normal Speed Clockwork elves have a base speed of 30 feet.

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

Clockwork Affinity Clockwork elves receive a +2 racial bonus of Knowledge (clockworks) and Disable Device checks. In addition, clockwork elves receive a +2 racial bonus on Appraise and Spellcraft skill checks made to identify the value or magical properties of clockwork items. Additionally, clockwork elves enjoy a +1 racial bonus to AC against attacks from constructs.

Elven Ingenuity Clockwork elves have a natural aptitude for crafting and gain a +4 racial bonus to all Craft skill checks that include mechanical items or moving parts.

Elven Immunities Clockwork elves are immune to magic sleep effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects.

Keen Senses Clockwork elves receive a +2 racial bonus on Perception skill checks.

Nature's Curse Clockwork elves have a weak connection to nature. When casting spells from the druid or ranger spell lists, clockwork elves suffer a -1 penalty to caster level checks (to overcome spell resistance) and a -2 penalty to spell DCs.

Reflective Brilliance Clockwork elves have a fascination with mirrors and light. As long as they are wearing or holding something reflective, they gain a +2 racial bonus to their AC against rays. Once per day they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows Feat.

Languages Clockwork elves begin play speaking Low Common and Low Elven. Clockwork elves with high Intelligence scores may choose from the following languages: Dwarven, Giant, Goblin and High common.

WEIGHT AND HEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Ashen Elf (female)	5'6"	100 lbs	1d4	x2 lbs
Ashen Elf (male)	5'4"	105 lbs	1d6	x3 lbs
Clockwork Elf (female)	5'6"	105 lbs	1d6	x3 lbs
Clockwork Elf (male)	5'5"	110 lbs	1d8	x4 lbs

THE ASHEN (VARIANT CLOCKWORK ELF)

Called "the cursed," sometimes even by their own kind, the ashen are a rare breed of clockwork elves who suffer from an extreme case of albinism. Displaying bright pink to purple eyes, white skin, and shining silver hair, they easily stand out from their darker-skinned cousins.

+2 Dexterity, +2 Strength, -2 Charisma

Ashen elves are quicker and stronger than their cousins, but far less comely.

Type humanoid (elf)

Medium Ashen elves are Medium creatures that have no bonuses or penalties due to their size.

Normal Speed Ashen elves have a base speed of 30 feet.

Light Sensitivity Due to their condition, ashen elves are dazzled in bright sunlight.

Ancient Enemies Ashen elves have long blamed the ælves for casting them out of their homeland (and their subsequent "condition"). Thus, most ashen elves hate them because of it. They gain a +1 bonus on attack rolls and damage rolls against humanoids (ælf).

Call of the Gun-Blade Ashen elves display an uncanny connection to the gun-blades their smiths are famous for building and treat them as martial rather than exotic weapons. In addition, they receive a +1 competence bonus to hit and damage rolls with such weapons.

Keen Senses Clockwork elves receive a +2 racial bonus on Perception skill checks.

Nature's Curse Ashen elves have a weak connection to nature. When casting spells from the druid or ranger spell lists, clockwork elves suffer a -1 penalty to caster level checks (to overcome spell resistance) and a -2 penalty to spell DCs.

Quick Unlike their cousins, the ashen are quicker to react to situations that would catch others unaware. They receive a +2 racial bonus to initiative checks.

Shadowed Blood Whenever they are in complete darkness, the Ashen gain fast healing 2. They can heal up to 2 hit points per character level per day with this ability, after which it ceases to function.

Subtle Striker Ashen elves are incredibly deft and often rely on precision to strike their foes. Ashen elves begin play with the feat Weapon Finesse.

Languages Ashen elves begin play speaking Low Common and Low Elven. Clockwork elves with high Intelligence scores may choose from the following languages: Dwarven, Giant, Goblin and High common.

THE SPELLSHOT (MAGUS ARCHETYPE)

The spellshot magus slays her enemies with both blade and bullet, enhancing either with arcane powers. Some even wield the mighty gun-blades designed and forged by the clockwork elves, their foes falling swiftly before a hail of storm-charged ammunition.

The clockwork elves are known not only for their gun blades, but also for those who wield them with deadly efficiency. While most of these individuals are gunslingers by nature, a select few dabble in the arcane arts, choosing instead to channel their martial and arcane might through a single weapon—the gun blade. These individuals are known as the Spellshot.

Not all who bear the title Spellshot are clockwork elves, however. A few humans, as well as the occasional dwarf, have been known to master this deadly art as well, using their guns as lethal weapons capable of delivering devastating magical assaults.

Arcane Shot

At 2nd level, by spending a point from their Arcane Pool, a spellshot magus can use their Spellstrike ability to deliver a spell with a range of 'touch' as part of a ranged attack using a firearm. In all other ways this follows the rules for Spellstrike (granting an additional attack at the spellshot's highest bonus, and using the firearm's statistics for criticals, etc.). In any turn, the spellshot may choose whether to use Spellstrike with a melee attack or with a ranged attack. The additional shot provided by this ability does not stack with Rapid Shot.

This changes the Spellstrike ability, and replaces the Spell Recall ability.

Arcane Pool

At 5th level, the spellshot's arcane pool bonuses can be used to add any of the following weapon properties: distance, flaming, frost, keen, shock, seeking, or speed. This replaces the list given in the magus's Arcane Pool class ability.

Improved Arcane Shot

At 8th level, the spellshot can benefit from the extra shot provided by Spellstrike and Rapid Shot as part of the same ranged attack with a firearm. This replaces the Improved Spell Combat ability.

Spell Recall

At 11th level the spellshot gains the Spell Recall ability. This replaces the Improved Spell Recall ability.



NEW FEATS

Ashbound Gaze

Your connection to nature is so weak you can frighten its inhabitants with but a look.

Prerequisites clockwork (ashen) elf, 1st level

Benefit Whenever an animal comes within 10 ft. of you, you may, as a move action, attempt to demoralize it. If your Intimidate check is successful, it is shaken and avoids approaching you.

Clocker

You naturally understand the inner workings with clockworks.

Prerequisites Int 15, clockwork elf

Benefit You gain a +2 competence bonus on Knowledge (clockworks) and Craft (clockworks) skill checks.

Grim Determination

You've spent your whole life working toward a single goal and that passion strengthens your resolve.

Prerequisites dwarf

Benefit Whenever you gain make a saving throw to avoid a condition (like frightened, sickened, or shaken) that would impair you, you gain a +2 to that saving throw.

Mountain Strider

Your experience in the rough hills and snowy mountains has taught you to traverse them quicker than others.

Prerequisites dwarf

Benefit Select one of the following listed terrains from the ranger's favored terrain list (either cold, mountain, or underground). Whenever you travel through that terrain type, your speed increases by 10 ft.

Rifle Mastery (Combat)

Prerequisites Dex 15, Point-Blank Shot, Rapid Reload, Rapid Shot

Benefit You may reload your rifle as a free action, and when you do, it does not provoke an attack of opportunity from opponents that threaten you. Furthermore, whenever you make a full attack, you may fire your rifle as if you were using a bow.

Special Starting at 6th level, a ranger with the rifle combat style may select Rifle Mastery as a combat style feat.

Shooter's Savoir-faire (Combat)

Shooting and reloading firearms in combat comes naturally to you.

Prerequisites Dex 13, grit class feature

Benefit Whenever you provoke an attack of opportunity by firing in melee combat, you gain 1 point of grit if your opponent misses with that attack.



ORGANIZATIONS

In the East, many factions compete for members, their ideologies as varied as grains of gunpowder. Several, however, stand out. The factions listed below have strong ties to the City-States of Vallinar. Some are married to the region's progress, actively working to improve both its understanding and its capabilities. Others are concerned solely with the coming conflict, that they may wage into battle strong, proud, and true.

THE ASHEN COVENANT

"We are not bound to your future..."



DESCRIPTION

The Ashen Covenant is an ancient collective of clockwork elves who secretly continue to pursue the work Lady Y'Draah began during the Time of Silence. Made up of clockwork elves that are unwilling

to believe their ancestor's actions were anything less than noble, the covenant attracts a diverse array of clockwork elves with a particularly strong sense of racial pride. Unlike a lot of factions, however, the covenant does not take steps to push its agenda in the open. Instead, the covenant works in secret, actively looking for ways to use clockwork technology to achieve greater feats in both divination and planar travel. Its members specialize in arcane magic, clockwork technology, planar research, and similar fields. Some of its members, however, delve into other fields that more traditional schools would easily label fringe.

Members of the Ashen Covenant do not wear uniforms, but rather greet one another with a secret sign and cryptic phrase.

GOALS

The Ashen Covenants' ultimate goal is simple—they seek the power to build their own Clockwork Gate, which they will use to escape Ragnarök. Not surprisingly, the covenant's lesser goals revolve around this—with agents actively working to better their arcane and clockwork understanding. Arcanists are generally focused on very specific types of magic, with the schools divination and conjuration being at the fore of their research. Other members pursue more traditional crafts, spending long hours studying clockwork technology in all its forms.

ALIGNMENT NG

Although the individual views of the covenant vary, the organization favors a reserved, positive social attitude. While it generally remains invisible to the vast majority of society, the covenant believes the actions of any single clockwork elf reflects on their race as a whole and encourages its members to teach all clockwork elves the importance of social responsibility. The organization, however, also realizes that some laws are meant to restrict individual freedom. In cases where such laws inhibit their research or ability to gather needed information (even in secret), the covenant reminds its members of the ultimate—and vastly more important—goal.

LEADER

Magistra Adanna Morden (NG female clockwork elf wizard 9) currently leads the covenant from her villa in the City of Damas. She is a determined, tenacious woman that believes every moment not spent pursuing the research Magistra Y'Draah started is a moment wasted. She specializes in conjuration and frequently travels to the various outposts the covenant maintains to share her research with the leaders there.

HEADQUARTERS

The Ashen Covenant currently maintains a villa in the City of Damas. Although the building itself is new, its furnishings are modest and simple. Traveling members will find simple rooms available to them, with only the most basic facilities. The villa maintains several portals to other secret locations throughout the City-States, as well as a complex series of research chambers and libraries.

JOINING AND ADVANCING

The Ashen Covenant does not advertise its presence. Instead, its members select other clockwork elves they feel exemplify its values and then watch them. If they meet with the approval of three or more observing members, they receive an invitation in secret. After a moderate interview process—that sometimes includes dangerous tasks—the member is accepted as a full member at the rank of neophyte. Members must then wait two additional years, working alongside senior members, before being granted the rank of arcanist (if an arcane caster) or engineer (if a non-arcane spellcaster).

Some members may advance sooner, either by impressive innovations or by successfully completing assigned tasks. Additionally, members may gain prestige



FACTION REPUTATION

It goes without saying that every group—from the smallest to the largest—pursues an agenda. The various factions of Rhune are no different. For most people, factions represent an opportunity to work with like-minded individuals. For others, factions represent a simple way to acquire power or to exercise control in a particular area, be it social or financial. We see these examples wherever we look, both in the real world and in the imagined.

For characters, the factions represent an opportunity to align themselves with a group that shares similar goals. By joining a faction, they agree to actively seek out ways to achieve those goals, accepting increasingly difficult missions on their behalf. In exchange, the factions offer these members additional resources, contacts, and information that they would otherwise spend vast amounts of time securing themselves.

For the GM, factions provide numerous opportunities to enrich the depth of their story. A GM can use factions to provide missions, settle inner-party conflict (or create it), provide specific treasure, or to introduce needed information into a campaign that the characters have failed to obtain themselves. What's more? In **Rhune: Dawn of Twilight**, most of the factions (but not all) have direct ties to the setting's overall theme—with many factions working to win, avoid, or otherwise escape Ragnarök. Some factions, like the Greengard and Ashen Covenant, have racially motivated agendas that tie into additional themes, increasing depth. Others, like the Order of the Stave, have broader goals that might span several campaign arcs.

A character's relationship with a faction is treated much in the same way it is with individuals, using the Diplomacy skill as a model for his or her interaction. Every character begins play unknown, with most (if not, all) factions indifferent to the character. As characters actively work to achieve a faction's goals, they gain Faction Points (similar to experience points). They collect these to gain status within their factions, or in most cases, they can spend them like a special form of currency, gaining favors or special items. Alternately, as characters support some factions, they gain the enmity of the groups that oppose them. If the character's actions are publically known to support a given faction, the character will gain negative faction points with its opponents, ultimately earning their ire and eventually inviting vengeance.

As a character progresses toward each end of this spectrum (gaining the Loved or Hated relationships with particular groups), they may apply the listed modifier (as a competence bonus) to Bluff, Diplomacy, and Intimidate rolls that affect members with lower point values from those organizations (as appropriate). For instance, a senior member of the Ashen Covenant with 28 Faction Points would gain a +4 competence bonus to Intimidate skill checks against new members (with less than 28 points), but would gain no bonuses to intimidate members with 29 or more points. Alternately, when encountering members from opposing factions, characters suffer the listed penalty to Bluff, Diplomacy, and Intimidate skill checks.

Use the following chart to measure a character's influence with a given organization.

Faction Points	Relationship	Modifier
-50 or more	Hated	-6
-49 to -26	Hostile	-4
-25 to 0	Unfriendly	-2
0	Indifferent	0
1 to 25	Friendly	+2
26 to 49	Helpful	+4
50 or more	Loved	+6

in the organization with every rank placed in Knowledge (clockworks), Knowledge (engineering), or Craft (clockworks). Members that actively learn new spells gain prestige with each new spellcasting level they attain.

Unlike most factions, the Ashen Covenant accepts only clockwork elves.

RESOURCES

The Ashen Covenant has fewer financial resources than some of the better-organized groups, but makes up for the difference with an extensive network of dedicated members.

- **Friendly** You enjoy a friendly and open relationship with the Ashen Covenant and can expect to use most safe houses with little or no extensive arrangement, staying in them for up to one week a month. Additionally, you can use attached research facilities, gaining a +2 competence bonus on a single Craft or Knowledge skill check once per day.
- **Helpful** You enjoy an intimate relationship with the Ashen Covenant and its membership takes steps to actively help you in your work. You may call upon local members or allied experts, gaining a +4 competence bonus on a single Craft or Knowledge skill check once per week. Additionally, you may borrow a single masterwork item, weapon, or set of armor for a number of weeks equal to your Charisma modifier. You may only borrow one such item at a time.
- **Loved** You enjoy the admiration and protection of the Ashen Covenant. In addition to gaining access to nearly all of its various safe houses and research facilities, the organization takes steps to hide you from outsiders. Anyone using Diplomacy to gather information to learn your whereabouts suffers a -8 to skill checks as long as the Ashen Covenant is actively hiding you. Finally, you may call upon individual cells to aid you on personal tasks for short periods of time. Once per month, you may employ 2d4 2nd level NPCs (generated by the GM) for a number of days equal to your Charisma modifier.

FACTION TRAITS

- **Fostered Mind** You studied a wide range of crafts and professions before joining the Ashen Covenant. After joining, the Ashen Covenant taught you additional methods to maximize your knowledge in those areas. Select two craft skills that you are proficient in. You gain a +1 trait bonus to skill checks made with each skill.
- **Covenant Elf** Members of the Ashen Covenant raised you. In addition to your normal training, one of them taught you how to unlock your hidden arcane

potential. Select a single spell from the Artifice domain. You cast that spell at +1 CL.

- **Will of the Covenant** You have underwent the rigorous process of joining the Ashen Covenant and understand its mission like few others. This knowledge pushes you, reinforcing your will. You gain a +2 moral bonus to Will saves whenever you are fighting to achieve a goal directly related to the Ashen Covenant.

THE CLOCKWORK ACCORD

"Progress through understanding..."



DESCRIPTION

The Clockwork Accord is an association of learned men who believe in merging the rational with the fantastic, using science to harness the powers of the world. They are students of the world, studying the mind as readily as

they do the air, sea, or deep places of the earth. They specialize in all forms of study, but especially love its place in technological development—from the physical sciences to the unexplained powers of the hidden world. They are champions of technology, focusing on everything from simple physical science to the complex automata, whose awakened consciousness serve as the new benchmark in scientific understanding.

Members of the Clockwork Accord are found anywhere technology thrives and can be easily recognized by their distinctive gray and black cloaks—many of which are inlaid with gear work designs.

GOALS

The Clockwork Accord has a number of goals, all of which revolve around its core maxim—"progress through understanding." As a champion of technological progress, it favors logic, engineering, math, and similar fields of study. It does not, however, exclude other forms of knowledge. Thus, it takes great steps to counter the destruction of any knowledge, be it cultural, scientific, or personal. The society also actively works to understand the animating aspect of consciousness, studying the automata and the magic that animated them apart from divine intervention. In this, its agents often protect automata, especially in areas where human ignorance has turned toward them with fire and pitchfork.

ALIGNMENT LN

In order for the Clockwork Accord to maintain good ties with its host cities, it makes a point to maintain local laws without weighing in on moral issues. While many of its members posit that a healthy society reinforces positive social values, the Clockwork Accord knows its place and steers away from shaping policy. This sometimes creates strange quandaries, especially in societies that willingly hinder progress or embrace barbaric practices that directly hinder the organization's work. Nonetheless, the group rarely acts as a social agent, instead encouraging external members to pick up the cause of progress where it cannot.

LEADER

Ghærick Blackwood (male human wizard 8/clockwork adept 6), a quiet and studious man, currently leads the Clockwork Accord. A relatively new arrival, Ghærick quickly ascended through the ranks, displaying an uncanny understanding of both the physical sciences and the politics that sometimes surrounded those who studied them. Quick-witted but polite, he has secured his position from no less than three lesser wizards—both in debate and in open combat.

HEADQUARTERS

The Clockwork Accord's headquarters are in the City of Damas, occupying a large, gray and black tower that most of the city's residents affectionately call 'the tower.' Although most of its official leadership lives and works here, it has major towers in each of the cities throughout the City-States of Vallinar. Its second largest location, unsurprisingly, is located (quite unofficially) in the basement of The Clockwork Fortress.

JOINING AND ADVANCING

The Clockwork Accord is open to only the most dedicated and structured minds, favoring those predisposed of high intellect with an arcane bent. It tends to shy away from arcanists who master magic through the sheer force of their will (or who call upon external entities for such power). It discourages those with very chaotic tendencies from joining, as well.

It tests potential members annually each fall at an event called The Distinguishing—an open house in the City of Damas where inventors and great minds compete for both recognition and wealth. Once it accepts a member, it encourages them to rationally master every talent available to them, granting them extensive use of its resources and training facilities in order to do so.

RESOURCES

The organization is a repository of unequaled technical data, enjoying access to an extensive catalogue of scrolls, diagrams, and schematics. While its arcane library is less extensive than some might hope, its highly specialized nature still attracts flocks of potential students.

- **Friendly** You have gained the organizations trust and may call upon it to aid you in your own research. Once per week, while in a major city, you gain a +8 competence bonus on a single Knowledge skill check. Additionally, you may purchase engineering materials (gears, rods, bolts, and the such) at a 25% discount.
- **Helpful** You have proven that forwarding your understanding is as good for the Clockwork Accord as it is for you—a fact they openly support. You gain access to their libraries, even if you are not a member, and may use those libraries for both mundane and magical research. Once per month, you may produce 1d4 magical scrolls at a 50% discount. Additionally, you gain a permanent 10% discount on any constructs you build.
- **Loved** You have proven that your efforts resonate with those of the organization and it has, as a result, taken steps to guarantee your safety. You gain a single the use of research assistant that is also charged with keeping you safe. This individual will normally be a mundane assistant with martial skills (fighters and rogues are common), but may have other skills, as well. The GM creates this assistant (as if you have the Leadership feat).

FACTION TRAITS

- **Careful Eye** You know that careful research breeds the best results and live by that mantra. As a result, you tend to pay more attention to your surroundings than others around you. You gain a +3 trait bonus to visual-based Perception skill checks.
- **Progressive Spirit** Your dedication to the eventual convergence of the natural and mechanical worlds empowers your research, granting you a +1 trait bonus to Knowledge (clockworks) skill checks. Knowledge (clockworks) is always a class skill for you.
- **Studious Spells** You have learned some of the most intricate techniques for preparing and casting arcane spells, rooting even the most difficult of them deep into your mind with relative ease. Whenever you cast an arcane spell with the lawful descriptor, you increase the DC of that spell by 1.



THE DAWNGARD

"For the night is dark, but dawn soon comes."



DESCRIPTION

The Dawngard is a longstanding alliance of soldiers, knights, and paladins. Descendants of the brave men and women who fought to defend Vallinar at the Battle of Dawn's End, these men and women carry on a rich legacy that favors vigilance, discipline, and self-sacrifice. Loyal to the Vallinar Family and the people of the old kingdom, they work primarily throughout the southern City-States of Vallinar. As champions of that legacy, they are on constant watch—knowing that when the Fel Horde once again returns to destroy the innocent, they will be ready to stand and fight.

Members of the Dawngard favor yellows, whites, and oranges. Most bear their symbol on their shields and armor. If they can afford it, members of the Dawngard will work the symbol of their order directly into shields and armor. Otherwise, it is painted on.

GOALS

The Dawngard is dedicated to protecting the City-States of Vallinar from the deadly threat of the Fel Horde that menaces its borders. They strive to maintain a field-ready army of warriors who can react quickly to any incursion, supporting this force with a network of alliances and agreements. They keep good relations with many of the Trade Families (and other powerful political groups), precisely for this reason. The Dawngard also works to keep the threat of the Northern Barbarians in the minds of the people of Vallinar, so that the relative safety of the Southern Cities does not lead to complacency and ruin. To this end they sponsor bards and traveling scholars to tell the stories of Dawn's End, keeping alive the memory of their ancestors' sacrifice.

ALIGNMENT LG

The Dawngard are sworn to protect the people of the City-States of Vallinar. Many of them view upholding the law of the land as an extension of this, ensuring all of the City-States of Vallinar remain safe. They work with the lawful authorities whenever possible, seeking to strengthen and support legitimate armies rather than replace them. Their focus is on the war to come, rather than on any current political maneuvering and they rarely allow themselves to be drawn into squabbles with local rulers. That said, they know that an orderly and peaceful society is best able to defend itself from its enemies, and will step in to ensure local squabbles do not escalate out of control.

LEADER

Jollen the Gaunt (male human paladin of Oriddyn 9) is Lord Thane of the Dawngard. A tall and thin man, his passion for the cause drives him to spend long hours poring over strategies and treaties, which contributes to his almost cadaverous appearance. Still, he has a name as a fine warrior and a stern leader. Warriors flock to his banner when he raises the call.

HEADQUARTERS

The Dawngard keep a large fortified manor, known as the Sunhold, with extensive grounds just a day's travel from Vallingard. The manor quarters their leaders, the core of its fighting force, and swift messengers who can summon reinforcements at need. Smaller garrisons and agents maintain a presence in most of the cities of Vallinar, with some acting as little more than recruiting posts. Others act more like grand embassies to the local noble families, or well-manned forts in their own right.

JOINING AND ADVANCING

Any person of good repute may apply to join the Dawngard (normally at one of their local recruiting posts). The local captain interviews applicants, enlisting the aid of a priest or paladin of the order when possible (to detect liars and evildoers), and then sends his decision to Sunhold. Suitable applicants are often offered a junior commission on the spot. Advancement occurs at the annual Leikmott of Kindled Light, a gathering held every spring in the extensive grounds of the Sunhold. Members gain great renown by displaying superior performance in the trials of marksmanship, melee, axe throwing, and wrestling; the leaders of the Dawngard pay close attention to the winners each year. Others advance in the field, displaying valor in arms against their Northern enemies.

RESOURCES

The Dawngard has significant holdings, of both land and investments, all carefully stewarded to provide arms and armor for the inevitable war to come.

- **Friendly** You enjoy a friendly and open relationship with the Dawngard. You can seek shelter in their fortified manors and recruiting offices throughout the City-States of Vallinar, staying in them for up to one week at need. Additionally, you can use their network of messengers and post riders to have a letter delivered anywhere in the City-States within a few days.
- **Helpful** You enjoy an intimate relationship with the Dawngard and its leadership is prepared to actively support your goals. Once per month you may employ 1d4 1st level warrior NPCs for a single purpose lasting no more than one week.



- **Loved** You enjoy the admiration and protection of the Dawngard and their leadership sees you as a great hope for future battles against the Fel Horde. In addition to gaining access to nearly all of its fortresses, garrisons, and mundane armories, the Dawngard provide significant support for your quests (provided they that align with their goals). Once per year, you may obtain the services of a fighter or paladin cohort to accompany you for up to a month. The GM creates this cohort as if you possessed the Leadership feat.

FACTION TRAITS

- **Squire of the Dawn** You spent your early years squiring for a Knight of the Dawngard and know exactly how to strap on heavy armor to best retain mobility. Whenever you wear heavy armor, you reduce its Armor Check penalty by one.
- **Spurred to Battle** You have spent long hours practicing for jousts. You gain a +1 trait bonus on initiative checks whenever you are mounted. Additionally, you gain Ride as a class skill.
- **Honor of the Dawngard** Your childhood evenings were filled with tales of the Battle of Dawn's End and the heroism of the Dawngard. As a result, you gain a +2 trait bonus to Will saves against mind-affecting spells from evil casters.

THE ORDER OF THE WALL

"Only the strong shall stand."



DESCRIPTION

Dedicated to the defense of Redwall, the Order of the Wall is an ancient dwarven order whose lineage is linked to the city's founding. This band of warriors, engineers and sages has sworn to guard Redwall,

maintaining its defenses no matter what. Established by a younger brother of Uldain Redwall (the founder of Redwall itself), the order originated as a way to organize the guards and scouts of the fledgling city. Over time the order has taken on increased responsibility, improving defenses, engineering better walls and siege engines, and recruiting new guards. Members wear red cloaks and often decorate their shields in an overlapping pattern resembling masonry. They fight under the rune Ingwaz.

GOALS

The chief concern of the Order of the Wall is to defend Redwall, to improve the existing defenses, and to ensure it is guarded by experienced, capable, well-armed troops.

When not actively training, the order works to improve the three-tiered wall of the city; engineers labor to improve the strength of the wall while vitkarr engrave runes of protection into every block of stone. The armory of the order forges tower shields and long rifles, rune weapons and defensive siege engines, stored, catalogued, and maintained against any need. Perhaps most importantly, the order keeps the wall garrisoned with devoted warriors; they realize that no bastion, however strong, can outlast the will of its defenders.

ALIGNMENT LG

The Order of the Wall is dedicated to the defense of Redwall, and thereby the rest of the City-States of Vallinar. The order prides itself on duty and on respecting their oaths of guardianship. Discipline is high, with strict plans and shifts ensuring that the walls are always guarded. The order prides itself on its preparedness, be it for emergency or assault. The codes and practices of the order are written into a venerable book bound in red leather, known as The Red List of Days.

LEADER

The leader of the order bears the title of High Warden, an office currently held by Sigva Uldainsdottar (female dwarf unbreakable fighter 12). She is the third High Warden in the history of the city, and like both her predecessors, a scion of Clan Redwall. Strongly built with steely grey hair and a stern demeanor, Sigva is approaching her twilight years (and beginning to show just the first signs of the stone-touch). Called Sigva Shieldbreaker by her followers, she strides into battle wielding axe and pistol, resplendent in crimson enameled plate armor. While many praise her martial skills, one of Sigva's greatest innovations as High Warden has been her use of mobile scout-camps and remote caches—factors that have kept members of the order effective in the field for longer than ever before.

HEADQUARTERS

While the order originally operated out of the clan's hall in the city, the order has operated out of the wall itself for the past 300 years. Tunnels within the wall link its gatehouses, watchtowers, storerooms, barracks, and command posts. High atop the Red Gate is the pillared room of red stone known as the Arming Chamber, where Sigva hears reports and confers with her Wardens over a great mosaic map of the Northern regions.

JOINING AND ADVANCING

All dwarves of Clan Redwall stand a guard on the wall, by tradition, before their 50th year. Members of other clans and other races may join, but only after making some signal service to the order, and always at the discretion of the High Warden. Advancement, for clan members and outsiders alike, is based solely on merit. Valued services



include, of course, guarding the wall or scouting the Northern Fel Lands. Donations of arms and armor are also well regarded, particularly those enhanced with magic or runes. Those without martial skill (but knowledgeable in other areas) often serve the order by improving the wall.

RESOURCES

The Order of The Wall is provided for by Clan Redwall and takes a tithe of all trade passing through the City of Redwall.

- **Friendly** You are an initiate of the order and know the lesser passwords. These give you free passage into and out of the City of Redwall, as well as lodgings in the barracks of the wall. In addition, you may consult the engineers of the wall, gaining a +2 bonus on any Knowledge (engineering) or appropriate Craft checks while in the city.
- **Helpful** You are a full member of the order and respected for your significant services. You pay no tax within the city of Redwall, saving 10% on any purchases made in the city. In addition Clan Redwall grants you occasional access to the Great Forge Hall itself. Twice per year you may use the equipment in the Great Forge Hall to gain a +10 circumstance bonus on any crafting check, including for the creation of magic items. Items made in the Great Forge Hall take half the usual time to create.
- **Loved** You are accounted a hero of the Wall and have been taught the lesser and greater passwords of the order. You have access to the city and to the Wall,

even as far as the Arming Chamber of the Order of the Wall itself. There you can confer with the Wardens to gain the latest intelligence from the northern wastes. On request, Sigva will lend you a legendary weapon from the armory of the Great Forge Hall. Work with the GM to design a single weapon worth no more than 25% of the appropriate wealth for your level from the Wealth By Level table. You may return this at any time and request a different weapon as your needs change, but you are expected to continue making significant donations of other magic items in return for this privilege.

FACTION TRAITS

- **Born to the Wall** You have spent long, tedious hours standing guard atop the wall, as well checking the incoming cargo arriving through the Red Gate. You gain a +1 trait bonus to Perception and Sense Motive skill checks, and one of these is always a class skill.
- **Duck and Cover** You are trained to use your shield against magical as well as physical threats. Whenever you wield a shield you gain a +1 trait bonus to Reflex saves against spells.
- **Shieldbreaker's Pupil** You have trained on the battlements of Redwall with the High Warden herself. Some of her battle skills have rubbed off on you. You gain a +2 trait bonus to sunder combat maneuver checks.



MAGIC & TECHNOLOGY

TECHNOLOGY'S ROLE

In **Rhune: Dawn of Twilight**, technology and magic play critical roles. While they can be easily combined, giving birth to wondrous amalgamations of steam and spell, they also serve to define two very distinct cultures.

For those living in the East, namely the clockwork elves, the dwarves, and the humans, technology is a way of life. It provides what, in years past, only hours of hard labor might accomplish. Trains rush passengers between cities, Dragon Towers light cities, and mechanical pumps pull water from the deep earth. Most depend on this technology—much in the same way we do today—to accomplish their daily goals. While not every citizen in the City-States of Vallinar is reliant on technology, enough of the population does; keeping it relevant in almost every game or narrative.

Of course, for those who call Ælveheim home, technology is both a burden and a curse. The ælves, with their gossamer magic and nature-touched lives, dwell in a realm completely removed from the East. They rely on magic, which they view as a divine gift, to alter the warp and weave of the world they know. They see technology as a crude, brutal interface that lacks the grace the Æssinyr intended. And worse, it has spread like ash in the wind, a fact that continues to reinforce their opinion; that only by completely eradicating all technology can any hope to survive Ragnarök.

Technology, for its part, plays a role that everyone in the East knows well. It drives industry, pushes for new innovations, and aids those who would fail without it. It has given men and machines wings, eased the war effort, and even pulls lightning from the sky. It has built machines, great and small; all of this born from research, innovation, and tenacity. Some of this technology, however, would fade without the delicate touch of the arcane. Were it not for the intricate runes cut into their frames, the automata would not think, walk, or speak. Without their arcane libraries, the clockwork elves would not have the knowledge to build such wonders as The Sun's Gem or The Tower of Doors in Damas. Without magic, the spirit of innovation would pale and eventually fade. Were it not for the fires of inspiration (the domain of the rune Kenaz), much of what is would not be. So, while magic and technology divide the people of Rhune, it also unites, at least those in the East.

That said, not all technology is dependent on magic. A great deal of work simply takes place in the background

because there is technology to ensure simple tasks come to pass without much effort. Player characters boarding a train from Redwall to Haven need not, for instance, see the inner working of the therma-torque engine powering the great machine unless the GM feels that such information is a critical part of her narrative. They would also enjoy the relative peace of a quick journey between the two cities, and the GM can move on to the next leg of her story. However, the magic inherent in this technology can be used to great effect, as well. As all of us know, people depend on a great deal of technology—if for anything, its convenience (and dependability). When that convenience is removed, we have a whole new set of stories and challenges. Broken dams, dried wells, damaged railways, missing guns, and leaning Dragon Towers all provide excellent challenges for lower level player characters, providing them with stories they can easily identify with. Of course, as those stories progress, so does their immersion into the setting, allowing technology to move from the mundane to the wondrous.

In a sense, that's part of the joy of technology in **Rhune: Dawn of Twilight**. It mirrors our own world, in that so much of the civilized world has come to rely on it. The skills that settlers once exercised to survive are now eroding, with specialization taking a front seat to generalization. Of course, with all of this progress, there is an instinctual push to compete for natural resources, driving men and dwarves alike, deeper into the forested lands of their neighbors—much to the disdain of the ælves who call the Western forests their home.

STEAM VS. STORM

When dwarven Vitkarr Arwulf Garheim of Clan Runesinger discovered the rune Kenaz in ~421 YUR, a host of inventions followed. Clockwork elves, dwarves, and men alike rushed to the drawing boards. Inspired (some say by the magic of the rune itself) to create all sorts of devices intended to improve the developing world, they filled the cities around them with wonders—some successful and some failing in their own rights. In the race to light the cities across Midgard, a host of devices were born. While many of these technologies met with success, two acquiescent technologies developed—one harnessing highly pressurized steam and one harnessing raw electricity. These technologies, called Steamworks and Storm-Tech respectively, looked promising at first. Both enjoyed great successes (initially), but both were extremely dangerous, as well. Steam engines had a bad habit of exploding, killing



most people around them and destroying large sections of the property that housed them. Storm engines, on the other hand, were notable for failing with fewer repercussions. When the initial test models failed, many of them simply discharged and burnt out. Others, albeit less common, discharged their electrical loads into their handlers, killing them solely.

Eventually, the choice was clear and Storm-Tech won out. People realized that, even in the worst cases, the storm engines did less damage and required less overall maintenance. Thus, lightning was tamed.

Although few steam devices are in use today, some do continue to see use in both rural and poor areas. Most of the forts in the Old Holds still possess steam engines (which were used to generate electricity and heat), but these are generally in poor condition due to corrosion and disuse. When they are brought into service, they demand a high level of maintenance. Those with the know-how and strength to hold the abandoned forts for more than a few winters have their hands full with these aging generators. In the rare cases where a safe steam engine is run for any length of time, its operators are still tasked with finding a regular supply of reliable parts, as resources for them are exceptionally rare.

OTHER-TECH

Not all devices in Rhune are powered by storm or steam. A very few (and these are rare, indeed) use alchemical engines or perpetual motion, albeit both of these technologies have proven to be highly unreliable. The first, for a number of reasons, is highly unstable.

Alchemical engines do not always operate, and when they do, many of them have a bad habit of exploding. Those that don't explode require constant maintenance, as the various chemicals used to drive them relentlessly erode their pieces and parts. Moreover, these engines tend to be incredibly unique, requiring the care of the technician who built them. When these individuals sell them or stop maintaining them, the knowledge of their inner workings is generally lost. This fact alone keeps alchemical engines unpopular outside of a very select group of people.

Clockwork engines powered by perpetual motion are even more rare (although they do exist). For reasons inventors have yet to explain, perpetual motion seems to fail when incorporated into large devices. While it will work in smaller devices (such as pocket clocks) or orbital engines (powering other small devices, like hand held lights), nothing has been built that can power larger devices. Few can explain why, and those that attempt tend to maintain radical theories that include the gods themselves (and occasionally, a cat in a box).

MAGIC'S ROLE

Like most fantasy settings, magic's role in **Rhune: Dawn of Twilight** is twofold.

On the one hand, it has merged with a great deal of technology, serving as a utilitarian source of power. It is often treated like a raw element—much like lightning, wind, or water. It is constantly harnessed to serve the people, especially in the East. It is used to power inventions, close wounds, and even to travel The Great Tree. It grants many people the ability to bypass what they might use technology for, allowing them to rely on their own personal power instead of that of another.

On the other hand, however, magic is mysterious and unexplained. Most of the people living in Midgard know little about it besides its source—the runes and the Æssinyr. They know it is an ancient power, something the gods wield, and through great effort they too can master. This inspires and drives many, both to good and bad ends, magic being calmly neutral in the whole affair. While many can claim to have seen its wondrous effects, few can say they know precisely how or why it works.

There is only one area worth noting in which magic is wholly ineffective and occasionally unpredictable—dwarven blasting powder. While many elements, metals and woods alike are easily enchanted, Red Mithral (one of the main ingredients in dwarven blasting powder) is strangely resistant to magic's touch—be it arcane or divine. This fact continues to confound both the dwarves and the clockwork elves; something the ælves argue only justifies their anti-technology position.

GUNS

In Rhune, firearms are a curious combination of alchemy, clockwork technology, and dwarven know-how. While nearly all of the guns available in the City-States of Vallinar come from the dwarves in Redwall, a number of other inventors—especially in the City of Damas—have built their own versions. Guns represent the most advanced form of warfare and because of that, most clockwork elves, dwarves, and humans hold them in high regard. For them, the gun is a tool—one that they will use to win Ragnarök.

In Redwall (and especially among those dwarves who hail from Clan Redwall), guns are prominent part of daily life. They are present in nearly every hall and nearly every dwarf who has trained for combat has fired one, at least once. Dwarven long-gunners are known throughout the City-States of Vallinar for their exceptional skills and very few would try their patience for just that reason. For the dwarves, however, guns are not solely for killing their foes. They also serve as marks of honor—badges of office for



clan leaders and clergymen alike. This is especially true for those who serve Velash, many of whom credit Old Forge Father as the weapon's truest inspiration.

While the dwarves are famous for their guns, the clockwork elves have a particular style of weapon that is uniquely theirs—the gun blade. Designed and built almost exclusively in the City of Damas, the gun-blade is their signature weapon. And while the clockwork elves openly credit the dwarves for inventing the gun, they alone can take credit for improving upon such a magnificent weapon. Built around stable, reliable firearms (or blades), these weapons offer soldiers and warriors a single platform with which to engage their enemy, whether that enemy is across the field or directly in front of them. Built to survive extensive physical punishment and still fire true, these weapons are a perfect for anyone who prizes power and finesse over brute strength.

For the humans of the City-States of Vallinar, guns are still a relatively new technology. They have but a few gunsmiths and the dwarves from Redwall almost universally train those. Their major contributions to the community, however, are very valuable. Gunsmiths in Vallingard are responsible for both the Vallinar Long Rifle and Vallinar Assault Warbine, both of which have openly seen service against the lost souls of the Ruined Cities. Although they are not perfect, firearms tend to be fairly reliable, with most pistols and rifles built around dwarven-made alchemical ammunition. Rumors suggest others have learned the art of making this ammunition, but little proof has surfaced to validate these claims. Even still, if these variants did exist, they would only be as reliable as their craftsmen, and to date, none have shined like the dwarves.

Dwarven ammunition is crafted exclusively in Redwall from Red Mithral, a material that has proven to be highly resistant to magic. This is both a blessing and curse, as enchanters have long sought to enhance weapons with magic. The dwarves point out, and rightly so, that this makes their ammunition resistant to damage from magic, meaning only the most elemental forms of magic affect it, and even in these cases, the ammunition sometimes proves immune. Furthermore, ammunition created from Red Mithral can be hidden in small caches that even the

most skilled diviners have trouble finding. If the hidden ammunition is discovered, no thief is likely to simply teleport away with the pilfered goods. Quite obviously, this reduces theft.

DAMASSIAN ELITE GUARD PISTOL

This gun is the crowning achievement of the Damassian clockwork adepts. Built around the traditional dwarven design, this pistol sports a large, curved blade below its barrel that is attached to a mechanical housing that stores the limited kinetic energy normally expended when the weapon is fired. The weapon holds three rounds, each which can be fired to empower the blade for melee combat. When used in melee combat, the weapon suffers a -1 penalty to hit due to its inherent imbalance, but grants a +1 bonus to damage for each time weapon was fired prior to the attack (up to a max of +3). This charge is expended as a swift action. Once this kinetic energy is expended, that weapon does normal damage (although it still suffers a -1 penalty to hit). Masterwork versions of this weapon do not suffer the penalty to hit and do double damage from these charged attacks.

DAMASSIAN GUN GLAIVE

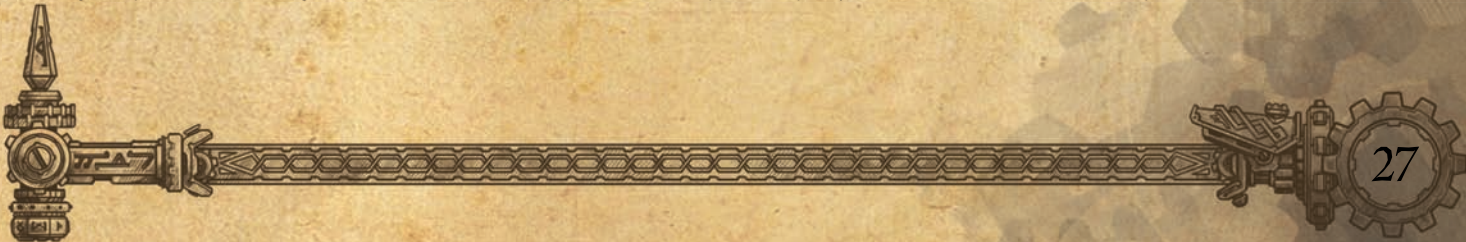
Created for use by large automata (like the Sigrún or Valkyrie models), the Damassian Gun Glaive is a heavy pole arm with a small cannon attached. Designed for use against some of the biggest trolls and their kin, it serves equally well against heavily armored cavalry troops. Its wielder can fire its single shot at short range (as a standard action) before wading into combat. In melee, it is used like a normal glaive. Reloading this weapon takes a full minute. It fires either a normal or shatter round.

DAMASSIAN SHIELD BREAKER

Used primarily by the Damassian Air Marshals, the shield breaker is a powerful short-range rifle attached to a long sword. It is similar in concept to the Damassian Gun Glaive, but is generally focused against lightly armored targets or objects (like simple doors, locks or ropes). It is used in melee like a normal sword, but may be pointed and fired (as a standard action) at a single target in range, delivering a powerful round that easily rips apart shields, light armor, and other objects. Because of its design, reloading this weapon takes a minute. It fires a single, normal round.

One-Handed Firearms (pistols)	Cost	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
Damassian Elite Guard Pistol	850 gp	1d6 (blade); 1d6+2 (gun)	X3	20 ft.	1-3 (5 ft.)	4	8 lbs	S/P	Charged/ Awkward*
Two-Handed Firearms (rifles)	Cost	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
Damassian Gun-Glaive	1250 gp	1d12 (blade); 4d4+1 (gun)	Max damage	30 ft	1-2 (5 ft)	1	18 lbs	S/P	Reach
Damassian Shield Breaker	1150 gp	1d8 (blade); 2d6+1 (gun)	X2	30 ft	1-2 (5 ft)	1	11 lbs	S/P	Charged/ Awkward*

*Charged weapons do additional damage when activated. See individual descriptions. Awkward weapons suffer a penalty to hit in melee combat. See individual descriptions.



WAY OF THE GUN:

OPTIONAL RULES FOR FIREARMS!

What guns have in abundance that other ranged weapons lack is stopping power! Crossbows, bows, and even many thrown weapons—like axes—transfer force quite well. But few transfer power as explosively as firearms. In Rhune, you can display this stopping power in two different ways.

THE KNOCK EM' DOWN OPTION!

When a player confirms a critical hit with a firearm, the target must make a Reflex save (DC = 10 + dmg taken) or be knocked prone. For every 5 points in which the target fails the save, they are knocked back 5'. Whenever a target rolls a natural 1 on their save, they are stunned for 1 round. Creatures two size categories larger than the weapon's wielder (like giants) are immune to this effect.

THE STUN EM' OPTION!

When a player confirms a critical hit with a firearm, the target must make a Fortitude save (DC = 10 + dmg taken) or be stunned for 1d4 rounds. For every 5 points in which the target fails the save, they are stunned an additional round. Whenever a target rolls a natural 1 on their save, they are knocked prone.

If you use either of these options above, you should remember that that firing a gun could be just as dangerous for the individual on the safe end, as well. Firing a gun is loud and can be messy! Consider these two options to balance the above.

THE RECOIL OPTION!

Characters firing shots in rapid succession must make a Fort save (DC 15) or suffer a -4 penalty to hit from the gun's recoil. This save must be made before the second attack roll is made and stacks with other penalties.

THE DEAFENING THUNDER OPTION!

The character firing the gun must make a Fort save (DC 10)—unless precautions to protect their hearing are taken—or be deafened for 1d4 rounds. Firing a gun in an area that is magically silenced negates this.

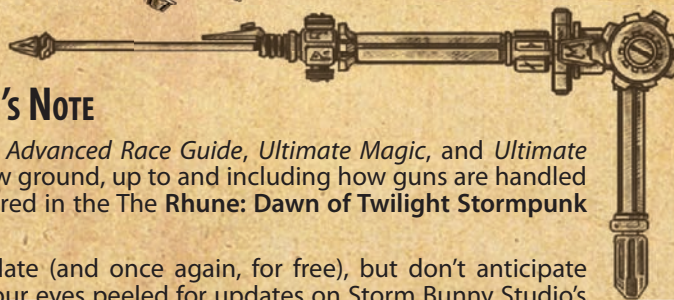
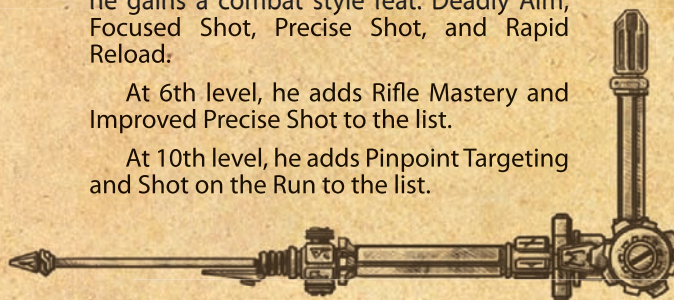
NEW COMBAT STYLE: RIFLE

In *Rhune: Dawn of Twilight*, rangers gain access to the rifle combat style—a new style designed exclusively for the setting.

A ranger that selects the rifle style can choose from the following list whenever he gains a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload.

At 6th level, he adds Rifle Mastery and Improved Precise Shot to the list.

At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.



DESIGNER'S NOTE

With the introduction of *The Advanced Player's Guide*, *Advanced Race Guide*, *Ultimate Magic*, and *Ultimate Magic*, I've been scrambling to cover a great deal of new ground, up to and including how guns are handled in Pathfinder combat. As a result, much of what appeared in the *The Rhune: Dawn of Twilight Stormpunk Character Primer* is in dire need of an update.

We're currently working on bringing you that update (and once again, for free), but don't anticipate anything until the summer of 2013. Until then, keep your eyes peeled for updates on Storm Bunny Studio's website and design blog, as well as in products that are released in the interim. Of course, if there isn't an update covering something you're particularly concerned about, trust in your GM to make the right call. He's telling you your story after all.

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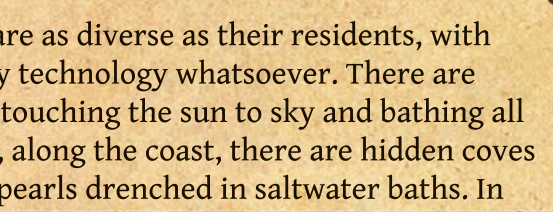
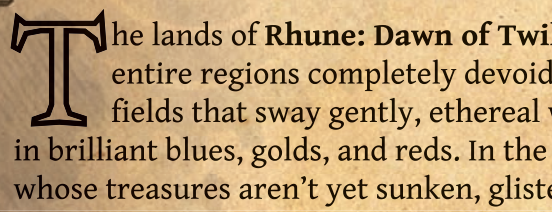
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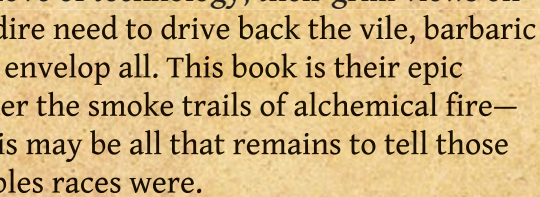
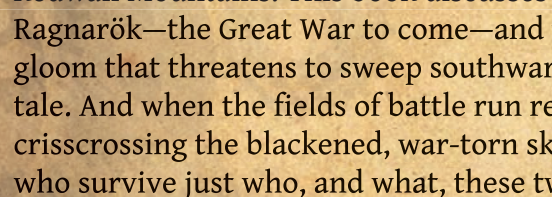


DWARVES & ELVES IN THE DAWN OF TWILIGHT



The lands of **Rhune: Dawn of Twilight** are as diverse as their residents, with entire regions completely devoid of any technology whatsoever. There are fields that sway gently, ethereal winds touching the sun to sky and bathing all in brilliant blues, golds, and reds. In the south, along the coast, there are hidden coves whose treasures aren't yet sunken, glistening pearls drenched in saltwater baths. In the great north, far beyond the brutal tribes of the Thrall Lords, white peaks push up into blue skies. And in the west, there are sweeping forests, with their rich, verdant floors awash in the darkness of ancient canopies hold secrets that few have beheld. The mysteries of these lands are many, with ancient magic whispering to ælf, aryandai, glitterfane and human alike.

This book, however, is not about those lands.



Children of the Hammer is about the other side of **Rhune: Dawn of Twilight**, the settled, occasionally civilized side of that world. It describes the two foundation races—the clockwork elves and the dwarves – the principal races that fought, by hammer and gun, to tame the wild eastern hills and settle the Redwall Mountains. This book discusses their love of technology, their grim views on Ragnarök—the Great War to come—and their dire need to drive back the vile, barbaric gloom that threatens to sweep southward and envelop all. This book is their epic tale. And when the fields of battle run red under the smoke trails of alchemical fire—crisscrossing the blackened, war-torn sky – this may be all that remains to tell those who survive just who, and what, these two nobles races were.