Pathfinder
Roleplaying Game Compatible

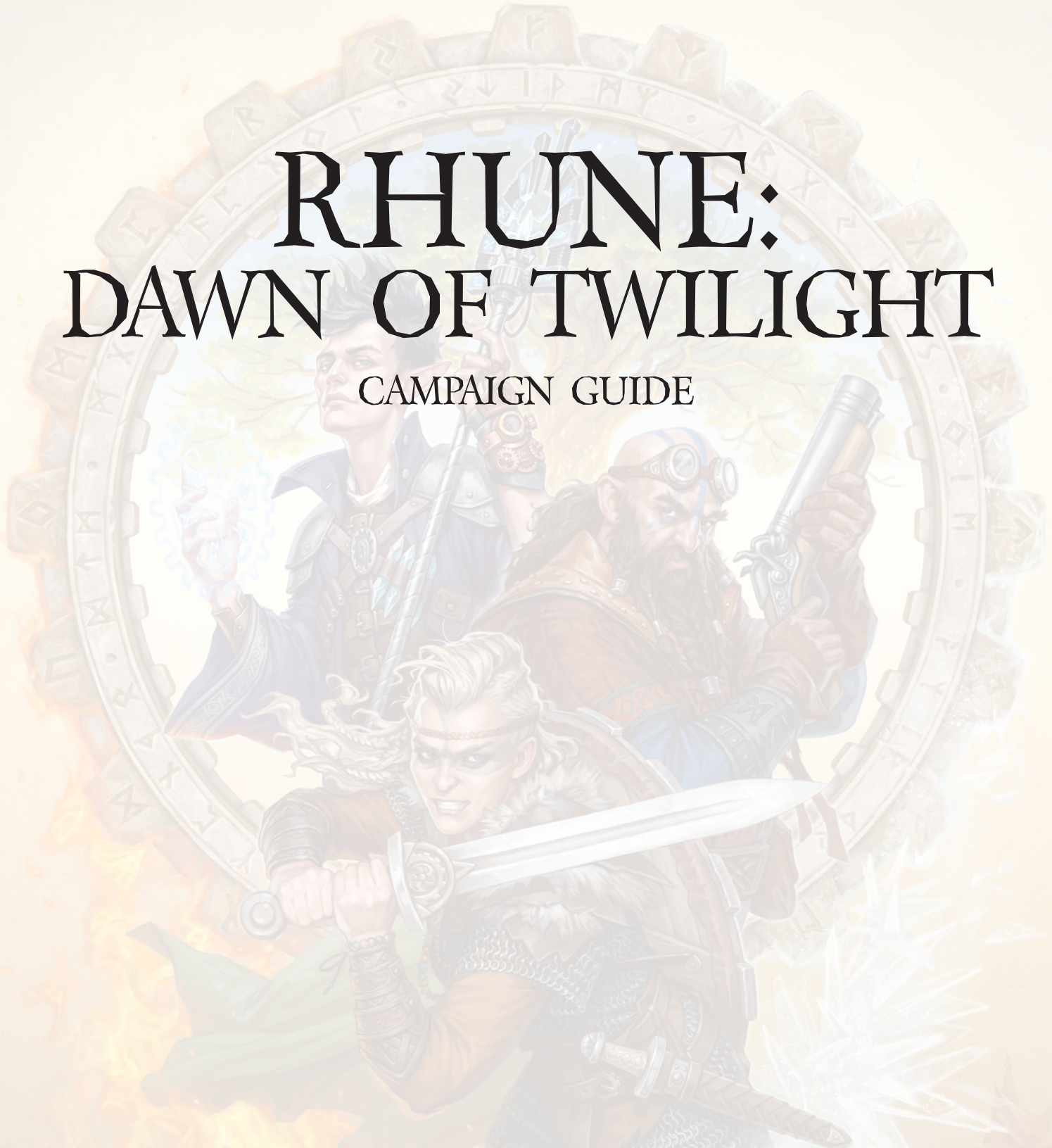
Rhune
Dawn of Twilight
Campaign Guide

Jaye Sonia

Clinton Boomer, Will Cooper, Adam Daigle, Stephen Michael DiPesa, Joshua Kitchens, Ben McFarland, and Mike Myler

RHUNE:
DAWN OF TWILIGHT

CAMPAIGN GUIDE



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Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games
CARTOGRAPHY: Rob Lopatto, Terry Maranda, Jonathen Roberts, and Michael Tumey
PROOFREADING: David Headquist, Kurt Jensen, and Jaye Sonia
EDITING: James Lewis, Darien Liddel, Ben McFarland, and Jaye Sonia
LAYOUT: Stephen Wark
PUBLISHER: Storm Bunny Studios, LLC

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Dedication

This book is dedicated to two amazing men who disappeared from my life while I was writing it.

First, it is dedicated to my father, who passed in early April, 2015. While he did not share my love of writing fantasy, he had storytelling down pat. In his own way, he inspired me to leave my mark on the world. I hope, in finishing this, I have done just that. May he rest well in the Realms Beyond.

Image based on the late D. Sonia

Image based on backer J. Devine

Secondly, this is book is dedicated to my dear friend Joshua Devine, who disappeared off of the coast of Phukett, Thailand, while on a diving trip. Joshua was a dear friend, a neighbor, one of my gamers, and one of the people who pushed me to write this book. I miss him greatly.

Jaye Sonia

February 2016

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Backer List

Here follows an accounting of the heroes who honored the old gods at Ragnarök. May they forever take seats of honor and prestige at the grand table in Val's Hall. These are the great heroes, whose hearts are old. Henceforth, they are known as:

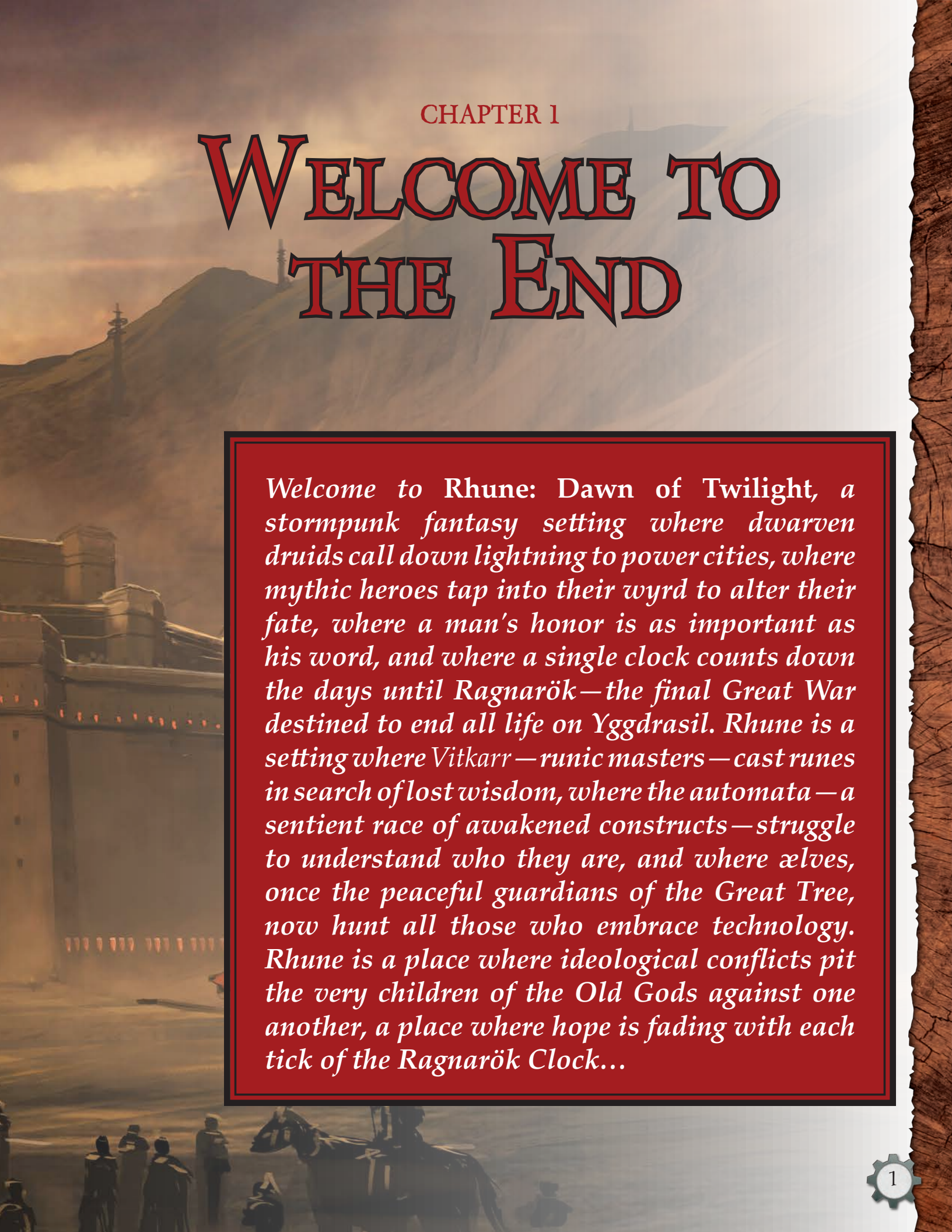
N Kisa "Kizna" A., T. Adam, Tim M. Aukett, Beau Barnett, Bryan Barnes, Martin Blake, Michael D. Blanchard, Trent Bramer, Tyler Brenman, Bruce Bruhnke, Lars Shakya Buch-Jepsen, Travis Carpenter, John Christensen, Mitchell "Haematite" Christov, David Clark, Cameron Corniuk, Leron Culbreath, Randall Dederick, Roman “Thule” Draughon, Chad Drummond, Brett Easterbrook, Tripp Elliott, Timothy Elrod, Scott Kelley Ernest, Emmanuel Farrar, C. D. Fehling, Don, Beth & Meghan Ferris, FIG, Michael Finigan, Gallant Knight Games, Lauren Gent, Leopold Goldimire, Shawn Gore, Martin Greening, Sasha Hall, Noble Hays, David Headquist, Greyson Wyatt Hingle-Yandt, Stephen Honea, Imredave, Kurt "Gnome Big or Gnome Home" Jensen, Christophe Jourdier, Scott Kehl, Günther Kronenberg, Jesse Keen, Kergonan, Andy Kwong, Alistair "Aki" Lamb, Pierre-Luc "SC0URG3" Lapointe, Y. K. Lee, Jake Leeder, James H. Lewis, Darien Liddell, Steve Lord, Andrew Lotton, John G Maillard, Enrico Maistro, Jere Manninen, Marc Margelli, David "Manhammer" Margowsky, Markus Mergard, Francois Michel, Douglas "Godu" Molineu, Joseph M. Mowrey, Moon Mulligan, Louis Nicoulin, Devin Night, D. Bavo Nissman, Robert Nolan, Jason Ott, Sean Pelkey, Marcell Elo Petersen, Charles Proteau, Pulvonium, Jordi Rabionet, Aaron "WolfSamurai" Roudabush, Paul Ryan, Michael "Ssalarn" Sayre, Manuel Siebert, Matteo Signorini, Ágúst "Darthair" Sigurjónsson, Justin P. Sluder, Trip Space-Parasite, J-P Spore, Oliver von Spreckelsen, Todd Stephens, Chris Stewart, Christopher Peregrin Stilson, Derek "Pineapple Steak" Swoyer, Chris Thompson, Dom "by the tentacles" Toghill, Nathan Turner, Chris Volcheck, Michael T. Schell, Dr. Daniel "Hyde" Shaw, Jack Simutis, Matthew Stanton, Patrick Ryan Swann, Stephan Szabo, Russ Ventimeglia, Lykos Vlk, Simon Ward, Timothy J. Watkins, Mike Welham, Brian "Shining Arrow" Whitcraft, Justin White, Eric "Erian" Williamson, Dane Winton, Wraith808, Aleksandrs Zdancuks.

Here follows a record of those who aligned themselves with the vision of the Thrall Lords, whose vision was cast out and beyond the Great Tree. May they forever conquer timid and weak men. Henceforth, they are known as:

01000011 01000100 01010010, Black Star Studios, Brad Bell, Dave Benevides, James 'The Great Old One' Burke, Raymond "Cheesebane" Chan, Steven D Cole, Esq, Charles M Cunningham, Daniel Domke, Mathieu "Purple" Dehors, Matthew Dive, Veronica Ellis, John E Forrester-Raymond, Steve M. Gerteisen, Liam Harrison, Nathanael "Righteous Apocalypse" Hunt, Imban, JF, Jye "Yuki Hyou" Karl-Perry, Jeremy Kear, John 'Barrelfist' Kennedy, Matthew Kopel, Jussi "Lord of Iron" Leinonen, Jason Leisemann, Stefan Leonhardt, SK Lim, Chris “Faileasan” MacKinnon, James W Manning, Ken Marable, Justin Andrew Mason, Kyle McCaffrey, Brandon Metcalf, Michael Pietrelli, Tyler Poncho, Louis Porter Jr., M&H Pumple, Jeffrey Roberts, William Rodriguez, Steve Russell, Jesse Salens, Katie Saxton, Peter “Alepulp” Scott, Hugo "Butterfrog" Solís, Alexander J Skrabut, Christian Taylor, Kevin Tompos, Allison Tsatsa, Peter K. Ullmann, Oscar Ulloa, KJ Weir, Conrad Julian White, Stephen White, Christopher Wilbanks, Carey Williams.

Wynn Sea
Lake Thule
Ashfall Mountains
The Narwood
Tharwall Mountains
The Felstone Mountains
Thulefall
Blackstone
Jodheim
Drowned Karthen
The Fel Lands
Icewall
Harn's Pointe
Harwood
Undheim
Hargun
Icewall Bay
The Mourning Cliffs
White I
Blackblood Bay
North Bridge
Village of Yalsheim
The Glitterwood
Earsil
Coal
Dome of the Starry Lady
Hildheim
Lune Isle
Crescent Keep
Trine Isle
Northsil
Silwood
Oracle Lake
Forgestone Mountains
Greenpeak Mountains
Heimat
Garryshard's Pass
Lakeside
Hellsgarde
Westfield
The Runewald
Witch Hill
Westholm
Moonwalde
Hulsil
Village of Ster
Runeheim
Pasil
Hearhagen
Deepholm
Jarl's Pointe
Aine Bay
Westsil
Ælvheim
Goldsil
Balhagen
Greensil
Wynwood
The Court City
Gatesil
Southshore
Feysil
The Feywood
Drakengard
Faldheim
Summer Night
Arlewood
Feylake
Southern Ocean
Sunasil
Amarsil
Sunsil

N
Black Ice Wastes
Black Bay
Tharallwatch
The Northern Gap
Eastholm
Icewall Mountains
Istapp
Utvik
The Tale Tower
Skullenport
Northgard
Ond Bay
Sea Marshal's Haven
Sunwood
Newal
Granstaldt
Eastern Val
Union City
North Down
Village of Ille
Village of Eyling
Village of Gesin
Redwall Mountains
Village of Tjorn
Redwall
Nachgard
Dawgs Westwald
Hæven
The City States of Yallinar
Village of Tyvergard
Eastwald
Village of Tearnwald
Yon Bay
Bluefelde
Eastfurt
Yallingard
The Clockwork Fortress
Haverghast
Stannisgard
Coldhelm
Yawning Isles
The Ghoul Stone
The Blight
Fetchwood
South Pointe
Way Station
Way Pointe
Star Pointe
Endwood
Ealden Sea
Starfall Bay
Tenbe's Moot
Starhahn
Aryandia
Dagheim
Mhyrie Hill
100
500
Miles



CHAPTER 1

Welcome to the End

Welcome to **Rhune: Dawn of Twilight**, *a stormpunk fantasy setting where dwarven druids call down lightning to power cities, where mythic heroes tap into their wyrd to alter their fate, where a man's honor is as important as his word, and where a single clock counts down the days until Ragnarök—the final Great War destined to end all life on Yggdrasil. Rhune is a setting where Vitkarr—runic masters—cast runes in search of lost wisdom, where the automata—a sentient race of awakened constructs—struggle to understand who they are, and where ælves, once the peaceful guardians of the Great Tree, now hunt all those who embrace technology. Rhune is a place where ideological conflicts pit the very children of the Old Gods against one another, a place where hope is fading with each tick of the Ragnarök Clock…*

What is Stormpunk?

Originally inspired by some of the greatest campaign planar and steampunk settings, **Rhune: Dawn of Twilight** is truly its own genre, one we affectionately call *stormpunk*. It is a genre inspired by steampunk, but one that took a radically different turn, both in terms of culture and technology. While it certainly has some similarities to steampunk as a genre, stormpunk trades steampunk's monocle, Victorian sensibilities, and top hat for a drinking horn, a gear-shaped torque, and a gun-sword. It embraces electricity, but throws off the yoke of Earth's normal history and asks the question—what if Tesla had been a magician? What if magic and electricity had developed side by side? What if "steam" had lost the technological race and man learned to call power from the very sky itself? All of these questions, alongside the explorations they give birth to, are what give life to stormpunk.

The Way Things Are...

A number of thematic factors shape how stories set in Rhune differ from other campaign settings; both GMs and players should be aware of these, long before they roll up their very first characters, since many of these factors will shape how the player characters view the world—as well as the planes beyond. For the sake of brevity, these are Rhune's® core assumptions.

Access to Electricity—Most of the settled lands, especially in and around the City-States of Vallinar, enjoy regular access to electricity. Electricity, like clean water or waste disposal, is a utility managed exclusively by the storm shepherds, a group of druids who combine their understanding of the natural world with their evolving technological insights. While few citizens would dare to take their access to electricity for granted, access to it has shaped many peoples' outlooks, both toward the wilderness, as well as those who live there. Moreover, a regular reliance on electricity has also shaped the economics of many of the City-States, for both those who live inside and outside of the various City-States. Access to electricity is discussed in more detail in **Chapter 6**.

Image based on backer J. King

The Accidental Airship—No one, or so its whispered in Damas, ever really thought it would work. Few among the learned people of the city looked to the sky and imagined the battles that might take place there, not when there were trains to build and walls to maintain. But one man did, and in secret, he set out to build what would become his legacy. This airship, known as *The Sun's Gem*, is the product of years of engineering and arcane mastery, the collective effort of some of the finest minds in the Clockwork Accord and those arcane allies they trusted with its secret. Although its master engineer (and with him, understanding of its construction) is now long dead, The *Sun's Gem* perseveres. *The Sun's Gem* is discussed in **Chapter 4**.

Alchemical Wonders Abound—Although the Old Gods bestow divine power upon their favored servants, those able to maintain such celestial might are rarely at the beck and call of every merchant, farmer, or tradesman with a sick sow or odd cough. In fact, there are plenty of folks with ailments and illnesses that rely on the regular work of alchemists to cure them, or at least to alleviate what pains them. As a result, Rhune has an abundance of alchemical wonders—from the healing fruits of Clan Hammerfall to the infused wines of House Scræ—which PCs can purchase. The importance of alchemy and how it impacts the world is discussed in more detail in **Chapter 6.**

The Automata—Known as the Awakened Ones, the automata are a race of sentient constructs that struggle to understand their place in the world. Two centuries of ignorance, prejudice, and existential doubt have left them alone, scared, and desperate—making them dangerous enemies and worthy allies (at least to those who befriend them). Built and programmed to battle the enemies of the Old Gods at the end of days, these constructs were never intended to become sentient, thinking machines they are today. The automata are discussed in detail in **Chapter 2**.

The Clockwork Gates—Buried deep in the secluded and forgotten places of Yggdrasil, the clockwork gates lie dormant. Built early in the Age of Myth, these devices were designed to connect the ælves and dwarves to their beloved *Æssinyr*, who for a time, were lost to them. When

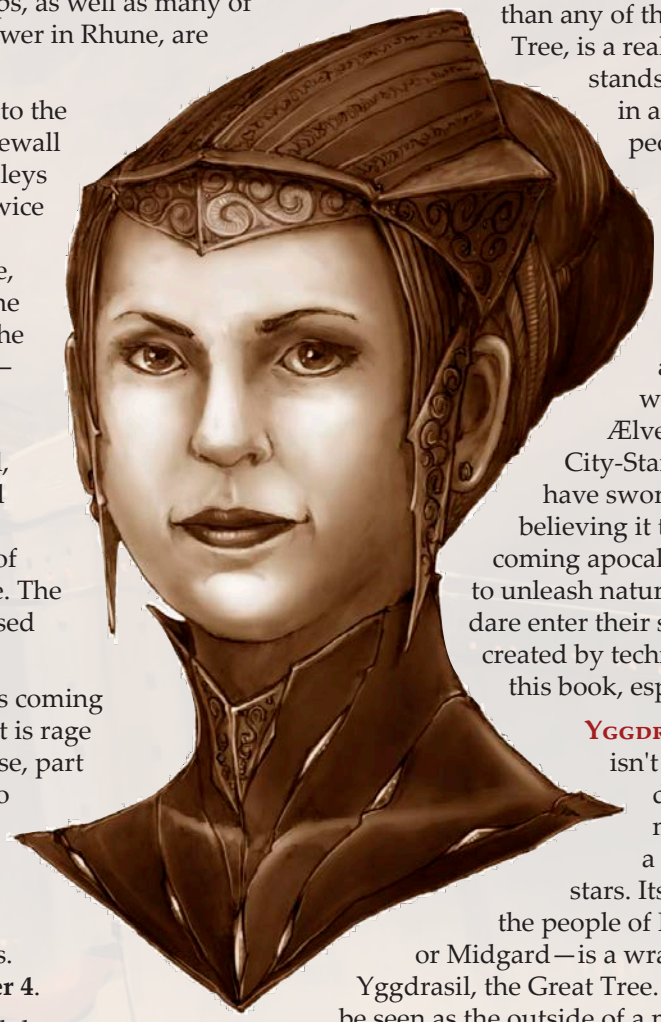
the final clockwork gate was activated, so was the Ragnarök Clock—a discovery the ancients made far too late. Now, these clockwork gates are all but forgotten, at least to those who never set eye on them. Still, others seek them out, hoping to use them for their own purposes. The clockwork gates are discussed in detail in **Chapter 5**.

New Houses, Old Clans—The face of society has changed much over the last few centuries and this is especially true in the City-States of Vallinar. Where old clan loyalties once bound dwarves and men, new houses—whose interests align them far more than blood once did—have arisen. Dragonship captains now pledge themselves to Trade Families and War Guilds, while berserkers train under the banners of the famous Battle Halls. Outside of the settled lands, however, many of the old clans still hold great power and influence. These groups, as well as many of the factions that maneuver for power in Rhune, are described in detail in **Chapter 9**.

The Northern Threat—Far to the North, beyond icy peaks of the Icewall Mountains and the poisonous valleys of Thar, the Fel Horde gathers. Twice this horde has descended on the people of the South and each time, it was repelled. But now, with time running out and their masters—the true progeny of the Thrall Lords—finally beginning to awaken, the Fel Horde is preparing for war once again. In the heart of Icewall, the great chieftains have gathered for the final feast, to cement their alliance and plan the final doom of all those who call the South home. The threat the North posses is addressed throughout the book.

Rage Fever—Of all the threats coming from the North, one of the biggest is rage fever, an infection that is part curse, part disease, and utterly devastating to nearly everyone who contracts it. Rage fever turns normal men and women into slavering, cannibalistic monsters, robbing them of their sanity in the process. Rage fever is discussed in **Chapter 4**.

The Ragnarök Clock—Of all the strange and wonderful devices that populate Rhune, the Ragnarök Clock is arguably the most infamous of all. Buried deep in the heart of Ælveheim, this device is the byproduct of an ælven and dwarven alliance that, when activated, started the long countdown to Ragnarök, the end of all things. Although some people doubt the existence of this fabled device, the ælves, the clockwork elves, and the dwarves all know that it, alone, is linked to the slow and gradual convergence of the very planes themselves. The Ragnarök Clock is addressed in **Chapter 2**.



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The Runes—While some fantasy settings treat the runes as little more than a magical alphabet, the runes—specifically the Elder Futhark—play a more central role in the campaign setting. In **Rhune: Dawn of Twilight**, the runes are both a theme, as well as a mechanic. Moreover, the runes are something that all characters, regardless of their arcane talents, can learn. Whether a character is a druid seeking to become a *Vitkarr* (rune-master) or a fighter set on ruling all of the Old Holds, the runes can (and should) play into their stories. The runes are discussed in more detail in **Chapter 7**.

Technological Tensions—Midgard, more than any of the other branches of the Great Tree, is a realm divided. Where the North stands in unison, ready to descend in a wave of blood and flames, the peoples of the South stand divided on how best to prepare for Ragnarök. In the City-States of Vallinar, clockwork elves, dwarves, and humans build great machines of war, perfect destructive alchemical agents, and build better, more efficient weapons. In the vast forests of Ælveheim, far to the west of the City-Stares, the ælves and their allies have sworn off the use of all technology, believing it to be one of the causes of the coming apocalypse. Instead, the ælves prepare to unleash nature's wrath on any who would dare enter their sacred forests. The tension created by technology is addressed throughout this book, especially in **Chapters 2** and **9**.

Yggdrasil, The Great Tree—Rhune isn't a model of historic earth and does not use a heliocentric model; even through it supports a sun, a moon, and countless stars. Its prime material plane—which the people of Rhune call the Middle Realm or Midgard—is a wrapped around the trunk of Yggdrasil, the Great Tree. In many ways, Midgard could be seen as the outside of a massive cylinder, whose eastern and western oceans meet and whose top and bottom flair out, expanding outward, becoming the roots and branches of the known universe. These roots and branches are composed of countless other, lesser realms, but at their core, each make up one of the main planes those who "walk the tree" can access. Both Midgard and the other realms are detailed in **Chapter 4** and **Chapter 5**, respectively.

Story themes & character motivations

In Rhune, GMs and players both have a variety of strong themes with which to work. Among these, the most prominent theme is the countdown to Ragnarök, a celestial event that brings the various branches of Yggdrasil into planar alignment, radically changing the face of Yggdrasil, the Great Tree. This event, alone, could easily drive countless stories, from any number of angles or perspectives. However, stories set in Rhune need not focus on this theme alone. Several other themes, some subtle and others readily apparent, make Rhune a setting ripe with adventure.

Players exploring these other themes will note that most focus on obvious opposites, polarizing player characters and inviting them to pick a side (see "picking a side" below) as part of their character creation. For some, this is part of selecting a race, and to some extent, their class, as well. So, prior to generating characters for any campaign, players and the GM should discuss precisely what themes would be actively explored. Whether or not a GM selects one of these themes is up to her, but when she does, she should openly communicate that to her players. Common themes (and examples of setting tie-ins) in Rhune include:

Geo-political—This theme is applicable in nearly all fantasy games, but has a special place in Rhune. GMs exploring this theme will likely set their story in the City-States of Vallinar and will run campaigns focused on intrigue, self-interest, economics, and inheritance. These campaigns may involve one or more of the Trade Families, underground groups like the Black Hand, or the regional interests of a given city. Geo-political campaigns revolve around the ties individual characters have to particular clans, families or political factions; ties that as GM you might create or else guide your players towards, as you see fit. GMs using the faction rules might consider opening with this theme and transitioning later on in the campaign, at higher levels, when the PCs' influence widens beyond their immediate environment.

Nature vs.Technology—GMs exploring this theme will be focusing on the various ideological approaches to Ragnarök, with a strong focus on technology, its development (or discovery), and its use to win Ragnarök. This is a theme that will include a lot of racial tension (especially between the ælves and dwarves) and may be run in parallel to a campaign actively featuring racial tension or division. At its heart, however, a story featuring this theme should focused on the "rightness" of technology, its place in the world, and whether or not it ultimately harms or helps those involved in its creation or use. Stories that directly involve the clockwork gates or the automata will likely use this theme.

North vs. South—In Rhune, this is a theme that pits the evil, dark forces of the North against the civil, good forces of the South. This is a common theme that, at its core, pits the Thrall Lords (the Void-Touched giant offspring of the Old Gods) against their elders, the *Æssinyr*. While this is arguably the most prominent theme in all of Rhune and ultimately leads to Ragnarök, it need not be explored in obvious ways. Countless cults (many dedicated to Thrall Lords) operate in the South, any of which the GM might send against the PCs (which might appear as agents of other forces). Likewise, some brave souls might march to the wicked North, intent on freeing the damned or slaying those who spread evil.

Peace vs. War—Of all the themes, this may be the most challenging to explore, especially considering that most fantasy RPGs include combat encounters as a route to gain experience. Moreover, with the threat of war looming and military options readily available for most situations, peaceful solutions to problems are not always sought. GMs wishing to focus on diplomacy and non-violent problem

solving should consider exploring this theme. Challenges that focus on role-playing, diplomacy, and creative (out-of-the-box) solutions offer a nice contrast to campaigns where the only option is the use of force. GMs with glitterfane player characters (or with followers of Alnara) will likely explore this theme, as well.

Racial—GMs should weigh carefully how they explore this theme. In Rhune, the racial tensions that exist are based on ideological choices more than on an outright racial hatred; this is something that a GM should highlight early in a campaign, maintaining a positive and constructive tension rather than reducing social matters to skin color or racial identities for their sake alone. Still GMs should explore how social ideologies merge with racial identity, and how those tensions might eventually erupt into open conflict. This is a strong theme that deals with racism, the problem of racial identity (in place of individual sovereignty), and how conflicts develop between peoples. In Rhune, this is best exemplified by the ælves and dwarves, two races who have such strong beliefs that they have come to actively dislike (and sometimes hate) one another. Campaigns with this theme probably include groups made up of one side (dwarves and their allies, for instance), fighting the other (the ælves and their allies)—regardless of the base alignments of either side.

Raiding vs. Trading—Tradition is a prevalent force in Rhune, especially in rural areas. The traditions of raiding, slaving, and dominating those too weak to overcome outside forces persists despite the influence of the more civilized sectors of society (such as the City-States of Vallinar). So, while society (at least in the South) has advanced to a point that it recognizes the sovereignty of the individual, not everyone embraces it. This theme might also be called titled "tradition vs. progress" and could cover more traditional fantasy themes, including gender roles, family relationships, racism (although that theme is addressed above), and the problems of status.

Generally speaking, building characters should be a team effort, a collaboration of ideas shared between the players and the GM. Players should discuss the roles they want to fill, discuss any quirks or motivations they might have for their characters, and should ask the GM how to best incorporate their character's personal themes into the overall campaign theme. By doing this, the GM gains a better perspective of what her players want in their story, while simultaneously developing unique plot points (and even twists) that relate to the individual character in the story she is going to tell. Likewise, this gives players an opportunity to develop personal motivations that easily factor into the overall story.

These motivations should be tied to the player's selection of class and race, but beyond that should be as unique as the character itself. While an exhaustive list of motivations is beyond the scope of this chapter, a look at the various Rhune-themed traits (provided throughout this book) will help players make thematically appropriate choices, or if required, may help a player create motivations that fit with the overall theme of their campaign.

Creating A Sandbox in Rhune

If you're thinking about creating a sandbox for the players to explore, there are ample areas in which to do so. If you stay in and around the City-States of Vallinar in eastern Midgard, you can present players with many of the gritty, political factors that make urban adventure exciting; issues that incorporate underground cults, bandits, slave traders, and corrupt nobles as enemies of the state are all easy to incorporate. Of course, the distinct level of technology adds another dimension, while giving players a lot more options for their characters (see Chapter 6 for some of those options).

Story Seeds

In the spirit of creating a lasting, immersive narrative for your Rhune campaign, we have listed dozens of story seeds throughout the book. These story seeds should serve both the GM and the players equally. For players, these seeds can easily be used to help develop backstories, to provide agendas for their characters, and can easily be incorporated into existing campaigns to add twists to ongoing stories. In short, they are intended to be springboards to awesome. For GMs, these story seeds are intended to provide her with exciting and unique ideas that take traditional tropes, twist them, and customize them for Rhune. While many of these story seeds will be generic enough to allow GMs to customize them for their own games, many will introduce specific concepts, places, and NPCs—giving GMs more material to work with outside of traditional stat blocks. All of these story seeds will be presented as sidebars and will be relevant to each chapter they are in.

Moving outside of the City-States of Vallinar, GMs can focus on more traditional fantasy games, whether that is hunting remote monsters, engaging bandits in their hidden strongholds, or fighting raiders on distant shores. Players who trek east into the Redwall Mountains might discover hidden or forgotten mines, earning the ire of the industrious dwarves who work them. If you move to the west, you have the Old Holds. Most of these ruined forts stand sentry over vast, empty fields. Some, however, are still occupied. Savage raiders, bandits, and even rogue necromancers might make these forts their havens. Or, in worse cases, completely sane men might unlawfully lord over peasants that are little more than serfs—too weak to overthrow these tyrants. Even further to the west, you have Ælveheim—a place where all technology is forbidden and the ælves ruthlessly hunt their enemies—with its own mysteries and secrets. While any attempt to sneak into the ælven homeland might be as dangerous as it is exciting, GMs can easily present players with compelling reasons to explore these lands untouched by technology.

If you're interested in something a little more rugged and alien, the temperate jungles of the Aryandai Peninsula offer a whole realm of web bound tribal villages to explore—each connected above and below ground by special, silken tunnels. Appearing almost as ghost towns, these silent lands are overrun with spiders of all kinds, sentient and deadly alike. Or, if you'd like to remain closer to the City-States of Vallinar, the Ruined Cities are filled with artifacts, undead, and danger. There is no telling what treasures lay within, or who might be willing to pay to get their hands on them. GMs wishing to present players with traditional dungeons can easily do so in the Ruined Cities, adjusting and shifting them to suite whatever story they want to tell.

Moving north across the three bays (Blackwater Bay, Icewall Bay, and Oud Bay), you have the North—a wild, cold kingdom filled with vicious cannibals, roaming barbarian tribes, and other, more deadly servants of the Thrall Lords. Still, the South stands the watch and GMs can easily use the series of small forts, towns, and villages to present the players with adventure. Any of these might call on heroes to deal with local menaces, wandering monsters, or worse—the raiding barbarians and their giant masters. Worse, adventuring PCs might stir sleeping giants and their minions, inviting raids that only true heroes could turn aside. Of course, there is the iconic Pale Tower—it's mysterious nature shrouded in ice and illusions—for PCs to explore, as well.

Finally, GMs need not even stay on Midgard! Players who like exploring entirely new realms could easily become planar travelers early in their careers, learning to find the keys that open clockwork gates to the distant realms beyond. Whether exploring the hellscapes of Grimhæm or the icy wastelands of Niflæheim, PCs should never want for adventure. Truly, Rhune is a big place to explore and players should never look long for a new adventure.

Picking Sides—Creating a Character in Rhune!

Before rolling up their very first character for **Rhune: Dawn of Twilight**, players should take a moment to consider what role these characters will play in the setting, how these character will interact with each other, and what path—if any—they ultimately take as the story advances in the setting. Do you want to play the sulking warrior, whose family died in his youth or a radical, ælven ranger who hates humans and hunts them down? Will your character worship a specific god, or will it honor all of the *Æssinyr*? Will it belong to a secret cult or will it aspire to political office, organizing the people of a region?

While creating a character in **Rhune: Dawn of Twilight** is very similar to any other campaign setting, Rhune is a very story-centric setting, one that encourages a collaborative effort between players and their GM. When you start to map out your character's path, include your GM in the process.

Racial Decisions...

In the Rhune campaign setting, 'picking a side' is of paramount importance, and the choices made by players during character creation often resonate throughout the length of the campaign. This is especially true when a player selects a race, since many of the races are inherently tied to particular ideologies. When a player selects an automata, for instance, he selects not only its looks and abilities, but what others think of that race, too. So, while the player may start with a clean slate in terms of actions and alignment, the race he selects doesn't. Players should consider the potential prejudices and social assumptions associated with a particular race when creating their characters.

This is one of the many reasons that in Rhune, character creation is a collaborative, group effort—one that involves both the GM and all the players. Racism, while horrible in real life, is part of life in Rhune. It is something player's characters will probably have to contend with, even if they create racially tolerant and open-minded characters.

All of that said, Rhune does not condone nor encourage in real life. GMs should only tackle these themes with mature audiences who understand the themes ahead of time. If this is something that GMs do not feel their groups can honestly handle (or something groups don't want to address), this aspect of the setting should be downplayed (and if detrimental to the overall enjoyment of those involved—outright ignored).

Once this decision is made, players should consider their racial traits and how to best describe those to one another, as well as to the GM. A player with a clockwork elf character might, for instance, choose to focus on his comfort around technology and might downplay advances in technology in game, while a player whose human ranger is from a rural part of the setting might openly display a sense of wonder when handling his first gun (or gunblade). Conversely, he might approach this 'technological marvel' with distrust, superstitious fear, or even distaste. In either case, how players choose to focus on these traits will say as much about their character's race as does their character sheet.

Let's take a look at our friend Steve, who is making his very first character for ***Rhune: Dawn of Twilight****. He knows he wants to play a fighter, but he also likes the idea of eventually playing a religious character and maybe even eventually becoming a Gun Priest of Velash. Right now, however, he isn't sure. Plus, while he likes the idea that Rhune has some complex social challenges, he doesn't want to deal with racism and picks a human to keep things simple. He names his character Thuri the Fallen.*

Class Decisions...

Much like picking a race, picking a class says a lot about a character. While no class decision is permanent (characters can always train in different classes or otherwise change professions), these decisions matter—especially early on. With the exception of the ælves (who can, via The *I'próiseas' a'athnuachaana* or *Rite of Renewal* change their personal paths), much of a character's early training will shape his worldview. So, while some players may discuss 'dipping' in this or that class in order to optimize their character, those decisions should *accompany* a social ramification in Rhune, which GMs are encouraged to explore *in game*. That doesn't mean that dual or multi-class characters are discouraged in Rhune, only that each class decision accompanies a particular outlook—one that is likely embraced by a given group of people.

Berserkers (the variant barbarian used in Rhune) are often trained in particular Battle Halls and the mark of receiving that training means that most berserkers, in addition to being able to perform a given set of actions, also speak the language of that profession. The same could be said for clerics of a particular faith, cavaliers who are trained in a given order, or even martial characters in general. The same could be said for particular types of professions, as well. Jewelers, for instance, spend years mastering their trades, just like engineers or gunsmiths. So, when picking a given class, players should ask themselves why that class, above all others, held its appeal. Was a cavalier or fighter born into a military family and encouraged to train in that profession? And if so, was a he a soldier as part of that training? Or was a he a merchant beforehand, but spent a lot of time around the caravan guards, whose lives and tales excited him? Everything a player selects, every choice he makes, should be informed by who he was, what's part of his background, and what sort of character he wants to play.

Players who are considering specific character paths should share those with their GM ahead of time, too. So, if you're considering building an aryandai rogue who, after a number of levels, wants to become an assassin that hunts down human cultists in Vallingard, you should share that goal with your GM—even if it isn't a public goal or something you want to share with the other players at the table. Declaring this ahead of time gives your GM the opportunity to prepare hooks for your character, so that you can actively make choices in game that support the character path you outlined ahead of time. Moreover, it gives players an opportunity to indulge in a little bit of the world building that makes every fantasy campaign unique and memorable.

So, when picking your class, either at character creation or as you advance, remember that *you are picking a side*!

Steve spent some time looking at the various classes and speaking with the other players. Although Steve was looking at creating a gun priest, Bryan also picked that class. Lacking an in-your-face martial character for the group, Steve decided to play a fighter instead. With their races and classes picked out, Steve's group started talking about their backgrounds. Steve decided his fighter was the

son of traveling merchants who learned to fight from the mercenaries that guarded his parents' caravan.

Feat, skill, and trait choices...

While feat, skill, and trait choices may seem like class-centric choices (and in part, they are), players should consider using these choices as opportunities to tell their character's individual story where and whenever possible. This is especially true when a player selects the Profession and Craft skills for his character, since both of these skills suggest a degree of training that preceded levels in a given class. In the above examples, consider Steve's character Thuri. As the son of merchants, he doesn't have a strong tie to a martial tradition. But he knows those caravans were probably guarded so he creates a different situation, writing in Thuri's infatuation with the caravan guards' stories. He may take ranks in Profession (soldier) to represent the year he worked as a guard himself. And, because he was raised on the road, he might take ranks in Survival (both of which are class skills for him). These choices help him refine not only his character, but help him tell his character's story. He might also take the merchant trait to represent his upbringing, granting him a +1 in either Appraise or Sense Motive—further refining his character's background.

Prior to starting the story, Steve takes the merchant trait for his character Thuri to keep things simple. Plus, because his brother Rick is playing the party's rogue—again—he knows he's going to need to take Sense Motive as a class skill. Because he can't trust that aryandai as far as he can throw him.

While players generally do not need to discuss these choices with their GM, asking if any particular feats, skills, or traits are restricted in a given story is often a good idea. Moreover, players should consider selecting traits and skills that make sense for their background and the story they want to explore. Skill choices, even more than traits (which directly represent a character's background), represent a character's training and should be carefully considered as a character advances. In fact, some GMs may require players who are considering decisions to change classes (or who are considering adding a new class) to select certain skills *ahead of time*, to represent training in that area.

Steve explains to the GM that he wants a religious character, but he doesn't want two gun priests in the party, since he feels that would be redundant. So, at some point, he wants to 'find his faith' in game—something that Steve thinks would be cool. So, after nearly dying in a battle with crazed automata in an abandoned outpost west of the Old Holds, Thuri 'finds his faith.' But instead of taking a level in cleric, he takes another in fighter and takes a rank in Knowledge (religion)—representing his study of the Æssinyr, specifically Dægr, who he believes saved him from certain death.

Later, when he levels again, Steve will level as an oracle, displaying his devotion to Dægr and the divine abilities he has spontaneous manifested.

Outlining Character Creation

In Rhune, characters are created using the standard or optional rules in Chapter 1 of the *Pathfinder® Roleplaying Game Core Rulebook™*. If you have any questions about assigning points or rolling dice to generate ability scores, ask your GM. Generally speaking, the classes provided in this book are intended to complement the classes in the *Pathfinder® Roleplaying Game Core Rulebook™*, not to replace them. While GMs may allow or disallow any race (ask your GM what races will be available for her story), the races provided in this book are the core races of Rhune and players are encouraged to select from them. GMs wishing to include any of the races outlined in the *Pathfinder® Roleplaying Game Core Rulebook™* are welcome to do so, but may consider placing them on one of the other branches of the Great Tree.

Players creating characters for Rhune should take the following steps:

1. First, the player should decide what role his character is going to play, outline any motivations she may have, and briefly jot down a conceptual background for his character. Does your character know his parents? Is she from a noble clan? Was it just awakened in an alley in the streets of Union City? These small details can be the seeds of what your character will ultimately become.
2. Next, the player should consider how she wants to develop her character. While the player need not have a concrete picture of her finished character, they should have a rough idea. Players should try and map out any prestige classes they might want to take, any organizations they might want to join, or any major goals they might have for their character.

Having three or four of these personal goals is generally a good idea. Once you have these, write them down and give a copy to your GM.

3. Next, the player should select two traits, no two of which should be from the same category. These traits should illuminate the character's background and may clarify any goals or motivations (see above) the character has.
4. Next, the player should roll on **Table 1: Born Under a Rune**, gaining a small, unique bonus is exclusive to their character. Players should work with GMs to outline what this small bonus is (based on the rune and associated description), when it comes into play, and how it manifests. Some GMs may allow players to adjust these bonuses to further solidify character concepts or motivations.
5. Next, the player should roll 1d3 to generate how many points of wyrd their character begins play with. These points can be used to alter the outcome of a situation or encounter during play. Some characters may also spend these wyrd points to refresh or gain *weaving pools* (see Using Wyrd in Play later in this chapter).
6. Next, the player should select his character's race, class, and alignment.
7. Next, the player should select any applicable feats or other variables that might alter or adjust his starting honor.
8. Next, the player should calculate his character's starting honor. The formula for calculating starting honor is outlined in **Table 2: Starting Honor**.
9. Finally, the player should equip and outfit his character. Player's with extra starting gold are free to share this with their fellow players' characters, especially if it makes equipping the party easier.

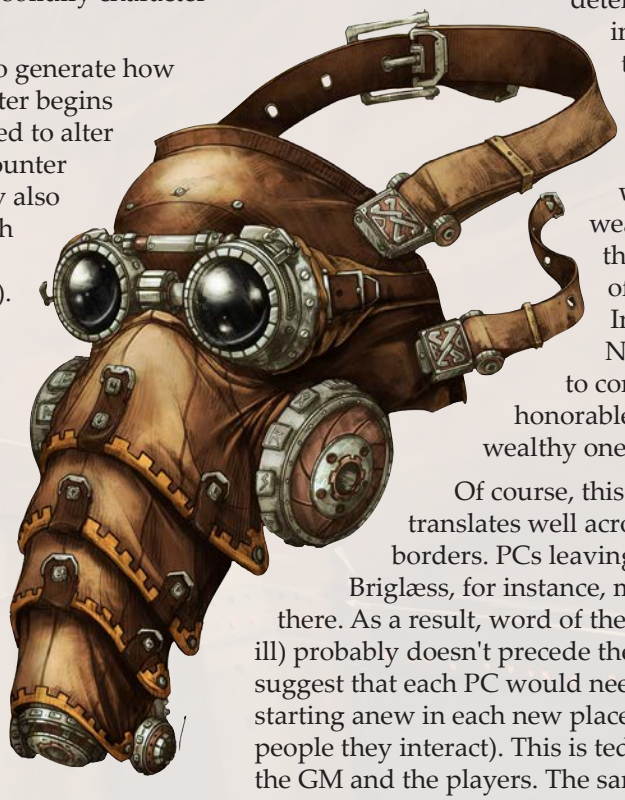
Born Under a Rune

In Rhune, everyone is born under a specific rune. This rune is believed to influence the character's fate and becomes exceptionally relevant once a character's fate is known (see creating Wyrd characters, later in this chapter). Players are encouraged to roll randomly when determining which rune they are born under, although some GMs may encourage you to pick a specific rune, especially if it creates a compelling story.

Using Honor in Rhune

In **Rhune: Dawn of Twilight**, honor (which is also known as heiður) plays an essential role, both in character development and in the overall narrative of most campaigns. For the individual player, it is an important quality, as well as a valuable commodity. It not only defines how much trust (and respect) others place in a character (to keep their word), it also defines her overall principles and accounts for her accomplishments. In many ways, honor acts as reputation, as well. In Rhune, men and women are known—regardless of their society—by their actions; this knowledge is invariably linked to their honor.

By extension, a character's honor displays another important aspect of her role in any Rhune campaign—it determines how much potential influence a character has. In this sense, honor is treated as a currency and can be earned, spent, as well as lost. It can be used to win support and, like great wealth, can secure resources that would otherwise be out of reach to some individuals. In most cases, the majority of NPCs are far more inclined to consider the requests of an honorable character than they are a wealthy one.



Of course, this is not a currency that translates well across certain racial or regional borders. PCs leaving Midgard to travel to Briglæss, for instance, may not know anyone there. As a result, word of their actions (for good or ill) probably doesn't precede them. Logically, this would suggest that each PC would need to reset their honor, starting anew in each new place (or with each new group of people they interact). This is tedious work, though, both for the GM and the players. The same problem presents itself between races that inherently distrust one another, or in some cases, outright hate one another. It's hard to see your enemy as honorable, even in some of the best cases. How GMs choose to handle these factors is up to them, but we suggest using the three optional rules found in the Optional Honor Rules sidebar.

For the GM, honor is a resource that should add depth and nuance to every story. It is a clear and defined measurement of a player character's actions and accomplishments (regardless of alignment) and gives GMs a tool to shape plots, social encounters, and to determine just how NPCs react (at least initially) to a character.

Table 1: Born Under a Rune

Roll (d100)	Rune	Bonus (roll 1d3)
1-4	Fehu	1) The character begins play with a masterwork item, 2) the character gains a +1 bonus on appraise skill checks to determine the value of cattle or jewelry, or 3) the character gains a +1 bonus on Profession skill checks (one of his or her choice).
5-8	Uruz	1) The character gains a +1 competence bonus to CMB rolls to Bull Rush opponents, 2) the character gains a +1 bonus to Handle Animal skill checks, or 3) the character begins play a light warhorse.
9-12	Thurisaz	1) The character gains a +1 bonus to Climb skill checks, 2) the character gains a +1 competence bonus to CMB rolls to grapple opponents, or 3) the character gains a +1 bonus to Intimidate skill checks.
13-16	Ansuz	1) The character begins play with a masterwork holy symbol, 2) the character gains a +1 bonus to Knowledge (religion) skill checks, or 3) the character gains a +1 bonus on Will saves against divine spells.
17-20	Raidho	1) The character begins play with a light riding horse, 2) the character gains a +1 bonus to Ride skill checks, or 3) the character gains a +1 bonus to Acrobatic skill checks.
21-24	Kenaz	1) The character begins play with a masterwork musical instrument, 2) the character gains a +1 bonus on Perform skill checks (one of his or her choice), or 3) the character gains a +1 to saving throws against spells from the school of enchantment.
25-29	Gebo	1) The character gains 1d2 Wyrd points, 2) the character gains a +1 bonus to Will saves, or 3) the character gains a +1 bonus to Perception skill checks.
30-33	Wunjo	1) The character gains a +1 bonus to Diplomacy skill checks, 2) the character gains +1 bonus on Knowledge (local) skill checks, or 3) the character gains +1 to saving throws against spells with the emotion descriptor.
34-37	Hagalaz	1) The character gains a +1 to Knowledge (geography) skill checks, 2) the character gains a +1 to Knowledge (planes) skill checks, or 3) the character gains a +1 bonus to Survival skill checks.
38-41	Nauthiz	1) The character gains a +1 to saving throws to resist death effects, 2) the character gains a +1 to Survival skill checks, or 3) the character gains a +1 to Fortitude saving throws.
42-45	Isa	1) The character gains a +1 on saving throws against spells with the cold descriptor, 2) the character gains a +1 bonus on saving throws against spells with the fire descriptor, or 3) the character gains the ability to cast *ray of frost* (as a wizard equal to his character level).
46-49	Jera	1) The character gains a +1 bonus on Knowledge (history) skill checks, 2) the character gains a +1 bonus on Knowledge (nature) skill checks, or 3) the character begins play with a *potion of endure elements*.
50-53	Eihwaz	1) The character begins play with a masterwork light crossbow, 2) the character begins play with a masterwork short bow, or 3) the character gains a +1 bonus on Knowledge (nature) skill checks.
54-57	Pertho	1) The character gains a +1 bonus on Craft (alchemy) skill checks, 2) the character gains a +1 luck bonus on Reflex saving throws, or 3) the character gains a +1 bonus on Profession (gambler) skill checks.
60-63	Elhaz	1) The character gains a +1 bonus on Knowledge (geography) skill checks, 2) the character gains a +1 bonus on Ride skill checks, or 3) the character begins play with a heavy warhorse.
64-67	Sowilo	1) The character gains a +1 on Will saves against fear effects, 2) the character gains a +1 on saves against death effects, or 3) the character gains a +1 on Knowledge (nobility) skill checks.
68-71	Tiwaz	1) The character gains a +1 bonus on Perception skill checks, 2) the character gains a +1 on saving throws against spells with the darkness descriptor, or 3) the character gains a +1 bonus on Stealth skill checks.
72-75	Berkano	1) The character gains a +1 bonus on Knowledge (religion) skill checks, 2) the character gains a +1 bonus on Disguise skill checks, or 3) the character begins play with a *wand of disguise self* (with 2d6 charges).
76-79	Elwaz	1) The character begins play with a heavy warhorse, 2) the character gains a +1 bonus to Ride skill checks, or 3) the character gains a +1 bonus to Knowledge (nobility) skill checks.
80-83	Mannaz	1) The character gains a +1 bonus to Linguistics skill checks, 2) the character gains a +1 bonus to Bluff skill checks, or 3) the character begins play with a *wand of comprehend languages* (with 2d6 charges).
84-87	Laguz	1) The character gains a +1 bonus to Profession (sailor) skill checks, 2) the character gains a +1 dodge bonus to AC, or 3) the character gains a +1 bonus to Survival skill checks.
88-91	Ingwaz	1) The character gains a +1 bonus to Knowledge (religion) skill checks, 2) the character gains the ability to cast *sanctuary* once per day (as a cleric equal to his character level), or 3) the character begins play with 1d4+1 Wyrd points (in place of the normal 1d3).
92-95	Dagaz	1) The character gains a +1 bonus to saving throws against spells with the darkness descriptor, 2) the character gains the ability to cast *light* at will (as a sorcerer equal to his character level), or 3) the character gains a +1 bonus to a single skill of his or her choice.
96-99	Othala	1) The character begins play with a scroll containing 1d3 arcane or divine spells [selected by the GM], 2) the character gains a +1 bonus to Perception skill checks, or 3) the character begins play with a small plot of land and a simple cabin, which he inherited.
00	Blank Rune	1) The character begins play with a random magical weapon, 2) the character begins play with a random wondrous item, or 3) the character may roll twice on this table, but must ignore any even numbered rolls.

Best of all, honor takes into account all of the player character's actions, both in word and deed, in all of their encounters—whether those encounters are social or met on the field of battle. Additionally, tracking a character's honor gives enterprising GMs an opportunity to reward player characters for adhering to their alignments, keeping their word (even when doing otherwise might prove more advantageous), and playing to one of the campaign setting's major themes. Finally, it allows GMs to weave together interesting moral dilemmas; especially when doing the dishonorable thing might be "doing the right thing."

Regardless of how much GMs elect to use it, most adventures in **Rhune: Dawn of Twilight** will award honor besides experience for certain accomplishments. Likewise, some mechanics in the setting will require honor, restricting access to those who have yet to prove themselves in word and deed. GMs should keep in mind, however, that honor is based on what can be proven (and witnessed)—if a player character conducts himself in an honorable or dishonorable fashion and no one lives to witness such acts, his honor will likely remain unchanged.

Optional Honor Rules

The Starting Attitude Rule—While honor is treated as a currency in Rhune (and can be spent to accomplish goals), it may also be employed by GMs to distinguish a character's importance (as opposed to his social position or wealth), giving less diplomatic player characters (and NPCs) an advantage (or disadvantage) in social encounters. In this sense, those wise enough to accumulate honor in their lives will find others more open to their ideas, even when they lack the sweet words that more charismatic individuals possess. GMs may use the following chart to establish the starting attitude of NPCs interacting with PCs, based on their honor, as they see fit.

Character's Honor	NPC's Reaction
Honor -11 or worse	Hostile
Honor -10 to 0	Unfriendly
Honor 1 to 9	Indifferent
Honor 10 to 19	Friendly
Honor 20 to 19	Helpful

The New Faces, New Places Rule—With this rule, PCs accrue honor as normal, but that honor is solely linked to their homeland, be it a given city or region. While in that region, PCs enjoy the full benefits (or penalties) that their honor provides. Whenever a PC moves outside of that region, they reduce their total honor by one half (negative scores become zero, however). This is their new starting honor, and the baseline for all actions in and around that region, be it a new city or entirely new branch of the Great Tree. Any honor earned outside of their region, however, is added to their base honor when they return, provided word of their deeds follows them (negative adjustments to their honor also follow them).

Racial Tensions Rule—GMs wishing to display the impact racial tensions have on honor, especially in regards to starting attitudes, may impose a -2 to -5 penalty to a character's honor based on whether or not racial tensions exist between their people. In this instance, these pronounced tensions are left up to the GM, but some obvious examples include tension between the ælves and humans; tension between the ælves and dwarves; tension between the dwarves and the aryandai; tension between the automata and humans; and tension between the jötunfolk and everyone else. Alternately, GMs using the Starting Attitude Rule may simply worsen the starting attitude of these NPCs by one step.

Universal Honor

While some campaign settings (and game systems) treat honor as a subjective quality that shifts according to one's environment (and, to some extent, it does), Rhune treats honor as a universal quality that changes very little among the people of the Great Tree. It doesn't matter if you're working on the streets of Vallingard or adventuring in Nachtland, away from those you know well—individuals are expected to adhere to some very basic principles. While these principles may shift in some situations, they tend to remain true in most cases. Men are expected to honor the *Æssinyr* (the gods), keep their oaths, show kindness to those they offer shelter, mind their words at peaceful gatherings (especially at the Þing), and to conduct themselves with courage on the battlefield. They are not expected to abandon their allies, lie to their kith or kin, or to otherwise conduct themselves as Aasgeier (scavengers).

As a result, there should be no special rules for honor among thieves, wizards, or other class/race combinations. One is either honorable or one is not. That said, some races (and classes) have established themselves in the setting, and as a result, tend to sway public opinion be default—regardless of whether or not such opinions are warranted. To this end, some individuals with afford certain races and classes (cavaliers and dwarves, for instance) more honor by default than they would others.

Players and GMs using the **P***athfinder® Roleplaying Game: Ultimate Campaign*™ guide should consider disregarding both the criminal and political codes (listed in **Chapter 3**) as ways to gain honor.

Starting Honor

When creating a character for **Rhune: Dawn of Twilight**, each player character starts with an honor score of 2 (at level 1). This is then adjusted for alignment (a product of their background and their life choices), their race (if applicable), their class (if applicable), and for any

In Ultimate Campaign...

Honor has long been a part of **Rhune: Dawn of Twilight**, its use in the setting predating the release of the *Pathfinder® Roleplaying Game: Ultimate Campaign™*. With that book's release, however, we reviewed it in hopes of increasing the mechanical compatibility between this setting and the *Pathfinder® Roleplaying Game Core Rulebook™*'s growing library of optional rules and mechanics—most of which are balanced, efficient, and smart (and we loathe fixing something that isn't broken).

However, in **Rhune: Dawn of Twilight,** player characters generally earn honor at a slower rate and in smaller amounts than presented in that book. Thus, the costs listed in the *Pathfinder® Roleplaying Game: Ultimate Campaign™* needed to be reduced and clarified to match what is appropriate for **Rhune: Dawn of Twilight** (hence, 1d4 instead of 1d6). GMs, of course, who prefer to use the optional honor rules listed in that book are welcome to do so, keeping in mind that published adventures set in **Rhune: Dawn of Twilight** are rarely going to award honor in large enough amounts to warrant spending 5d6 honor or more for a single favor or item.

background traits or Feats they select. Whenever a player character gains a character level, they increase their honor score by 1. Thus, the formula for a PC's honor is as follows; character level + current alignment + race + class + traits or Feats + campaign adjustments (honorable or dishonorable actions, GM modifications, ect).

Table 2: Starting Honor

Honor Adj	The character's alignment is…	Honor Adj	The character's alignment is…
-4	Chaotic	+2	Good
-2	Evil	+4	Lawful
Honor Adj	**The character's race is…**	**Honor Adj**	**The character's race is…**
—	Ælven	+1	Glitterfane
-1	Aryandai	—	Human
-1/-2	Automata (*Sigrún* doubles penalty)	-2	Jötunfolk
—	Clockwork Elf	Varies	From beyond Midgard
+1	Dwarven		
Honor Adj	**The character's class is…**	**Honor Adj**	**The character's class is…**
-1	Antipaladin	-3	Juggernaut
—	Arcanist	—	Magus
-3	Barbarian	—	Monk
+1	Bard	-1	Ninja**
-3	Blood Skald	+2	Oracle
-3	Bloodrager	+3	Paladin
—	Brawler	-3	Plague Bringer
+2	Cavalier*	—	Ranger
+2/-3	Cleric (of the Old Gods/of the Thrall Lords)	-1	Rogue
—	Clockwork Adept	—	Shaman
—	Druid	+1	Skald
—	Fighter	—	Slayer
+1	Gjallarhorn	—	Sorcerer
+1	Gun Priest	-1	Summoner
—	Gunslinger	—	Swashbuckler
—	Hunter	+1	Warpriest
—	Inquisitor	-2	Witch
—	Investigator	—	Wizard

*The optional Samurai class does not exist in Rhune.
**Although the optional ninja class is used in Rhune, all ninjas are treated as rogues.

GMs creating NPCs may use the above chart or, in a pinch, may simplify the formula, granting an NPC honor equal to its CR x 3.

Gaining, Losing & Spending Honor

Honor is a fluctuating currency that player characters can gain, lose, and spend in game. The ways to use honor are legion; it can be won in duals, gained by performing honorable actions, spent to win favors, or lost when a player character commits an act that brings shame upon him or his clan. And honor, much like physical currencies, constantly accrues interest with those invested in it. Those who do not carefully consider their actions or who elect to ignore honor altogether are bound to discover it impacts their lives—whether they like it or not.

For the most part, gaining and losing honor is fairly straightforward in Rhune;

it is always the direct consequences of a player character's actions. Ideally, player characters will be invested in gaining honor and will tailor their actions accordingly, naturally playing into the campaign setting. GMs may also encourage the importance of honor, especially at morally charged moments, further adding to the theme of the setting.

While a GM may establish her own set of guidelines for how a player character gains or loses honor, GMs running games in **Rhune: Dawn of Twilight** are encouraged to use **Table 3: Honor Adjustments** as a base for gaining or losing honor.

Mechanically speaking, spending honor is no different than losing honor, as doing so slowly lowers a player character's overall honor score unless they actively pursue ways to increase it. Cautious player characters will be mindful of this, monitoring their honor score accordingly. *When a player character reaches an honor score of 0, they suffer a -2 penalty to all Charisma based skill checks, as well as a -2 penalty to their Will saves*. Likewise, most NPCs are likely to treat them unkindly, their starting attitudes unfriendly until improved through diplomacy.

Although a GM may allow a layer character to spend honor any number of ways, most will do so to win favors, to borrow valuable items, or to secure resources normally out of their reach. When a player character spends honor to win a favor, he must do so as part of a social encounter (he has to ask a friendly NPC to do the favor) and spend a number of honor points equal to the difficulty of that favor, relative to the NPC:

- Player characters must spend 1d4 honor for an easy task (one that takes only a few hours of the NPC's time and requires a single skill check of DC 10 or lower).
- Player characters must spend 2d4 honor for a moderate task (one that takes less than a day and requires a single skill check of DC 20 or lower).
- Player characters must spend 3d4 honor for a difficult task (one that takes several days of the NPC's time, represents significant risk, or requires a single skill check of DC 30 or lower).
- Player characters must spend 4d4 honor for a hard task (one that takes a few weeks of the NPC's time, represents great risk on their part, or requires a single skill check of DC 40 or lower).

Player characters may also spend honor to borrow valuable items, such as armor, weapons, magical items, or money. Generally speaking, borrowing such items costs significantly more honor, especially if there is a risk that the item may be damaged (on an adventure) or gone for a significant amount of time. In these cases, borrowing an item costs 1d6 honor points for every 2,000 gp in its cost. While borrowing items with honor, player characters spending additional honor must pay double their normal costs until the initial item is returned. GMs, of course, are free to limit the amount of honor spent in a single session.

Player characters may also spend honor to temporarily increase their social standing. Once per encounter, a character may spend 1d2 honor to gain a +2 competence bonus on all Charisma-based skill checks, as well as +2 bonus to Will saves.

Finally, player characters will discover that some of the options (Feats, alchemical discoveries, and so on) available in this book (as well as in future products) will have requirements with honor as a prerequisite. This isn't intended to limit player characters, but rather to represent the importance of gaining special advantages in the setting that are normally restricted to NPCs. Learning how to make dwarven blasting power (a closely guarded alchemical secret), where the Bilröst Gate is located, or how to craft a *Vallinar Sunblade* would all be good examples of special advantages with honor as prerequisites.

Honor Modifiers

Throughout play, a player character's actions will impact the amount of honor they have. Ideally, in most cases, the following chart will aid GMs in determining how much honor a player character gains or loses when performing an honorable (or dishonorable) act. While these actions are exhaustive, they are by no means complete. Individual GMs are encouraged to expand and refine the following table to suite their particular campaign.

Table 3: Honor Adjustments

Honor Adjustment	The character's action…
-1	Be accused of or commit a crime
-1	Behave irrationally or immaturely
-2	Become a prisoner
+4	Become a *Vitkarr*
-2	Betray those you've given sanctuary
-3	Break an oath
-1	Break the shield wall
+2	Captain a dragon ship
-1	Channel negative energy*
+1	Channel positive energy*
+4	Complete a great quest
+1	Complete a minor quest
+1	Defeat a monster with a CR 2 points higher than your APL
-4	Dishonor the *Æssinyr* (gods)
-1	Dishonor the dead
-2	Disobey your Jarl (or someone of equal importance)
-1	Disrespect an elder
-2	Disrespect an honored elder
+1	Embarrass a rival
-1	Enter into a bond of debt (does not count when spending honor)
-2	Flee from combat/display cowardice
-1	Get caught cheating in a contest
-1	Get caught stealing
+1 to +4	Honor the *Æssinyr* by fulfilling an assigned task
+1	Honor the dead by preparing and burning the a corpse
+2	Honor or fulfill an oath
+3	Honor or fulfill an ancestral oath
-3	Interrupt the peace of an important gathering or Þing
-2	Join the Black Hand
+1	Join the Order of the Thorn
+1	Join the Order of the Wall
+1	Kill a barbarian*
+4	Kill a giant (or similar mythic or monster of legend)*
+2	Kill a troll*
+2	Knighted
+2	Lead a victorious battle
+1	Leadership feat (gain followers)
-1	Lose a battle
-1	Lose a drinking challenge
-1	Lose a feast challenge
-2	Lose an ancestral weapon
+1	Memorize and recite a Rune Poem
+1	Produce a skaldic poem or tale that gains sponsorhip
+1	Protect the weak
+2	Raid an enemy's settlement
+3	Raid a settlement in the Fel Lands
+2	Reclaim an ancestral relic from the Ruined Cities
+1	Recount a great tale or battle
-2	Refuse a dual or similar challenge
+2	Represent your kith or kin at an important gathering (or Þing)
+1	Save an ally
+2	Save an honored lord or leader
-1	Slander your allies
+2	Stand against multiple combatants (3 or more) in a single combat and win
+1	Survive a northern raid
+6	Unearth or discover a rune
+1	Use a divine gift or power*
-2	Use necromancy*
+1	Win a duel or similar challenge
+2	Win a duel with your jarl
-4	Worship the Thrall Lords

*For the first time. Repeated occurrences do not count unless they warrant special attention (left to the GM's discretion)

The Nine Noble Virtues

In Rhune, the values people keep are shaped by a number of factors including their race, the genders, their established traditions, and the faiths they hold dear. While these shift some, most of the people in the South—especially in the Old Holds and among some of the older human clans—still hold the Nine Noble Virtues above all else. While these virtues are open to some interpretation, they follow below:

Strength is better than weakness—The weak (children, the elderly) should be protected and it is the strong who will protect them. This strength takes many forms, but is normally understood as three main factors; willpower (inner strength), strength at arms (physical strength), and political influence (social strength). The weak are not cowards; they are those unable to fight.

Courage is better than cowardice—Thieves, cultists, and assassins sneak around, working from the shadows. Those who seek to honor the Old Gods know that to fight the good fight, each man must find and display courage. Standing up for oneself, one's family, one's clan, and one's line waters the roots of the Great Tree, strengthens us as noble beings, and empowers our Wyrd.

Joy is better than guilt—Guilt is the seed of despair, depression, and weakness. The wisest of men know that the best way to avoid guilt is to always act truly, deal openly with others, and to embrace the joy that each new day brings. There will always be days that challenge us, but those who seek the joy in each moment find the strength to weather the darkest of days; seek the mysteries of the rune wunjo.

Honor is better than dishonor—A man's honor is the measurement of his worth, no matter is wealth, station, or heritage. Every individual should seek to increase their honor, both for their sake, as well as the sake of their kith and kin. A man without honor is little better than a slave.

Freedom is better than slavery—Every raider knows that taking slaves is part of acquiring power in the world, but ultimately, the best men are free men. Every slave taken should know that he could earn his freedom by working hard, acting with honor, and fighting bravely for his master. Every man that seeks to cheat men of their freedom or who refuses to honor those who try to earn their freedom is no better than a thief.

Kinship is better than alienation—Although some jarls will cast men out for their crimes, it is generally accepted—especially in the City-States of Vallinar—to look for ways to maintain kinship, as many believe that alienation from one's home is the poisonous seed that leads many to follow the Thrall Lords.

Realism is better than dogmatism—Rhune is a land where the Old Gods are active and their priests produce miracles; men are encouraged to set dogmatic views aside, placing their faith in what they can see, touch, and witness, especially when it comes to the wonders of magic and miracles. Pay no heed to the promises of the unseen, but hold tight to the wonders of the Old Gods and those who serve them.

Vigor is better than lifelessness—Stasis and death are the enemies of the Old Gods, who command good men to embrace their vitality! Noble men accept great challenges; learn to live in hard places, and to embrace every battle! Seek the cold water, the harsh winds, and the wild places—make them your domains, that you might find strength and vigor all your days.

Ancestry is better than universalism—While the City-States bring races of all kinds together, knowing your roots is essential to creating honor for your family, tribe, or clan. While it is tempting for some men to loose themselves in the modern world, a wise man always honors his ancestors.

The Way of Wyrd

In Rhune, wyrd is a force or quality that represents a player character's connection to their future or fate—that which has been carved into the Great Tree by the Norns themselves. What this fate is, however, is open to some debate. Among many of those who worship the Old Gods, a man's wyrd is permanent, a distant thing to be discovered as he struggles through life. It is an unknowable future, revealed to a man only has he dies, knowing then that he either fulfilled his destiny or denied it, betraying the Old Gods. For followers of Velluna-Akka, wyrd is treated a little differently. To them, it represents that which the Great Weaver wove (and is constantly weaving) into her immense web, which is called the Web of Wyrd.

There are others, especially among those who practice magic, who embrace a different idea of wyrd. To many of these individuals, wyrd is a quality that represents their heroic effort to right wrongs, to follow their ideals, and in general, to become the very picture of their most sublime and essential self. For them, this means seeking mastery of one's life, in all things, whether that is in a craft, a profession, or in combat. As these individuals spend time studying the Great Tree (and the runes that are carved into

its secret places), many discover that wyrd isn't a fixed thing, but rather a subtle thing, a quintessential essence that changes as they change, responding to the choices they make and they ideals they embrace. For these individuals, wyrd is something that stretches out across time, merging that which was to that which they ought to become. To these individuals, the Norns and Velluna-Akka are not the guardians of fate, but rather its agents, setting them on their paths to become great.

Creating Wyrd Characters

Creating wyrd characters requires some planning on the part of the player, as well as the GM. As mentioned above, when a player sits down to create his character, he should consider mapping out who and what he'd ultimately like his character to become. With this in mind, he should consider what he might have become if he had not embraced this vision or acted when caution was advised. Would he have stayed home and become a simple farmer like his uncle? Would he have become the local village drunk or even something worse? With these two potential end points in mind, the player can start to design the path he wants his character to take, regardless of what challenges the world presents to him.

Some players may prefer not know what their characters were fated to become, or might want to let the dice decide. In this case, these players should consider rolling on **Table 4: Player Fate** to determine the fate that the Norns originally carved into the Great Tree on the day they were born.

Regardless of which route the player chooses for her character, they should actively work to incorporate this into their personal story. When they do so successfully, the GM may (at her discretion) award them bonus points of wyrd as a reward for adhering to their chosen path.

While some powerful monsters, villains, or NPCs may gain wyrd points, most people in Rhune do not have access to this degree of understanding. As a result, most common folk, from your local merchant to your favorite farmer, do not have or gain wyrd points.

Using Wyrd in Play

Like honor, wyrd is a currency that players can spend during play. When a player creates a new character, she gains a small pool of wyrd (1d3 points) that represents her character's ability to alter or shape her destiny through more than just her words or actions. This pool of wyrd may fluctuate, but may never exceed six points, even with feats and traits. Every time a character gains a level, they may add 1d3 points to the pool to refresh it, but doing so may never increase the overall pool beyond six total points. Wyrd points can be spent in combat (to gain an advantage), spent to recall spells and spell-like abilities, used to cancel another individual's success, or to gain generic bonuses on rolls—even after the results of a roll are known.

In Rhune, wyrd points do a lot, including some of the things that hero points do. To keep things simple, GMs are advised to avoid using the optional rule for hero points (found in Chapter 8 of the *Pathfinder® Roleplaying Game: Advanced Player's Guide*™) in addition to using wyrd points. If a group prefers to use hero points, then wyrd points should be omitted from your game.

Table 4: Player Fate

Roll	Rune	Fate
1-4	Fehu	You are/were destined to become rich.
5-8	Uruz	You are/were destined to become a hunter.
9-12	Thurisaz	You are/were destined to die before your parents.
13-16	Ansuz	You are/were destined to become a member of the clergy.
17-20	Raidho	You are/were destined to traveling merchant.
21-24	Kenaz	You are/were destined to become a skald.
25-29	Gebo	You are/were destined to become a healer.
30-33	Wunjo	You are/were destined to be married.
34-37	Hagalaz	You are/were destined to die in a great storm.
38-41	Nauthiz	You are/were destined to become a hero.
42-45	Isa	You are/were destined to die in the North.
46-49	Jera	You are/were destined to become a farmer.
50-53	Eihwaz	You are/were destined to become an herbalist.
54-57	Pertho	You are/were destined to become a drunkard.
60-63	Elhaz	You are/were destined to die at an old age.
64-67	Sowilo	You are/were destined to be a noble.
68-71	Tiwaz	You are/were destined to be a great warrior.
72-75	Berkano	You are/were destined to have many children.
76-79	Elwaz	You are/were destined to become a knight.
80-83	Mannaz	You are/were destined to become a *Vitkarr*.
84-87	Laguz	You are/were destined to become a sailor.
88-91	Ingwaz	You are/were destined to become a craftsman.
92-95	Dagaz	You are/were destined to become a teacher.
96-99	Othala	You are/were destined to become jarl of your clan.
00	The Blank Rune	You are one of the *uncarved*; the Nornir never carved your destiny into the Great Tree. You gain 1d3 additional points of wyrd at the beginning of play.

Table 5: Ways to Spend Wyrd

Cost	Use
1	**Act Now!** You may spend a point of wyrd to act immediately, even if it isn't your turn. When you do this, you gain a standard action or a move action, but not both. When you spend a wyrd point in this way, you treat this as a readied action and move your initiative to just before the currently acting creature.
1	**I'll Take A Bonus!** You may spend a point of wyrd to roll a d6, which you may immediately add to any d20 roll you just made, even if the results of that roll are already known.
2	**I'll Double Down!** You may spend two points of wyrd to gain a special advantage on a single type of d20 roll for a single round. The types of d20 rolls included are: ability checks, attack rolls, saving throws, and skill checks. Whenever you make these rolls, you roll two d20s and take the better of the two rolls. When you spend points of wyrd this way, you must do so at the beginning of the round, before anyone else has acted.
1	**Go Again!** You may spend a point of wyrd to gain an additional action on your turn. When you spend a wyrd point in this way, you gain an additional standard or move action.
1	**Not This Time!** You may spend a point of wyrd to cancel another individual's d20 roll (including a roll the GM made), even after the results of that roll are known. When you spend a point of wyrd in this way, you must do so immediately after that results of that roll are made and before another character acts.
1	**I Remember!** You may spend a point of wyrd to recall a spell (3rd level or less) you cast or to regain the use of a special ability you have already used that day. This spell or ability must be one the character possesses (and does not affect items carried).
1	**Give Me a Hint!** You may spend a point of wyrd to gain a clue to a mystery, to have your character remember something the player has forgotten, or to ask the GM for a hint about something holding your character back.
2	**I Defy Death!** You may spend two points of wyrd to keep your character alive, after an attack or action resulted in her death. When you spend wyrd points this way, you ask the gods to intercede on your behalf. How the gods intercede and how the character defies death, however, is up to the GM.
1	**I Try Again!** You may spend a point of wyrd to reroll a d20 roll you just made, even after the results of the roll are known.
1	**Help's Coming!** You may spend a point of wyrd to grant an ally a bonus on a roll they just made, even after the results of that roll are known. When you do this, you roll a d8 and add the results of that roll to your ally's roll. When you spend a point of wyrd this way, you should describe what you did in game to aid your ally.

Wyrd points can be spent whenever a player chooses to, even if it isn't her turn to act. If two player characters spend wyrd points are at the same time, those actions are resolved in reverse order, with the **player** who spent a wyrd point acting first. No player may use more than two points of wyrd during an encounter and groups may not spend more than three points of wyrd during a single round. Finally, whenever a player spends a point of wyrd, they should describe what they are doing to alter or reaffirm their fate, in game, to the rest of the table. **Table 5: Ways to Spend Wyrd** lists all of the ways a player can use wyrd.

Wyrd and Weavings

Some individuals, especially aryandai or those who worship Velluna-Akka, learn to refine their understanding of wyrd, harnessing it into a *weaving pool*, which they can use to cast weavings. Whenever a character gains a *weaving pool*, they permanently reduce their maximum pool of wyrd by two; a character who gains access to a *weaving pool*, either through a class ability or by taking a Feat, can never have more than four wyrd points at any time.

Unlike wyrd points, *weavings*, however, cannot be spent whenever a character chooses. Whenever a character elects to use a *weaving*, they must do so on their turn. Using a *weaving* is a swift action that does not provoke an attack of opportunity. When a character uses a *weaving*, they must target themself; they may never choose another target. Weavings are described in detail in **Chapter 7**.

Starting Character Traits

In addition to the traits listed in Chapter 8 of the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, players may select any of the following traits when their characters (although selecting some of the following traits may aligns them with some of factions on Midgard).

Combat Traits

Duck and Cover

You are trained to use your shield against magical as well as physical threats.

Benefit Whenever you wield a shield, you gain a +1 trait bonus to Reflex saves against spells.

Mad Charge

You charge recklessly into combat, putting all of your force behind your attack.

Benefit Whenever you charge an enemy in combat, you gain a +3 bonus on your attack roll (instead of the normal +2), but suffer a -3 penalty to your AC as well.

Pistol Master

Thanks to your parents, you know your way around most pistols.

Benefit Select one model of pistol. Whenever you fire that type of pistol (and only that type of pistol), you gain a +1 trait bonus to attack rolls within 30 ft.

Poisoned Blade
You have spent years learning how to handle poisoned blades of all sorts and never worry about suffering from an ill-placed strike.
Benefit Whenever you roll a 1 with a poisoned blade, you do not automatically expose yourself to the effects of the poison. Instead, you suffer the normal 5% chance as if you had applied the poison to the blade.

Sacred Gun Slinger of Velash
In your youth, you studied The Way of the Gun, the sacred text of the Gun Priests of Velash. When a shot really counts, you whisper a short prayer to Velash to make sure it strikes true.
Benefit Whenever you roll to confirm a critical hit with a gun, you gain a +1 trait bonus on that roll.

Shield Brother of Hothur
You know the religious significance of the shield wall and consider its use a sacred part of every warrior's training.
Benefit Whenever you wield a shield (that you are proficient with) and are part of a shield wall, you gain a +2 trait bonus to your AC.

Spurred to Battle
You have spent long hours practicing for jousts and know how to handle your horse!
Benefit You gain a +1 trait bonus on initiative checks whenever you are mounted. Additionally, you gain Ride as a class skill.

Faction Traits

Black Bladed Will [Black Hand]
You have studied alongside agents of the Black Hand for a number of years and draw strength from that knowledge.
Benefit You gain a +1 morale bonus to Will saves whenever you fight alongside agents of the Black Hand.

Corpse Thief [House Scræ]
When you performed your first Death Dance, you went far beyond simple animation. You snuck into a local temple and stole the corpse from a priest of Dægr before he could even bury it.
Benefit You gain a +1 trait bonus to Stealth skill checks when indoors. Stealth is always a class skill for you.

Covenant Elf [Ashen Covenant]
Members of the Ashen Covenant raised you, teaching you how to unlock hidden potential in created things.
Benefit Select a single spell from the Artifice domain. You cast that spell at +1 CL.

Fostered Mind [Ashen Covenant]
You studied a wide range of crafts and professions before joining the Ashen Covenant. After joining, the Ashen Covenant taught you how to maximize your knowledge in those areas.
Benefit Select two craft skills that you are proficient in. You gain a +1 trait bonus to skill checks made with each skill.

Hand Know-How [Black Hand]
Your time with the Black Hand has taught you a number of things, namely how to twist a blade and surprise an enemy.
Benefit Whenever you strike an enemy and deal sneak attack damage, you deal a number of additional points of damage equal to ½ your Intelligence modifier (rounded down).

Honor of the Dawngard [Dawngard]
Your childhood evenings were filled with tales of the Dawngard's heroism, inspiring you to seek them out!
Benefit You gain a +2 trait bonus to Will saves against mind-affecting spells from evil spellcasters.

Initiate of the Clockwork Accord [Clockwork Accord]
As a young adult, you studied under a clockwork adept who taught you several magical secrets about how automata function.
Benefit Pick one arcane spell. When you cast this spell against automata or constructs, increase the DC by 2. Once you select this spell, it cannot be changed.

Saboteur [Green Way]
Your work with the Green Way has long embraced the violent need to sabotage the industrial machine that slowly awakens in the East—which you happily embrace.
Benefit You gain a +1 trait bonus to Disable Device and Stealth skill checks. Additionally, you may select one of these skills; it becomes a class skill for you.

Squire of the Dawn [Dawngard]
You spent your early years squiring for a Knight of the Dawngard and know exactly how to fit heavy armor so to maximize its overall mobility.
Benefit Whenever you wear heavy armor, you reduce its Armor Check penalty by one.

Scræ Magic [House Scræ]
You displayed a knack for necromantic magic long before many of your siblings did. To encourage you, your parents taught you a small necromantic secret.
Benefit Pick a number of spells from the school of necromancy equal to ½ of your Intelligence modifier. You gain a +1 trait bonus to the DC of each of these spells.

Will of the Covenant [Ashen 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.
Benefit You gain a +2 moral bonus to Will saves whenever you are fighting to achieve a goal directly related to the Ashen Covenant.

Faith Traits

Acolyte of the Old Gods
You have spent years studying the Æssinyr and possess a wealth of knowledge them.
Benefit Select a single god from among the *Æssinyr*. You gain a +2 trait bonus on all Knowledge (religion) skill checks related to that god. Knowledge (religion) is always a class skill for you.

Divine Vision of the Old Gods
Since early childhood, you've had visions of the Great Tree. These visions inspired you to seek the mysteries and to uncover the will of the Æssinyr.
Benefit Select one divine, divination spell. Whenever you cast this spell, its duration is increased by 50%. Once this spell is chosen, it cannot be changed.

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Divinely Inspired
As a young child, you witnessed a miracle. This solidified your faith in the Æssinyr and drove you to spread their message.
Benefit Whenever you spend at least one minute retelling your personal miracle story, you gain a +3 trait bonus to Diplomacy skill checks to improve the attitude of non-believers or atheists.

Clockwork Conviction
Your faith in technological progress is all but unshakable. You believe it is only through the careful combination of magic and technology that you'll ever defeat the Thrall Lords at Ragnarök.
Benefit Select a single spell from the Artifice or Clockwork domain. You cast that spell as if you were one level higher than you actually are. Once you select this spell, you cannot change it.

Deus Ex Machina
You understand that the automata—Midgard's own sentient clockwork machines—are as much a part of the divine plan as any of their biological creators. As a result, you tend to empathize with them and they react accordingly.
Benefit You gain a +1 trait bonus to Diplomacy skill checks when dealing with automata and Diplomacy is always a class skill for you.

Faith's Resilience
You understand that the will of the Æssinyr and that knowledge drives you forward where others would pale with fear.
Benefit You gain a +2 trait bonus to Will saves against fear effects.

Initiate of the Old Gods
You studied the rites and traditions of the Old Gods as a child and you pledged to always keep them close to your heart. With that pledge, you learned a divine secret.
Benefit Choose a 0-level spell from the cleric or druid's spell lists. You may cast that spell once per day. This spell is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell's save DC is Charisma-based.

Nornir Witch-Foe
Your dedication to the Wyrd Sisters has manifested in as a special dislike for the unnatural paths of magic, especially those proclaim to follow the path of the Old Gods—but don't.
Benefit You gain a +1 trait bonus on saving throws cast by witches or hags. If you have the favored enemy class trait and select hags as your favored enemy, you may increase this trait bonus to +2.

Magic Traits

Clockworks' Bane
You understand that automated creatures' mechanical nature makes them easy to predict and use that knowledge to bypass their defenses more easily than others.
Benefit You gain a +1 trait bonus to deliver touch spells in melee combat against constructs.

Enchanting Spell
You studied forbidden Scræ Tomes and have applied that knowledge to a favorite spell.
Benefit Select 1 spell from the school of enchantment that you can cast. Whenever you cast this spell, you do so as if you were one caster level higher.

Nature's Spell
You have seen what damage the prolific advancement of technology has truly accomplished on Midgard and have sworn to oppose it at every turn.
Benefit Select a single spell from the druid, oracle, or ranger's spell list that you can cast. You cast that spell as if you were one level higher than you are. Once this spell has been chosen, it cannot be changed.

Manipulative Magic
You were manipulating the help long before anyone realized, batting your eyelashes and honeying your words with just the right effect.
Benefit Pick a number of spells from the school of enchantment equal to your ½ of your Charisma modifier (minimum 1). You gain a +1 trait to the DC of each of these spells.

Necromantic Insight
Your training covered a wide range of topics, but you truly excelled when faced with the challenge of manipulating life forces.
Benefit Select one arcane spell from the school of necromancy. Whenever you cast this spell against a living target, increase the DC by 2. Once you select this spell, it cannot be changed.

Rune Touched
You heard the call to study the runes when you were a young child and their ancient shapes still hold a mysterious power that compels you to this day.
Benefit Select a rune. Whenever you cast a spell that uses this rune as a key, increase the DC of that spell by 1. If the spell is beneficial and does not require a save, increase its duration by 2 rounds instead.

Seiðr Sister of the Nornir
You know the old prayer-chants that the Wyrd Sisters sang to their followers during the Age of Myth.
Benefit Whenever you cast a divine divination spell, you treat your caster level as one level higher for the purpose of determining duration, range, and so on.

Stave Master's Student
You spent years studying the runes under the careful guidance of one of Oridynn's priests. Your knowledge of the runes outshines many others, as a result.
Benefit You gain a +1 trait bonus to Knowledge (arcana) skill checks. Whenever you attempt to study a runic inscription, carve a rune, or learn a new rune, you may add an additional +1 to that check.

Studious Spells
You have learned some of the most intricate techniques for preparing spells that oppose chaos!
Benefit Whenever you cast an arcane spell with the lawful descriptor, you increase the DC of that spell by 1.

Racial Traits

Ancient Way of Orlog [dwarf]
Using ancient words of power, you are able to empower your channeled energy to destroy the undead.
Benefit Whenever you channel positive energy to harm undead, you deal additional damage equal to your Intelligence modifier to any undead that fail their Will saves against your channeled energy.

Ælven Bow-Master [ælf]
You have studied with the best archers that Ælveheim has to offer.
Benefit Whenever you confirm a critical strike with a longbow or shortbow, you deal additional damage equal to your Dexterity modifier (rounded down).

Alnara's Light [glitterfane]
Your memory of your transformation manifests as a soft, gentle light.
Benefit You can cast the spell light at will, treating your character level as your caster level. Whenever you cast it, however, you change the range from touch to self.

Battered, Not Broken [automata]
You've seen your fair share of combat and you've got the dings and dents to prove it.
Benefit You gain a +2 trait bonus to demoralize opponents and Intimidate is always a class skill for you.

Born to the Wall [dwarf]
You have spent long, tedious hours standing guard atop the wall, as well checking the incoming cargo arriving through the Red Gate.
Benefit You gain a +1 trait bonus to Perception and Sense Motive skill checks, and one of these is always a class skill.

Clockwork Master [automata]
Repeated tinkering with yourself (and others of your kind) has taught you a great deal about clockworks.
Benefit You gain a +1 trait bonus to Craft (clockworks) skill checks. Whenever you use Craft (clockworks) to repair yourself, you gain an additional hit point if your skill check is successful.

Clockwork Pool [automata]
You were built from masterwork parts and upgrading yourself is a lot easier as a result.
Benefit You gain an additional clockwork point (1 CP) that you can spend on customizations.

Stonebreaker [jötunfolk]
You have accomplished what so few jötunfolk have—you have broken a jötunstone. When faced with particularly hard objects, that knowledge emboldens you.
Benefit Whenever you hit and damage an object, you treat its hardness as if it were 2 points less than it actually is.

Deadly Purpose [clockwork elf]
You spent most of your youth secretly practicing with a gun blade you found in an alley in the City of Damas. You know how to use it to deadly effect in melee combat.
Benefit Select a single type of gun blade. You gain a +1 trait bonus to melee attack rolls with it. Whenever you roll to confirm a critical hit with this gun blade, you double that bonus.

Deceptive Magic [glitterfane]
Your racial bond to illusionary magic is a little stronger than most.
Benefit Select a number of Illusion spells equal to your Charisma modifier. Whenever you cast one of these spells, you increase the DC by 1.

Dulamu-Mara Maven [ælf]
You have spent years practicing the deceptive ælven art of combat and excel in keeping your opponent off guard.
Benefit You gain a +3 trait bonus on Bluff skill checks to feint in combat.

Embrace the Curse [clockwork elf]
You have long ago accepted the fact that your connection with nature is spoiled.
Benefit You gain a +1 trait bonus to saving throws against spells cast by druids, rangers, and other spellcasters who draw upon nature to power their magic.

Forest's Fleeting Shadow [ælf]
You spent most of your youth moving quickly and quietly through the shadows of the Moonwalde.
Benefit Whenever you are in a forest, you do not suffer the -5 penalty for moving at full speed while using the Stealth skill.

Ghost Bane [ælf]
Your training with the Greengard has taken you closer to Summer Night City than most ælves ever get.
Benefit You've learned to harness your inner fire—which you can channel to harm the undead. You may prepare disrupt undead as a spell-like ability.

Healer's Truth [glitterfane]
You intuitively understand complex healing techniques and apply that knowledge when you treat others.
Benefit You gain a +2 trait bonus to Heal skill checks to treat deadly wounds. Heal is always a class skill for you.

Hover with Ease [glitterfane]
You have practiced hovering and it's easier as a result.
Benefit You gain a +2 trait bonus to Fly skill checks to hover in place.

Mithral Fibers [automata]
Your limbs and torso are reinforced with mithral fibers, strengthening your frame.
Benefit You gain two additional hit points.

Rune Lore [dwarf]
You spent years studying the Galdrdvalin and know a great deal about dwarven runes.
Benefit You gain a +3 trait bonus to Knowledge (arcana) skill checks to identify dwarven runes.

Silent Fury [aryandai]
You have embraced your destiny and excel when hunting down servants of the Thrall Lords.
Benefit Whenever you are actively tracking a servant of the Thrall Lords, you gain a +2 trait bonus to Stealth and Survival skill checks. In addition, Stealth is always a class skill for you.

Shieldbreaker's Pupil [dwarf]
You have trained on the battlements of Redwall with the High Warden herself and some of her battle skills have rubbed off on you!
Benefit You gain a +2 trait bonus to sunder combat maneuver checks.

Spear of the Old Gods [jötunfolk]
Your faith in the inevitability of Ragnarök fuels your drive to win it. While others debate, you prepare. You meditate daily looking inside of yourself for the strength you'll need to weather the storm.
Benefit You gain a +1 trait bonus to saving throws when fighting the Thrall Lords or their servants.

Spider's Friend [aryandai]
As a child, you spent a lot of time training spiders as pets and bonded with them quicker than most of your siblings or friends.
Benefit You gain a +2 trait bonus to Handle Animal checks to rear wild spiders (and only spiders). Handle Animal is always a class skill for you.

Thrall Lords' Gaze [jötunfolk]
When you glare down at your opponents, many frequently reconsider their resolve.
Benefit You can use Intimidate to demoralize an opponent as a swift action a number of times per day equal to 3 + your Charisma modifier.

Unnatural Presence [clockwork elf]
You odd aura makes animals extremely uncomfortable around you—more so than normal.
Benefit You gain a +1 dodge bonus to AC against attacks from animals. However, you also suffer a -1 penalty to Handle Animal and Ride skill checks.

Wyrd-Touched [aryandai]
Your sense of personal destiny seems almost supernatural and makes it hard for others to bend you to their wills.
Benefit You gain a +3 trait bonus to Will saves against compulsion effects.

Regional Traits

Ælf Favored [Ælveheim]
You have developed mannerisms that are pleasing to the ælves and they regard you kindly because of it, regardless of your ethnicity.
Benefit You gain a +3 trait bonus to Diplomacy skill checks when dealing with ælves.

At the Foot of Ælveheim [Ælveheim]
You were born in (or very close to) the vast Moonwalde and learned to identify a large array edible flora as a young adult.
Benefit You gain a +2 trait bonus to Survival checks to get along in the wild and Survival is always a class skill for you.

Child of the City States [City-States of Vallinar]
You were born in the City-States of Vallinar and traveled from city to city as a young child.
Benefit You gain a +2 trait bonus to Knowledge (geography) skill checks to identify climate or terrain conditions in a given area. Knowledge (geography) is always a class skill for you.

Crackerjack [City of Damas]
You grew up in the City of Damas and apprenticed under a successful artisan early on. Under her careful tutelage, you mastered your craft faster than most.
Benefit Select a single Craft skill that you have ranks in. You gain a +2 trait bonus with that skill.

Eastern Colonies' Prodigy [Eastern Isles]
You were born in the distant East, on one of the many colonial islands ruled by the Sea Wardens. Unlike outsiders, you possess an intimate understanding of the dangers of the sea.
Benefits You gain a +2 trait bonus to Survival skill checks to predict dangerous weather and natural seaside hazards. Survival is always a class skill for you.

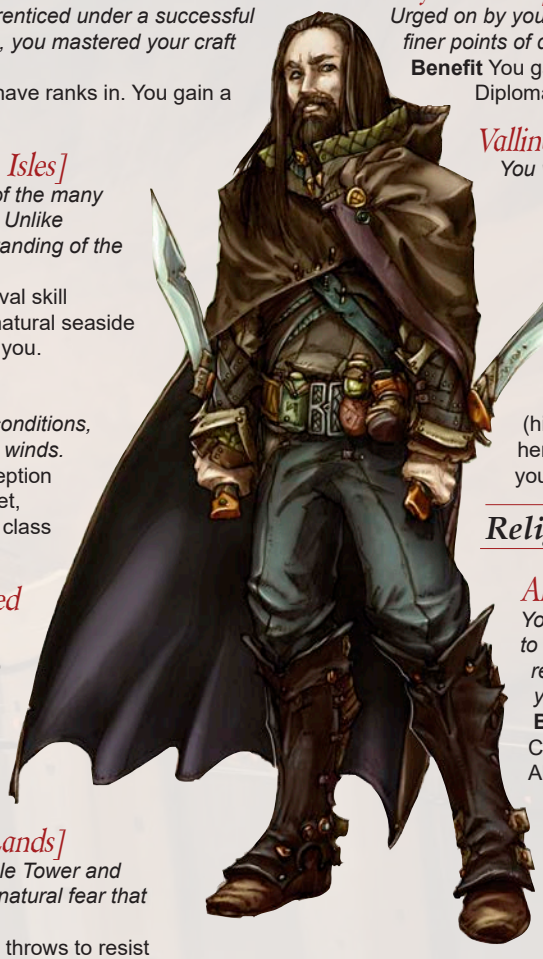
From the Fel Lands [Fel Lands]
You were born and raised in the harshest conditions, braving wicked storms and harsh, northern winds.
Benefits You gain a +2 trait bonus to Perception checks made during bad weather (rain, sleet, snow, and hail) and Perception is always a class skill for you.

From the Ruined Cities [The Ruined Cities; Haverghast]
You were born in the ruined outskirts of the southern cities and learned to hide in the broken lands early on.
Benefit You gain a +2 trait bonus to Stealth checks in urban conditions and Stealth is always a class skill for you.

In the Shadow of the Tower [Fel Lands]
You were born under the shadow of the Pale Tower and learned to operate in the unnerving and unnatural fear that emanates from it.
Benefit You gain a +2 trait bonus to saving throws to resist fear effects. This bonus doubles to +4 when those fear effects arise from the Pale Tower itself.

Jungle Born [Aryandai Peninsula]
You were born in the dangerous southern jungles of the Aryandai Peninsula. You learned, at an early age, to avoid the dangerous traps that litter the area.
Benefit You gain a +2 trait bonus to Perception checks to search for non-magical traps and Perception is always a class skill for you.

Old Holds' Survivor [The Old Holds]
You were born in the frontier lands sandwiched between the City-States of Vallinar and Ælveheim. You know how to handle yourself socially, whether dealing with the bandits or jarls.
Benefit You gain a +1 trait bonus to Intimidate skill checks and Intimidate is always a class skill for you.



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Redwall's Own [City of Redwall]
You were born in the rugged Redwall Mountains. As a child, you learned to identify the many hazards and pitfalls that made the mountains dangerous to outsiders.
Benefit You gain a +2 trait bonus to Survival checks to identify natural hazards in hills or mountains and Survival is always a class skill for you.

Treehopper [Aryandai Peninsula]
You have spent years in the wild forests, watching and learning from the numerous creatures that live therein.
Benefit You gain a +3 trait bonus to Acrobatics skill checks to balance on outcrops, tree limbs, and other narrow, natural ledges.

Savvy Debater [Union City]
Urged on by your elders, you attended university and studied the finer points of debate.
Benefit You gain a +1 trait bonus to all Diplomacy checks and Diplomacy is always a class skill for you.

Vallinar's Legacy [City of Vallingard]
You were born after the fall of the kingdom, but fondly recall the stories of its greatness.
Benefit Whenever you are fighting for a cause that advances the City of Vallingard, you gain a +1 trait bonus to hit.

Western Born [City of Rhuneheim]
You were born far to the west, in the ancient homeland of the dwarves.
Benefit You gain a +2 trait bonus to Knowledge (history) skill checks to identify historic dwarven heroes. Knowledge (history) is always a class skill for you.

Religion Traits

Alnara's Beloved
You dedicated your life to Alnara and make a point to publically renew that dedication once a year. As a result, other followers of Alnara draw strength from your presence.
Benefit A number of times per day equal to 3 + your Charisma modifier, you may grant a single follower of Alnara a +1 moral bonus to Will saves for 1 minute.

Alnara's Grace
Your faith in Alnara is pure and the healing energies you channel reflect that.
Benefit When you heal damage with your channel energy ability, you can reroll any die roll that results in a natural 1.

Blessed Diplomat of Alnara
Your faith in diplomacy and peace—Alnara's sacred tenets—infuse your arguments against violence.
Benefit You gain Diplomacy as a class skill. Any time you make a Diplomacy skill check to avoid combat you gain a +2 trait bonus to that roll.

Bonded-Champion of Light
You have willingly accepted Dægr as your personal deity. You have sworn to champion the Lord of Light, in this world and in the next.
Benefit You gain a +2 trait bonus to saving throws against death-effects and spells with the darkness descriptor.

Champion of the Chalice
You studied Nayadia's lessons in your youth and hold those lessons close to your heart! Your unabashed commitment to love and will empowers all that you do!
Benefit You gain a +1 trait bonus on Will saves. Additionally, once per day, you may reroll a failed Will save against a spell from the enchantment school. If you are a divine spell caster and Nayadia is your deity, you gain a +2 trait bonus to that save, instead.

Dægr's Disciple
In your youth, you studied the ways of the Lord of Light. As a result, you learned much about his rites.
Benefit You gain a +1 trait bonus on Knowledge (arcana) and Knowledge (religion) skill checks. Additionally, you may choose one of these skills as a class skill.

Forge Son of Velash
You have studied the Codex Runar and have glimpsed Velash's sacred Wisdom, incorporating it into your crafts.
Benefit Choose either the Craft (armor) or Craft (weapons) skill. Whenever you make a skill check using this skill, you add your Wisdom modifier to that roll in place of your Intelligence modifier.

Hothur's Honor Guard
You served as one of Hothur's sacred honor guard as a youth. That service taught you a lot about his priesthoods' traditions.
Benefit You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) skill checks. Additionally, you may choose one of these skills as a class skill.

Luckbringer
As a follower of Nayadia, you have always been lucky. You don't think it's a coincidence, either. Those you travel with often benefit from your luck.
Benefit Once per day, you may reroll a single failed saving throw, even after the results are known. Alternatively, if you have not used this ability for the day, you may, as an immediate action, temporarily grant this ability to an ally within 30 ft.

Oak King's Honor
You dedicated yourself to Oridynn as a youth and, on your word, honor him first among all of the Æssinyr.
Benefit You may, as an immediate action, spend a single point of honor to gain a +3 trait bonus on a single saving throw. You may only spend honor like this once per day and may never spend honor this way if it would reduce your honor to zero.

Veiled Initiate of Velluna-Akka
You have long accepted that life is a mystery, and those who follow Velluna-Akka should remind others of that fact. You took up wearing the veil to show your dedication to that simple principle.
Benefit As long as you are veiled, you gain a +1 trait bonus to Bluff and Diplomacy skill checks. Additionally, you may select one of these skills as a class skill. Whenever you remove your veil, you instead suffer a -1 trait penalty to these skills.

Social Traits

Careful Eye
You know that careful research breeds the best results and live by that mantra.
Benefit You gain a +2 trait bonus to visual-based Perception skill checks.

Death's Head
You spent long hours studying family books about the undead, their habits, and how to enthrall or command them.
Benefit You gain a +1 trait bonus to Knowledge (religion) checks to identify undead and their abilities. If you have the feat Turn Undead, you receive a +1 to the DC of the Will save as well.

Progressive Spirit
Your dedication to the eventual convergence of the natural and mechanical worlds empowers your research!
Benefit You gain a +1 trait bonus to Knowledge (clockworks) skill checks. Knowledge (clockworks) is always a class skill for you.

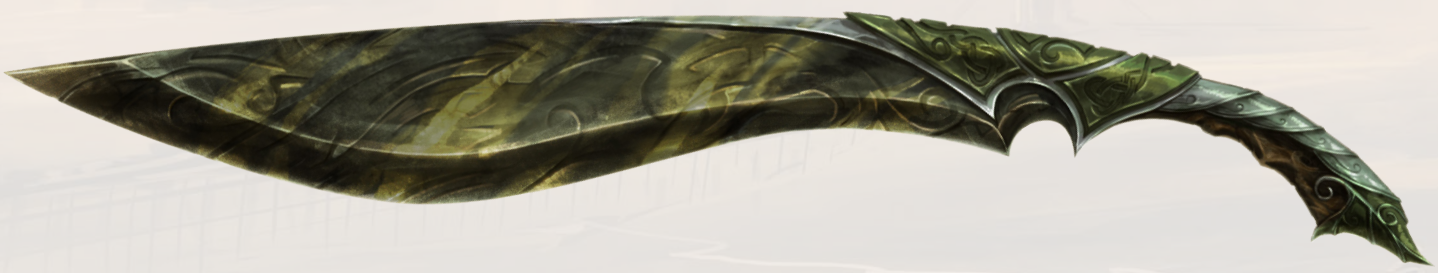
Tangled Wyrds—Collaborators
The threads of your wyrds are entwined and you are destined to collaborate in solving the mysteries of the realms.
Benefit Select another player character that also has this trait as your wyrd collaborator. Whenever you successfully aid your wyrd collaborator with a knowledge, profession, or craft check, they gain a +4 bonus rather than the normal +2.

Tangled Wyrds—Rivals
The threads of your wyrds are entwined and you are destined to be rivals.
Benefit Select another player character that also has this trait as your wyrd rival. Once per day you can gain a +2 trait bonus to initiative. When you use this ability your rival, refusing to be outdone, can choose to swap your initiative roll for her own.

Tangled Wyrds—Shield Sisters
The threads of your wyrds are entwined and you are destined to guard each other.
Benefit Select another player character that also has this trait as your wyrd shield sister. Whenever you are adjacent to each other you both gain a +1 trait bonus to AC.

Tangled Wyrds—Sword Brothers
The threads of your wyrds are entwined and you are destined to be as close as siblings, whether you are from the same family or not.
Benefit Select another player character that also has this trait as your wyrd sword brother. Whenever you flank a creature with your wyrd sibling you both gain an additional +1 to hit.

Wyrd Child
You have always been a little "weird" and your connection to that essential force reflects that.
Benefit You gain an additional Wyrd Point. This additional point may not increase your wyrd pool beyond its normal maximum (of six points).



CHAPTER 2

Races of Rhune

The people who call Yggdrasil home are many, as are the lines that divide them. While the most obvious divisions are ethnic, many more exist, including those that are both ideological and cosmological. To simplify these divisions for both the GM and the players, this chapter is halved. The first half of this chapter lists those races that call Midgard—the Middle Realm—home. These are the most common races, the people who live and work on the prime material plane.

Although this chapter lists those races who populate the Middle Realm, they are not alone. Other exotic races still dwell on the many branches of Yggdrasil, doing the work of the Old Gods, or worse, their foes. While these races have a distinct place in Rhune's cosmology, not all may suitable for play in your campaign. These exotic races are found throughout Chapter 5.

The People of the Middle Realm

On Midgard, the various races tend to divide themselves according to ideology, territory, or both. The division between the North and the South is largely one of territory and environment whereas the division between East and West (a division which is experienced almost entirely in the South) is largely ideological.

In the more civilized South, the great partition separating most people falls along technological lines; generally speaking, one is either pro-technology or anti-technology. In the City-States of Vallinar, this is especially true. This is the settling place of those who embrace technology, the heart of progress. Here, automata, clockwork elves, dwarves, and humans all work harmoniously toward a single goal—total preparedness the final Great War, Ragnaök. While other races, including the aryandai, glitterfane, and jotünfolk all live here, they tend to be minorities.

Further west, beyond the Old Holds, the ælves rule the land. Ideologically speaking, Ælveheim is the City-States' polar opposite. The ælves are anti-technology and broker no deals with any who use it, either out of comfort or necessity. While this tends to isolate them from many of the people who call the South their home, some people understand and even embrace their ways. Thus, aryandai, glitterfane, and humans are sometimes found living among them. By way of ælven decree, automata—a race the ælves consider an unnatural abomination—are never allowed in their lands.

In the North, the lands are cold, wild, and far more barbaric than the South. These lands are almost devoid of ælves, but small pockets of humans, dwarves, and jotünfolk do occasionally make their homes here. Still, all who do call the North home know it is a place of many dangers. None dare discount the bitter winter blizzards, the roaming barbarian tribes, or worse—the diseases that they carry.

The People of the Realms Beyond

While many people call Midgard home, there are others who do not. Most of the branches of Yggdrasil support their own, distinct races—peoples that were born and evolved over the centuries in these distinct realms. Although some of them have traveled to Midgard, walking the Great Tree like so many *Vitkarr*, many have not. Moreover, because some of these races have a very specific cosmological understanding, their placement in campaigns deserves some attention—ask your GM if she's allowing any or all of these races before selecting a race from the realms beyond. Each of these unique races can be found in **Chapter 5**.

Racial and Social Assumptions

While any individual, from any race, might step beyond their racial and social customs, very few would. In most cases, there is an important reason for maintaining these ideas and customs—either because of fears or because of the proven consequences of forsaking these customs. Players selecting a particular race should pay close attention to the social and racial assumptions listed under their racial entry, especially if the player is considering creating a character that deviates from those social norms.

The Ælves—Children of the Divine Dream

The ælves (or Sálifar, as they are known in High Ælven), more than any of the other races, have a complex and challenging history that is filled with tragedy, loss, and defiance. The first race to walk alongside the *Æssinyr*, their history originates in the dawn of the Age of Myth, at a time when Yggdrasil, the Great Tree, first sprang into being. While some ælven oracles claim their racial essence

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predates even the Great Tree itself, one thing is certain—the spirit of the ælves is certainly tied to it. As Midgard's only truly immortal race, the ælves have long walked her primordial forests, as both guardians and siblings.

Physical

The ælves are a silent, brooding people who are as beautiful as they are deadly. Unnaturally tall, they tower over most races, standing eye to eye with only the jötunfolk. They tend to be thin and fair-skinned with hair colors ranging from black to green. Many ælves dye their skin and hair with wild berries, so colors from deep blues and crimson are also possible. Some ælves, especially those with strong ties to Sommerfæth, have bronzed skin and golden or red-tinted hair. In contrast, ælves born of parents with connections to Nachtland (especially those who traveled during *The Quiescence*) often have darker skin colors, ranging from deep reds to light purples, with eye colors that occasionally match.

Provided they are in close proximity to their beloved Sils, the ælves are effectively immortal. Once they travel out of their home realms (for most ælves on Midgard, this means the primordial forests of Ælveheim), they begin to age normally, a condition they call "withering" . As a result, most ælves appear youthful, even when centuries old.

Society

Originally, the ælves were a prosperous people with few worries. With the start of the Ragnarök Clock, things have changed. After centuries of setbacks and a lineage of racial loss, they have transformed themselves into a furious, forceful people who lack the empathy and understanding they once enshrined. Although they do occasionally seek out the pleasures that only immortality truly makes possible (like the complete mastery of entire ælven sagas), few can justify such actions—especially in the face of the technological expansion that threatens what is left of their way of life.

Much like dwarves, ælves have always had a low birthrate. So when they did birth the occasional child, they did so with great joy and much celebrating. Since 211 YR, none among the ælves have given birth—a fact they have come to blame solely on the awakening of the automata. Now there are no ælves younger than a century old. Still, few among the ælves would choose to raise a child in these dark times, with less than a century remaining before Ragnarök, when the whole race may be wiped from Midgard

The time before Ragnarök grows short and many ælves feel called to warlike pursuits. Ælven passion and focus now drives them to achieve martial perfection with a single mindedness that would be obsessive in other cultures. Mystics who previously devoted decades to the meanings inherent in the glimmer of one particular constellation now study the sword and train their minds to unleash destructive magic. In their way — despite the doubts of the dwarves — the ælves prepare for war as naturally and spontaneously as they do all things.

Relations

Those the ælves do not hate outright, they mistrust with an indifference that is nearly as palpable. As a people, they are xenophobic and close-minded. They strongly believe that the rise of technology on Midgard is a curse that hangs over the heads of all people and they have taken it upon themselves to eradicate it. This puts the ælves at odds with most races, although a few sympathizers do flock to their sides. Still, even when this happens, it commonly takes the ælves years before they will invest their trust in an outsider. Unlike most races, the ælves rarely share their native tongue— which they hold sacred—and this clearly worsens their already bad relationship with outsiders.

Ælven Racial & Cultural Assumptions

- Although ælves enjoy their immortality, they realize that time is running out. As a result, they tend to make rash decisions, sometimes to the point of embracing violence when diplomacy might prevail. Although they once favored contemplation over action, the reverse is true today.
- Ælves are, by their nature, xenophobic and distrusting of others. They can easily be cruel and hateful, as well. They hate technology and distrust those who use it.
- Ælves are tied to their sacred lands through the Sils they create, which they guard with their lives. These connections give them a strong command of nature, which many believe is their key to winning Ragnarök.
- The last ælf was born in 211 YUR, a year after the first automata was awakened.
- The *I'próiseas' a'athnuachaana* (or *Rite of Renewal* in High Ælven) is a method by which every ælf sheds their previous learning and experiences, to make room for new ideas and experiences. This process is conducted every three to four hundred years. Few ælves undertake this rite today.

Although they share some racial similarities, the ælves pity the clockwork elves, viewing their ancestral transgression—the activation of the Clockwork Gates—with sadness and regret. Beyond their hatred for all technology, the ælves harbor a special hate for awakened constructs.

Alignment and Religion

Religion is straightforward for the ælves, who have long dreamed besides the gods others have worshipped. This intimacy has persisted for centuries since, even after *The Quiescence*. Simply put, there are no "unbelievers" among them. Still, some ælves doubt the Old Gods and their motives, but these debates are never heard outside of ælven lands. Although they rarely dream with the Old Gods, they recall fondly when they did.

Ælves tend to be neutral, with strong tendencies toward order and law. Only a few embrace the chaos of nature and most choose to wander when they do.

Adventuring

Bound to their Sils as they are, few ælves willingly choose to leave Ælveheim. When they do, it is normally on some special mission, be that particular mission diplomatic, or worse, destructive. Most ælves who leave Ælveheim do so to destroy adjacent settlements, reclaiming those lands for ælven interests. A rare few ælves, however, do choose to leave the safety of their lands on quests. The reasons for these quests are always intensely personal and these ælves never disclose their reasons to outsiders.

Because of their close connection to nature, ælves make excellent druids, hunters, oracles, and rangers. They also excel as fighters, magi, monks, rogues, and wizards. Because they hate technology, ælves never become clockwork adepts, gunslingers, or gun priests. They view alchemists with a great deal of suspicion, as well.

Names

Male Shenyvian, Calloriynn, Theynn, Vennyll, and Arveiynnis

Female Ahlanna, Eliynna, Nayyia, Cynnicca, Synnvii, and Delyinnia

Family A'Airrona, E'Chennitha, I'Fellyn, O'Verianna, U'Stellinna

Racial Traits

Long ago, during the Age of Myth, the three goddesses— Alnara, Nayadia, and Velluna-Akka—desired beautiful, complex children. They created the ælves from the remnants of a dying Age of Ice, shaping their bodies from frozen starstuff and granting them sentience with a touch. Alongside their own divine essence, each of the goddesses gave the ælves a gift. Velluna-Akka, the Grand Matron of the Gods, gave them patience and determination. Nayadia, the youngest goddess, gave them physical beauty, mental grace, and eternal youth. Alnara, kind and motherly, knew they would be caretakers and gave them hope.

The Ælves of Alnara's Blessing

These ælves are tireless guardians of Alnara's natural world. They cling to the fragile hope that, through their ruthless protection, the deep green silence of the forest may survive the coming storm. Patrolling beneath the spreading branches of ancient oaks or among the sparse trees where the forest meets the plains, these are the most commonly encountered ælves. The ælves of the Alnara's Blessing enjoy strong bonds with nature and make excellent druids, hunters, rangers, and shamans. Some choose darker paths and become rogues and slayers, instead.

Image based on backer A. Louise

+2 Dexterity, +2 Constitution, -2 Charisma

Ælves are agile and tenacious, but their physical beauty belies a fearsome reputation for sudden violence.

Type humanoid (ælf)
Medium Ælves are Medium creatures that have no bonuses or penalties due to their size.
Darkvision Ælves can see in the dark up to 60 feet.
Fleet of Foot Ælves receive Run as a bonus feat and a +2 racial bonus on initiative checks.
Sil Bound Ælves share a spiritual link with their ancient primordial forests. As long as they remain within their borders, they do not age. Additionally, they may freely use the spell *pass without trace* at will as a spell-like ability. Ælves that travel outside of their homeland lose this ability and age at a rate of one year for every decade they spend in the outside world.
Weapon Proficiency Ælves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).
Ælven Magic Ælves with Wisdom of 11 or higher gain the following spell-like abilities: 1/day—*create water*, *detect animals or plants*, *entangle*, and *know direction*. The caster level for these effects is equal to the ælf's character level. The DC for these spells is equal to 10 + the spell's level + Wisdom modifier.
Alnara's Hope Ælves possess divinely inspired strength of mind. They are immune to magic fear effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects.
Guardian of the Wild Ælves gain a +2 dodge bonus to AC when in a wilderness terrain.
Languages Ælves blessed by Alnara begin play speaking Low Ælven and Glittertongue. Ælves with high Intelligence scores may select bonus languages from any of the common tongues.

The Ælves of Nayadia's Blessing

These ælves are nimble of body and mind. Like Nayadia, the graceful Queen of the Waters, their movements are lithe and surprisingly quick. Many focus their intelligence to grim purpose; obsessively scouring aged texts in the Halls of Mystery in Court City for hints from the ancient prophecies of doom. The ælves of Nayadia's Blessing are commonly attracted to academic fields and make excellent arcanists, bards, magi, and wizards.

+2 Dexterity, +2 Intelligence, -2 Charisma

Ælves are quick of body and mind, but their physical beauty belies a fearsome reputation for sudden violence.

Type humanoid (ælf)
Medium Ælves are Medium creatures who have no bonuses or penalties due to their size.
Darkvision Ælves can see in the dark up to 60 feet.
Fleet of Foot Ælves receive Run as a bonus feat and a +2 racial bonus on initiative checks.
Sil Bound Ælves share a spiritual link with their ancient primordial forests. As long as they remain within their borders, they do not age. Additionally, they may freely use the spell *pass without trace* as a spell-like ability. Ælves that travel outside of their homeland lose this ability and age at a rate of one year for every decade they spend in the outside world.
Weapon Proficiency Ælves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).
Heaven's Child Ælves gain a +2 bonus on Knowledge (planes) skill checks, and they cast spells with either the good or darkness descriptor (chosen at character creation) at +1 caster level.
Nayadia's Grace Ælves possess divinely inspired grace and reactions. This enables them to act in the surprise round even if they failed to make a Perception skill check to notice a foe; they are still considered flat-footed until they take an action.
Nimble Attacks Ælves receive Weapon Finesse as a bonus feat.
Languages Ælves blessed by Nayadia begin play speaking Low Ælven and Dulamu. Ælves with high Intelligence scores may select bonus languages from any of the common tongues.

The Ælves of Velluna-Akka's Blessing

These ælves look deep within for the determination to face the perils and tragedies of life in the twilight of their race. They plan with grim patience to ensure that others might survive the coming apocalypse, even if they themselves perish. They bear a special hatred for the dark perversions of necromancy that twist the mysteries of death into creatures of terror and mindless destruction. Ælves of Velluna-Akka's Blessing are naturally drawn to the celestial paths and make excellent clerics, oracles, paladins, and warpriests. Still, some love the thrill of the hunt and these ælves commonly become inquisitors, rangers, and slayers.

+2 Dexterity, -2 Constitution, +2 Wisdom

Ælves are agile and attuned to the mysteries of the world beyond, but their connection to unlife can make them frail.

Type humanoid (ælf)
Medium Ælves are Medium creatures who have no bonuses or penalties due to their size.
Darkvision Ælves can see in the dark up to 60 feet.
Fleet of Foot Ælves receive Run as a bonus feat and a +2 racial bonus on initiative checks.
Sil Bound Ælves share a spiritual link with their ancient primordial forests. As long as they remain within their borders, they do not age. Additionally, they may freely use the spell *pass without trace* as a spell-like ability. Ælves that travel outside of their homeland lose this ability and age normally, albeit slower than other mortals.
Weapon Proficiency Ælves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).
Night Watcher Perception and Stealth are always class skills for ælves.
Spiritual Protector Ælves add +1 to the caster level of any abjuration or divination spells they last. They also gain the following spell-like abilities: 1/day—**faerie fire**, **obscuring mist**, and *sanctuary*. The caster level for these effects is equal to the their character level. The DC for these spells is equal to 10 + the spell's level + Wisdom modifier.
Veiled by Starlight Ælves enjoy additional protection from the natural shadows that surround them. While they are within areas open to the stars, with dim, natural light, ælves enjoy a 50% miss chance (instead of the normal 20% miss chance). This trait does not grant total concealment; it just increases the miss chance. This is a supernatural ability.
Velluna-Akka's Determination Ælves gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.
Languages Ælves blessed by Velluna-Akka begin play speaking Low Ælven and Dulamu. Ælves with high Intelligence scores may select bonus languages from any of the common tongues.

The Ragnarök Clock

The ælves, alongside the dwarves, built the original Ragarnök Clock and both races, although they did not know it at the time, know exactly what it does now. This is why these two particular ancient races are the strongest voices when it comes to their ideological views—both for and against technology. While these views are in direct opposition, they are based on a history both races experienced directly, not the myths that others hand down.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Ælf, female	6'10"	115 lbs.	3d6	x 3 lbs.
Ælf, male	6'7"	130 lbs.	3d4	x 4 lbs.

Against the Ragnarök Clock (the War Against Progress)

The ælves have good reason to fear and despise the Age of Progress that engulfs the eastern cities. Technology endangers the ælves in two ways. The first threat is directly linked to the destruction of the natural world, and the ælves guard against it with constant watchfulness, stern laws, and violence. The second problem is more insidious, linked to the ælves' own prophecies and beliefs; it threatens their very souls.

In a handful of fleeting centuries much of the eastern part of the continent has been cleared of forest, bound in stone and steel, and crushed under the foundations of new cities. Where meadows once flowered with natural beauty now regimented fields of crops feed growing populations. The ælves know that every part of the natural world that perishes draws their race closer to destruction. All along their border with the City-States of Vallinar they keep an armed watch, forbidding any expansion of the cities and banning technological artifacts from entering their blessed realm. This edict has caused 800 years of outright bloodshed with humans and dwarves, both of whom see such intransigence as foolish and narrow-minded. The dwarves in particular believe that the ælves have turned their back on the only hope of saving Midgard in the inevitable war to come. The ælves knowbetter; their destiny is linked inextricably to the natural places of Midgard and they will not outlive the last wild places. Their violent rejection of the cities is an act of pure necessity.

Beyond the destruction of their woodlands is a peril linked to the visions of Lady Y'Draah and the creation of the ash elves, or clockwork elves as they are called in the East. As the eldest race after the treacherous giants, the ælves lived beside the *Æssinyr* during the Age of Myth. Later, when the gods fell silent, the great ælven seer Lady Y'Draah travelled far into dream and vision in search of them. She saw a small part of the fateful vision-cycle that Oridynn was still trying to understand. The future was dark, filled with iron and lightning, with all the Realms of the Great Tree at war. The visions foretold the burning of the great forests and the end of the ælves as a race upon Midgard. While only Oridynn truly understood the full prophecy — and only because he cast his vision out into the Void, courting madness — Lady Y'Draah saw enough to decide that she must create a means to reach the absent *Æssinyr*.

Lady Y'Draah's fateful vision led her, alongside her followers, to build the Bilröst Gate so that they could travel the Great Tree in search of the gods. Later, when they opened the gate, the ælves realized the irony of their actions. For the Thrall Lords, most evil of the ancient giants, had twisted her visions, and everything she designed carried a fell purpose. An unprecedented blend of rune lore and nascent clockwork technology, when the Gate was opened it consumed the life force of nearby ælves in an uncontrolled wave of runic magic. Some survived, hideously changed and separated from their true nature. These became the ash elves. Others perished utterly and in the ensuing years it became clear that their fate was darker than any natural death. Rather than progress to the Halls of the All-Father, as had all previous ælves killed by misadventure or war, the spirits of those killed by Lady Y'Draah's gate were trapped in Midgard. The spirits of the

fallen did not progress to their promised afterlife, instead became beings of loss and darkness, ill-fated wraiths haunting the once fair city of Summer Night.

The ælves dislike storm-tech for many of the same reasons, least of all because the dwarves cherish it. While it is true that the dwarves and humans, alongside the clockwork elves, invented storm-tech to power their technology, it derives a large part of its inspiration from the pioneering work of Lady Y'Draah. Many ælves also believe that the runes other races carve into *jötunstones* to create storm-tech engines harm their racial connection to their spiritual afterlife in the same way as the Bilröst Gate—they believe every stormtech engine created binds the ælven ghosts more strongly to cursed unlife on Midgard. Each new human factory or dwarven siege engine makes it harder for slain ælves to pass on to the celestial halls. This increases their rage and loss, empowering the dark powers that haunt Summer Night, the shadowed ælven city of the dead. Many also believe that further progress in runic technology will only harm the ælves' natural cycle of birth and death—further widening their cultural gap.

This is why they meet encroaching human settlements with bow, blade, and bloodshed. This is why they bury their great stores of knowledge beneath The Court City in Ælveheim, alongside the sealed-off Bilröst Gate. This is why they close their borders to all devices of clockwork or storm-tech, under pain of death. The bane of technology is a curse on the world, tainted by interference from the Thrall Lords, leading steadily to the destruction of all the realms. The ælves have good reason to despise technology and the races that wield it.

The A'aisling (the God Dreaming)

The ælves have always had a mystical connection to the *Æssinyr*, one that they have celebrated from the dawn of their creation. This connection has been realized in many ways, *but none so much as during the ælven Rite of A' Aisling*—the rite of divine dreaming. This rite was practiced throughout the Age of Myth, but dwindled during *The Quiescence*, when most of the ælves claimed their divine connection to the Old Gods was severed.

Today, very few ælves would lay claim to such an extraordinary ability, although some certainly do. Ælven oracles claim that they still possesses these gifts, as do some of the shamans who call Ælveheim home. While the latter group claims the Old Gods whisper to them through the spirits of their ancestors (a suggestion some ælves find troubling), the former group claims a direct link to the dreaming, some going so far as to suggest that ælves that believe can discover these dreams for themselves in the pure waters of Oracle Lake.

Whether or not this is true, only a few ælves can say. If it is, however, that connection would be one that every ælf would be willing to fight for, something that would bode ill for the races living on the shores of that massive lake.

The Aryandai—The Wyrd Ones

The aryandai's history, like that of the ælves, is shrouded in myth. While some scholars (and the occasional *Great-Tree-Walker*) claim the aryandai predate their appearance on Midgard, the aryandai have left little in the way of physical evidence to prove this. This is compounded by the fact that the aryandai are, by tradition, both reclusive and mobile; they migrate with the seasons and rarely travel outside of their peninsula far to the south of the City-States of Vallinar. There is some truth to what outsiders whisper when it comes to the aryandai, too.

They have always been a reclusive people with a close connection to spiders, a fact that most outsiders—especially those who have never met them—readily point out. Many among the aryandai boast this is direct gift from the Great

Story Seed: *Birthing Rumors*

A local official receives a report from a traveling merchant mentioning that he saw an ælven infant when he stopped at a nearby community. The official dispatches the party to investigate; meanwhile, the merchant is waylaid by trolls and eaten. Regardless of what the party discovers, they find themselves in the middle of a massive conspiracy. Those who want to spread the hopeful news of an ælven child, no matter the truth, seek to help the party. Those who wish to quash any word or rumor of an ælven child, no matter the truth, seek to silence the party. In either case, it becomes the simple idea of an ælven renewal which becomes dangerous, and the characters must find a way to disentangle themselves from what seemed like a simple investigation of an ælven family just trying to live.

Story Seed: *Stealing Souls*

A cult of ælves believes automata steal souls meant for ælves, and every automata brought into existence denies a child from the ælven race. This cult may be a fringe element, or it may be a part of a growing movement within the ælven culture. In any case, this cult has moved into the local area, masquerading as ash elves, and have begun hunting the automata that live there. These ælves don't fit in very well socially, and tend to keep to themselves. When automata of their representative engage the characters to stop the murders and investigate, small gaffs, faux paxs, even spelling errors might reveal the truth about the killers. The question becomes, can the party discover the cult's origins and hideout before more automata die?

Aryandai Racial & Cultural Assumptions

- The aryandai are a tribal people with strong, oral traditions. They have a long lineage of tribal myths that they recount all the way back to their creation. Moreover, the aryandai have a number of rites of passage. Those who successfully complete these rites frequently tattoo or brand themselves to mark these sacred occasions.
- While some races question or even doubt the Old Gods, the aryandai do not. They have a faith that is strong and true. They believe it is their divine duty to hunt down and destroy those who worship, favor, or otherwise support the Thrall Lords.
- The aryandai understand Wyrd like few others and many among them believe this marks them as the chosen children of the *Æssinyr*.
- Although the aryandai are tribal people, they approach most of their tasks as communal efforts. The raise and care for their young communally, frequently discarding the notion of parents. Instead, each community has elders—who act as leaders and parents to all who call that tribe home.

Crone, Velluna-Akka (whom they call the Grand Fate Weaver or Great Weaver), embracing it with religious zeal. While this has not harmed anyone in and of itself, it has served to reinforce outsiders' views; the aryandai are a strange people. This has not dissuaded the aryandai, however, from remaining true to their nature. As a result, they have long haunted the lands south of the City-States of Vallinar—inspiring their own myths and legends along the way.

The aryandai are no stranger to myths and legends, either. While none can say for sure, many whisper that Velluna-Akka created the aryandai in a fit of rage, determined to send them throughout the Great Tree, seeking out the Thrall Lords she believed her sister Alnara, in a moment of weakness, had given refuge. Determined to focus all of anger into a single magical rite, Velluna-Akka transformed herself into a massive spider, her abdomen blocking out Mhyr (the moon), and wove a giant web. She spun will-to-be into this web, dividing it into a hundred thousand tiny eggs—each a shard of her will for what should pass at Ragnarök. Then she cast all of these shards into Midgard, tying them all to the Well of Wyrd. The aryandai—as a race—first appeared in cold forests just north of the Aryandai Peninsula in ~555 YUR. That interaction was limited; the result of a controlled campaign to scare explorers away from their lands, a fact that only increased the superstition that revolved around them. Even after making peaceful contact with their human neighbors, they remained (and continue to remain thus to this day) a people unto themselves. Strange and tribal to outsiders, they have made little effort over the last two and a half centuries to integrate with others. Instead, they preferred path of isolation, hunting and stalking their cold, temperate rainforests completely alone.

Need has driven the aryandai to become slightly more public in the last two centuries. With the looming threat of Ragnarök, many of the tribes have begun to look to the North- not so much for support, but for opportunity. Although they are still very reclusive by human standards, many aryandai have already moved deep into the City- States of Vallinar, where they are known as 'Spiderkin.' In most cases, these aryandai move as individuals, seeking personal goals. Others, generally doing so as small tribes, have moved into the lands surrounding some of the larger cities.

Physical

To most outsiders, the aryandai look similar, appearing like little more than heavily tattooed humans. They tend to be shorter than humans, with a distinctive bowed posture that easily betrays them to the trained eye. As a people, they have darker skin tones, with colors ranging from deep almond to rich mahogany. Almost all aryandai have skin discolorations that form strange patterns—many of these ranging in coloration that only serve to compliment their tattoos. Some aryandai grow fine hair all over their bodies, further darkening their appearance. Their eyes are, however, their most distinctive feature, ranging in color from bright amber to deep, bloody red. Outside of this, a well-dressed aryandai could, with minimal effort, pass himself off as a human.

Most aryandai wear tinted glasses or goggles to complete their transformation into a 'human.' While they can pass as humans, many elect not to. Instead, they adorn themselves with the tokens of their prey; creating and wearing elaborate bone jewelry as a sign of tribal status.

Society

The aryandai are a tribal people that live in large groups that resemble extended families, gathering in massive villages covered in webs only when the season turns its coldest. Most of these villages appear (at least to outsiders) to be abandoned human settlements. These villages, however, are really nests and

often contain subterranean chambers that run for miles (sometimes connecting them to other villages). At the heart of each of these nests is a hatchery, where they keep the eggs of the youngest under constant guard.

When the seasons grow warm, however, the aryandai gather their young and burn their hatcheries, dismantling the towns that sprang up around them. Within days, what was once a town has completely disappeared, returned to the heavy mists that carpet the floors of their cold rainforests. Unlike some races, the aryandai do not have a complex political system. Instead, they rely on the wisdom and strength of their elders. They tend to defer to those who have passed their rites of passage and survived the coldest winters, favoring experience over theory.

Relations

The aryandai hold a special place in Rhune's distinct social order. Unlike the majority of the other races, the aryandai were born hunter-killers, created by the Great Weaver to serve as her sacred, nocturnal assassins. This, coupled with their wild appearance, frequently alienates them from outsiders, a fact many of them happily embrace. Their ability to take the form of spiders further complicates their relationship with some of the other races, even when those races fully understand their place in Rhune's distinct ecology. There's simply something alien and unnatural about them that unnerve others. This is exceptionally true among the dwarves, who for their reasons, tend to shy away from the aryandai and their lands.

While the aryandai are naturally reclusive and many prefer solitude, they are not xenophobes (unlike many ælves). In fact, many now welcome small groups of outsiders into their lands, especially when those outsiders offer homage to the Great Weaver. They don't encourage these visitors to tarry too long, however, knowing that very few of these individuals can adapt to their unique ways. On occasion, when a visitor displays great honor and trust, they will extend tribal membership, but this is a rare event accompanied by challenges that would easily kill most outsiders.

As the custodians of Velluna-Akka's war against the Thrall Lords, the aryandai sometimes embrace non-aryandai, especially when those individuals are dedicated, spiritual servants of the Great Weaver or arrive at auspicious times.

Alignment and Religion

Aryandai tend to be good, if a little chaotic. They have little use for most secular laws, considering the natural laws of their lands more than enough to guide them. They worship Velluna-Akka, whom they call the Grand Weaver, almost exclusively. While the aryandai don't have a particular problem with technology, they don't favor it, either. Accordingly, they take a neutral stance when dealing with both ælves and dwarves. While violent, the aryandai know when to keep their blades sheathed and their presence hidden—much like the spiders they were created from. Moreover, when left to themselves, the aryandai can even be peaceful, at least to a point. At the end of the day, however, they are, at least to to many outsiders, far more aggressive than many of the other good races of the South.

Adventuring

Nearly all aryandai are raised with the knowledge that theirs is the hunter's path, the Thrall Lords and their many offspring their prey. Not surprisingly, many aryandai become fighters, inquisitors and rogues in order to pursue this path. Others, especially those with a close connection to nature, become rangers as well. Some of these even take up stranger paths, become shadow stalkers or assassins dedicated to killing their racial foes. While some feel a call to nature that leads them to become druids, these individuals are rare. The aryandai are not without mystics, though. Some of the most talented aryandai develop intimate relationships with spiders, divining the will of the Great Weaver directly from the elaborate webs of spiders—performing a unique form of arachnomancy that

few outside of their culture understand. These individuals frequently become clerics or oracles.

Many aryandai, even when lawful, tend to shy away from the stricter rules of combat, preferring instead to strike safely from the shadows. As a result, few become cavaliers or paladins.

Names

Male Andrei, Danii, Vhlad, Zahkar

Female Anfisna, Radja, Fheginna, and Vera

Family Aryandai avoid formal last names and simply add their tribal title as a suffix. Examples include: 'of the Redstalker Field,' 'of the Widowmakers,' 'of the Bloodwebs,' and 'of the Ghastwald.'

Racial Traits

Tha aryandai vary slightly, and mostly, by tribe. These tribes—True Night, Killing Moon, and Twilight Walker—have all marked themselves as fated foes of the Thrall Lords. The three sets of Aryandai racial traits below emphasize these different tribes.

Aryandai of the True Night Tribe

The aryandai of the True Night Tribe claim they were created at the very moment Velluna-Akka blocked the light of the moon from the face of Midgard, bathing the whole of the Middle Realm in darkness to herald their birth. Whether or not this is true, this tribe possesses exceptional skills that allow them to excel when the glorious light of Heidhra has faded completely from Midgard.

+2 Dexterity, +2 Strength, -2 Wisdom

Members of the True Night Tribe are strong and nimble, but lack the wisdom of their forefathers.

Type humanoid (shapechanger)
Medium These aryandai are medium creatures that have no bonuses or penalties due to their size.
Natural Climber These aryandai excel at hunting the dark recesses of their native rainforests, often scaling heights others would think twice about. These aryandai possess a climb speed of 20 ft. (along with the +8 racial bonus on Climb skill checks a climb speed affords). When not climbing, these aryandai have a base speed of 30 ft.
Darkvision These aryandai can see in the dark up to 60 ft.
Light Sensitivity These aryandai are dazzled as long as they remain in an area of bright light.
Nightborn These aryandai have a special connection to the darkness that makes them incredibly difficult to detect when moving about. They gain a +3 racial bonus to Stealth skill checks in areas of dim light or darkness.
Shadow Swiftness These aryandai reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.
Languages Aryandai of the True Night Tribe begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose bonus languages from any of the common tongues.

Alternate Racial Traits

Spider Form Some of the aryandai from the True Night Tribe are born with the ability to transform into a Giant Spider (see the *Pathfinder® Roleplaying Game Bestiary™*) a number of rounds per day equal to their Constitution score. These rounds need not be consecutive. They do not gain the Giant Spider's poisonous bite and may only use the web special ability once every 1d4 rounds. This racial trait replaces the natural climber and nightborn racial traits.
Wyrd Magic Some of the aryandai from the True Night Tribe enjoy a special connection to the Well of Wyrd and add +1 to the caster level of any divination spells they cast. Additionally, they also gain the following spell-like abilities: 1/day—*detect magic*, *detect poison*, *detect undead*, and *true strike*. The caster level for these effects is equal to the character's level. This racial trait replaces the natural climber and nightborn racial traits.

Aryandai of the Twilight Walker Tribe

The aryandai of the Twilight Walker Tribe are, by birth and tradition, its natural leaders. Bestowed with uncommon wisdom and whit, these aryandai are often the first to meet with outsiders, determining their motives long before they fully enter their beloved forests. Many gifted arachnomancers and mystics have come from this tribe, and many lay claim to a unique understanding how to weave the wyrd gifts of Velluna-Akka.

-2 Constitution, +2 Wisdom +2 Charisma

Aryandai of the Twilight Walker Tribe are strong-willed and naturally diplomatic, but frailer than other tribes.

Type humanoid (shapechanger)
Medium Aryandai of the Twilight Walker Tribe are medium creatures that have no bonuses or penalties due to their size.
Normal Speed Aryandai of the Twilight Walker Tribe have a base speed of 30 ft.
Low-Light Vision Aryandai of the Twilight Walker Tribe can see twice as far as a normal human in starlight, moonlight, torchlight, dusk, and similar conditions of dim light. They retain the ability to distinguish color and detail under these conditions.
Keen Senses Aryandai of the Twilight Walker Tribe have a +2 racial bonus on Perception skill checks.

Image based on backer R. Wright

Illusion Resistant Aryandai of the Twilight Walker Tribe are naturally attuned to the natural world and gain a +2 racial bonus on saving throws against illusion spells or effects.

Wyrd Magic Aryandai of the Twilight Walker Tribe enjoy a special connection to the Well of Wyrd and add +1 to the caster level of any divination spells they cast. Additionally, they also gain the following spell-like abilities: 1/day—*detect magic*, *detect poison*, *detect undead*, and *true strike*. The caster level for these effects is equal to the character's level.

Languages Aryandai of the Twilight Walker Tribe begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose bonus languages from any of the common tongues.

Alternate Racial Traits

Spider Form Some of the aryandai from the Twilight Walker Tribe are born with the ability to transform into a Giant Spider (see the *Pathfinder® Roleplaying Game Bestiary*™) a number of rounds per day equal to their Constitution score. These rounds need not be consecutive. They do not gain the Giant Spider's poisonous bite and may only use the web special ability once every 1d4 rounds. This racial trait replaces the wyrd magic and illusion resistant racial traits.

Aryandai of the Killing Moon Tribe

The aryandai of the Killing Moon Tribe are the strongest and most violent of the tribes, which surprises few among their kind. Of all those who stalk the shadows, this tribe is the one who rallies war-parties and actively seeks out the Thrall Lords and their servants, traveling great lengths in order to do so. Even those who remain in the South are tasked with the most vital of tasks, guarding hatcheries and patrolling their borderlands.

+2 Constitution, +2 Strength, -2 Wisdom

Aryandai of the Killing Moon Tribe are often strong and tough, but quick to leap into battle.

Type humanoid (shapechanger)

Medium Aryandai of the Killing Moon Tribe are medium creatures that have no bonuses or penalties due to their size.

Fast Aryandai of the Killing Moon Tribe are quicker than most aryandai and have a base speed of 40 feet.

Agile Aryandai of the Killing Moon Tribe have a +2 racial bonus on Acrobatic skill checks.

Darkvision Aryandai of the Killing Moon Tribe can see in the dark up to 60 feet.

Defensive Training Aryandai of the Killing Moon Tribe have a +4 dodge bonus to AC against monsters of the giant subtype.

Spider Form The aryandai from the Killing Moon Tribe are born with the ability to transform into a Giant Spider (see the *Pathfinder® Roleplaying Game Bestiary*™) a number of rounds per day equal to their Constitution score. These rounds need not be consecutive. They do not gain the Giant Spider's poisonous bite and may only use the web special ability once every 1d4 rounds.

Languages Aryandai of the Killing Moon Tribe begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose bonus languages from any of the common tongues.

Alternate Racial Traits

Wyrd Magic Some of the aryandai from the Killing Moon Tribe enjoy a special connection to the Web of Wyrd and add +1 to the caster level of any divination spells they cast. Additionally, they also gain the following spell-like abilities: 1/day—*detect magic*, *detect poison*, *detect undead*, and *true strike*. The caster level for these effects is equal to the character's level. This racial trait replaces the spider form racial trait.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Aryandai, female	4'9"	90 lbs.	2d6	x 3 lbs.
Aryandai, male	5'2"	100 lbs.	2d4	x 4 lbs.

The Web of Wyrd

One of the things that make the aryandai unique, as a people, is their connection to Wyrd, and its matron, Velluna-Akka. In fact, the aryandai sometimes refer to themselves as 'the fated,' or 'fate weavers,' titles that reference their understanding of the Web of Wyrd and their racial connection to their beloved goddess. It is for this very reason that so many aryandai embrace lives dedicated to slaying Velluna-Akka's enemies, embracing paths they believe were fated to them long before they were born. These beliefs, combined with the fact that the goddess regularly interacts with her clerics (and does nothing to dissuade these beliefs), only serve to reinforce this ideology.

Tribal Rites

While many societies have rites of passage of various types, the aryandai have an extensive and developed culture that revolves around rites of passage—its members challenging themselves and their tribes from the cradle to the grave. While these rites are legion, many tribes have specific rites that are both traditions and tests—rites that must be passed before a tribal youth will be accepted fully into the tribe.

Many of these rites confer titles and positions of authority similar to those of other races or cultures, but just as many rites appear to be arbitrary, at least to outsiders. *The Warpstave Rites*, however, represent many of the core concepts that the aryandai hold sacred. These rites vary, but frequently include intense physical, social, and emotional challenges, sometimes over the course of several days. While many of these challenges appear to be simple affairs to their participants (at least initially), they often include complex problems that overlap, forcing the individual aryandai to use all of their skills and resources—bridging their physical and intellectual selves.

These challenges vary in scope and intensity, but often include puzzles, tests of prowess, combat, and even periods of imposed alienation—all of which are designed to bring about a moment of personal darkness—a shadow moment. Most aryandai elders believe these challenges will produce the necessary energy the participant will need

Automata Racial & Cultural Assumptions

- The automata are younger than most races, but have a keen and precise understanding of their personal histories. Unlike other sentient races, they tend to be hyper-aware of all the events that transpire in their lives, constantly calculating their influence or impact.
- As former slaves, some of the automata still adopt subservient roles when interacting with the clockwork elves, humans, and dwarves that once owned them. Others are fiercely independent, sometimes to the point of treating even the smallest slight as a personal insult.
- The automata were a persecuted and, in some places, hunted race. They are sometimes xenophobic as a result.
- The automata are very ritualistic, although even the strangest of ceremonies is followed precisely and to a normal, logical outcome. They tend to observe and honor patterns, both in social environments, as well as in nature.
- Although the creation of new automata is illegal in the City-States of Vallinar, many automata choose to live in remote locations, where they can experiment with the awakening of more of their kind.

to experience these shadow moments. The aryandai believe these moments are always significant, even when the insights gained do not make immediate sense to the participant. In fact, it is common for tribal elders to warn participants away from assigning meaning or significance too soon, suggesting reflection and quiet meditation instead.

Many aryandai believe experiencing shadow moments produce additional benefits, as well. They claim these moments increase an individual's overall magical potential, allowing them to harness more arcane or divine energy than those who do not experience these moments. While this is difficult to prove, many aryandai display keen divinatory insights that outsiders are hard pressed to explain—a claim openly championed by the Twilight Walker Tribe.

While the aryandai celebrate numerous rites, not all of these rites are *Warpstave Rites*. In fact, they hold five principle rites—all of them purely rites of passage—above all others. These rites generally mark firsts for the participant, sometimes conferring social titles to mark success (e.g.,Venjii, Who Walked with the Dead Moon or Rician, Who Slew his Shadow). These rites are often used to test outsiders, as well as lone or tribeless aryandai seeking acceptance. Of course, whole tribes practice many of these rites, especially when new aryandai are readying to enter the larger world.

These are:

- **The Rite of the Dead Moon**—This rite, embraced almost exclusively by the True Night Tribe, requires a participant to pass three tests, all within a single moonless night. These tests vary, but almost always include a night race, a test of strength, and end in blind combat.
- **The Rite of Life's Blood**—This rite, favored by the Killing Moon Tribe, requires a lone participant to seek out a spawn of the Thrall Lords (jötunfolk are often targets) and slay it. This is normally accomplished by an ambush, but never against defenseless targets. "Sleeping giants," as the saying goes, "bring no honor." Members of the Killing Moon Tribe often mark themselves in the blood of their enemies, which some outsiders consider the source of this rite's name. Participants, however, know its true secret.
- **The Rite of the Dark Fire**—Arguably the strangest of the *Warpstave Rites*, members of the Twilight Walker Tribe generally undergo this rite before taking their first magical (or clerical) vows. While unique for each participant, this rite includes a lone journey to an isolated location and an extended test of will, sometimes lasting several nights—sometimes several weeks.
- **The Rite of the Second Shadow**—This Warpstave Rite is rare, embraced by only the bravest of the aryandai. Participants seek out portals to Nachtland and journey there, seeking out their immortal double (or fylgja), which they must win over or destroy. Aryandai who bring back proof of their success often adopt the title 'Shadowbane.'
- **The Rite of the Great Weave**—This rite is embraced by nearly all of the aryandai, generally before they leave for their first journey outside of tribal lands. Said to win Velluna-Akka's attention (and favor), it demands participants pass five grueling tests: a test of will, a test of insight, a test of knowledge, a test of courage, and a test of faith.

The Automata—History's Heralds

The automata are a race of awakened, free-willed clockwork machines living in and around the City-States of Vallinar. They are sometimes called "Clickers" or "Ticktocks," although most civilized people frown upon these derogatory terms. Before the Rebellion of the Awakened, the automata were two things—very popular and very simple. Kept as pets by wealthy eccentrics or as heavy labor support by the captains of industry, they performed a wide array of tasks. Intelligent and easily programmed, they worked the docks of Union City and mined ore for the dwarves under the Redwall Mountains. In other places—like Damas—they served in more complex roles, sometimes performing repetitive, detailed tasks. Some of the most advanced models even saw service as diplomats and scouts in the city of Vallingard itself. In the City-States of Vallinar, everything ran smoothly with the automata in place. Although there is great debate among scholars, most people agree that the Rebellion of the Awakened was the automata's most defining moment in history. Magically awakened by a clockwork wizard named Ashnu, they worked amongst themselves in secret to become a sentient race of walking machines that, for good or ill, would have their freedom.

Physical

Automata are generally humanoid in design, although all—especially the *Sigrún* model—are clearly machines. Covered in runes and plated with armor, nearly all of the models have metallic bodies suited for their social function.

The *Eir* model is the plainest of the automata. Designed for labor, it possesses elongated arms, a reinforced torso, large legs, and even larger gears. Its head is set between its massive shoulders. Although it was originally designed to mimic the appearance of larger humans of Midgard, its gearing (and the placement of its "face") gives it a very distinctive appearance. It is sometimes called a "labor model" because of this. It has only moderate armor covering its frame.

The *Gondül* model is the smallest of its cousins, with a sleek and slender frame. It is lightly armored, short, and incredibly quick. It has a humanoid face and a large, concave gear that extends up from between its shoulders. This gear guards its spine, but also gives it a very unique look. It is often covered in blue runes.

The most delicate of automata, the *Skuld* model is distinctive in a number of ways. The first thing most notice is the large, crescent-shaped gear that frames its humanoid head. Although this gear retracts into its frame, very few of the *Skuld* choose to hide this feature. Secondly, it is by far the most human in appearance—a fact that unnerves nearly as many people as it comforts. Although it possesses light armor plating, it appears much like normal armor from a distance. Built to mimic men and women, this model stands approximately five and a half feet.

Towering over others of its kind, the *Sigrún* model is easily the largest of the automata. It was originally built similar to the *Eir* model, but with a slightly larger frame. With each successive model, however, it grew a little more. The final (and most common) model—not surprisingly called "the storm model" —is a large creature protected by massive, heavy plates. Like the *Eir* model, it enjoys ample armor on its upper body. When used for combat purposes, this model deploys with a reinforced tower shield and heavy pole-arm.

Society

Automata are very social and order themselves surprisingly well. Many "adopt" families that share similar goals, and when they bond with others, it is normally for life. While automata no longer occupy the same subservient roles in society they were created for, many continue to work in these areas for a number of reasons. Some excel in these areas and, even awakened, find great joy in service. Others, lacking direction, maintain these occupations out of a sense of regularity and stability. A select group of automata known as the Watch Wardens continues to train beside the dwarves, preparing for the final conflict that is Ragnarök. Only a rare few adventure, each seeking the many wonders that exists beyond the known borders of the City-States of Vallinar.

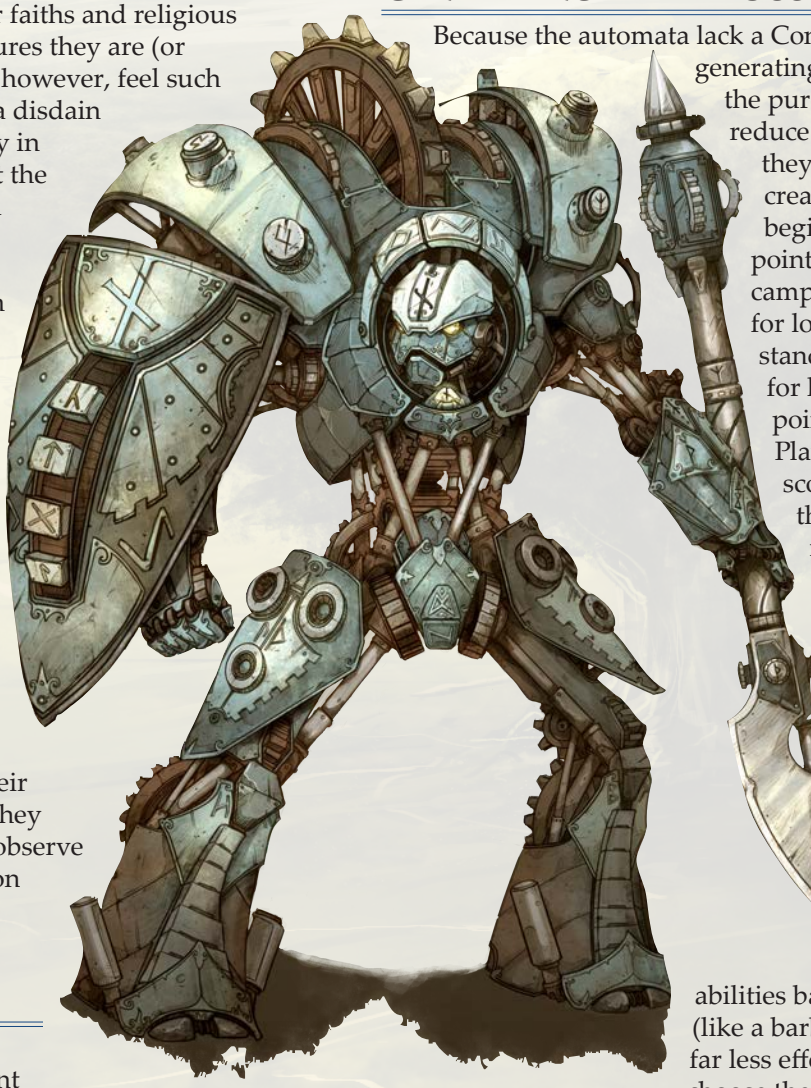
Image based on backer M. Winger

Relations

Automata tend to be weary around rural humans and ælves, as both of these races have treated them with contempt (and the latter with outright violence) in the past. Automata favor clockwork elves—their creators—more than any other race, and will generally defer to them in most social settings. Most automata have a dim outlook about their place among the other intelligent races, realizing they were created to serve and that their awakening was never intended.

Alignment and Religion

Automata tend to choose their faiths and religious customs according to the cultures they are (or were) awakened into. Not all, however, feel such a need. Just as many automata disdain religion as adopt it, with many in the former group pointing out the *Æssinyr* never created them in the first place—the clockwork elves did. However, just as many argue that their creation was part of a greater divine plan. For obvious reasons, most automata tend to favor technology and side with the dwarves when the topic of Ragnarök comes up. While few are eager for war, they realize (quite correctly) that if the ælves had their way, they'd be completely wiped out with the rest of the "clockwork machine." Automata tend to be very ordered, relying on patterns of regularity modeled after their old programming. Although they are awakened and free, most observe regular activities that border on ritual. Thus, most tend to be lawful in alignment.



Adventuring

After the Rebellion of the Awakened, most of the sentient automata either fled the City-States of Vallinar or were forced into exile. The resulting adventures were more than most of the automata cared for and many, upon returning to the cities, found they had little taste for such foolhardy quests. A few, however, found their sense of exploration emboldened by their trials and began to actively seek out any job that promised a hint of danger and a chance at "really living." Today, only a small number of automata adventure. Those that do generally do so more for the experience than for the monetary rewards, a fact that makes them popular with many adventuring groups.

Names

The automata, unlike most races, have no real naming conventions. As a result, their names vary wildly, sometimes without heed to origin or embraced gender. Some automata name themselves according to their professions, while others adopt completely unique names.

Generating Ability Scores

Because the automata lack a Constitution score, players generating ability scores using the purchase method need to reduce the number of points they spend at character creation. Players should begin play with following points (according to their campaign type): 8 points for low fantasy, 12 points of standard fantasy, 17 points for high fantasy, and 21 points for epic fantasy. Players generating ability scores using methods that require them to roll dice need only reduce the number of rolls proportionately. See Chapter 1 of *Pathfinder® Roleplaying Game Core Rulebook™* for more information. Furthermore, because automata lack a Constitution score, some class abilities based on Constitution (like a barbarian's rage) will be far less effective for players who choose them. Players should consider this when building characters.

Racial Traits

Automata characters, regardless of model or design, possess the following racial traits.

Armored Automata begin play with special plating that counts as armor and cannot wear additional armor (but may use shields). Models suffer an armor check penalty according to the plating they begin play with; this is listed under each entry. Moreover, this armor interferes with arcane spellcasting (just like wearing most armor does). As a result, automata suffer a chance of arcane spell failure according to their type:

- The *Sigrún* model suffers a 30% chance of spell failure,
- The *Eir* model suffers a 20% chance of spell failure, and
- The *Gondül* and *Skuld* models both suffer a 10% chance of spell failure.

Each automata's built-in plating can be enchanted as normal, but is treated as having an inherent +1 enhancement for the purposes of calculating cost. For example, enchanting the built in armor to +1 costs 4000 gp. See chapter 6 of *Pathfinder® Roleplaying Game Core Rulebook*™ for more information.

Construct Immunities (special) Automata are immune to disease, death effects, necromancy effects, paralysis, poison, and stunning. In addition, automata are not subject to physical ability damage or ability drain, although they may suffer ability damage or drain to their mental abilities (Int, Wis, or Cha). Automata are immune to energy drain and non-lethal damage. They may become fatigued, exhausted, and sickened under special conditions (see below). Automata are immune to any effect that requires a Fort save unless the effect also works on objects or is harmless. Automata gain additional hit dice according to their class, but lack a Constitution score and *never* gain additional hit points from a high Constitution.

Clockwork Body While automata are sentient constructs, most models are more fragile than normal constructs. Automata receive bonus hit points by model instead of by their size (see the Appendix of the *Pathfinder Bestiary*). All automata are built around one of four basic models, gaining additional traits according to this model (see "models" below). Automata never gain construction points.

Clockwork Knowledge All automata have an innate understanding of how their bodies work and can use that knowledge elsewhere. They receive a +2 racial bonus to Craft (clockworks) and Disable Device skill checks.

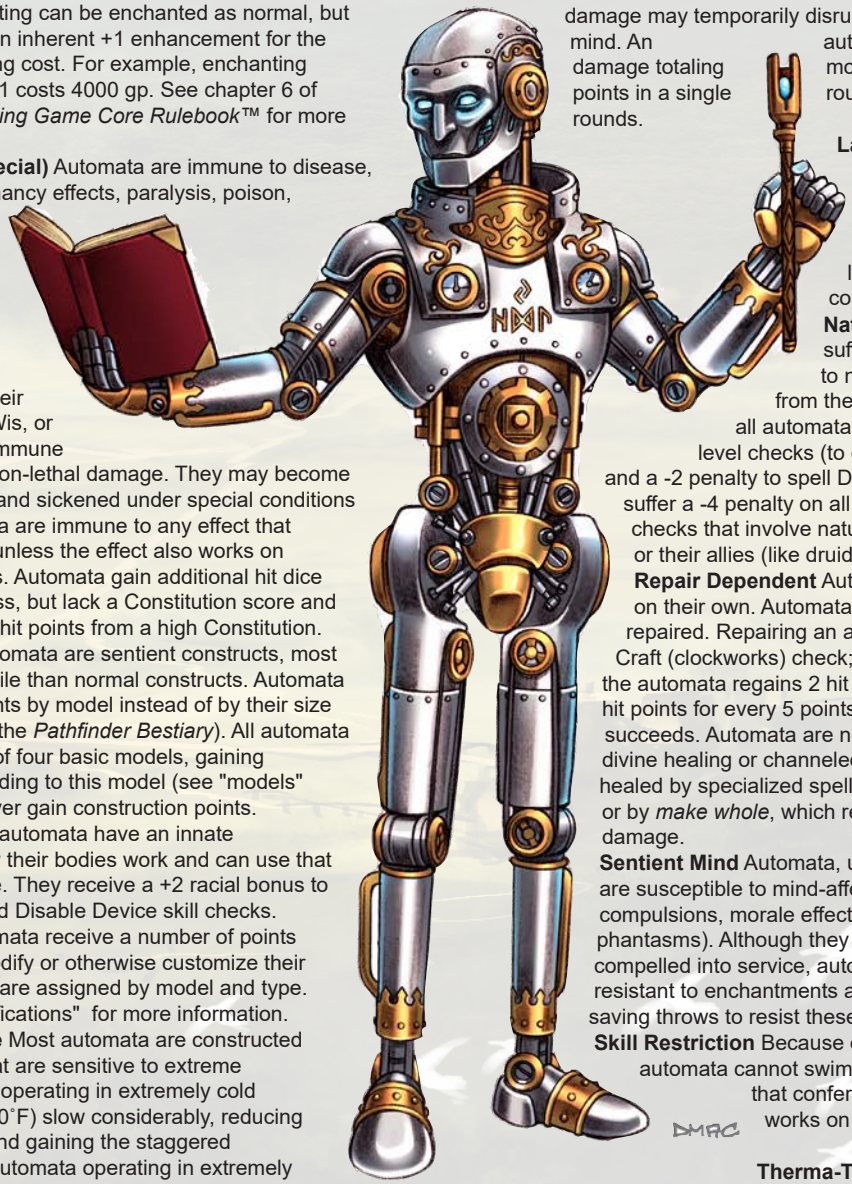
Clockwork Points All automata receive a number of points they can spend to modify or otherwise customize their bodies. These points are assigned by model and type. See "clockwork modifications" for more information.

Environmentally Sensitive Most automata are constructed with delicate parts that are sensitive to extreme conditions. Automata operating in extremely cold temperatures (below 0˚F) slow considerably, reducing movement by 10 ft. and gaining the staggered condition. Likewise, automata operating in extremely hot conditions (above 110˚F) frequently begin to "short circuit," gaining the sickened condition.

Essential Senses All automata can speak, hear, and see normally. Automata possess normal and lowlight vision, but unlike normal constructs, they do not possess darkvision. Automata do not feel pain or temperature (although they are affected by temperature normally). Automata do not have a sense of smell and cannot be nauseated or sickened by vaporous conditions. As a result, all automata may only make sight and sound based Perception checks (they cannot make taste, touch, or smell-based Perception checks).

Favored Class Automata treat every occupation or job with the same level of dedication. Any class it selects is considered its favored class, regardless of the number of classes it takes. Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, automata have the option of gaining an additional ¼ Clockwork Point.

Frail Core Automata are sentient constructs and have an imperfect connection to the natural world. Any automata that is brought to 0 hit points is considered staggered. Automata are completely destroyed when they reach negative hit points equal to their Charisma score. Automata, once destroyed, cannot be *raised* or *resurrected*. In addition, electricity damage may temporarily disrupt an automata's clockwork mind. An automata that suffers electrical damage totaling more than 25% of its total hit points in a single round is staggered for 1d4 rounds.



Languages All automata begin play speaking Clockspeak. Automata with a high Intelligence score can select bonus languages from any of the common tongues

Nature's Curse The automata suffer from a weak connection to nature. When casting spells from the druid or ranger spell lists, all automata suffer a -2 penalty to caster level checks (to overcome spell resistance) and a -2 penalty to spell DCs. Additionally, automata suffer a -4 penalty on all Charisma-based skill checks that involve natural creatures (like animals) or their allies (like druids).

Repair Dependent Automata cannot heal damage on their own. Automata damaged remain thus until repaired. Repairing an automata requires a DC 15 Craft (clockworks) check; this takes two hours and the automata regains 2 hit points, plus 2 additional hit points for every 5 points by which the skill check succeeds. Automata are not healed through normal, divine healing or channeled energy, but may be healed by specialized spells such as *repair construct* or by *make whole*, which repairs 3d6 hit points of damage.

Sentient Mind Automata, unlike most constructs, are susceptible to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Although they may be charmed or compelled into service, automata are particularly resistant to enchantments and receive a +2 to their Will saving throws to resist these effects.

Skill Restriction Because of their design and weight, automata cannot swim naturally (although magic that confers the ability to swim still works on an automata normally).

Therma-Torque Clockwork Engine While Automata do not need to breathe, eat, or sleep, they can only operate up to twenty hours each day before they need stop for self-maintenance. All automata must shut down for four hours a day to recharge their therma-torque engine. Automata that fail to recharge gain the fatigued condition. Automata operating in the fatigued condition for more than 2 hours gain the exhausted condition.

Alternate Racial Traits

History's Herald While most automata focus on technical fields like engineering or clockworks, a few devour the annals of time, instead—combining their impeccable memories with their lust for learning. These automata receive a +2 racial bonus to Knowledge (history) and one other Knowledge skill of their choice. This racial trait replaces clockwork knowledge.

Models

These are: The *Sigrún* ("the storm model"), the *Gondül* ("the scout"), the *Eir* ("the labor model"), and the *Skuld* ("the diplomat"). Each particular model has specific traits that define them, in addition to varying pools of "clockwork points" that can be used to further customize them.

Sigrún—*The Storm*

Built to rend the flesh from giants, the *Sigrún* model is the heartiest and the largest of all the automata. It is a towering wall of steel, iron, and precision that offers no quarter on the battlefield.

+4 Strength, -2 Charisma

Sigrún models are incredibly strong, but lack the aesthetic appeal of the other automata.

Large *Sigrún* models are large and heavily armored. They suffer a -1 size penalty to AC, a -1 size penalty on attack rolls, a +1 bonus to Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks. Unlike most large creatures, theses automata do not naturally have reach (although many do use reach weapons).

Slow n' Steady *Sigrún* models have a base speed of 20 ft. They receive a +4 racial bonus to CMD to resist attacks that would knock them prone. They cannot run.

Heavily Armored *Sigrún* models have thick armor plates built into their frame, protecting their critical areas. As a result, they begin play with a +8 armor bonus, an armor check penalty of -6, and maximum Dex bonus of 2. Additionally, many *Sigrún* models employ tower shields, and are proficient with shields. These automata are treated as if wearing heavy armor.

Fortified Frame All *Sigrún* models begin play with 16 hit points. They determine additional hit points according to class selection.

Critical Push *Sigrún* models hit hard. Whenever one confirms a critical hit on a smaller creature, it may make a free combat maneuver check to push back its target. If successful, it pushes the target back 10 ft.

Clockwork Points *Sigrún* models were built primarily for combat and defense. They receive only 2 clockwork points (CPs) for additional customizations, plus an additional 1 CP at 4th level and every 4 levels thereafter.

Gondul—*The Scout*

Small and fast, the Gondul was designed to scout out and report enemy movements. Although it is the smallest and weakest of the models, its lithe frame and unnatural speed makes it harder to catch than other models.

+2 Dexterity

Gondül models are small and quick, but lack other notable characteristics.

Small *Gondül* models are Small creatures. They gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a—1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Small n' Fast *Gondül* models are quick and have a base speed of 40 ft.

Lightly Armored *Gondül* models are lightly armored, with thin armor plates protecting only their most critical areas. As a result, they begin play with a +2 armor bonus, no armor check penalty, and a maximum Dex bonus of 6. These automata are treated as if wearing light armor.

Fortified Frame *Gondül* models begin play with 6 hit points. They determine additional hit points according to class selection.

Burst of Speed *Gondül* models were designed for speed and they have a pool of speed points they can access. Each model has a number of speed points equal to twice their Dexterity modifier. Throughout the day, they can spend these points (as part of a move action) to move an additional 5 ft. for every point they spend.

Clockwork Points *Gondül* models were built to be small, fast scouts. They receive 3 clockwork points (CPs) for additional customizations, plus an additional 2 CP at 4th level and every 4 levels thereafter.

Eir—*The Worker*

Originally designed to complement soldiers on the battlefield, this model was quickly adopted to industrial tasks, as it could outperform and outlast men and dwarves alike. It is commonly known as the worker, a title some of the Awakened resent.

+2 Strength, +2 Intelligence, -2 Charisma

Eir models are strong and smart, but built for labor and lack visual appeal.

Medium *Eir* models are Medium creatures that have no bonuses or penalties due to their size.

Normal Speed *Eir* models have a base speed of 30 feet.

Moderately Armored *Eir* models have standard armor plates built into their frame, protecting their critical areas. As a result, they begin play with a +6 armor bonus, an armor check penalty of -4, and a maximum Dex bonus of 3. These automata are treated as if wearing medium armor.

Fortified Frame *Eir* models begin play with 10 hit points. They determine additional hit points according to class selection.

Long Life *Eir* models were designed for heavy labor and can operate longer than other models before they need to stop for self-maintenance. *Eir* models can operate twice as long (up to 40 hours) before they must recharge their therma-torque

engines. *Eir* models with classes that require rest to recharge class-based abilities (like a wizard resting to prepare spells) must still satisfy those requirements normally.

Clockwork Points *Eir* models were built to be general laborers and saw wide use in a multitude of areas. They receive 4 clockwork points (CPs) for additional customizations, plus an additional 3 CP at 4th level and every 4 levels thereafter.

Skuld—*The Diplomat*

The smartest of all the automata, the *Skuld* model was originally designed to command troops and operate independent of its dwarven or human masters. Its advanced programming and accelerated intelligence made it the perfect diplomat, a role it filled throughout the Kingdom of Vallinar.

+2 Intelligence, +2 Charisma, -2 Strength

Skuld models are smart and independent, but weaker than other automata.

Medium *Skuld* models are Medium creatures that have no bonuses or penalties due to their size.

Normal Speed *Skuld* models have a base speed of 30 feet.

Lightly Armored *Skuld* models are lightly armored, with thin armor plates protecting only their most critical areas. As a result, they begin play with a +2 armor bonus, no armor check penalty, and a maximum Dex bonus of 6. These automata are treated as if wearing light armor.

Fortified Frame *Skuld* model begins play with 6 hit points. They determine additional hit points according to class selection.

Diplomat's Favor *Skuld* models were designed primarily for use in court. Their programming grants them a racial bonus equal to 1/2 their hit dice (minimum 1) on two of the following skills (chosen at character creation): Bluff, Diplomacy, Knowledge (nobility), Linguistics, and Sense Motive.

Clockwork Points *Skuld* models were built to be intelligent and diplomatic. They receive 3 clockwork points (CPs) for additional customizations, plus an additional 2 CP at 4th level and every 4 levels thereafter.

Clockwork Customizations

All automata are eligible for customization and players may customize their characters either at character creation or later in play. In order for a player to customize her automata character, she need only locate a craftsman willing to do the work, pay the cost (in CPs—clockwork points—and associated gold), and have an unmodified location available. The craftsman must succeed at a Craft (clockworks) check. The DC is 10 for a minor customization, 20 for a major customization, and 30 for a greater customization. Automata are limited in the number of customizations they may receive. In addition, some customizations are only available to higher level automata who have greater ability to adapt to extensive customization. All automata characters start play with one free minor customization. This free customization still costs CP and takes up a location as usual.

Only the number of clockwork points they can spend and space available for additional customizations limits automata.

Minor Customizations

These customizations are available at first level. All cost 2 CP and 1,000 gp.

Arcane Circuit (Utility; Chest): The automata's core glimmers with a delicate tracery of inset arcane metals. The automata's chance of arcane spell failure is reduced by 10%.

Arcane Sigil, minor (Utility; Hand): The automata has a series of complex runes etched into the palm of its hand. It gains one of the following spell-like abilities, usable 3 times per day. Choose from: *acid splash*, *flare*, *light*, or *mage hand*. The DC of this ability is Intelligence based.

Armor, Improved (Armor; Chest): The automata gains additional armor plates, increasing its base armor bonus by 2. In addition, it suffers an additional 10%

Story Seed: *Found Treasure*

Automata can receive upgraded or replacement components from a number of sources, and a chestplate recently installed on a member of the party has a map drawn on the inside, along with a note, "Great riches!" The handwriting is very similar to the character's, but just a little different. Additionally, there are other small pieces attached to other frequently seen or encountered automata. Perhaps they can encourage these other automata to surrender the parts willingly, or they might be forced to give the parts to the party so she characters can complete the image.

Designer's Note

Storytellers should take note that the automata are a fairly powerful race, especially at low levels (and this is doubly true for the *Sigrún* model). This was intended. When considered solely from a mechanical perspective, most automata start with an unfair advantage. However, when placed within the greater context of the setting, several factors balance them out. First, very few of the common people trust the automata, and as a result, few will grant them honor—even when they deserve it. Thus, automata always earn honor at half of the speed of other races. Secondly, as unnatural creatures awakened by their fellows, automata are considered to be *unfated*; they never gain access to wyrd, nor do they ever gain wyrd points.

GMs, of course, are welcome to remove both of these penalties better fit their stories, but should do so understanding that this might unbalance the races some.

chance of arcane spell failure and suffers a -1 armor check penalty. These penalties stack with the current penalties.

Armor Spikes (Armor; Chest): The automata possesses spikes located throughout its frame that it can deploy or retract as a swift action. These spikes behave like normal armor spikes in all other ways.

Climbing Spike (Utility; Feet, Hands): The automata has a spring-driven climbing spike it can deploy to aid in climbing. When deployed, it receives a +4 racial bonus to Climb skill checks set (provided there is a suitable surface to drive the spike into). This bonus stacks with itself (hands and feet). The automata can also use this climbing spike as a weapon, but it only deals 1d2 points of damage (regardless of size). When used as a weapon, the automata is considered proficient with it.

Coiled Springs (Movement; Feet): The automata has advanced coils built into its legs and feet that increase its movement (and reaction time). It increases its movement by 10 ft. and gains a +2 racial bonus to Initiative checks. This customization is installed as a set.

Deft Machine (Programming; Head): The automata is programmed to maximize its environment and to avoid enemies' blows in melee combat by tumbling past them. It receives a +2 racial bonus to Acrobatics skill checks and Acrobatics becomes a class skill.

Hidden Blade (Combat; Wrist): The automata has a medium-sized blade built into one of its arms that can be extended as a free action. This blade does damage according to the automata's size; 1d4 damage for small-sized automata, 1d6 damage for medium-sized automata, and 1d8 damage for large-sized automata. The threat range is always 19-20. Automata are considered proficient with this weapon.

Hidden Compartment (Utility; Wrists or Feet): The automata has a small, hidden compartment built into its frame that it can use to hide small objects (under 1 lbs). The automata receives a +4 racial bonus to Sleight of Hand skill checks when placing objects into this compartment. Likewise, creatures searching the automata for hidden objects suffer a -4 penalty to their Perception skill checks to locate objects in the hidden compartment

Knowledge, Languages (Programming; Head): The automata is linguistically advanced. It receives 4 bonus skill points that it must spend in Linguistics (granting it 4 additional languages).

Iron Grip (Comat; Hand): The automata has a large, reinforced fist that it uses to better grapple enemy opponents. It gains a +2 racial bonus to CMB to grapple or pin opponents. This bonus doubles if the customization is installed in both hands.

Legs, Reinforced (Movement; Feet): The automata has reinforced feet designed for jumping and tumbling. It receives a +4 racial bonus to Acrobatics skill checks. This customization is installed in both feet.

Lock Tool (Utility; Wrist): The automata has a device (built into its lower arm) that can be used to pick most locks. It receives a +4 racial bonus to Disable Device skill checks and its arm is considered a set of basic thieves' tools.

Nimble Hands (Utility; Hand): The automata has a finely crafted hand that grants it a bonus to handle small, delicate objects and to cast spells with somatic components. It receives a +2 racial bonus to Sleight of Hand skill checks and reduces its chance of arcane spell failure by 5%. This bonus doubles if the customization is installed in both hands.

Perceptive Array (Utility; Shoulders): The automata has small sensors linked into its core programming that heighten its senses. It receives a +2 racial bonus to sight and hearing-based Perception skill checks.

Quick Response (Programming; Head): The automata is programmed to react quickly in combat and receives a +2 racial bonus to Initiative checks

Silent Springs (Utility; Feet): The automata has its available voids filled with padding to reduce movement noise. It receives a +4 racial bonus to Stealth skill checks.

Slick Armor (Combat; Chest): The automata gains the ability to transfer (as a free action) small amounts of its lubricants to its surface, making it harder to grapple or pin down. The automata gains a +2 bonus to its CMD to resist a grapple.

Therma-Torque Support (Utility; Chest): The automata possesses an advanced version of the therma-torque engine that requires less maintenance. The automata may operate an additional 8 hours before it needs to shut down for self-maintenance.

Whip Chain (Utility; Wrist): The automata possesses a strong length of chain that it can use to catch itself when falling. The automata can deploy this chain as an immediate action after failing a Reflex save (or similar roll) that would result in it taking falling damage. The whip chain grants a second save at a +4 racial bonus. It cannot use this as a weapon.

Major Customizations

These customizations are available at 4th level. All cost 4 CP and 4,000 gp.

Arcane Sigil, Major (Utility; Hand): The automata has a series of complex runes etched into the palm of its hand. It gains one of the following spell-like abilities, usable 3 times per day. The caster level is equal to the automata's character level. Choose from: *corrosive touch*, *daze monster*, *magic missile*, or *shield*. The DC of this ability is Intelligence based.

Armor, Efficient (Armor; Chest): The automata's armor is less restrictive than normal. The automata's chance of arcane spell failure is reduced by 10% and its armor check penalty is reduced by 2.

Armor, Reinforced (Armor; Chest): The automata gains additional armor plates increasing its base armor bonus by 4. In addition, it suffers an additional 20% chance of arcane spell failure and -2 armor check penalty. These penalties stack with the current penalties.

Knowledge, Advanced (Programming; Head): The automata is programmed with advanced knowledge about several topics. It receives 6 bonus skill points that it may spend on Knowledge skills.

Knowledge, Combat (Programming; Head): The automata is programmed with special knowledge that increases its effectiveness in combat. It receives an additional Combat Feat. It must still meet the prerequisites for this Feat.

Mithral Fist (Combat; Hand): One of the automata's hands is replaced with a stronger version made from a special, reinforced material (cold iron, silver, and adamantium are also available) designed to harm supernatural enemies. It gains a slam attacks that deals 1d6 damage and is always considered armed

Reinforced (Armor; Chest, Feet, Head, Shoulders, or Wrist): The automata's body is reinforced with small (but super strong) mithral plates that provide it with additional resiliency, granting it additional hit points. It gains additional hit points by location; reinforcing the head grants 3 hit points, the chest grants 5 hit points, the shoulders 4 points, the wrists grant 4 points, and the feet grants 4 points. When installed in the feet or wrists, this customization counts as a set.

Tactical Defense (Programming; Head): The automata is programmed with common knowledge about combat and defense tactics. It receives a +2 dodge bonus to AC.

Tactical Offense, Melee (Programming; Head): The automata is programmed with advanced knowledge about melee combat and offensive tactics. It receives a +2 racial bonus to melee attacks.

Tactical Offense, Ranged (Programming; Head): The automata is programmed with advanced knowledge about ranged combat and offensive tactics. It receives a +2 racial bonus to ranged attacks.

Greater Customizations

These customizations are available at 12th level. All cost 8 CP and 16,000 gp.

Arcane Sigil, Greater (Utility; Hand): The automata has a series of complex runes etched into the palm of its hand. It gains one of the following spell-like abilities, usable 3 times per day. The caster level is equal to the automata's character level. Choose from: *blur*, *glitterdust*, *scorching ray*, or *wind wall*. The DC of this ability is Intelligence based.

Tactical Defense, Advanced (Programming; Head): The automata is programmed with advanced knowledge about combat and defense tactics. It receives a +3 dodge bonus to AC.

Tactical Offense, Advanced Melee (Programming; Head): The automata is programmed with advanced knowledge about melee combat and offensive tactics. It receives a +3 racial bonus to melee attacks.

Tactical Offense, Advnaced Ranged (Programming; Head): The automata is programmed with advanced knowledge about ranged combat and offensive tactics.

The Awakened

While many automatons work fields, load dragonships, or patrol the borders of the City-States of Vallinar, only a few do so as willing, awakened participants. This fact often divides the Automata. The Awakened are few, and many view the use of their sleeping brothers as little more than slavery, a condition that they would see reversed. However, in many places (this is especially true in the City-States of Vallinar), the process of awakening constructs of any sort is officially illegal, a fact that further frustrates those Automata that view sentience as a gift to be spread far and wide. While the choice to spread this gift does not come to every Automata, it comes to some, a whisper that echoes between old gears or among odd allies.

Height and Weight

Race	Base Height	Base Weight		Weight Multiplier
Eir model	6'0"	105 lbs.	1d4	x 5 lbs.
Gondül model	3'6"	120 lbs.	1d6	x 3 lbs.
Skuld model	5'6"	225 lbs.	1d4	x 3 lbs.
Sigrún model	7'6"	350 lbs.	2d6	x 6 lbs.

The Clockwork Elves— The Forsaken

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 Quiescence* 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 Sils—and lacking the resources or ability to create new ones, the ælves began to whither 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 is 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 "the curse." This condition is nothing less than full-fledged albinism, complete with pink to purple colored eyes and an accompanying sensitivity to light.

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 has parents—even though only a single clockwork elf is responsible

Image based on backer C. M. Cunningham

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.

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.

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 found 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 and 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.

Names

Male Asrynn, Ferrok, Justynn, Mannyn, Prikyll, Renthrysk, Shent

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

Family Clocker, Clockwright, Droggman, Gearsmith, Steamsmith, Tinkerer, Widget, Zeallous.

Racial Traits

Clockwork elves rarely divide themselves, but when they do, it is because one among their kind was born with the curse, which they call 'The Cursed' or 'The Ashen.' The racial traits for both types follow.

Clockwork Elves

Called "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. One of the older races on Midgard, the clockwork elves share more in common with their dwarven allies than they do their ælven brothers and sisters. Although they are mortal, clockwork elves still live longer than most humans.

+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

Clockwork elves Racial & Cultural Assumptions

- Lady Y'Draah was both a prophet and a visionary, something the dwarves understood innately and something the ælves—in their arrogance—ignored. The only way to win Ragnarök is to finish what she started.
- Immortality has dulled ælven' senses, making them weak and unprepared for the horrors that will come with Ragnarök. While it is honorable to be tolerant to others, too much tolerance weakens a people. The clockwork elves know and embrace this simple fact.
- The mind should be exalted and, where possible, refined. Logic, math, magic, and reason should be the benchmarks of a positive, constructive society. Those who embrace nature have their place, but it should always in balance with those who embrace progress—anything else is the great movement backward.
- Life can be created and the Automata are proof of that fact. The soul is its own entity and can exist apart from the natural body. Those who can bind it in metal shells are wise, indeed.

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 +2 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 -2 penalty to caster level checks (to overcome spell resistance) and a -2 penalty to spell DCs. Additionally, clockwork elves suffer a -4 penalty on all Charisma-based skill checks that involve natural creatures (like animals) or their allies (like druids).

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 any of the common tongues.

Alternate Racial Traits

Ironworks Expert Although most clockwork elves have an affinity for the clockworks from which they draw their names, a few favor their dwarven allies, both in temperament and interests. These clockwork elves gain a +2 racial bonus to Craft (armor) and Craft (weapons) skill checks. This racial trait replaces the elven ingenuity racial trait.

The Ashen

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. Unlike normal clockwork elves, The Ashen enjoy a strange affinity with the shadows, leading some to believe they have ties to Nachtland.

+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 Clockwork elves have a weak connection to nature. When casting spells from the druid or ranger spell lists, clockwork elves suffer a -2 penalty to caster level checks (to overcome spell resistance) and a -2 penalty to spell DCs. Additionally, clockwork elves suffer a -4 penalty on all Charisma-based skill checks that involve natural creatures (like animals) or their allies (like druids).

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 any of the common tongues.

Alternate Racial Traits

Heart of Fire While most ashen elves are quick, both to act and with a blade, a select few ashen elves manifest magical talents that more than make up for their lack of celerity. Ash elves with this racial trait are treated as one level higher when casting spells with the fire descriptor. Additionally, ash elves with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*burning hands*, *flare*, *produce flame*, and *spark*. The caster level for these spells is equal to the ash elves character level; the DCs are Charisma-based. This racial trait replaces the racial traits quick and subtle striker.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Clockwork elf, female	5'6"	105 lbs.	1d6	x 3 lbs.
Clockwork elf, male	5'3"	120 lbs.	1d8	x 4 lbs.

Nature's Curse

Clockwork elves, much like the Automata, suffer from a stigma that they cannot control, a taint in their blood and on their skin that repels creatures of the natural world, as well as those with strong bonds to nature. While the Automata have come to accept this as the direct result of being sentient machines, many clockwork elves have not. Unable to escape this curse, but willing to face it, some clockwork elves seek out natural animals, hoping to overcome these stigmas by earning true friends in nature. Although a few do succeed, far more quit with disappointed hearts, knowing that much of the natural world and its inhabitants will always reject them.

The Dwarves—The stone-touched

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 Yggdrasil, the Great 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 the 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 out into the darkness, into the 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 sacred 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 the Old Gods whom they love.

Image based on backer K. Jensen

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 have red or blond hair. Unique to clan Runesinger is the tradition of facial tattoos. Warriors of both genders depict, in stylized form, their greatest victories and defeats as intricately interlocking, angular tattoos. 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.

Dwarven Racial & Cultural Assumptions

- Seek the runes! More than any other race, the dwarves know that the Old Gods—their beloved *Æssinyr*—have buried their divine secrets deep in the lands of Midgard for them to discover. They are honor bound to seek them out.
- Although long-lived, every dwarf eventually succumbs to the stone-touch. Although some view this as a curse, the wise dwarf knows that this is a mark of wisdom, one that few can claim.
- Immortality has dulled ælven' senses, making them weak and unprepared for the horrors that will come with Ragnarök. While it is honorable to be tolerant to others, too much tolerance weakens a people. The clockwork elves know and embrace this simple fact.
- The mind should be exalted and, where possible, refined. Logic, math, magic, and reason should be the benchmarks of a positive, constructive society. Those who embrace nature have their place, but it should always in balance with those who embrace progress—anything else is the great movement backward.
- Life can be created and the Automata are proof of that fact. The soul is its own entity and can exist apart from the natural body. Those who can bind it in metal shells are wise, indeed.

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.

Dwarven society, long unchanged through many generations, is now undergoing more rapid development. Driven by Clan Hammerfall, boomtowns and mining settlements are 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 .

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 gjallarhorn (whom the dwarves call "The Fetch Bound") find their callings openly accepted in dwarven society.

Names

Male Ash, Bjorn, Gnorri, Hárjick, Lórthrinn, Odlfrethur, Salgárd, or Valgeir

Female Abela, Aslaug, Dathina, Elna, Njála, Rósanna, or Yia

Clan Blackstone, Forgefire, Hammerfall, Redwall, Runesinger, Watchwarden

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, are three sets of dwarven racial traits, each emphasizing a different dwarven clan.

Image based on backer A. Lotton

Clan Redwall—Those Who Watch

These dwarves are born warriors, 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

While others cloak themselves in honeyed word, Clan Redwall knows that only through a disciplined and realistic approach can any hope to win Ragnarök.

Type humanoid (dwarf)

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

Snow n' Steady 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 member of Clan Redwall 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.

Ironworks Expert The dwarves of Clan Redwall have a long history of crafting weapons of war. These dwarves gain a +2 racial bonus to Craft (armor) and Craft (weapons) skill checks.

Unbreakable Although most dwarves are resolute and fearless, Clan Redwall prides itself on its tenacity. Members of this clan are capable of fighting on despite wounds that would incapacitate the more fragile races. Members of Clan Redwall do not fall unconscious upon reaching zero hit points. Instead they become staggered, and begin to lose one hit point per round. They still die when their hit points reach a negative amount equal to their Constitution score.

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

Languages Dwarves of Clan Redwall begin play speaking Low Dwarven and Low Common. A dwarf with a high Intelligence score can choose bonus languages from any of the common tongues.

Alternate Racial Traits

Stone-touched Unlike most dwarves, some dwarves succumb to the stone-touch early in life. When they do, their skin takes on a grey, rock-like quality that grants a +2 natural armor bonus, as well as a +2 racial bonus to Stealth skill checks while in rocky or subterranean environments. Moreover, dwarves generally defer to dwarves with the stone-touch with a degree of respect, granting these dwarves a +2 racial bonus on all Diplomacy skill checks (with other dwarves). This racial trait replaces the hardy and stability racial traits.

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.

Although Clan Hammerfall has its own history and traditions, it is far less militant than many of the other dwarven clans. The members of Clan Hammerfall are craftsmen, inventors, traders, and smiths by trade, focusing their collective efforts on supporting the expanding war effort. Unlike many of the other clans, Clan Hammerfall specializes in alchemy and gardening, two skills that it has married together in its home in Union City—at the Hanging Gardens of Clan Hammerfall.

+2 Constitution, +2 Intelligence, -2 Wisdom

Although they occasionally lack the resolve of other clans, members of Clan Hammerfall tend to be as resilient as they are resourceful.

Type humanoid (dwarf)
Medium Dwarves are Medium creatures that have no bonuses or penalties due to their size.
Snow n' Steady 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 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.
Languages Dwarves of Clan Hammerfall begin play speaking Low Dwarven and High Dwarven. A dwarf with a high Intelligence score can choose bonus languages from any of the common tongues.

Alternate Racial Traits

Stone-touched Unlike most dwarves, some dwarves succumb to the stone-touch early in life. When they do, their skin takes on a grey, rock-like quality that grants a +2 natural armor bonus, as well as a +2 racial bonus to Stealth skill checks while in rocky or subterranean environments. Moreover, dwarves generally defer to dwarves with the stone-touch with a degree of respect, granting these dwarves a +2 racial bonus on all Diplomacy skill checks (with other dwarves). This racial trait replaces the hardy and stability racial traits.

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 Æessynir, and remember the long histories of the Halls.

Sometimes known as the Sunless Servants, members of Clan Runesinger spend a great deal of time under the mountain—carving runes, creating runestones, and singing the rune-poems that make them famous. A passionate clan, many members swear oaths to the runes, which they believe are all hidden under the

Story Seed: *Gallery of Secrets*

A group of raiders has begun attacking various dwarven warrens, using old and often forgotten tunnels to steal supplies, ore, rod stock, even powder. The characters are tasked with capturing a prisoner in a prepared ambush. With the captive interrogated, the clan learns the thieves discovered a cavern full of dwarven statues, and after their adept spoke with one, the thieves realized they'd found a hall of transformed stone-touched. Conversing with the lonely statues, they learned how to raid the warrens and have begun this crime spree. Now the characters need to make their way to this hidden gallery and secure it for the community from the interlopers who are exploiting it

mountain. Many spend their lives in its sunless depths, mining and exploring, hoping to one day uncover all of the runes the Old Gods hid in the deep earth.

+2 Constitution, +2 Wisdom, -2 Charisma

Members of Clan Runesinger tend to be as resilient as they are wise, even if they are less than diplomatic than most.

Type humanoid (dwarf)
Medium Dwarves are Medium creatures that have no bonuses or penalties due to their size
Snow n' Steady 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.
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 the dwarven's character level; the DC for this spell is Wisdom-based.
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.
Languages Dwarves of Clan Runesinger begin play speaking Low Dwarven and High Dwarven. A dwarf with a high Intelligence score can choose bonus languages from any of the common tongues.

Alternate Racial Traits

stone-touched Unlike most dwarves, some dwarves succumb to the stone-touch early in life. When they do, their skin takes on a grey, rock-like quality that grants a +2 natural armor bonus, as well as a +2 racial bonus to Stealth skill checks while in rocky or subterranean environments. Moreover, dwarves generally defer to dwarves with the stone-touch with a degree of respect, granting these dwarves a +2 racial bonus on all Diplomacy skill checks (with other dwarves). This racial trait replaces the hardy and stability racial traits.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Dwarf, female	3'3"	85 lbs.	2d4	x 5 lbs.
Dwarf, male	3'6"	100 lbs.	2d6	x 7 lbs.

Ragnarök—The Great War to Come

The dwarves, more than any other race, have been preparing for Ragnarök. In fact, upon realizing that their efforts in building the Clockwork Gate were subverted (resulting in the Ragnarök Clock) by the Thrall Lords' infernal influence, the dwarves have made it their lives' work to win the final day—earning honor and prestige in the lands in and beyond Midgard. While many dwarves approach this as a martial endeavor, dwarven clerics and *Vitkarr* alike realize the celestial impact that Ragnarök will truly have and to their best in guiding the various clans in preparing for what they all know to be the most important battle of their collective lives. To this extent, the dwarves live very structured and martial lives, with discipline and military strength at the fore of everything they do. Every invention, every innovation, and every tradition that the dwarves bring into being has a military application or connection. There is little that the dwarves do that doesn't serve their final goal—a robust and total victory against those who would cast down the Old Gods.

The stone-touch

Unique to the dwarves is a condition known as 'the stone-touch,' which is met with a mixture of both awe and fear. Most dwarves, especially those who have reached their middle years, view this condition with awe and reverence, assigning those who display it a special honor in their halls and at their tables. Many dwarves believe that the Old Gods have blessed those who have been 'touched by stone,' preserving them against the effects of time, that they might awaken, refreshed and strong, on the eve of Ragnarök to join their brothers and sisters in the final, great battle. Others, especially those who have started to succumb to the effects of the stone touch, are not always so sure. For everything the dwarves believe about the stone touch, there are more things they simply do not know. What they do know, however, is this—those who succumb to the stone touch live shorter lives, hardening over time and generally, by the time they reach the end of their middle years, wandering off into the deep to complete their transformation. These dwarves are indistinguishable from normal statues and many, especially those who accept this fate as a mark of divine honor, position themselves as guards in their beloved halls, watching over the living and the dead alike. Whether they will awaken on the eve of Ragnarök or not is still a debate that is whispered in dwarven halls, but for those who are 'touched by stone,' one thing is sure—they will live much shorter lives than those around them.

Gun Priests & Storm Shepherds

While every race in Rhune has champions, none are so renowned as the dwarves—whose gun priests and Storm Shepherds have changed the very face of the South. The gun priests, whose lineage is long and distinct, are a lot whose very presence has changed how battles are fought in the South, both in and outside of the various City-States. While the sacred shield wall still rules the day, these men and women have changed how, where, and when it is

deployed. In fact, over the last two decades, Clan Redwall has started training whole companies of soldiers to work around and alongside these individuals.

The Storm Shepherds (who are sometimes called Storm Stewards) have earned equal placement in the ranks of those who call the South their home. A rare sect of dwarven druids, these individuals are responsible for calling down the lightning that powers the City-States of Vallinar. Some even murmur that when Ragnarök comes, these druids will turn their great storm engines against the Thrall Lords and their servants, channeling the wrath of the sky itself against those who would tear down the Old Gods.

The Glitterfane—The Redeemed & Reborn

The glitterfane are the youngest race of Rhune. The goddess Alnara created them before the birth of most living men, but the dwarves remember their first arrival, as do the immortal ælves—even if they consider such an event a brief moment in history. In the two short centuries since their transformation from their goblin forebears in 299 YUR, this nascent race has accomplished many great deeds. They have settled the Glittering Isle, built the glittering towers from which the isle draws its name, and have since spread Alnara's missionaries long and wide across the civilized lands of Midgard. Now they are, if few in number, a common sight in the City-States of Vallinar, welcomed for their prowess at healing and their unstinting service to the communities they call home.

Physical

The glitterfane retain the small stature of their goblin predecessors, but are otherwise filtered and refined by Alnara's gifts. Where goblins slouch and leer, glitterfane tread lightly or float on gossamer wings. They have pale delicate skin and refined features well suited to expressing joy, laughter or gratitude, and their voices are high and tuneful.

Glitterfane do not reproduce in the same way as men or dwarves. When Alnara raised the first glitterfane from their goblin ancestors, she divorced their souls from the normal progression of birth and death. Her divine mercy refined their souls, creating a new race with a limited pool of underlying souls. When a glitterfane dies their soul returns to Alnara and after a short wait, is reborn in a new adult body that appears in the amethyst geodes of the Crystal Temple. The only way that the race increases in number is when a goblin, through contact with a missionary, purifies itself and gains Alnara's favor. This happens rarely, but represents a constant trickle of new glitterfane joining the community. Existing glitterfane call these newcomers the Redeemed and welcome them as lost children. Over the succeeding cycles of life and rebirth the Redeemed become more and more like their Reborn brethren.

Society

Glitterfane communities share tight bonds—combining their religious, philosophical, cultural views into a way of life that celebrates the abiding love of their beloved goddess, Alnara. Because of their small numbers, the glitterfane are able to make most decisions through consensus, and in general, they require no laws, courts, or a standing guard (a role that some ælves fill for them). Some glitterfane feel called to arbitrate or advise in difficult situations, and when they do, these individuals train to join the Peacebound. The only martial group among the glitterfane, the Peacebound specialize non-violent conflict resolution. Should violence turn their way, the Peacebound often turn to their ælven allies, who make a point of defending glitterfane settlements against those who would tear down Alnara's favored children.

Relations

Because of their origins, the glitterfane are the most tolerant of races. While others may think them naïve and even distrust their intentions, the glitterfane make a point of never returning those feelings, choosing instead to embrace the hope for harmony, compassion, and love.

Alignment and Religion

Although the glitterfane honor all of the *Æssinyr*, they all hold a special place in their hearts for Alnara. Most become her servants, acting as clerics, lay priests, missionaries and oracles. By their nature, the glitterfane are good. Most lean toward tolerance and neutrality, although all understand the need for justice and laws. The glitterfane do not have a complex system of rules or regulations to guide their

fledgling society. Rather, each glitterfane pursues their understanding of their core philosophy—the Threefold Path of Peace. While each glitterfane must find his or her own way along the path, all embrace its three central tenets.

First Tenet "Do not fight the other; instead light the darkness in yourself. This is love."

Second Tenet "Do not judge the other; instead be the mirror of their soul. This is compassion."

Third Tenet "Do not control the other; instead walk Alnara's path yourself. This is harmony."

> *"The Path of Peace emanates from light, which is love, from warmth, which is compassion, and from their union, which is the harmony of all things under the Æssinyr. It reflects the beauty of Alnara's Gift to us, her children. Foster peace in your life, apply the Path to all you encounter, and obstacles will fade away like dreams, while enemies will reveal themselves to be what they truly are—stepping stones on your path to the final rebirth."*
>
> ***—Shaitel Kinden, glitterfane oracle and teacher***

The glitterfane believe that their lives are gifts from Alnara, her plan to heal a realm sick from war. They seek to cure the world of violence and despair. To them, sickness and violence arise from the same root cause—the rebellion of the Thrall Lords against the *Æssinyr*. The Thrall Lords, they teach, forgot that all life emanates from one source. In taking slaves, they in fact enslaved themselves, binding themselves to an endless cycle of conflict. In warring with the children of the Old Gods, they inflict greater wounds on themselves.

Adventuring

Few glitterfane adventure, and when they do, it is ultimately in the service of the Queen of Mercy. Some form bonds of mutual aid with adventuring groups, especially if they are champions for good. Most glitterfane who travel with adventurers are clerics, bards or oracles. These classes most easily allow the glitterfane to contribute with healing, spells, and morale while respecting the Threefold Path of Peace. Some may employ illusions and enchantments—becoming wizards or sorcerers. Some glitterfane are reborn with the ability summon one of Alnara's divine warriors to defend them. These glitterfane become gjallarhorn and though their use of indirect violence is controversial, Alnara has not made her displeasure known. A select few glitterfane take up martial paths, as magi and monks. These peace-loving warriors risk their very status as glitterfane, straying close to the edge of violence while struggling to remain on the Threefold Path.

Names

Male Ardwell, Braen, Kegan, Lorne, and Tristan

Female Breigh, Caitell, Leighha, Morgynn, Shai, and Vella

Family Dawn, Kyndle, Lightwell, Luxe, and Spring

Racial Traits

Glitterfane characters may vary, but their racial traits are tied to whether they are one of the Reborn or one of the newly Redeemed. Their racial traits follow.

The Reborn—The Lady's Gift

These glitterfane are the elders of their race, the very first to embrace Alnara's path and accept her gift of eternal peace and mercy. Because they have reincarnated

Glitterfane Racial & Cultural Assumptions

- The Threefold Path is Alnara's Path. Each glitterfane should meditate on this, since it is this path that gave birth to them as a people.
- Life is sacred and should never be wantonly cast aside. Where possible, seek diplomacy and tolerance, especially if someone's intent might be hard to discern.
- Although others are loyal and quick to defend the glitterfane, they realize that a life drenched in the blood of others breeds a darkness that can destroy even the best of men or ælves. Therefor, the glitterfane are cautioned against relying overmuch on others, in peace or war.
- Alnara's grace extends to all those who would seek her mercy. All of those who embrace her way will surely be saved the misery of Ragnarök, embraced by the goddess on the eve of Ragnarök.
- One of the fundamental disagreements within glitterfane society concerns the ultimate fate of the Thrall Lords. Most believe that the *Æssinyr* will defeat the giants at Ragnarök, sometime after Alnara gathers the glitterfane to the safety of her side. Others believe that even the Thrall Lords may be redeemed, and even preach that this is the glitterfane's greatest purpose, and the reason that Alnara saved them. They wish to teach even the fallen giants the ways of love, compassion and harmony and dare to dream of a world altogether without war, fear, or the threat of Ragnarök.

The Power of the Mind

Psionics are not a regular part of Rhune, but shouldn't be ruled out as an option—especially if players feel a strong pull toward those mechanics. If psionics are included in a campaign set in Rhune, they should be rare and viewed as a strange type of sorcery that few people understand. In short, they should be feared. If they are included, powers that target individuals or monsters should be treated as their arcane equivalents. This places most psionics in the same school as mind-affecting effects, enchantments and charms, and similar abilities. If you are using psionics, you should review Chapter 4 of Dreamscarred Press's *Ultimate Psionics* and consider the variant rule for semi-transparency. Some GMs might also consider the runes as an alternative source for psionics, as well.

many times, their souls bear the mark of their peaceful tenacity, making them the most meditative and reflective of all their kind. With each rebirth they become more attuned to Alnara's divine peace, their souls growing further from their bestial origins.

+2 Dexterity, +2 Wisdom, -2 Constitution

Reborn glitterfane are nimble and wise, but lack the tenacity of most races.

Type fey (reborn)
Small Glitterfane are Small creatures. They gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a—1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
Gliders Glitterfane have a base ground speed of 20. Additionally, these glitterfane possess small, gossamer wings and can make Fly skill checks (DC 15) to fall safely from any height without taking falling damage, as if using the spell *feather fall*. When falling safely, a glitterfane may make an additional Fly skill check (DC 15) to glide, moving 5 feet laterally for every 20 feet she falls.
Low Light Vision Glitterfane can see twice as far as humans in conditions of dim light.
Alnara's Gift Glitterfane with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*detect magic*, *detect poison*, *resistance* and *stabilize*. The caster level for this spell-like ability is equal to the glitterfane's character level; the DC for this spell is Charisma-based.
Touch of Illusion Glitterfane receive a +2 racial saving throw bonus against illusion spells or effects. In addition, glitterfane who cast spells from the school of Illusion add a +1 to the DC of those spells.
Languages Glitterfane begin play speaking Low Common and Glittertongue. A glitterfane with high Intelligence scores can choose from any of the common tongues.

The Redeemed—The Lady's Newest

Goblins (as well as other thrallbound races) who take up Alnara's Threefold Path of Peace and who pass the goddess's tests are transformed—remade in the goddess's image—become The Redeemed. These newly transformed individuals have strong personalities, and in their own way, radiate the true grace and power of Alnara's transformative authority.

+2 Dexterity, +2 Charisma, -2 Wisdom

Redeemed glitterfane are affable and nimble, but lack the prudence of their reborn brothers and sisters.

Type fey (reborn)
Small Glitterfane are Small creatures. They gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a—1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
Gliders Glitterfane have a base ground speed of 20. Additionally, these glitterfane possess small, gossamer wings and can make Fly skill checks (DC 15) to fall safely from any height without taking falling damage, as if using the spell *feather fall*. When falling safely, a glitterfane may make an additional Fly skill check (DC 15) to glide, moving 5 feet laterally for every 20 feet she falls.
Low Light Vision Glitterfane can see twice as far as humans in conditions of dim light.
Alnara's Protection Glitterfane with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*protection from evil* and *sanctuary*. The caster level for this spell-like ability is equal to the glitterfane's character level; the DC for this spell is Charisma-based.
Dream Touched Glitterfane retain a lingering sense of Alnara's intent for their path. Once a month, or at the GM's discretion, they may receive divine guidance in a dream. The precise form of the dream varies but it always carries a sense of immense peace and hope. The message is usually non-verbal sense of approval or warning about a single course of action that the glitterfane is considering or has recently embarked upon. Occasionally, a glitterfane may receive a short message of up to ten words in their dream.
Languages Glitterfane begin play speaking Low Common and Glittertongue. A glitterfane with high Intelligence scores can choose from any of the common tongues.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Glitterfane, female	2'6"	30 lbs.	1d4	x 2 lbs.
Glitterfane, male	2'6"	31 lbs.	1d4	x 3 lbs.

Glitterfane Path Abilities

In addition to their racial traits, each glitterfane character selects a racial trait that is connected to Alnara's Threefold Path of Peace. This represents the focus of their study and understanding about Alnara's teaching. At character creation, select one of the following abilities as a racial trait.

The Path of Love

"Do not fight the other; instead light the darkness in yourself. This is love."

Healing Touch Glitterfane who choose the path of compassion become natural healers and receive a +3 racial bonus to all Heal skill checks. In addition, whenever a glitterfane casts a spell with the healing descriptor or channels positive energy to heal others, she also heals her targets a number of hit points equal to her Charisma modifier. Glitterfane on the Path of Love may not take the feat Selective Channeling.

The Path of Compassion

"Do not judge the other; instead be the mirror of their soul. This is compassion."

Merciful Magic Glitterfane who choose the path of compassion gain the ability to naturally weave spells that knock their foes out instead of killing them outright. Spells cast by a glitterfane on the path of compassion automatically inflict non-lethal damage, targeting their foes minds instead of their bodies. These spells are treated as illusions (shadows). Targets that are immune to mind-affecting effects take only 20% damage from a glitterfane's spells.

The Path of Harmony

"Do not control the other; instead walk Alnara's path yourself. This is harmony."

Calming Presence Glitterfane who choose the path of harmony gain the ability to persuade others with greater ease and receive a +3 racial bonus to Diplomacy skill checks. In addition, glitterfane on this path gain the following spell-like abilities: 1/day—*calm emotions*. The caster level for this spell-like ability is equal to the glitterfane's character level; the DC for this spell is Charisma-based.

Missionary Healers

Although the glitterfane are pacifists and healers, they are missionaries first and foremost—individuals who travel throughout Midgard (and in some cases, into the realms beyond) to bring Alnara's message of mercy and peace to those who will hear it. These missionaries understand Ragnarök is coming, and intend to save as many lives as possible.

Against the Unnatural

As a people, the glitterfane embrace pacificism and nonviolence. While they always look for peaceful ways to resolve conflicts, they are not forbidden to defend themselves, especially when fleeing the field of battle is not an option. More to the point, few glitterfane would ever use this as a justification to go on the offensive. However, there is a single exception to their pacificism. All glitterfane are permitted, should the undead ever threaten them, to channel Alnara's light (channel positive energy) to damage and destroy the undead. For them, this is considered an act of mercy and is in no way an offensive action.

Optional Rule—Falling from Grace

Lifted from the darkness by Alnara's grace, all glitterfane know the fate that awaits them if they stray from Alnara's path. Elders tell cautionary tales of a slow, agonizing slide into bestial rage and the loss of reason, conscience, and compassion. Eventually the fallen one becomes no longer glitterfane at all, becoming twisted mockeries of their original forms.

Any contact with violence may stain a glitterfane's soul, moving them away from Alnara's Path towards this fate. Direct acts of violence carry the most risk, and deliberately causing the death of another sentient, living creature can make the glitterfane fall instantly.

Once each day if a glitterfane has been involved—even peripherally—in violence, check the table below. Depending on the violence involved, the glitterfane must succeed at a Will save or suffer the consequences described.

Act	Will DC	Consequence
Directly participate in violent encounter without attempting diplomacy first or by purposely dealing lethal damage to a sentient creature.	10	**Minor stain**—requires minor purification ritual to remove. Three minor stains become one major stain.
Deliberately deal ability damage to a sentient creature, either through direct (melee or magical) actions or through indirect means (by traps or poisons).	20	**Major stain**—requires major purification ritual to remove. Three major stains lead to Fallen.
Deliberately kill a sentient creature.	30	**Fallen**

Minor purification ritual Thirty-minute ceremony of meditation and cleansing using water from a consecrated chalice.

Major purification ritual Two-hour ceremony requiring 250 gp worth of rare incense and gemstones or the casting of an *atonement* spell.

The Fallen

Not all of the glitterfane who embrace Alnara's Path of Peace have the tenacity and willpower to maintain her pacifist commandments. Some glitterfane (normally from among the Redeemed) fail, and when they do, they revert to type—becoming twisted, misshapen versions of their former selves. While many of these fallen creatures are goblins (or other Thrall-bound races), some come from other, sentient races. Some of these individuals may even be individuals from the good races (like dwarves or humans). Upon falling from Alnara's graceful path, these individuals also revert to their original race, but in doing so, come back "stained," forever marked by the goddess for their transgression. While these stains might be anything the goddess sees fit, most are scars or other deformities—physical marks that are very hard to hide.

A fallen glitterfane loses all racial traits, abilities, modifiers and bonuses. They gain the following racial modifiers to their statistics: +2 Dex,—2 Wis, -2 Cha. Their eyes turn red and they gain *darkvision* 60 ft. Their body warps and twists and their gossamer wings hang limply at their sides. While aspects of their previous personality survive, they are overwhelmed by waves of paranoia, rage, and contempt. They also lose any class abilities or powers that depend on a divine connection to the gods, such as divine spellcasting and channeling.

The Humans—The Honor-Bound

Although they are sometimes called one of the younger races, humans have been walking the branches of Yggdrasil for centuries, dating back to the very first days of the Age of Progress. These humans first appeared on the shores of Oracle Lake, in the lands east of Ælveheim. Since this time, mankind has spread like wildfire, settling the East and onward, going so far as to explore the lands far beyond the known realms. While this expansion took place quickly, the elder races—preoccupied with their own concerns—did little to check human progress. For the dwarves, who were already focused on preparing themselves for the Great War to come, this expansion suited them. The ælves, however, saw this as a problem and later in the Age of Progress, began to push back against this expansion—although many among them say it is clearly too late. What both races can say is this; humans are a hasty and ambitious race. Moreover, humans are keenly aware of their short lifespans and, unlike those born early in the Age of Myth, possess a sense of urgency that marks them as true innovators.

Physical

The people of Midgard sport a wide array of appearances and looks, changing in accordance with their environment and heritage. In the distant North, most people have pale skin and flaxen hair, with eye colors that range from the color of the sea to the rich purples of early dusk. In the South, the range and complexity of humanity's hues increases, including darker, richer tones. This is especially true in the realms beyond, where humans have appearances that often match the branches of Yggdrasil they call home. In Nachtland, for instance, many humans have pallid skin tones that all but shine against their ebon hair. By contrast, the humans of Thodheim generally have ruddy, almost reddish skin tones and hair the color of ancient wood.

Society

In Rhune, human societies are as divided as the regions they live in. This is especially true in the South. In the lands west of the City-States of Vallinar, especially as you move closer to Ælveheim, humans tend to embrace rural, hunter-gatherer lifestyles. These bucolic humans cut small settlements from the lands around them, but otherwise leave the lands around them in relative peace. These humans have large families or clans, bestowing their loyalty to those with the strength and honor to keep them safe against the darkest parts of the night. As one moves east into the City-States of Vallinar, these clans and families decrease in number, but increase

in size. The various Trade Families are a perfect example of this. While some no longer view them as proper clans (in the lands west of the Old Holds, they are sometimes referred to as the 'hollow clans'), their overall social structure behaves in much the same manner.

In the North, where the Thrall Lords rule, humans gather in massive, roving bands that resemble tribes. These tribes frequently feature a single, strong leader for a season or two, with leadership changing hands frequently as the old leader is overthrown, poisoned, or otherwise killed. These violent uprisings are frequent and encouraged, especially by the clerics of the Thrall Lords, who encourage the strongest leaders to rise to the fore of their society. While outwardly chaotic and evil in their social approach, some of these tribes can be as cold and calculating as the Thrall Lords themselves. In the North, the human tribes favor strength over honor, brutality over grace, and slavery over freedom. For these humans, the laws of the cold, wild North trump anything organized by man.

Relations

In Rhune, human relations span the racial spectrum and many groups align themselves to those races with which they share lands, ideologies, and even gods. Although there are strained relations in many places, the rocky relationship that outshines all others is the one the humans share with the Automata, who they once lorded over (and in some remote places, still do). In some cities, there is still tension between the two races and the wounds inflicted during the Summer of Flames are slow to close.

Alignment and Religion

Humanity has numerous religions and humans are as likely to worship one god as they are the next. In the North (and in secret cults in the South), many humans worship the Thrall Lords, casting off civility in favor of the law of the wild—which yields to none but the strongest. For these humans, life is cheap, short, and violent. Few humans in the North walk paths that could be called good, and most fully embrace the darkness that beckons to their souls.

In the South, however, the *Æssinyr*—the Old Gods—still reign and many of their followers are humans. Those who follow the Old Gods tend to walk the path of light, keeping their words and deeds at the fore of their thoughts. While this is not universal among all humans (and the Order of the Black Word is a shining example of this), it tends to be true for most.

Adventuring

Humans are clannish, superstitious, and distrustful, especially of those who choose to become 'adventurers.' While many heroes arise out of great need, either to defend family and clan, or to best a foe, most of these noble warriors return to their halls when such tasks are complete. Those who do not, however, are an odd lot and their fellows are quick to remind them of that fact. While some wanderers are noble, heroic individuals, their numbers are small. Far more of these wanderers are bandits, thieves, or worse and it is not uncommon for a jarl or chieftain to close his halls to 'adventurers,' lest he invite the likes of those into his hall. Those few who do win great fame, however, are welcomed and celebrated across Midgard—a fact that infuses the dreams of many young men and women.

Names

Male Fjallar, Gerth, Harn, Jan, Magnus, and Sebjørn

Female Alsine, Cara, Erikka, Lova, Nordine, and Yana

Family Austri, Fulnir, Helheimr, Jord, Litr, and Svafa

Human Racial & Cultural Assumptions

- Humans are a young, ambitious race. While some humans are emotional and quick to anger, the importance of honor in the southern lands checks much of their recklessness. In the North, humans are violent and bestial.
- Some human clans, especially in remote areas, take on otherworldly patrons. These 'little gods' (who are also known as 'ladies of fate') are known as the dãsir and are capable of bestowing boons upon those whom they favor. Many human clans have such patrons whom they honor aside the Old Gods.
- Although they have short lives, humans tend to have large families and clans. They place a lot of value on these groups, often valuing the clan and family over the individual.
- Honor is an essential part of the human experience and most individuals guard their honor with their lives. Many humans believe they may only pass into the Hallowed Halls by achieving great honor in their lives. This is especially true in the South.
- In the South, humans celebrate the idea of an honorable death in battle against their enemies, which most view as the ultimate sacrifice.

Racial Traits

Humans in Rhune start play with the racial traits presented in chapter 2 of *Pathfinder® Roleplaying Game Core Rulebook™*. The alternative racial traits for the Malaren are presented below.

The Malaren—The Long-Lived

A rare few humans claim a lineage that is both long and distinct, one that spans centuries that only the ælves and dwarves truly enjoy. While many write off such stories as myths and legends, a select few figures continue to appear in Rhune's long and storied history—guiding its collective evolution. These individuals are not myths and the immortal children of the first realm know this. These humans are known as the Malaren.

The Malaren are a group of humans whose reach spans the centuries, equaling that of the dwarves and even a select few ælves. These rare individuals, whose very blood lengthens their years, possess a keen and heightened insight that even the eldest of ælves begrudgingly acknowledges. Although many are known to possess great wisdom, others claim to have strange powers—powers that are neither arcane nor divine—that grant them dominion over Midgard and its lesser inhabitants.

+2 Constitution, +2 Wisdom

The Malaren are wise and tenacious.

Type humanoid (human)
Medium Malaren are Medium creatures that have no bonuses or penalties due to their size.
Normal Speed Malaren have a base speed of 30 ft.
Observant Malaren enjoy a +2 racial bonus to Perception and Sense Motive skill checks.
Wyrd-Blooded Malarens enjoy a strange control over the world around them. Malaren have the following spell-like abilities: 1/day—*command*, *enhanced diplomacy*, *guidance*, and *mage's hand*. The caster level for this spell-like ability is equal to the Malaren's character level; the DC for this spell is Charisma-based.
Weaving Pool Malarans begin play with a pool of weavings. This pool has a single weaving in it.
Languages Malaren begin play speaking High Common. Malaren with high Intelligence scores can choose from any of the common tongues.

Alternate Racial Traits

Mind-Touched A rare few Malaren display strange, alien powers that require only their concentration. These individuals are known as the mind-touched and begin play with the Wild Talent psionic feat. Additionally, whenever a Malaren takes a level in a favored class, they can select a power point in place of a hit point or skill point. This trait replaces the wyrd-blooded and weaving pool racial traits.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Malaran, female	4'6"	90 lbs.	2d10	x 5 lbs.
Malaran, male	4'11"	120 lbs.	2d10	x 5 lbs.

Jotünfolk—Descended from Death

In the Age of Myth, the blood of giants and their divine parents held enormous power, the energies so great that when left to sit in quantity, the deep crimson liquid formed into unbreakable rocks that came to be known as *jötunstones*. Impervious to steel and heavier than any man could move, they became odd fixtures of the landscape across Rhune—until the ælves activated the Ragnarök Clock.

Beneath the notice of man and wizard alike, the largest of these *jötunstones* began to change. These transformations were subtle and utterly imperceptible at first—it seemed that nature itself was resurging against the mythical workings of the Ragnarök Clock, sprouting larger trees and fatter game. Some saw the dangers for what they were, but too few heeded their warning. The men and women in settlements near truly prodigious *jötunstones* grew fat and strong from the veritable bounty from the land, so much so that word began to spread that the odd monuments were a sign of good fortune. They could not have been more wrong, and many find their ire for the Thrall Lords in the insidious misfortune begat by their long dead ancestors.

The skalds of Midgard recite morose ballads of the jötunfolks' inherited curse to this day, and the tale is one of their saddest. After decades of prosperity and fine harvests, the villages near these enormous *jötunstones* became towns bursting with men and women seeking prosperity. All seemed well and good for a time—before the first of the *Burðr Morðvíg*, the dreaded birth murders.

None claim to know anyone who's kin was present to witness a *Burðr Morðvíg*, but word of the tragedy spread across Midgard like wildfire. Healthy mothers, still carrying in the womb, saw their stomachs grow and expand to monstrous proportions, putting many to the bed before the actual birthing of their children. Not a one survived their ordeal, and each and every enormous child left their father a widower.

The people of Midgard vented their wrath on the gigantic *jötunstones*, but to no avail; the largest boulders were impervious to steel, magic, and strength. Once the envied rivals of civilization, all of the once burgeoning towns near *jötunstones* became ghost towns. These stones, once seen as boons to mankind, became known as *dreyrugr*—curse stones—the bane of the dead mothers of a generation. Now only the bravest men and women dare to tread near these cursed stones or the haunted, empty towns that once thrived around them.

The last *Burðr Morðvíg* was nearly a century ago but the tragedy has not fallen out of memory, and the jötunfolk still suffer for it. Many say that carrying the blood of the Thrall Lords has cursed their souls and poisoned their minds,

making the giant folk servants by the bond of kinship. While they may bear an obvious physical resemblance to the Thrall Lords, jötunfolk suffer none of the evil that suffuses their far-removed ancestors, but the people of Midgard mistrust them all the same.

There are, however, a few shining heroes who have arisen from the jötunfolk, huge warriors that have as much renown as they do strength. Unafraid of any more misfortune a *jötunstone* boulder might bring upon them, bands of jötunfolk adventurers began to investigate the huge mystical rocks. They found a curious thing—some among them could move and even destroy the accursed relics.

A giant-kin scholar—a true rarity—determined that those with a connection to one of the mammoth *dreyrugr*, whose blood ran with the same ancestral power, could affect it. Since then jötunfolk adventurers have crisscrossed Midgard, seeking out the colossal accursed stones to rid the realm of the pernicious remains of the Thrall Lords who perished early during the Age of Myth. Most of these prodigious warriors are sent by jarls or driven by a desire to prove their honor, but rumors speak of jötunfolk turned bitter and evil, gathering together massive *dreyrugr* for malicious intent.

The place of the jötunfolk in Rhune is as tumultuous as the disturbance their very presence often causes. Isolated settlements in the harshest territories of the realm are said to exist, places where the giant kin live peacefully among one another, but many disregard this as rumor. For the most part, the people of Rhune believe jötunfolk to still carry the curse of *Burðr Morðvíg* with them, unwelcome at best and fell enemies at worst.

Physical

The jötunfolk are easy to spot in a crowd—they tower over the other races of Rhune, never shorter than six feet tall. Broad of shoulder and arm, the giant kin have harsh jawlines and heads that match their proportions, uniformly larger than humanity in every way. All of a jötunfolk's armor, clothing, and equipment (from utensils to weapons) are made bigger than normal to accommodate their size.

Society

Ostracized and despised universally throughout the realms, jötunfolk are nomads and wanderers in Rhune. Quickly recognizable immediately after birth, some giant kin attempt to hide in larger settlements as adults in their youth but are always seen for what they truly are before too long. In the past few years' rumors of entire towns filled by jotünfolk have traveled the land, but few know of their true locations. The gossip is true—some isolated villages exist in the harshest territories of the Middle Court, but where exactly is a staunchly kept secret.

Relations

Of all the peoples of Rhune, few are seen as dishonorable and unwanted as the jötunfolk. Despite their prodigious value in combat where they cut down swathes of foes with brutal efficiency, the towering folk are shunned by one and all. Humans fear them, dwarves despise them, ælves mistrust them, and the aryandai watch them carefully, ever vigilant against the Thrall Lords. Clockwork elves look upon jötunfolk with regret, knowing that they ushered in their indentured pains, and the glitterfane show them some mercy but no race in Rhune sees the kind of outright prejudice and discrimination that the giant kin encounter every day.

Image based on backer R. Draughon

Jötunfolk Racial & Cultural Assumptions

- The jotünfolk carry the blood of the Thrall Lords and many claim they can feel it surging in their veins. Worst, some among them use this as a justification to take give in to their basest nature—a fact that only worsens their already low social standing.
- The curse of the *Burðr Morðvíg* still haunts the jötunfolk, and most outsiders shun them, fearing their touch might carry over—cursing a beloved daughter, wife, or sister.
- Although all people change over time, this is especially true of the jötunfolk, who change under very specific magical conditions—some of them even growing terrible claws and fangs.
- The jötunfolk are always hungry and everyone knows it. Worse, because many whisper they are secretly cannibals, most people fear to leave their young around the jötunfolk, fearing they will consume them.
- Jötünfolk are thought to be incapable of reading but in fact most are literate; few people are willing to associate with or talk to jotünfolk for any extended period of time, making the written word one of their only reliable sources of education about the world aside from experience.
- Common belief holds that jotünfolk are sterile. While it is rarely spoken of and couplings between jotünfolk and other races are as uncommon as public affection between them, they are fully capable of bearing offspring or conceiving with humanoids smaller than themselves (though fear of the *Burðr Morðvíg* frequently prevents it).

Alignment and Religion

The inherited traits of the Thrall Lords do not extend into the personal attitudes or morality of the towering folk directly, and jötunfolk may be of any alignment. Struggling with morality is something all giant kin deal with, caught between the responsibility of powerful physical gifts and the constant disapproval of the world around them. Among the pantheon of Rhune, Hothur the Golden Knight, Nayadia the Blue Maiden, and Velash the Even Handed are very popular with jötunfolk that identify with honorable conduct and battle. True loners and nature dwelling towering folk find solace and self-sacrifice in the worship of Oridynn the All-Father.

Adventuring

Jötunfolk are powerful warriors, at home in nature, suited to resist the harshest climates and brutally effective in combat. However, their severely reduced social status leaves many towering folk to lead isolated, nomadic lives. Some earn their keep and earn a measure of redemption in the eyes of the people of Rhune, but most jötunfolk are the indentured servants of greater lords.

Names

Male Names Bask, Hark, Jorg, Mikt, Tarth, Vynsk

Female Names Cydr, Eryns, Fyrda, Lor, Tyaina, Zyr

Last Ashrask, Icesjo, Skärr, Tveit, Vikkvigr

The Jötunfolk

These mysterious, ill-fated men and women began to appear long after the Ragnarök Clock began its momentous count. Jötunfolk are the unwanted, unintended children of the Thrall Lords; exposure to titanic *jötunstones* changed the first of these peoples in the womb, turning them into half-giants despised and distrusted across Rhune.

+2 Strength, +2 Constitution, -2 Charisma

Jötunfolk are physically gifted, strong and hardy from birth. The Towering Folk aren't as likable as the other races of Rhune, however.

Giant humanoid (giant)
Jötunform Jötunfolk are considered both humans and giants for any and all effects related to race. Additionally, whenever a jötunfolk is subject to spells or effects that directly alter their bodies (such as from *enlarge person*, *bull's strength*, and similar spells from the school of transmutation), they manifest additional, monstrous features—their teeth and fingernails lengthen, their veins bulge, and their bestial features become more pronounced—resulting in an additional -2 penalty to their Charisma scores while such effects remain in place.
Medium Jötunfolk can grow very tall (some as tall as nine feet), but are medium sized creatures. Although their physical build (see Towering Build, below) does impose some penalties, their space and reach remain those of medium-sized creatures.
Towering Build The prodigious size and build of a jötunfolk lets them function as if they were Large creatures. They gain a +1 bonus to CMB and CMD, can use weapons designed for Large creatures without penalty, and treat their carrying capacity as if they were Large creatures. Additionally, jötunfolk are considered Large creatures when determining how size-based attacks (such as swallow whole) or spell effects affect them. Because of their build, jötunfolk suffer a -1 penalty to their AC just like Large creatures.
Giant's Appetite The jötunfolks' prodigious size and demanding metabolism makes them extremely hungry and thirsty, forcing them to consume twice as much food and water as normal humans.
Normal Speed Jötunfolk have a base speed of 30 ft.
Low-Light Vision Jötunfolk can see twice as far as humans in conditions of dim light.
Intimidating Prowess Jötunfolk gain the Intimidating Prowess feat for free.
Thrallsoul Unlike many other races, the jötunfolk have a natural connection to the Thrall Lords, and as a result, have a much harder time creating bonds with the Old Gods or their celestial servants. When casting divine spells, jötunfolk suffer a -2 penalty to caster level checks and a -2 penalty to spell DCs. This penalty is ignored if the jötunfolk has a Thrall Lord patron who granted the divine spell.

Healer's Curse Although jötunfolk are living creatures, their strange connection to the Thrall Lords inhibits their ability to heal when exposed to positive energy. Whenever a jötunfolk is healed in such a manner, he halves the amount of healing received. This racial trait is ignored if the jötunfolk receives healing from a caster who receives spells from one of the Thrall Lords.

Languages Jötunfolk begin play speaking Giant and Low Common. Jötunfolk with high Intelligence scores can choose from any of the common tongues.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Jötunfolk, female	6'10"	235 lbs.	2d8	x 4 lbs.
Jötunfolk, male	7'1"	260 lbs.	2d10	x 5 lbs.

Dreyrugr Aura

The land surrounding a collected mass of raw jötunstones oftentimes takes on a variety of strange and otherworldly properties, some subtler and more obscure than others. Bizarre effects often emanate from a dreyrugr in a variable radius of 1d100 miles. These effects are strongly increased on each solstice, equinox and on certain other astrologically significant days, reaching twice as far. The effects are also strongly suppressed by burial or covering: each inch of soil, water, mundane stone or foliage laid atop a dreyrugr limits the range by one mile. In this way, areas intermittently fall in and out of the local jötunstones effect; storms, earthquakes, floods and other powerful natural occurrences can reveal or remove the effects. Some dreyrugr, of course, are more "stable" than others, and the area's size changes less drastically or not at all.

While the effects of a dreyrugr aura are at the GM's discretion, these are a few of the things one might cause to happen in the region around it:

- Honey made from bees in the area preserves food indefinitely.
- Wood taken from the area burns twice as bright, showing strange colors.
- Meat taken from the area is uncommonly sweet and delicious.
- Milk from goats in the area causes vivid, beautiful hallucinations.
- Bodily fluids such as sweat, tears, and blood turn inky black and leave grimy stains that do not wash away.
- The lifting capacity of all sentient creatures is doubled, although base Strength scores remain unchanged.
- All sentient creatures suffer a –10 penalty on Bluff checks.

CHAPTER 3

Classes of Rhune

Whether as shield maidens, berserkers, or Vitkarr*—the heroes of Rhune all walk strange, often dangerous paths to attain their power. These paths, however, are not random, wanton choices; heroes who set out in Rhune have particular goals in mind and these paths are the routes by which they achieve those goals. While some of these paths are difficult or even unlikely for some heroes, very few are completely out of the reach of those seeking them.*

Midgard, as well as the Great Tree itself, is home to countless races, many of which have cultural dispositions toward certain paths. The glitterfane, for example, are almost universally drawn to the healing arts. Likewise, some locations favor particular professions, with some places having a greater concentration of one class over another. Lastly, honor is often a deciding factor when heroes choose the roles in the world; some paths are, by their nature, honorable. Others, even when some view them as necessary, are less so.

Regardless of the path heroes take, their choices have an impact on their worlds—for good or ill.

Story Seed: The Battle Hall's Price

Members of a battle hall might undergo an initiation to first join, or pass specific challenges to learn the later secrets of the organization. While these training events might be adventures in their own right, the circumstances associated with these initiations, the communal preparation for the rituals also offer opportunities for adventure, as the higher ranking members and their entourages travel out into the wilderness to acquire the necessary beasts, or to keep other hunting monsters from the field while weaker initiates attempt to complete their challenges and rites. Certainly, you can kill that frost giant, or that remorhaz, but can you do it before the creature disturbs the initiation of this most recent group of aspiring hopefuls?

Adapting Pre-existing Classes

Nearly all of the classes that exist in the *Pathfinder® Roleplaying Game Core Rulebook™* can be used in Rhune, with only a minor few exceptions. The following descriptions offer both players and GMs thematic examples of how specific classes fit into the campaign setting, as well as how specific classes might be treated by others in a number of regions.

The Alchemist

Alchemy is popular in the Midgard, especially in and around the City-States of Vallinar, where it is used to create everything from healing fruits of the Hammerfall Clan to blast powder used in most explosives. It is still practiced outside of the City-States of Vallinar, but with less urgency, especially where nature's magic still holds sway. Alchemy is rare in the distant North, although some of the people who call the Fel Lands home do practice it, although for them, its practice entails the mastery of poisons and darker draughts—where it is commonly referred to as Black Alchemy. Although many of the people who walk Yggdrasil embrace the ways of alchemy, it is by far the most popular in Nachtland and Tieferhæm, where it is a part of everyday life for the people of those realms—albeit for vastly different reasons.

Alchemists are suitable for play in nearly all of the City-States of Vallinar, as well as in the Fel Lands, Eastern Colonies, and as far west as the Old Holds. Humans, dwarves, and clockwork elves are the most common races to select this profession, although the occasional aryandai or jotün has been known to practice, as well. Neither the ælves nor the glitterfane practice this art, choosing to instead rely on their strong clerical traditions to heal the sick, and in the ælves' case, to destroy their enemies. Although the Automata possess the capability to take up this path, few do.

The Antipaladin

While antipaladins are rare in the South, their counterparts are far more common in the icy North, where the worship of the Thrall Lords is widespread. Here, the path to evil is wide and easy; those with the desire to rise quickly in power commonly take up this path. Although any race could choose to follow the Thrall Lords, few besides the humans in the North do. Occasionally, some of the more cunning members of the Thrall-Touched races (kobolds, goblins, and similar fell folk) take up this calling, but few have the stamina or intelligence to make it far along the path.

In the South, few would dare take up this path, since its very nature is contrary to their collective beliefs. Still, some whisper that those who follow the secret cults in the South sometimes select dark champions who, with little left to loose, abandon their humanity in hopes of quickly gaining the power they need to destroy their hated enemies. The jotüns are sometimes rumored to take up this calling, but only those who embrace their heritage and the darkness that it brings would dare do so.

Much like paladins, antipaladins are not restricted to a single alignment. Unlike paladins (who cannot be evil), antipaladins must be some variant of evil. Although in the North they are commonly chaotic evil, in the South they could be neutral or even lawful evil.

The Arcanist

Arcanists fit nicely into Rhune and easily replace both the sorcerer and the wizard. In both the North and the South, they are regarded much the same way a wizard is.

The Barbarian

In Rhune, barbarians occupy a very specific niche. In the North, where the Thrall Lords reign, they are commonplace—the byproduct of a disease commonly known as the rage. These men and women are mostly human, although many of the Thrall-touched races choose to infect themselves with this disease, in hopes of bringing themselves closer to the vile gods of darkness that spawned it. In nearly all case, these barbarians are both chaotic and evil—they are reavers of the worse sort, men that embrace violence, slavery, cannibalism, and even darker acts. To those who live in the South, they are simply known as *the infected*.

In the South, those who embrace the joy of battle are known not as barbarians, but as berserkers. Although they are mechanically identical to barbarians, berserkers are thematically different. Instead of foaming at the mouth and entering an uncontrollable rage, berserkers go into a "battle trance." This is a learned skill, one the beserkers spend years learning how to do. It is normally accompanied by some special preparation, such as painting oneself in special alchemical paints, donning the skin of a special animal, and so on. For all intents and purposes, there are no real differences between the barbarian's rage and the beserker's battle trance. Some battle halls grant berserkers access to specific abilities (see below).

Berserkers and Battle Halls

In most places, especially in the battle halls popular in the City-States of Vallinar, berserkers are highly valued warriors. These men and women are frequently sought out, both because of their excellence in battle and because many outsiders view their ability to enter a battle trance as a sacred gift, proof that the Old Gods are readying them for Ragnarök. Many of these berserkers, early in their lives, associate with a battle hall—a place where they can refine and eventually master their battle trance. These battle halls are numerous and nearly all have very unique ideas—curriculum that each teaches these young, blessed warriors.

When creating a berserker, consider using one of these battle halls (or consider working with your GM to create your own):

Hall of the Grey Wolf—Founded by the fabled Wolfheri of Margard, this hall focuses on speed and brutality, forgoing the use of heavier armors so that berserkers remain mobile on the battlefield. While Wolfheri has long since died, his grandson—Ulfarr—continues to train the ulfheðnar ("men clad in wolf skins").

Grey Wolf's Grace (Ex) At 1st level, a berserker from the Hall of the Grey Wolf who wears light (or no armor) gains a +1 dodge bonus to AC and CMD. This bonus increases by 1 at 5th, 10th, and again at 15th level. These bonuses to AC apply against touch attacks. He loses these bonuses while immobilized or helpless, when wearing medium or heavy armor, when using a shield, or while carrying a medium or heavy load.
Berserkers who select this ability lose proficiency with medium armor and all shields.

Hall of the Shield Sisters—Composed entirely of women, this hall has a longstanding tradition of training the finest female warriors in all of the South. Founded by Shield Maiden Mirja Vígfusdóttir shortly after the fall of the Kingdom of Vallinar, this hall focuses entirely on the art of the shield wall, which it employs to great effect.

Shield Sisters' Schooling (Ex) At 1st level, a berserker who trains in the Hall of the Shield Sisters gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, while wielding a shield and using Combat Expertise, or while wielding a shield while taking the total defense action. This bonus increases by +1 for every five levels beyond 3rd (+2 at 8th, +3 at 13th, and +4 at 18th). As a swift action, she may share this bonus with one adjacent ally, or half of this bonus (minimum +0) with all adjacent allies, until the beginning of her next turn.
Berserkers who choose this ability lose fast movement.

Hall of the Bear—Located just east of Darkengard, in the lands far south of the City-States of Vallinar, the Hall of the Bear is arguably the most revered of battle halls. Although some whisper that it was the first battle hall, the hall makes no such proclamation. What it does promise, however, is to teach its students how to excel in the most brutal of battles, training berserkers who are harmed by neither iron nor fire.

Of Iron, Of Fire (Ex) At 3rd level, a berserker that trains in the Hall of the Bear gains a unique set of defenses. At 3rd level, a berserker gains damage reduction 1/-. At 7th level, and every four berserker levels thereafter (at 11th, 15th, and at 19th level), this damage reduction increases. Additionally, at 7th level, the berserker gains fire resistance 5. At 15th level, this resistance doubles (to fire resistance 10).
Berserkers who choose this ability lose both trap sense and uncanny dodge.

In the South, very few races are suited for the ways of the berserker. The few races that do excel as berserkers include the aryandai, the dwarves, the humans, and the

jötunfolk. Both the ælves and the glitterfane tend to shy away from the violent, strange path. Because the Automata lack a Constitution score, this is always a bad class choice for them, since they cannot enter the battle trance. Although clockwork elves can select this class, most of them find this sort of battle distasteful, preferring instead to blend their magic and martial skills in other ways. Humans, by far, make up the greatest number of berserkers.

The Bard

A bard's skills are part of everyday life, especially in the taverns and song-halls that criss-cross Midgard. Most people consider the art of kenning, the ability to sing the runes, and the knowledge gained from sipping the poetic mead as important as the art of battle. Thus, the bard plays an important social role, both among those who adventure and among those who might seek honor in the halls of the greatest of jarls. Although most of the southern races have their own versions of the bard, the ælves, the dwarves, and the humans have the strongest traditions related to this fine craft.

Bards are known as *Assa A'aislinda'ra* or, in the common tongue, *mythspeakers*, among the ælves. Renowned for their distinct recollection of the Age of Myth, these rare ælves dedicate the entirety of their lives to recording the ælven sagas, from the earliest of the God-Dreams of the A'aisling, to the various dirges that the Prophets of Summer's Night sound all across Ælveheim. Many glitterfane also take up this path, using the magic of this poetic path to spread Alnara's message of mercy to a realm entrenched in violence and hate.

Amongst the aryandai, bards are uncommon, but not unheard of. Aryandai that take up this path are called Weavers and they concentrate nearly all of their efforts on perfecting their tribal war-dances, which most believe is a divine expression of their beloved goddess, Velluna-Akka, the Great Weaver.

Both the dwarves and the humans have strong bardic traditions. Both races study the *Galdrvalin*, a dwarven text filled with Rune Poems, which some dwarves claim was once part of the *Grand Gladr*, an ancient book supposedly penned by Oridynn himself. Each race has its own cultural expression of the poetic arts, with the humans of the City-States of Vallinar practicing kennings while the dwarves—especially those in Clan Runesinger—scribe powerful shield poems.

Unlike the humans and dwarves, the clockwork elves have little in the way of bardic tradition and rarely turn their attention—which is generally focused on crafting clockworks—to such matters. The Automata, however, do occasionally take up the bardic arts, especially the Skuld models, which were originally designed to act as diplomats.

In the North, and in the Fel Lands specifically, the bardic arts are honored only for their use in battle (or worse), with many of the Thrall-Touched races singing the Song of Dreyri, becoming Blood Skalds. These vile skalds embody the absolute worst understanding of the runes, twisting the sacred signs to accomplish dark deeds—using them to perform everything from cannibalistic rites to blood magic.

Bestow Honor (Su) At 4th level, a bard gains the ability to temporarily boost his allies' honor scores. By spending at least one minute recounting their tales, the bard may make either a Diplomacy or Perform (oratory) skill check, to which he adds ½ of his bard level as a bonus. This perform check is opposed by his target's Sense Motive skill check. If he is successful, he bestows 1d6 temporary honor points upon his allies, which lasts no longer than the encounter.

Story Seed: Tournament of Cavaliers

The various orders have different foci and missions, but all of them hold mounted combat and martial skill in high esteem. In late Spring, teams of the finest cavaliers gather at a tournament grounds selected by the hosting order, a privilege which rotates each year, to compete in jousting, melee, archery, athletic, even tactical events. The player characters attend as participants and their entourages, and might even play other NPC knights during some of the competitions. However, the Tournament is a fine time for espionage, settling scores, or acquiring strange and forbidden items in the carnival atmosphere that develops in the encampments. Can the characters keep their competitor in the running and still manage to foil any skullduggery afoot amongst the tents?

The Bloodrager

Bloodragers fill a role very similar to Blood Skalds in Rhune and are very popular in the North, especially among the barbarians who worship Dark Leighhanna. Some of the more savage bloodragers honor D'Iessha, biting and chewing into their victims to power the magic that manifests as the result of their rage. While bloodragers are often popular on the field of battle, most of them lack the ability to support their fellows like the blood skald does, making them less popular in times of peace.

Like barbarians, bloodragers are forbidden in the South and when revealed for their abilities, hunted down and killed.

The Blood Skald

Popular in the North, many of the Thrall-Bound races take up this path fully embracing the violent acts necessary to perform blood magic—an ability for which this class is renowned. Likewise, some jötunfolk take up this class, seeing it as an extension of their birthright, a gift from their Thrall ancestors.

In the South, especially in the City-States of Vallinar, blood magic is illegal (as well as extremely evil), making this class a bad choice for most races and nearly everyone who is of a non-evil alignment. The Automata, which possess no blood of their own, may still practice this dark art, but only if they have other sentient creatures to draw blood from—an act that is clearly evil.

The Brawler

Brawlers fit nicely within Rhune. In the North, they excel as hand-to-hand combatants whose violent nature fits perfectly with the barbarians there. Although few of them receive any formal training in the North, many tribes have techniques or martial styles that they prefer.

In the South, brawlers often study at the various Battle Halls, learning particular fighting styles that are modeled after the animals the hall honors. Those who attend the Hall of the Bear, for instance, often learn fighting styles that involve pummeling their foes into the ground, before mauling them. Other halls may adopt different fighting styles, as well.

In the field, brawlers tend to act as shock troops, rushing headlong into battles before their opponents can mount a solid defense.

The Cavalier

Like the paladin, the cavalier occupies a special place in Rhune. Serving as a mounted combatant and leader, the cavalier enjoys a fair degree of popularity in the South, especially in the lands between the City-Sates of Vallinar and the Old Holds. Known for his daring acts and excellent horsemanship, these fine warriors attract a host of benefactors, especially among the various Trade Families that call the City-States home.

In the South, humans tend to become cavaliers more than any other race. While both the Automata and the clockwork elves find the profession appealing, their weaker connection to nature makes bonding with many animals far more difficult—making this a bad class choice for both. Likewise, dwarves, who are naturally shorter, find the physical act of riding into combat less than appealing, preferring instead to keep their feet on the ground and their shields high. The glitterfane, who generally find violent combat distasteful, also tend to avoid this

Human and dwarven clerics

Although each race has its own understanding of the *Æssinyr*, both the dwarves and humans of the City-States of Vallinar spend a great deal of time studying the *Galdrvalin*, as well as many of the sagas associated with it. As a result, these two races start play with a greater degree of religious understanding. Both dwarven and human clerics begin play with following class ability, at 1st level:

Scholar of the *Galdrvalin* (Ex) The cleric gains a +2 bonus to Knowledge (religion) and Spellcraft checks.

class. Strangely enough, some of the aryandai take up this calling, bonding with giant jungle spiders. Among the ælves, the cavalier is as noble a pursuit as any, with some ælves bonding with massive wolves, which they ride into battle.

In the North, the Thrall-touched sometimes become cavaliers, bonding with a wide variety of twisted beasts. While these cavaliers do not have formal orders, many do join specific tribes, honoring those traditions with the same dedication that an order-bound cavalier would.

Like some of their northern cousins, the jötunfolk sometimes take up this calling, as well.

Cavalier Orders

Although no formal cavalier orders exist in the North, several orders exist in the City-States of Vallinar, each with their own edicts. These orders include:

The Order of the Thorn—This order is dedicated to hunting down and slaying the servants of the Thrall Lords. Members of the Order of the Thorn favor green-tinted weapons and armors, and many of them fly banners featuring a thorn. Knights of the Thorn use the post-nominal letters O.T. behind their names and titles.

The Order of the Grand Lodge—This order is dedicated to protecting the roads, paths, and bridges the Kingdom of Vallinar once maintained. Most members of the Order of the Grand Lodge are accomplished riders, favoring light, fast horses. Knights of the Order of the Grand Lodge use the post-nominal letters O.Gr. behind their names and titles.

The Order of the Stave—This order is dedicated to the discovery of ancient runes, both on Midgard and in the realms beyond. It champions and protects those who would dare walk the Great Tree, especially those who are *Vitkarr*. Arguably one of the most diverse orders, members of the Order of the Stave range from learned men with a lust for learning to rough and tumble tomb raiders, whose sense of discovery easily trumps anything else. Full knights of the Order of the Stave use the post-nominal letters O.St. behind their names and titles.

The Order of the Veil—This small order is dedicated to protecting the Veiled, a group of priestesses dedicated to Velluna-Akka, the Old Crone. Based out of the Dome of the Starry Lady, members of this order are almost always met accompanying the Old Crone's veiled priestesses. Knights of the Order of the Veil use the post-nominal letters O.Vl. behind their names and titles.

Post-Nominal Letters

Nearly all of the orders of knighthood (and many factions) in Rhune use post-nominal letters to identify a member's rank and station. While these will differ with each region and organization, the letters themselves are included in parenthesis behind any title given in a description. A normal member of the Dawngard, for instance, will include the letters DK after his or her name, separated by a comma. While this has no real impact on the mechanics of the game, players and GMs are encouraged to include these (and make up their own) for flavor.

The Cleric

Although few can claim such an intimate connection to the gods, clerics exist in nearly every facet of society in Rhune, in Midgard and in the many realms beyond. In the Middle Court, clerics are particularly prevalent among both the aryandai and glitterfane. The glitterfane venerate Alnara almost exclusively and are famous for their work as diplomats, healers and missionaries. The aryandai boast a faith equally strong, but with a mission that is anything but kind. Where the glitterfane venerate Alnara and champion her message or mercy, the aryandai worship Velluna-Akka, whom they call the Grand Weaver, and live to carry out her sacred mission—to destroy those foolish enough to follow the Thrall Lords.

Clerics are common among the dwarves and most study the *Galdrvalin*, applying the same degree of dedication to the *Æssinyr* that they do to the runes, which they embraces as the sacred language of the Old Gods. Sadly, this is not true of

the jötunfolk, many of whom view their condition as a curse visited upon them by both the Thrall Lords and the Old Gods, equally. As a result, while they possess the same potential for wisdom or divine connection, many swear off any interest in the divine realms.

In the City-States of Vallinar, human and clockwork elven clerics administer to the people in nearly equal numbers, acting as shepherds, healers, and community leaders. Although both honor and study the *Galdrvalin*, not all are able to manifest the divine gift of clerical magic—many are experts with extensive training in the healing arts. Still, a few do master the older magical sagas, using these longer rites to heal and help their communities.

Although the ælves have clerics in their communities, many ælves choose the path of nature—which they enshrine—and choose to become druids instead. Still, a number of ælves still hold the Old Gods in their hearts, calling upon them and choosing to honor them above all.

Although some do feel a strange religious calling, most Automata do not become clerics. While some speculate that this is because they aren't truly natural creatures, other whisper this is because the Automata innately understand their place in the world—knowing that as a created race, their sentience was never truly part of the divine plan. Others, however, point to their sentience as the only justification they need for such a divine plan, offering it as proof alone. Those Automata that do become clerics are nearly always from this group.

Cleric Archetype—The Kathenotheist

Unlike other clerics, the kathenotheist honors all of the gods of a single pantheon, but only receives her spells from one—whom she designates as her patron or matron deity—at a time. While venerating a given deity, the kathenotheist champions her deity's dogma and ideas exclusively, focusing on a specific aspect of that god while embracing its alignment, domains, and rituals.

In Rhune, kathenotheists commonly choose to worship *Æssinyr*, although some divide their divine attention between the gods, which they claim are little more than manifestations of a single, divine patron or between the goddesses, which they embrace as manifestations of a single, divine, feminine principle. In the North, some kathenotheists are tribal shamans who trade their allegiance to the Thrall Lords daily, seeking out power for its sake alone.

A kathenotheist has the following class features:

Ritual of Attunement (Ex) Unlike normal clerics, kathenotheists must dedicate twice as much time attuning to their chosen deity and preparing their spells. Thus, a kathenotheist must spend at least two hours a day in quiet contemplation and prayer before they can regain their spells. Unlike a normal cleric, the kathenotheist must fill all of her available spells slots when she prepares her spells each day. She may not leave any open for later.

Shifting Aura (Ex) Unlike normal clerics, the kathenotheist must choose a base alignment that corresponds to law, chaos, good, or evil. This aspect of her alignment may never change. If it does, the kathenotheist loses access to all of her divine abilities and must *atone* for her actions. Each time a kathenotheist's changes her divine patron, her aura changes to correspond to that of the deity she has elected to venerate, shifting to match that alignment, provided her new deity is still within one step of her base alignment. For example: a kathenotheist who uses lawful as her base alignment may choose to venerate lawful good, lawful evil, or lawful neutral deities, but may never venerate deities more than a single step from her base alignment. This class feature modifies the aura (ex) class feature.

Shifting Domains Unlike a normal cleric, a kathenotheist selects two domains, one of which must match her base alignment (either good, evil, law, or chaos). Each day, when the kathenotheist selects her deity (at the same time she prepares her spells), she selects a single domain associated with that deity, which then becomes her second domain. As long as she is venerating that deity, she may use the domain spells and powers associated with that domain. This class feature modifies the domains class feature.

The Way of the Gun

In the City-States of Vallinar, guns are fairly common and it should be assumed that most fighters, especially the dwarves from the City of Redwall, would have trained with one at some point in time. As a result, fighters from the City-States may, at the GM's discretion, treat guns as martial weapons (instead of as exotic weapons).

The Clockwork Adept

Masters of both arcane and mundane inventions, clockwork adepts are common in and around the City-States of Vallinar. In fact, in places like the City of Damas, they are celebrated. The most skilled and resourceful among them even go on to become the fabled air marshals that make that city famous. In the City-States of Vallinar, it is common to find both humans and clockwork elves that take up this path, as both races have strong, inventive streaks. Although both the dwarves and the Automata possess the skills needed to excel as clockwork adepts, few do, tending to prefer other paths instead. Likewise, while individual jötunfolk might make grand adepts, most apply their strengths to other fields—hefting axe and sword instead of hammers or wrenches.

The aryandai, like the glitterfane, tend to shy away from this class. For the glitterfane, it is merely a matter of attention—most are simply too concerned with the workings of their goddess to invest large amounts of time in other areas. The aryandai shy away from this class for similar reasons, since so many of them would rather spend their nights hunting the followers of the Thrall Lords than they would rebuilding dusty automatons.

Because of their intense hate of technology, the ælves never take up this calling. To do so would be a hypocrisy that would likely invite ridicule among their kind, followed immediately by death.

The Druid

Druids are a highly specialized group of priests whose traditions are a mix of folk medicine and esoteric understanding. While nearly all druids venerate the Old Gods, many do so in ways that few outside of their sacred groves understand. To most, druids are a good, if strange people—men and women whose connection to the Old Gods manifests as a direct link to nature.

In the South, druids work in small groves, normally outside of the cities, culling and planting to a cycle that embraces the seasons, but otherwise baffles most folks. A druid may bless a field one year, only to burn it the next. While most druids will present themselves to the communities they serve, either before or after they act, not all do. Some are truly the wild men of the woods that none but their own understand.

Among all of the races, druids are most common among the ælves, who naturally understand and embrace their strange paths. Some humans, especially those who are sympathetic to ælven ideas, also take up this path. When they do, they tend to settle the lands adjacent to Ælveheim, acting as human buffers between the ælves and any who might encroach on their lands. The aryandai, who embrace the more violent aspects of the Old Gods, also sometimes take up this path. When they do, it is in an attempt to understand nature's wrath and how that might be turned again her unnatural enemies—the Thrall Lords.

The Automata, clockwork elves, and many humans—especially those born in the City-States of Vallinar—shy away from this path. This has less to do with their views on nature as it does with their aptitude. This is especially true of the automata and the clockwork elves, both of whom—for reasons that are a mystery to most of their kind—suffer from an unnaturally weak connection to nature, which many of them simply call 'Nature's Curse.'

An odd few dwarves take up this path. When they do, they nearly always become Storm Shepherds, so that they might work to serve their own by pulling the lightning that lights their cities from the skies above. Although the Storm Shepherds are a strange group with their own elusive rites, they are openly accepted by their peers—which is more than most druids can hope for.

Progressive Firearms

In Rhune, there are very specific rules for how firearms are handled. While the player creating a gunslinger should know all of these specific rules (see Chapter 6 for more information), the most notable change is this: all firearm attacks, regardless of range, are made against the target's normal AC. Characters who receive special firearm training, which is covered in **Chapter 6**, are excempted from this rule.

Among the jötunfolk, druids are rare, but not unheard of. The same can be said for the glitterfane, whose focus on healing and mercy discourages the contemplation of a more violent, natural world.

Nature's Wrath (Su) Starting at 4th level, a druid gains the ability to channel nature's wrath. Channeling nature's wrath causes a burst of wild, natural energy to surge outward in a 30-foot radius, centered on the druid. This burst of energy temporarily animates all of the vegetation in the area, forcing it to whip about wildly, dealing 2d6 points of slashing and bludgeoning damage to everyone in the area. This damage increases as the druid levels, increasing by 2d6 points of damage every 4 levels beyond 4th (dealing 4d6 points of damage at 8th level, 6d6 points of damage at 12th level, and so on). Creatures that take damage from nature's wrath receive a Reflex save to halve the damage. The DC of this save is equal to 10 + ½ of the druid's level + the druid's Wisdom modifier. A druid may channel nature's wrath a number of times per day equal to 3 + his Charisma modifier. Channeling nature's wrath is a standard action that does not provoke an attack of opportunity. A druid can choose whether or not to include himself in this effect. A druid who chooses this ability loses wild shape.

The Fighter

In Rhune, fighters are fairly common.

In the North, those who do not take up special paths in service to the Thrall Lords usually become fighters of some sort. Those who embrace the rage often become dual-class warriors, taking levels as barbarians and as fighters. Most of the Thrall-Bound races, at least those who survive their first few winters, have at minimal degree of martial training, as well.

Much of the same could be said for the people of the South, where martial skill is held in high regard. While not every citizen is trained in bow and blade, many are—a fact that has allowed the City-States of Vallinar to withstand two invasions from those who call the cold, windy North their home.

Fighters are respected members of most communities, especially as one travels further away from civilization. This is true among most of the races of Rhune, with only one exception—the glitterfane. As a people and a culture, the glitterfane are devout followers of Alnara, the Goddess of Mercy. While not every single one of them is a pacifist, the majority of them are, with only a select few taking up martial paths, and then, only as warriors who focus on defense rather than offense.

The Shield Wall

In the City-States of Vallinar, most fighters learn the importance of the shield wall early on. And while not every band of fighting men use the shield wall, many do. As a result, it is considered an essential part of most martial training. Should the player choose to (and at the GM's discretion), a new 1st level fighter from the City-States might use their first level bonus combat feat to select both the Shield Focus and Shield Wall feats.

The Gjallarhorn

The Gjallarhorn is a unique class that is favored by a number of the southern races, but is especially popular among the glitterfane. While the glitterfane are generally pacifists, many understand the need for defense and fully embrace their ancestor's willingness to battle in their place. Humans, as well as some dwarves, also take up this class—although the dwarves who do so are called "Stone Callers," since the Einherjar that they call often appear as dwarves that have fully succumbed to the stone-touch.

While some clockwork elves take up this path, they are far and few between. The same can be said for the aryandai, whose fanatical religious devotion to Velluna-Akka seems to rule out any ancestor worship that might lead to this path. Likewise, the ælves do not find this class appealing, since they have discovered that they are unable to call forth their ancestral spirits. Those who have called forth beings from beyond have discovered that they are clearly *not* ælven, a fact most ælves find disturbing.

While the automata possess the ability to call forth ancestral spirits (who appear as automata), many choose not to, since those they call forth remind them of the Summer of Flames, a period when vast numbers of their kind were destroyed in fear and anger—something that many of the automata have spent years trying to put behind them. A rare few, however, take the opposite stance. These automata see their ability to call

forth their ancestors as clear proof that their sentience was always part of the Old Gods' plans, providing them with celestial justification to awaken more of their kind—an act that is currently illegal in the City-States of Vallinar.

The jötunfolk, unlike their distant cousins in the North, sometimes take up this calling, as well. While the idea of allowing others to fight their battles is less appealing to most jötunfolk, some welcome theses honored celestial companions, knowing that it only doubles their might in battle—a fact that they test in combat as often as possible.

The Gunslinger

Those who take up the path of the gunslinger are a rare, but valuable lot.

In the Fel North, where the Thrall Lords reign, gunslingers are almost unheard of. This is a fact for two very simple reasons. First, the Thrall Lords (and by extension, those who follow them), consider firearms the weapons of the weak and have forbidden their use. Secondly, and largely because of that ban, the supplies most would need to maintain their weapons are almost nonexistent.

In the South, especially in the City-States of Vallinar, the opposite is true. While it is true that some warriors, especially those who embrace more traditional fighting styles, look down on guns, the majority of people do not. In fact, most warriors are happy to have a gunslinger in their band, especially when those gunslingers have had a chance to scout out a good firing position. Gunslingers are common among the dwarves, as well as among humans, clockwork elves, jötunfolk, and the automata. They are rare among aryandai (who dislike the noise most guns produce), but they do exist. Because of their innate cultural pacifism, the glitterfane tend to avoid using guns, as well.

The ælves have absolutely no use for firearms, which they consider just another technological bane to be destroyed. Most people know that guns are forbidden in Ælveheim and only the dimmest gunslingers would travel too close to the great forest, where an investment that might reach upward to thousands of gold could be taken and destroyed in the blink of an eye.

The Gun Priest

These men and women, cloistered in a faith as strong as the bullets they fire, come from all over the City-States of Vallinar. Born in the City of Redwall as the Dwarven Gun-Priests of Velash, this religious sect has since spread throughout the South and beyond the dwarves who originally founded it. While still predominately an extension of dwarven ideas (and faith), a number of other races—including many automata, humans, and clockwork elves—have also taken up this path. Gun priests are found throughout the South, but are the most common in the cities Damas, Redwall, and Vallinar.

Gun priests are less common further south and west, as the aryandai—who prefer to silently hunt in night's shadow—rarely wield such loud weapons. Further west, as one approaches Ælveheim, gun priests face the same problems that gunslingers do—as the ælven hate of such weapons prohibits their use. The glitterfane, who are devout followers of Alnara almost to the individual, also avoid such a path, which is contrary to their holy mission in almost every way. A rare few jötunfolk, when moved to follow the Old Gods, sometimes take up this path.

Much like the gunslinger, gun priests are unheard of in the North.

The Hunter

Hunters are popular in both the North and the South, although the prey they hunt and the animals they bond with vary greatly by location.

In the North, hunters tend to bond with winter wolves, or in some instances, horde hounds—at least around Icewall and among the various barbarian tribes. Further to the North, especially along the Eastern Coasts, human hunters often bond with winter lynxes, white bears, and other dangerous animals. Those who hunt for the barbarian tribes normally hunt the people of the South, at least those stupid enough to come that far north. While some Thrall-touched creatures become hunters, humans excel as hunters, especially among the barbarian tribes.

In the South, hunters are found equally among the ælves, the aryandai, and the humans of the rural lands, from Ælveheim to the wastelands that surround the Ruined Cities. Although the ælves and aryandai don't hunt that far east, the humans do—both as solitary prey seekers and as part of larger organizations like the Black Hand.

Both the automata and the clockwork elves shy away from becoming hunters, since both have a difficult time bonding with animals.

The Inquisitor

Inquisitors are religious zealots whose sole mission is to hunt down the enemies of their particular faith—they are the violent, vengeful hands of their favored gods. As one might expect, they are found in most lands and amongst most races equally.

In the South, especially in the City-States of Vallinar, inquisitors are generally human. They are found in great numbers in the Order of the Thorn, where they spend their days hunting down diabolists, cultists, and those who secretly advance the Thrall Lords' agendas. In both Redwall and Rhuneheim, dwarven inquisitors actively hunt down those who embrace the Dark Whisper, regardless of clan or honors. Some inquisitors act as dwarven judges, as well; ensuring that any who betray family or clan meet a swift, just end.

While most automata and clockwork elves do not take up this path, the aryandai—favored of Velluna-Akka—flock to this path. Indeed, it is almost as if the Great Weaver created them just to do so. Likewise, the ælves find this path acceptable, although their efforts are split between hunting those who favor technology and those who embrace the dark gods to the North. Strangely, a select few glitterfane take up this path, but do so with the knowledge that their hunt brings about a greater mercy—one that benefits all of those who call Midgard home.

Witch Hunters

In Rhune, many inquisitors hunt witches, whom they believe to be the infernal servants of the Thrall Lords by birth, regardless of the truth of their accusations. While the clerics of the Old Gods tend to favor a fair measure over a quick sword, many inquisitors do not—believing that a swift sword is the only answer to the injustice that comes when a witch levels her evil eye upon others. While everyone who calls himself or herself an inquisitor doesn't necessary hold to this belief, both the aryandai and the humans have these zealots in abundance. These individuals, to forward their own agendas, have divorced themselves from the various churches and temples—uniting as a single group called the Order of the Thorn.

The Investigator

Investigators are unheard of in the North.

In the South, investigators are uncommon, but they do exist. They are more common among dwarves and humans, both of who have strong alchemical traditions, although some automata and clockwork elves sometimes take up this path, as well. Most people who become investigators do so in the City-States of Vallinar, where their services are of greatest use. Some of the Trade Families will keep investigators on retainer, using them to solve mysteries or to flush out enemies or spies.

Neither the ælves nor the aryandai take up this path, since both races have little to no alchemical traditions. Jötunfolk sometimes take up this path.

The Magus

In the South, both the ælves and their despised cousins—the clockwork elves—favor this class. In Ælveheim, this path is honored and many ælves craft fine blades from stone, crystal, and wood, which they infuse with potent enchantments. These *a'lann'litriú* (ælven blade masters) craft weapons as strong as any steel sword and, after years of dedicated training, make deadly combatants. Many clockwork elves, by comparison, create weapons from more modern technology, incorporating clockwork and engineering

themes. Many create unique clockwork swords and, for those with an inclination toward firearms, gun-blades. Some automata and humans, especially who live and work around clockwork elves, also take up this calling, building blades (and other weapons) that easily marvel onlookers.

Most jötunfolk and dwarves, by comparison, look upon the skills required to become a magus with distaste. While each race claims its own reason for this distaste, many magi point out that most dwarves and jötunfolk simply do not possess the finesse required to really excel at such arts—an observation both races reject out of hand. Regardless of the truth of this, few dwarves or jötunfolk take up this path.

Surprisingly, quite a few glitterfane take up this path, choosing weapons they can easily deal nonlethal damage with. These magi also select spells that suppress their enemies' abilities, restrict their movement, or otherwise remove them combat quickly, electing to refrain from killing whenever possible. Some aryandai, especially those who regularly interact with ælves, also take up this path.

In the North, few who worship the Thrall Lords take up this path, although those who do often become very dangerous agents. These treacherous foes focus on using ice and blood magic, which they channel through their serrated blades, to rip their southern foes apart. Although not everyone in the North who takes up this path is evil, many are and their spell choices frequently reveal this to outsiders, even when they claim otherwise.

The Monk

Monks are incredibly rare in the South and completely unheard of in the North. In the City-States of Vallinar, specifically in the City of Damas, a single fighting school has evolved into a monastery called the "Tattooed Pagoda." Within, people from around the City-States (and in rare cases, beyond) tattoo themselves with runes, study the "Way of the Well," and perfect their understanding of concepts such as ørlog and wyrd. While some do focus on cerebral tasks like meditation, just as many spend their days fighting, doing all they can to achieve mastery of their minds, bodies, and souls.

While the people who founded the Tattooed Pagoda were originally human, others have since started studying the "laws that are beyond all laws." Among them, the aryandai, the automata and the clockwork elves have found this path pleasing, the aryandai using it as a way to refine their understanding of wyrd—which they readily associate with their beloved Great Weaver. The clockwork elves find this path pleasing for a completely different, yet simple reason—it is the only path that, as they progress, actually stops them from aging. The automata, being unnatural creatures that were born from clockwork invention, often report that this path alone brings them greater understanding of the soul—a concept they have long struggled to understand.

Few dwarven or jötunfolk become monks, but both races have openly admitted they are intrigued by the concept. The glitterfane, who generally abhor violence, are also strangely attracted to this path, even if they are physically ill suited for it. Glitterfane who do take up the path, however, report a degree of joy that complements their understanding of mercy. Traditionalists among the glitterfane see studying this path a breach of their pacifist values and generally discourage it.

Although word of this path has made it to ælven lands (and striking some curiosity among the ælves), none have dared enter the technologically friendly City-States to take up its study.

Scouts & Scoundrels

While many scouts are legitimate, some rangers—especially those with ties to the Black Hand—become con men and bandits. These scoundrels sell their services to naïve merchants and, at the worst possible time, betray them, either to the elements, to their fellows, or both. These unscrupulous individuals do so by leading their merchant caravans into pitfalls, into destructive weather, or in some cases, ambushes. In many cases, these scouts will maintain their cons, leading their charges to "safety" while their fellows recover the abandoned goods, much of which they use to supply remote or distant outposts. This is especially common in places like the Old Holds, where the Black Hand maintains a presence.

Old Holds' Survivor [regional trait] You were born in the frontier lands sandwiched between the City-States of Vallinar and Ælveheim. You know how to handle yourself when dealing with the bandits, feudal lords, and worse that call that area home. When dealing with bandits, you gain a +3 trait bonus to Intimidate skill checks and Intimidate is always a class skill for you.

The Einars—Priests of the Hidden God

Many of the individuals who study the "laws that are beyond all laws" come to the Tattooed Pagoda with pre-existing religious and social ideas. Because the lessons at the pagoda are, by their nature, nonreligious, few of its students make new religious connections, instead incorporating their lessons into older spiritual frameworks. Even under such unique (and some might argue, secular) conditions, a few students have reported something strange, an inner awareness that connects their deeper identity to something "beyond them." Given the focus on the lessons at the pagoda, this surprisingly simple concept seems odd, especially in light of the complete absence of religious doctrine. Still, some of these students have since taken on the title *einar* ("lone warriors") referring to these spiritual insights as the lessons from the unnamed god, who many have taken to calling the "god within, the god beyond."

Among those who worship the Old Gods, these men and women are often viewed as heretics, and in some instances, even considered apostates. While they are still small in numbers, some of the traditional clerics have started to warn their followers away from these curious new individuals, going so far as to suggest they are cultists of a new Thrall Lord, one that has yet to make its presence known.

The Ninja

Ninjas are common among the aryandai, where they are simply called *the Night Walkers*. These individuals focus on ambushing foes, poisoning them, and then disappearing into the background while their wicked poisons weaken (or kill) their targets. Although skilled combatants in their own right, few of these aryandai see the benefit in engaging their enemies directly in combat, since they have nothing to prove to outsiders. Their holy mission trumps all else. A few ælves, especially those who regularly interact with the aryandai, also take up this path.

Few other races know of this path. While some humans might study among the aryandai and learn these secrets, the same cannot be said for the automata, clockwork elves, dwarves, jötunfolk, or glitterfane.

Aryandai Night Walkers

In Rhune, ninjas are specialist rogues, individuals who embrace a particular fighting style that is unique to the aryandai tribes. This fighting style is born from their focus on stealth, their ability to occasionally produce (and naturally use) poison, as well as their religious beliefs. Thematically, ninjas should not be portrayed in the traditional, Eastern sense (as they existed on earth). Aryandai ninjas do not don the traditional black uniforms (*shinobi shōzoku*) earth's ninjas wore, nor do they use many of the weapons associated with traditional ninjas. Instead, they favor their tribal weapons, dark leather armor, and in many instances, traditional camouflage, which most of them create.

The Oracle

Common among the ælves, oracles are found in great numbers in the South, especially in eastern Ælveheim, along the western coast of Oracle Lake. Many of these oracles serve alongside ælven druids as emissaries of the land and its primal places. Unlike ælven druids, who have organic connections to all of nature, ælven oracles focus on particular mysteries associated with nature, studying the mysteries of the moon, fire, lightning, and other primal concepts.

Oracles are also common among the glitterfane. Nearly all of these oracles manifest abilities closely associated with Alnara, choosing mysteries focused on mercy, birth, dreams, love, or the stars. When they do appear, they are celebrated and encouraged to travel, testing their abilities and acting as a testament to

Story Seed: *Finders Keepers*

Arriving early in the morning on the heels of a storm still raging in the hills behind them, a caravan offers the party percentage salvage fee if they will will back track the merchants' route and secure the cargo lost to an "accidental" mudslide. The party must brave the elements and the terrain to reach the lost goods before a pack of brigands, conspiring with the caravan's scout, arrive and begin plundering the choicest bits. Once they've found the cargo, they find themselves in a fight to keep the materials, facing off against a mobile group of bandits who know the region well and are willing to do nearly anything to take their prize. Can they capture a prisoner and learn of the traitorous scout in the merchant's employ?

their faith in Alnara. Oracles are also common among the aryandai, who look to the moon to better understand their connection to their individual fates.

Although some dwarves manifest the powers that mark them as oracles, those who do almost always manifest powers associated with war, earth, or the mountains many dwarves call home. The same can be said for the jötunfolk, who normally manifest powers associated with winter, war, or the strange places between the stars, marking many—for good or ill—as the kin of the Thrall Lords.

Oracles are equally uncommon among the automata, clockwork elves, and humans.

The Paladin

Paladins are known as *the men of trowthe*. Unlike traditional paladins, these men and women place as much weight on their word as they do honoring the Old Gods, whom many serve. Paladins, however, are not always divine servants. In fact, paladins derive much of their power from bonds they honor (through words and deeds), as well as from their fidelity to a given cause; be that as a champion of one of the Old Gods, as an honor-bound servant of a given jarl, or as part of a greater order with a singular purpose.

In the South, paladins are found readily among the humans and the dwarves, many of which have established orders. These orders vary in purpose, but many of them stand in defense of the realm, be that for a particular city or against northern aggression in general. The ælves also have their fair share of paladins and many of these individuals serve the nation of Ælveheim, although some ælves dedicate themselves to particular Sils. Many automata, seeking a purpose that unites them to their former masters, also become paladins. Other automata—still sour from the Summer of Flames—view such duty as demeaning and refuse to serve any outside of their own.

Although there is a strong religious devotion among the aryandai, few become paladins. Those aryandai who take up this calling almost universally dedicate themselves to Velluna-Akka, their beloved Great Weaver. These rare paladins, however, rarely take up the traditional attire associated with paladins, preferring instead to remain lightly armored and very mobile. Though some clockwork elves and jötunfolk become paladins, they are rare. The glitterfane, who traditionally abhor violence, also tend to shy away from this calling, especially when it demands they take up the sword. Still, for those who feel a call to defend their homes, this is as good a martial calling as any.

Few paladins are found in the North, and when they are, it is normally because they have ventured up from the South, on some mission or expedition.

Alignment

For the paladin, the importance of fidelity, truth, and honor trumps most other concepts, even religious ones. Moreover, while many paladins are lawful and good men, none are restricted to such behavior. In Rhune, paladins can be any non-evil alignment, meaning that even the occasional chaotic, inspired act is acceptable. Regardless of a paladin's alignment, he must *always* keep his word, speak the truth, and act honorably. Failing to do so can result in a gradual loss of power (determined by the GM) that only *atonement*, coupled with quests to right his wrongs, can restore.

For the paladin, his word is bond, whether he gives it to an enemy, a great jarl or a simple seamstress.

The Ranger

Rangers are a unique breed of warriors, a group of men and women with a strong draw toward the wild places that border the rural countryside. These individuals favor nature's complexity, its wild, sometimes violent nature, and turn it into an asset that most traditional warriors will never truly understand. These individuals know the power

of cloaking themselves in their environments, embrace the power of striking from unknown shadows, and champion the solitary path—observing nature and using it, alongside their intuition, as guides. Although some rangers do serve others as scouts, most prefer the solitary path, living as hermits and trading their services for the goods they need, when they need them.

In the South, rangers are extremely common among ælves, as well as among the aryandai. For the ælves, this is a noble calling, a calling that only strengthens their bond to nature. For the aryandai, however, their focus is on the hunt. Aryandai that become rangers generally do so for one reason alone—to augment their hunt against the servants of the Thrall Lords. Many humans, especially west of the City-States of Vallinar, also take up this calling, although not all of these individuals do so out of a need to commune with nature or to hunt specific fiends—some are simply looking for a way to get away from growing cities. Dwarven rangers are common, as well, although these individuals tend to keep to the mountains and many serve as scouts for the military, or in some cases, for the Storm Shepherds. Both the automata and the clockwork elves, which find communing with nature more difficult, usually choose other paths.

Among the glitterfane and the jötunfolk, rangers are rare, but do exist.

In the North, rangers are equally common, although their agendas are normally much darker than those of their southern counterparts. These rangers serve the champions of the Thrall Lords as advanced scouts, hunters, and trapper-slavers. Many of these individuals prefer intelligent, humanoid enemies to hunt, catching explorers, adventurers, and others in the elaborate traps they've devised. While some are brutal killers who treat southerners like little more than cattle, some are darker still, preferring subterfuge and when it extends the agony of their victims, offering false hope.

The Rogue

Although there are no mechanical changes to rogues in Rhune, how they are portrayed in the setting varies greatly on where the individual currently is, where they are originally from, and how much importance they place on honor (and in many instances, local laws). Where a rogue lives and works doesn't guarantee they'll openly acknowledge their abilities, either. Many a rogue, only operating in the North, has found himself or herself jailed (or worse), upon returning to the City-States of Vallinar. Rogues know well the power of rumors.

In the South, especially in the City-States of Vallinar, rogues do not openly advertise their abilities, nor do they commonly join parties under the auspice as being specialists in such arts; only a reckless or stupid thief would admit to being an accomplished pick pocket, trap-spotter, or poisoner. Instead, most rogues present themselves to others as common warriors, but who focus on stealth, speed, and light weapons. Many, especially those with some degree of formal training, sometimes display an interest in clockworks and engineering, which they use as a cover for skills that might otherwise be considered dishonorable. These interests also make them excellent saboteurs—should the desperate need for such skills ever arise. For the most part, however, rogues never present themselves as thieves (even to their allies), since such activities are considered highly dishonorable. Numerous rogues present themselves as wilderness scouts, masquerading as rangers.

Although each race has rogues amongst its peoples, they are most common among ælves, aryandai, and humans, all of whom readily embrace the cover of darkness for combat. The glitterfane, who tend to dislike combat, have few rogues, although some do exist. Among the automata, the Gondul model—which was designed for combat scouting—is the best choice for stealth builds, making it an ideal choice for automata that want to become rogues. While the jötunfolk sometimes become rogues, their physiques often make such activities difficult, especially if those activities involve moving into or through tight spaces.

In the North, where barbaric and primal laws trump any sense of civilization, rogues often operate in the open, selling their services as poisoners, thieves, and assassins.

Agents, Assassins, & The Black Hand

In Rhune, rogues tend remain in one of three categories—those who never reveal themselves or skills to others, those who join the Black Hand, and those who quickly die when they fail to do either of the aforementioned.

For those who chose a life of professional solitude, a rogue's area of operation plays a critical role in their life expectancy. Remote locations like the Fel North or Ælveheim, where the Black Hand has little influence, offer rogues a great degree of anonymity, meaning they only need to worry about the local authorities or common enemies when they ply their trades. As these individuals move closer to the City-States, or to areas under the Black Hand's control, the need for extreme discretion increases.

Rogues that prefer the company of their own kind, or who are looking to develop professional networks, commonly join trade or merchant guilds (many of which are designed to cloak their extra-lawful activities). As these rogues progress, some come to realize that their guilds (as well as many other guilds) operate under the aegis of a larger organization—the Black Hand. Some of these rogues embrace this fact and, once invited, join the Black Hand. Rogues that do not join the Black Hand generally relocate in short order, lest they join the third aforementioned group.

The Samurai

The samurai (an alternate class for the cavalier) does not exist in Rhune. Players interested in creating characters who are honor-bound to a liege should consider playing cavaliers instead.

The Shaman

Shamans are common among the Thrall-bound races, especially among the goblin tribes that patrol the coastline west of Icewall. Many of the barbarian tribes have local shamans, although these individuals do not talk to the spirits of nature, but instead commune with strange spirits that call Neinferth—The Great Void—home. These shamans tend to favor odd angles, empty places, and pay only a passing reverence to the Thrall Lords or those who channel their power. This sometimes brings them into conflict with the Thrall Lords' priests, but these shamans are quick to remind them that they are communing with the oldest, forgotten part of Yggdrasil, the space beyond that empowered the Thrall Lords to begin with.

In the South, shamans are fairly uncommon. Only the aryandai still practice any type of shamanism, and even then, this is a rare, odd practice that seems to be more of a traditional practice than something individuals aspire to truly understand. Those who do practice shamanism often commune with the moon-spirit or great-spider (a less anthropomorphic versions of Velluna-Akka, the Great Weaver). Some aryandai commune with the night, as well as the concept of darkness, although these shamans often equate both simply with mystery.

Some jötunfolk shamans do exist. These shamans tend to focus their meditations on the massive *jötunstones*, the stones that many claim gave them their power.

The Skald

Although they are mechanically different (although not much) in the *Pathfinder® Roleplaying Game Core Rulebook™*, bards and skalds are socially and thematically interchangeable in **Rhune: Dawn of Twilight**.

The Slayer

Slayers are common in both the North and the South, filling roles normally attributed to the rogue. Like the rogue, however, the slayer's tactics are not popular and in most places, are considered very dishonorable. While this does little to discourage the people of the North, it does make this class unpopular in many parts of the South. Slayers are most common among the ælves and aryandai.

The Sorcerer

Before the rune Gebo was discovered, only those who studied the runes could learn to master arcane magic. Since the discovery of the Heart Rune, however, members of every sentient race—every few generations—have begun to

display these talents, manifesting magic as naturally as any might breath. Called *seiðr* in more remote parts of the South, most people just call these unique men and women sorcerers. Although most of these individuals manifest their powers shortly after puberty, some do so after (or during) traumatic events.

While every race, the automata included, have sorcerers among their kind, the percentages vary wildly. The older races, especially the ælves and the dwarves, report few of such manifestations—leading others to accuse them of covering up such events altogether. Likewise, few sorcerers manifest among the glitterfane or the aryandai. Many speculate this is because of their religious devotion, suggesting that bonds they form to their goddesses—to Alnara and Velluna-Akka respectively—somehow preclude such manifestations.

In the North, both humans and jötunfolk manifest sorcerers in abundance, much to the chagrin of the Thrall-bound races that cherish such power. In the South, these percentages are skewed in favor of the jötunfolk, followed in lesser numbers by both humans and clockwork elves.

The Summoner

Few people, in and around the City-States of Vallinar, honor or respect summoners. In fact, most citizens view them dimly, assuming they are little more than the Thrall Lords' twisted servants, responsible for calling perverse abominations into being or corrupting those who favor the Old Gods. This is complicated by the fact that few people understand the summoner's connection to his eidolon (which, in Rhune, is called his *vorðr*—his watcher) or the alien runes that mark both the summoner and his eidolon.

Although summoners might be born to any of the southern races, few ever grow to really spread their influence, since the elders of most of those races (especially the ælves) tend reject these individuals. Some of these elders simply drive these individuals from their lands, forcing them to fend for themselves in lands that clearly do not understand or accept them. Among the aryandai, those who are born with this curse are dealt with as soon as it manifests, although their methods are far harsher than many others. In fact, many aryandai often take it upon themselves to hunt down and kill summoners. Even the glitterfane, the most peaceful and merciful of races, fear the power of summoners. When one is discovered among their kind, they frequently turn it out, to find 'Alnara's mercy' on its own.

In the North, where worship (or, at least, appeasement) of the Thrall Lords is widespread, far most people accept summoners, either out of respect or out of fear.

Like normal, both the summoner and his *vorðr* bear a strange symbol somewhere on their upper bodies, each in matching places. While the locations of these marks vary among summoners, they are commonly found on forearms, foreheads, on the backs of hands, and on scalps. Moreover, the symbol persists, even when the eidolon does not. This symbol, however, only glows when the eidolon is present. As a result, many summoners hide these unique symbols in plain sight, incorporating them into complex tattoos.

While there is no proof, many people believe that the Thrall Lords can see through the eyes of the various creatures that summoners call forth, and this belief is especially when people consider the *vorðr*. Thus, some people may genuinely trust or love summoners, few trust the creatures they call forth—even when the summoner does.

Story Seed: *Wayward Soul*

The ælves, with their stringent lifestyles and beliefs, might face particular dilemmas when encountering other ælves who have taken up a path their mainstream culture frowns upon or even considers taboo. When these renegades then oppose other ælves with conspiracies or on the battlefield, a difficult quandry arises, "Do you kill this heretic for their chosen path and actions?" The culturally devout ælves might consider it their duty to eliminate such madness before it spreads. The racially devout ælves might retort that every ælven soul sent into the next life is an ælven soul that will never see this world again, and there is a duty to take every opportunity to reform the confused of this world. Whatever their choice, the ælves who adventure across Midgard are certain to face this conflict.

The Swashbuckler

In Rhune, swashbucklers are uncommon—both in the North and in the South.

When they are found, it is generally among the coastal raiders east of the Redwall Mountains or among the Sea Marshals. Leaping from their Dragonships, these lightly armored warriors focus on bringing their axes to bear, darting in and out of combat, leaping from the decks of their mighty ships onto those they plan to bring low.

The Warpriest

Where the blood skald is common in the North, the warpriest is common in the South. Divine champions with few equals, these men and women work alongside cavaliers, clerics, and paladins to prepare for Ragnarök, the greatest of all wars. While most of the Old Gods have warpriests among their numbers (Alnara being the strict exception), they are most common among those who follow Dægr and Hothur. Likewise, many of the various orders have warpriests who work among them, including both the Dusk Knights of Haverghast and the Dawngard.

In the North, the Order of the Icevolk stands guard over the Pale Tower. These mad priests pay homage to Mhamnoch alone, maintaining his tower and the wintery gate therein.

The Witch

Although those who practice it claim witchcraft is as old as Yggdrasil, the 'craft of the wise' is rarely referenced in runic texts and many, because of this, fear its power. This fear is compounded by the fact that witches commonly seek out the wild, untouched places, turning remote and strange locations into havens barred to outsiders. Finally, many witches hide their abilities (some out of fear, others for more nefarious reasons), offering little in the way of explanation as to how—or from where—their powers come.

In Rhune, witches tend to be human or jötunfolk, although all races save the automata and the glitterfane have fables about them. Moreover, few races, especially those as old as the ælves or dwarves, choose to study witchcraft, since many fear the source of such power—some whispering its true origin is none other than Neinferth, the Great Void. Others speculate that these ancient races have always had witches among their kind, but have hidden them and their abilities under the careful guise of wizardry for as long as they can.

While witches do differ, most have traits that make them easier to identify, especially when observed for long periods of time.

First, witches easily form bonds with animals, many doing so at a very early age. As these bonds develop, however, both the witch and her familiar change. Sometimes, these changes are subtle. More often, however, these changes are vulgar. In fact, as some witches grow in power, their familiars can change completely, taking on fantastical forms that resemble nothing like the natural creatures they once were. Secondly, witches have the power to affect others with their gaze alone, something that no other spellcasters can do, at least not without first performing some feat of magic. Finally, and most dangerously, witches in Rhune can, via specific rites, become hags, many forming covens expressly for that purpose.

The Wizard

In Rhune, wizards fill a variety of roles, many of which directly support the evolving infrastructure of the City-States of Vallinar. While many people—including much of the City-States' citizenry—believe these roles are exclusive to engineering or military applications (and admittedly, many are), wizards tend to ply their skills in common areas, as well. In fact, many are responsible for aiding and improving everything from agriculture to commerce to social projects in and around the City-States of Vallinar. This is doubly true outside of the City-States, where wizards tend to be rare, but very influential. With a wide array of areas to work in, one thing draws all wizards together—the runes, the language of magic.

For most, especially dwarves and humans—this understanding is part of their racial history. Magic is the gift of the Old Gods, accessible to those with the intelligence to grasp it, without the need to petition the *Æssinyr*. While none would suggest any dishonor the Old Gods, most wizards readily point to the fact that many individuals, regardless of faith, can study and master magic, including the Thrall-Bound races. The ælves, who have understood this longer than anyone, also embrace this idea, treating the arcane like they would most disciplines; the runes, and by extension, magic, are something to be mastered.

While some jötunfolk become wizards, most tend to shy away from such callings—believing that only those born with the ability to manifest magic should practice it. The same can be said for the aryandai, who by and large, focus most of their energy on their beloved goddess, Velluna-

Akka. Many glitterfane find arcane magic useful, especially in defense of their homes, but lack a real aptitude for anything outside of certain areas. Those who do take up the arcane path are readily drawn toward charms and illusions.

The automata and the clockwork elves tend to embrace arcane magic, which they actively blend with the technology they love. While outsiders have their own theories on this, the truth behind their attraction is rather simple; both races find arcane practices easy to grasp, practical, and intellectually attractive. For the automata, which view arcane magic like a sort of universal programming language, this is exceptionally true.

The Völva—The Wand Carriers

While most wizards study different ways to apply and master the runes, only the *völva*—the wand carriers—spend their lives focused on crafting rune-wands and rune-staves, magical tools with which they shape Midgard and the realms beyond. Masters of divination, these individuals are said to possess a special ability, an insight into Yggdrasil itself. Able to step between the realms for brief periods of time, these men and women journey to the sacred places, where they and work pieces of Yggdrasil itself. Wand carriers and their guild are described in **Chapter 9**.

New Classes

The Blood Skald

The cries of war and thunder echo deep from some souls, stirring hearts to bright visions of battle ... and warping the malleable fabric ofthe universe in turn. The blood skald is no servant to the Thrall Lords, though she channels the terrible might of their power with each shout, stomp and ragged breath; when she steps upon the fields of conflict with a scream of havoc ringing from her throat, the ichor of the living leaps to obey her command. Armed with strange magics and sharp blades, the blood skald is by turns a frothing dervish and a subtle assassin, one capable of bringing out the beast in her companions.

Role Capable of out-running and out-gunning a heavy-armored melee warrior or carving an over-focused arcanist to pieces, the blood skald is an ultimate aide-combatant, flexibly serving many roles in a single party. She helps equally as ranged support, a second-line melee warrior, an arcane battery, a rallying-point of inspiration and as skillful jack-of-all-trades. She is, of course, all the more dangerous while her blood song rings.

Alignment Any evil

Hit Die d8

Parent Classes bard and magus

Starting Wealth 4d6 x 10 (140 gp average)

Class Skills The blood skald's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (planes), Perform (Cha), Profession (Wis), Rise (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level 4 + Int modifier.

Class Features

Weapon and Armor Proficiencies Blood skalds are proficient with all simple and martial weapons. They are proficient with light armor and shields (except tower shields). A blood skald can cast spells while wearing light armor without incurring the normal chance of spell failure. Like any other arcane spellcaster, a blood skald wearing medium armor, heavy armor, or using a shield incurs a chance of arcane spell failure if the spell in question requires a somatic component. A multiclass blood skald still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells A blood skald casts arcane spells drawn from the blood skald spell list. The spells cast by a blood skald are divine in origin—drawn from the power of the Thrall Lords, at least in part—just as much as they are arcane; any effect or special ability that resists either form of magic (such as History of Heresy) is applied to all spells cast by the blood skald. The blood skald can cast any spell she knows without preparing it ahead of time. Every spell a blood skalds casts has a verbal or somatic component (these include chanting, drumming, and screaming), and many also require a material component (blood). To cast a spell,

Blood Skald Level Progression

						Spells Per Day					
Level	BAB	Fort	Ref	Will	Special	1	2	3	4	5	6
1	+0	+2	+0	+0	Aura, bardic performance, blood pool, blood song 1d6, cantrip mimicry	1					
2	+1	+3	+0	+0	Spell combat, spell strike	2					
3	+2	+3	+1	+1	Blood arcana	3	1				
4	+3	+4	+1	+1	Blood recall	3	2				
5	+3	+4	+1	+1	Blood song 2d6	3	3				
6	+4	+5	+2	+2	Blood lore	4	3	1			
7	+5	+5	+2	+2	Blood arcana	4	3	2			
8	+6/+1	+6	+2	+2	Blood feast	4	4	3			
9	+6/+1	+6	+3	+3	Blood song 3d6	5	4	3	1		
10	+7/+2	+7	+3	+3	Blood lore 2/day	5	4	3	2		
11	+8/+3	+7	+3	+3	Blood arcana	5	5	4	3	1	
12	+9/+4	+8	+4	+4	Blood feast 2/day	5	5	4	3	2	
13	+9/+4	+8	+4	+4	Blood song 4d6	5	5	4	3	3	1
14	+10/+5	+9	+4	+4	Blood lore 3/day	5	5	5	4	3	2
15	+11/+6/+1	+9	+5	+5	Blood arcana	5	5	5	4	4	3
16	+12/+7/+2	+10	+5	+5	Blood feast 3/day	5	5	5	5	4	3
17	+12/+7/+2	+10	+5	+5	Blood song 5d6	5	5	5	5	3	3
18	+13/+8/+3	+11	+6	+6	Blood lore 4/day	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+6	Blood arcana	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+6	Awaken the blood, blood feast 4/day	5	5	5	5	5	4

a blood skald must have a Charisma score equal to 10 + the spell level. The Difficulty Class (DC) for saving throws against a blood skald's spell is 10 + the spell level + the blood skald's Charisma modifier.

Like other spellcasters, the blood skald can only cast a number of spells of each spell level per day. His base daily spell allotment is given on **Table: Blood Skald**. Additionally, a blood skald may receive bonus spells each day if he has a high Charisma score (see "ability modifiers and bonus spells" in Chapter 1 of the *Pathfinder® Roleplaying Game Core Rulebook™*).

The blood skald's selection of spells is limited. A blood skald begins play knowing two 1st level spells of their choice. At each new blood skald level, the blood skald gains one or more new spells, as indicated on the **Table: Blood Skald Spells Known**.

Blood skalds select new spells from the blood skald's spell list. Upon reaching 5th level, and at every three levels after that (at 8th, 11th, and so on), the blood skald may choose to learn a new spell in place of one she already knows. When she does so, she "loses" the old spell in place of the new spell. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the blood skald can cast. A blood skald may only swap a single spell like this when they gain a level, and only on the indicated levels. A blood skald must make this decision when they learn a new spell for their level.

Aura A blood skald has a particularly powerful aura, as per a cleric of her level; see *detect evil* for details.

Bardic Performance A blood skald may intuitively use the Perform skill to create magical effects on those around her—including herself—as desired. She can use this ability for a number of rounds per day equal to 2 + her Charisma modifier. At each level after 1st, a blood skald can use bardic performance for two additional rounds per day. Each round, the blood skald can produce any one of the types of bardic performance that she has mastered. She gains performance abilities at the same rate as a bard (thus, she gains the Countersong ability at 1st level), although she does not gain the versatile performance class ability. Otherwise, this ability functions identically to the bard's class ability of the same name.

Blood Pool (Su) At 1st level, a blood skald gains a reservoir of mystical energy that she can draw upon to fuel her powers and enhance her weapon. This blood pool has a number of points equal to ½ her class level (minimum 1) + her Charisma modifier. The pool refreshes once per day when the blood skald awakens. When the blood skald refreshes her blood pool at the beginning of each day, she

must infuse her blood pool with 1d4 hit points, taken from either herself (as a personal sacrifice) or from another, helpless, sentient creature. Additionally, the blood skald may replenish her blood pool by using her blood song. This ability otherwise functions identically to the arcane pool of a magus; in addition to its normal uses, a blood skald may spend one point from her blood pool at any time (as a free action) to gain an additional round of her bardic performance.

At 1st level, a blood skald can expend 1 point from her blood pool (as a swift action) to enhance any melee weapon she is actively using. When she does, she bestows a +1 enhancement bonus on it for 1 minute. For every four levels the blood skald gains beyond 1st, she may further enhance her weapon, granting another +1 enhancement bonus, to a maximum of +5 at 17th level. Multiple uses of this ability do not stack.

At 5th level, a blood skald can trade one bonus to add any of the following properties to her melee weapon: *anarchic, bane, dancing, defiant, flaming, flaming burst, frost, icy burst, keen, lifesurge, shock, shocking burst, speed, unholy, vicious,* or *vorpal*.

Adding any of these properties consumes an amount of bonus equal to the weapon property's base price modifier. These properties are added, regardless of whether a weapon already has magical properties, but they never duplicate (stack) with pre-existing properties of the same type. In order to add any of these properties to the weapon, it must be magical (having at least a +1 enhancement bonus). If not, a +1 enhancement bonus must be added prior to adding any additional weapon. These bonuses and properties are decided when the blood pool point is spent and cannot be changed until the next time the blood skald uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the blood skald.

A blood skald can enhance up to two weapons at a time, provided she wields both (one in each hand). If she uses this ability to enhance a weapon a third time, the first instance immediately ends. Blood skalds wielding two weapons at once may not cast spells (see **Spell Combat**, below).

Blood Song (Su) At 1st level, a blood skald learns a dangerous melody, a song of necromantic undoing that drains the very life from her foes. Whenever a blood skald starts a bardic performance, she may elect to sing her deadly song, draining the very life from those around her. Each round she sings her blood song, the blood skald deals 1d6 points of damage to all living creatures (oozes, constructs, elementals, and creatures without blood are immune) within 30 ft. who can hear her song (deaf creatures are immune to this damage). Creatures who make a successful Will save (DC 10 + ½ the blood skald's level + the blood skald's Charisma modifier) halve the damage dealt. As the blood skald grows in her power, her song does more damage (2d6 at 5th level, 3d6 at 9th level, 4d6 at 13th level, and 5d6 at 17th level).

The blood skald replenishes one point to her blood pool if any creature fails a save against her blood song. If the blood skald elects target herself (she may save, as normal), she takes the appropriate damage and gains an additional blood point, which is added to her blood pool.

Cantrip Mimicry (Sp) Early on, blood skalds learn to unlock the magic in their blood that manifests as simple spell-like tricks. At 1st level, a blood skald can select a number of 0 level spells from any arcane spell-list equal to their Charisma modifier, and cast each once per day as if they were cantrips. These spells need not be chosen in advance. The blood skald treats her blood skald level as her arcane caster level.

Spell Combat (Ex) At 2nd level, a blood skald learns to cast spells while wielding her weapon at the same time. This ability functions much like two-weapon fighting, but the off-hand weapon is the spell that is being cast. As stated above, the blood skald must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand.

As a full-round action, the blood skald may make all of her attacks with her melee weapon at a -2 penalty and also cast any spell from the blood skald spell list (provided that spell has a casting time of 1 standard action or less). Any attack roll to deliver the spell also takes this penalty. If the spell is cast defensively, she can choose to take an additional penalty to her attack rolls, up to her Charisma bonus, and add the same amount as a circumstance bonus to her concentration check. If the check fails, the spell is wasted but the attacks still take the penalty. A blood skald may choose to cast the spell first or to attack first, but may not mix the two (she may not attack, cast, and attack again), even if she has one more one attack per round.

Spell Strike (Su) At 2nd level, while using her bardic performance, a blood skald may cast a spell with the range of "touch" from her blood skald list, which she can deliver through any weapon she is wielding as part of a normal melee attack. Instead of the free touch normally allowed to deliver a spell, the blood skald may make an attack with her weapon (at her highest base attack bonus) as part of casting the spell. If she succeeds, the melee attack deals its normal damage, as well as the effects of the spell. If the blood skald makes this attack while using spell combat, this attack takes all of the applicable penalties. This attack uses the weapon's normal threat range (and is modified by any appropriate weapon properties, such as the keen effect), but if the critical is confirmed, the spell effect only deals double damage (even if the weapon's normal multiplier is higher).

Blood Arcana At 3rd level (and every four levels thereafter), a blood skald learns to extract the power

Blood Skald Spells Known

Lvl	1	2	3	4	5	6
1	2					
2	3					
3	4	2				
4	4	3				
5	4	4				
6	4	4	2			
7	5	4	3			
8	5	4	4			
9	5	5	4	2		
10	5	5	4	3		
11	6	5	4	4	2	
12	6	5	5	4	3	
13	6	6	5	4	4	2
14	6	6	5	4	4	3
15	6	6	5	5	4	4
16	6	6	6	5	5	5
17	6	6	6	5	5	5
18	6	6	6	5	5	5
19	6	6	6	6	5	5
20	6	6	6	6	6	5

inherent in blood. When a blood skald gains a blood arcana, she may select any power from the magus arcana list, provided she meets all of its prerequisites. She treats her blood skald level as the equivalent of a magus for the purpose of meeting these prerequisites. The blood skald may only activate these abilities while she is employing her bardic performance, and it draws from her blood pool as normal.

Blood Recall (Su) At 4th level, while using her bardic performance, a blood skald may use her blood pool to regain spell slots. As a swift action, she may recall any single blood skald spell slot that she has cast that day by expending a number of points from her blood pool equal to the spell slot's level (minimum 1). The spell slot is then refreshed (as if a spell of that level had not been cast that day).

Blood Lore (Su) At 6th level, a blood skald learns to draw knowledge from the blood of her enemies, gaining valuable insights into their weaknesses, as well as their abilities. Once per day, whenever a blood skald damages an enemy with her blood song, she may, as a free action, make a Knowledge skill check (or an Intelligence check if she lacks the appropriate Knowledge skill), adding the damage she dealt as a bonus to that check. The DC of this skill check is 10 plus the target's CR. If this check is successful, the blood skald identifies the weaknesses and abilities of the target. The blood skald gains additional uses of this ability at 10th level, as well as every 4 levels beyond that (at 14th, 18th, and so on).

Blood Feast (Su) At 8th level, blood skalds learn to unlock the sustenance that blood provides, gaining nourishment from it as if he had consumed a normal meal. Once per day, a blood skald can, as a full round action, drink the blood of a corporeal creature that has recently died (within the past minute). The dead creature must be at least the same size as the blood skald and must have blood. At the end of the full round, the blood skald heals 3d6 hit points and is nourished as if they had consumed a full meal. Creatures killed by the blood skald's blood song, which do not have blood, or who died from bleed damage are not eligible targets. The blood skald gains additional uses of this ability at 12th level, as well as every 4 levels beyond that (at 16th, 20th, and so on).

Awaken the Blood (Su) At 20th level the blood skald gains the ability to drain all of the blood from a single target. While performing her blood song for a full round, the blood skald may channel energy to harm a single creature within 30 ft. The target receives a Fort save (DC 10 + ½ the blood skald's level + the blood skald's Charisma modifier) to negate the effect. If the creature succeeds, it is staggered for 1d4 rounds and is immune to further attempts by the blood skald for the next 24 hours. If the creature fails, it dies and the blood skald gains a number of blood points equal to the target's Hit Dice.

Blood Skald Spell List

1st level spells—*alarm, beguiling gift, blood money, blurred movement, call weapon, cause fear, chord of shards, compel hostility, confusion (lesser), corrosive touch, dazzling blade, detect charm, detect metal, ear-piecing scream, expeditious retreat, feather step, forced quiet, frostbite, fumbletongue, grease, hideous laughter, horn of pursuit, hypnotism, identify, infernal healing, invigorate, invisibility alarm, linebreaker, line in the sand, lock gaze, magic aura, magic missile, magic mouth, magic weapon, mirror strike, moment of greatness, obscure object, play instrument, ray of enfeeblement, saving finale, silent image, sleep, stanch, touch of gracelessness, true strike, unbreakable heart, unnatural lust, vanish, ventriloquism, weapon of blood, weaponwand*

2nd level spells—*acute senses, alter self, ancestral communion, animal trance, arcane disruption, armor lock, bear's endurance, bladed dash, blindness/deafness, blood armor, blood blaze, blood biography, blood rage, blood sentinel, blood tide (greater), blood transcription, bloodlure, bloodshot, boiling blood, blur, cacophonous call, cat's grace, codespeak, compassionate ally, darkness, daze monster, delay pain, delay poison, distracting cacophony, distressing tone, dust of twilight, eagle's splendor, enthrall, fox's cunning, ghostbane dirge, ghostly disguise, glitterdust, haunting mists, heightened reflexes, heroism, hold person, hypnotic pattern, invisibility, mad hallucination,*

marching chant, minor image, mirror image, misdirection, miserable pity, oppressive boredom, piercing shriek, pyrotechnics, rage, reckless infatuation, resounding clang, returning weapon, savage maw, scare, shadow anchor, shatter, silence, sonic scream, sound burst, tactical acumen, unadulterated loathing, vamparic touch, versatile weapon, whip of spiders, whispering wind

3rd level spells—*acrane concordance, blade snare, blink, blood salvation, bloody arrows, bloody claws, blot, campfire wall, caustic blood, charm monster, confusion, crushing despair, curse of disgust, death from below, deep slumber, discern value, dispel magic, displacement, disrupt link, fear, fearsome duplicate, flexible fury, fractions of heal and harm, gaseous form, geas (lesser), good hope, haste, haunting choir, invigorate (mass), invisibility sphere, isolate, keen edge, locate weakness, major image, malicious spite, martial marionette, overwhelming grief, purging finale, raging rubble, ray of exhaustion, remove curse, reviving finale, sculpt sound, see invisibility, slow, speak with animals, terrible remorse, thunderous drums, trial of fire and acid, vision of hell, wall of nausea, witness*

4th level spells—*ancestral gift, apparent master, bloodsworn retribution, blood boil, break enchantment, dance of a hundred cuts, daze (mass), detect scrying, discordant blast, dominate person, eldritch blood*, envious urge, feast on fear, forgetful slumber, ghostbane dirge (mass), freedom of movement, hallucinatory terrain, heroic finale, hold monster, ice storm, infernal healing (greater), invisibility (greater), locate creature, neutralize poison, nixie's lure, paragon surge, primal scream, runic overlord, shadow conjuration, shadow step, shocking image, shout, utter contempt, wall of blindness/deafness, wall of fire, wall of ice, wall of sound, wreath of blades*

5th level spells—*acidic spray, augmenting wall, bladed dash (greater), cacophonous call (mass), cloak of cold, song of dreams, cone covetous aura, deafening bolt, dream, false vision, fiery blood, foe to friend, frozen note, heroism (greater), mind fog, mirage arcana, mislead, nightmare, persistent image, resonating word, shadow evocation, shadow walk, shadowbard, song of discord, stunning finale, unwilling shield, vamparic shadow shield, vengeful outrage, wall of stone, whip of centipedes*

6th level spells—*bear's endurance (mass), brilliant inspiration, cat's grace (mass), charm monster (mass), dance of a thousand cuts, deadly finale, dispel magic (greater), eagle's splendor (mass), euphoric tranquility, exsanguinating cloud, eyebite, flesh to stone, fool's forbiddance, fox's cunning (mass), geas/quest, irresistible dance, magnifying chime, mislead, overwhelming presence, permanent image, pied piping, programmed image, project image, shout (greater), sonic form, stone to flesh, sympathetic vibration, unconscious agenda, veil, waves of ecstasy, whip of ants*

The Clockwork Adept

Masters of invention, clockwork adepts are specialists that blend precision craftsmanship, arcane knowledge, and clockwork understanding into a seamless art. Whether modifying developing technologies or creating entirely new ones, these individuals combine their arcane talents and their specialized knowledge to repair storm-tech, animate clockworks, and to even command the sentient constructs that dare to defy them. Trained extensively in the arcane arts and engineering, these men and women use their intimate understanding of both magic and mechanics to shape the face of Midgard (and sometimes, the realms beyond)—for good or ill.

Role A clockwork adept's role in society is as varied as his creations. Most choose utilitarian paths, incorporating their life's work into their neighborhoods, outposts, and cities—building everything from elaborate lightning stations to the storm-engines they power. Others work solely on personal projects, building automatons and a wide array of portable clockwork devices. Still, others spend their days adventuring, seeking out veins of Red Mithral or *jotünstones*—the rare materials they need to build therma-torque engines and similar wonders.

Alignment Clockwork adepts may be of any alignment, but most tend to lean toward philosophies that honor order, precision, and greater understanding. As a result,

Clockwork Adept Level Progression

						Spells per Day									
Level	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Artificer's touch, cantrips	3	1								
2	+1	+0	+0	+3	Bonded tools, field repair	4	2								
3	+1	+1	+1	+3		4	2	1							
4	+2	+1	+1	+4	Channel energy 1d6	4	3	2							
5	+2	+1	+1	+4	Bonus feat	4	3	2	1						
6	+3	+2	+2	+5	Channel energy 2d6	4	3	3	2						
7	+3	+2	+2	+5		4	4	3	2	1					
8	+4	+2	+2	+6	Channel energy 3d6	4	4	3	3	2					
9	+4	+3	+3	+6	Bonus feat	4	4	4	3	2	1				
10	+5	+3	+3	+7	Channel energy 4d6	4	4	4	4	3	2				
11	+5	+3	+3	+7		4	4	4	4	3	2	1			
12	+6/+1	+4	+4	+8	Channel energy 5d6	4	4	4	4	3	3	2			
13	+6/+1	+4	+4	+8	Bonus feat	4	4	4	4	4	2	2	1		
14	+7/+2	+4	+4	+9	Channel energy 6d6	4	4	4	4	4	3	3	2		
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	
16	+8/+3	+5	+5	+10	Channel energy 7d6	4	4	4	4	4	4	3	3	2	
17	+8/+3	+5	+5	+10	Bonus feat	4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11	Channel energy 8d6	4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12	Channel energy 9d6, ghost in the machine	4	4	4	4	4	4	4	4	4	4

they tend to be lawful, leaning toward neutrality. They are not restricted, however, to these values and some of the most inventive individuals have proven to be the most chaotic.

Hit Die d6

Alternate Classes cleric and wizard

Starting Wealth 2d6 x 10 (70 gp average)

Class Skills The clockwork adept's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (clockworks), Knowledge (engineering) (Int), Linguistics (Int), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiencies Clockwork adepts are proficient with all simple weapons, plus gunblades. They are not proficient with any armor or shields.

Spells A clockwork adept casts arcane spells drawn from the sorcerer/wizard spell list. Like many other arcanists, a clockwork adept must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the clockwork adept must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a clockwork adept's spell is 10 + the spell level + the clockwork adept's Intelligence modifier.

A clockwork adept can only cast a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Clockwork Adept**. In addition, he receives bonus spells per day if he has a high Intelligence score (see "ability modifiers and bonus spells" in Chapter 1 of the *Pathfinder® Roleplaying Game Core Rulebook*™). A clockwork adept may know any number of spells. He must choose and prepare his spells ahead of time by getting eight hours of sleep and spending one hour studying his spellbook. While studying, the clockwork adept decides which spells to prepare.

Starting Spells A clockwork adept begins play with a spellbook containing ten 0-level spells plus three 1st level spells of his choice. The clockwork adept also selects a number of additional 1st level spells equal to his Intelligence modifier to add to the spellbook. At each new clockwork adept level, he gains two new spells of any spell level or levels that he can cast (based on his new level) for his spellbook. Additionally, a clockwork adept can also add spells found in other places, provided those spells are on his spell list. A clockwork adept selects his spell from the sorcerer/wizard spell list.

Spells Gained at a New Level Like many other adventurers, clockwork adepts spend a given amount of time researching new magic between adventures. Each time a character attains a new clockwork adept level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast.

Artificer's Touch (Sp) At 1st level, a clockwork adept gains the ability to cast *mending* at will, using his clockwork adept level as his caster level to repair damaged objects. Additionally, by making a melee touch attack, the clockwork adept can directly damage objects and construct creatures. Objects and constructs damaged in this fashion take 1d6 points of damage +1 for every two clockwork adept levels the clockwork adept possesses. This attack bypasses an amount of damage reduction and hardness equal to the clockwork adept's level. The clockwork adept can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Bonded Tools (Sp) At 2nd level, a clockwork adept receives a special set of special tools at no cost. These tools are masterwork quality and grant the clockwork adept a +2 competence bonus to Craft (clockworks) and another Craft skill (chosen at 1st level). Additionally, the clockwork adept selects one of the tools from this set to become his bonded tool. Although this particular tool could be anything, it is commonly one of the following items: a hammer, a speed handle, a wrench, a rivet gun, or a set of clockwork calipers.

Once per day, a clockwork adept can use his bonded tools to cast any one spell that he has in his spellbook and is capable of casting, even if he did not prepare that spell that day. This spell is treated like any other spell cast by the clockwork adept, including casting time, duration, and other effects dependent on the clockwork adept's level. This spell cannot be modified by metamagic feats or other abilities. Similar to a wizard's bonded object, a clockwork adept's bonded tool must be on his person (and accessible) to be effective. If a clockwork adept attempts to cast a spell without his bonded tools, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. This penalty only applies to clockwork adepts of 2nd level or higher

A clockwork adept can add additional magic abilities to his bonded tool, provided he has the required Item Creation Feats and meets the level prerequisites of the feat. The magic properties of a bonded tool, including any magic abilities added to the tool, only function for the clockwork adept that owns it, however. If the clockwork adept's bonded tool is damaged, it is restored to full hit points the next time the he prepares his spells. If the bonded tool is lost or destroyed, it can be replaced after one week in a special ceremony that costs 200 gp per clockwork adept level plus the cost of the masterwork item. This ceremony takes eight hours to complete. Bonded tools replaced in this way do not possess any of the additional enchantments of the previous bonded item.

Field Repair (Ex) Starting at 2nd level, the clockwork adept gains the Field Repair feat. The clockwork adept need not meet the prerequisites for this feat.

Bonus Feat (Ex) Starting at 5th level, and at every 4 levels beyond 5th (at 9th, 13th, 17th, and so on), a clockwork adept gains a bonus feat in addition to those gained from normal progression. These bonus feats must be selected from the list below and the clockwork adept, regardless of level, must meet all of the prerequisites for the feat selected:

Command Constructs, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Create Reliquary Arms and Shields, Elemental Channel, Eschew Materials, Extra Channel, Forge Ring, Improved Channel, Inscribe Rune, Magical Aptitude, Quick Channel*, Scribe Scroll, Selective Channeling, and Turn Construct

New Feats

Turn Constructs

Summoning your inner might, you force constructs to flee from the might of your unleashed arcane energy.

Prerequisites Channel positive energy class feature
Benefit You can, as a standard action, use one of your uses of channel positive energy to cause all constructs within 30 feet of you to flee, as if panicked. Constructs receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your clockwork adept level + your Charisma modifier. Constructs that fail their save flee for 1 minute. Sentient constructs (like automata) receive a new saving throw each round to end the effect. If you use channel positive energy in this way, it has no other effect (it does not repair nearby constructs).

Command Constructs

By manipulating the nature of your arcane powers, you shape your channeled energy to command constructs, turning them into your mindless servants.

Prerequisites Channel negative energy class feature
Benefit As a standard action, you can use one of your uses of channel negative energy to enslave constructs within 30 feet. Constructs receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your clockwork adept level + your Charisma modifier. Constructs who fail their saves fall under your control, obeying your commands to the best of their ability. Sentient constructs (like automata) receive a new saving throw each day to resist your command. You can control any number of constructs, so long as their total Hit Dice do not exceed your clockwork adept level. If you use channel energy in this way, it has no other effect (it does not damage nearby constructs). If a construct is under the control of another spellcaster, you must make an opposed Charisma check whenever your orders conflict.

Channel Energy (Su) Starting at 4th level, a clockwork adept learns to focus his arcane energy further, which he may release as a burst of energy that affects constructs (and, at the GM's discretion, other complex machines), through his bonded tool. This arcane energy can be used to heal or deal damage, depending on the type of energy channeled and the objects (or creatures) targeted. When the clockwork adept gains this ability, he must select one of two paths—the Path of Structure or the Path of Destruction.

A clockwork adept who selects the Path of Structure learns to channel constructive (positive) energy, which he uses to repair automata, allied constructs, clockwork servants, and similar creatures. A clockwork adept who selects the Path of Destruction learns to channel destructive (negative) energy, which he uses to directly damage Automata, enemy constructs, clockwork machines, and similar creatures. Regardless of which path the clockwork adept selects, his channeled energy only affects constructs (and complex mechanisms with multiple parts). Energy channeled in this manner cannot be used to repair walls, destroy enemy armor, mend broken items, or the like.

Channeling energy causes a burst that affects all constructs in a 30-foot radius centered on the clockwork adept. The amount of damage dealt or repaired is equal to 1d6 points of damage plus 1d6 points of damage for every two clockwork adept levels beyond 4th (2d6 at 4th, 3d6 at 6th, 4d6 at 8th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + ½ the clockwork adept's level + the clockwork adept's Intelligence modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A clockwork adept may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A clockwork adept may choose whether or not to include himself in this effect. A clockwork adept must be able to present his bonded tool to use this ability.

Ghost in the Machine (Su) At 20th level, your insight into how automata, clockworks, and constructs function reaches a supernatural level, granting you the ability to effortlessly insert your essence into the shells of such machines. This ability manifests in two, distinct ways.

First, whenever you are adjacent to (and physically able to touch) a non-sentient construct, you may attempt to transfer your soul into the body of that creature. To do so, you need only touch the creature and concentrate (a standard action) to initiate the transfer. Intelligent (but non-sentient) constructs receive a Will save against this effect (the DC is 20 + your Intelligence modifier). If you fail, you are stunned for 1d4 rounds. If you succeed, your normal body drops prone and remains inactive (and helpless) until you exit the touched creature. While in this new creature's body, you retain all of your mental attributes, memories, and class abilities, but bonuses gained from worn magic items (such as magical headbands, rings, and so on) do not transfer. You also gain all of the physical characteristics of the touched creature, including any physical strengths (or weaknesses) that creature may have, any bonuses the creature receives from worn magical items, and so on. You may remain in this creature's body for a number of hours equal to your class level + your Constitution modifier. If you remain in the touched creature's body beyond the maximum period, you risk becoming trapped. For each hour you remain beyond the maximum allowed, you must make a Will save, as if you had been targeted by the spell *trap the soul*. The difficulty of this save is based on your mental attributes (DC 18 + your Intelligence modifier). The DC increases by one for each hour you remain beyond the maximum.

Secondly, when you die, you may instantly attempt to transfer your soul into a non-sentient automaton, clockwork servant, or construct, provided that creature is on the same plane of existence as you are. You are not limited by distance, but you only have a number of hours (equal to your clockwork adept level + your Constitution modifier) to complete this transfer. If you fail, you die. While attempting to seek out a suitable body, you are treated as being under the effect of the spell *overland flight*, you are incorporeal, and you automatically sense constructs within a mile of your location. The number of available constructs is determined by circumstance (more are available in a city than say the wilderness). Intelligent constructs are allowed normal saving throws (see above) to resist your attempts to occupy their body.

The Gjallarhorn

When honored warriors fall in battle, they do not rot in simple graves. Instead the Old Gods gather them up, hoarding their valor against dark future that is Ragnarök. In the Grand Heroes' Halls of Sommerfæth, these battle-sworn revenants, known as the einherjar, await only those who can call them into battle. The gjallahorn (named after the war-horns they wield) are the men and women who, either by luck, fate, or both, have discovered that they can summon the einherjar—these honored dead—from the very heavens to do battle. Whether calling ancestral warriors or summoning the servants of the Old Gods themselves, the gjallarhorn are forces to be reckoned with on any battlefield.

Role Gjallarhorn use their sacred war-horns to call forth the glorious slain, the einherjar, to their sides. As they develop their skills, and with those their connection to the celestial realms, they learn to call more celestial servants. At the height of their ability, some even gain the power to call the Valkyr—the Choosers of the Slain—to battle by their side.

Gjallarhorn Level Progression

						Spells per Day					
Level	BAB	Fort	Ref	Will	Special	1	2	3	4	5	6
1	+0	+0	+0	+2	Call einherjar, sacred call, sound the sacred war horn 2/day	1					
2	+1	+0	+0	+3	Sword bond, well-versed	2					
3	+2	+1	+1	+3	Sacred call	3					
4	+3	+1	+1	+4	Sound the sacred war horn 3/day	3	1				
5	+3	+1	+1	+4	Kenning	4	2				
6	+4	+2	+2	+5	Sword bond	4	3				
7	+5	+2	+2	+5	Sacred call	4	3	1			
8	+6/+1	+2	+2	+6	Sound the sacred war horn 4/day	4	4	2			
9	+6/+1	+3	+3	+6	Kenning	5	4	3			
10	+7/+2	+3	+3	+7	Sword bond	5	4	3	1		
11	+8/+3	+3	+3	+7	Sacred call	5	4	4	2		
12	+9/+4	+4	+4	+8	Sound the sacred war horn 5/day	5	5	4	3		
13	+9/+4	+4	+4	+8	Kenning	5	5	4	3	1	
14	+10/+5	+4	+4	+9	Sword bond	5	5	4	4	2	
15	+11/+6/+1	+5	+5	+9	Sacred call	5	5	5	4	3	
16	+12/+7/+2	+5	+5	+10	Sound the sacred war horn 6/day	5	5	5	4	3	1
17	+12/+7/+2	+5	+5	+10	Kenning	5	5	5	4	4	2
18	+13/+8/+3	+6	+6	+11	Sword bond	5	5	5	5	4	3
19	+14/+9/+4	+6	+6	+11	Sacred call	5	5	5	5	5	4
20	+15/+10/+5	+6	+6	+12	Open the silver bridge	5	5	5	5	5	5

Alignment Although most are good, honorable individuals, some gjallarhorn are impartial to everything outside of their personal environments—choosing the neutral paths instead. The einherjar never answer the call of individuals with evil hearts. Thus, the gjallarhorn may be any non-evil alignment.

Hit Die d8

Alternate Classes Bard and summoner

Starting Wealth 3d6 — 10 gp (average 105 gp) and the gjallarhorn begins play with his war-horn.

Class Skills The gjallarhorn's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level 4 + Int modifier

Class Features

Weapon and armor proficiencies The gjallarhorn is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except for tower shields).

Spells A gjallarhorn casts divine spells drawn from the gjallahorn spell list, which he can cast without preparing ahead of time, provided he has not yet used up his allotment of spells per day for that spell's level. To learn or cast a spell, the gjallarhorn must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against the gjallarhorn's spell is 10 + the spell level + the gjallarhorn's Wisdom modifier.

A gjallarhorn can only cast a certain number of spells of each level each day. His base allotment is given on **Table: Gjallarhorn**. Additionally, the gjallarhorn receives bonus spells per day if he has a high Wisdom score (see "ability modifiers and bonus spells" in Chapter 1 of the *Pathfinder® Roleplaying Game Core Rulebook™*). A gjallarhorn has a limited number of spells he can cast and begins play only knowing two 1st level spells. Each time the gjallarhorn gains a new gjallarhorn level, he gains one or more news spells, as indicated on the **Table: Gjallarhorn Spells Known** (and unlike his spells per day, the number of spells a gjallarhorn knows is not modified by his Wisdom score. The number of spells known on **Table: Gjallarhorn Spells Known** is set).

Gjallarhorn Spell List

1st level spells—*alarm, blurred movement, call weapon, cause fear, chord of shards, compel hostility, confusion (lesser), corrosive touch, cure light wounds, daze monster, dazzling blade, detect charm, detect metal, ear-piecing scream, expeditious retreat, feather fall, grease, hideous laughter, horn of pursuit,*

Gjallarhorn Spells Known

Lvl	1	2	3	4	5	6
1	2					
2	3					
3	4					
4	4	2				
5	4	3				
6	4	4				
7	5	4	2			
8	5	4	3			
9	5	4	4			
10	5	5	4	2		
11	6	5	4	3		
12	6	5	4	4		
13	6	5	5	4	2	
14	6	6	5	4	3	
15	6	6	5	4	4	
16	6	6	5	5	4	2
17	6	6	6	5	4	3
18	6	6	6	5	4	4
19	6	6	6	5	5	4
20	6	6	6	6	5	5

hypnotism, identify, invigorate, invisibility alarm, life conduit, lock gaze, mage armor, magic aura, magic fang, magic weapon, moment of greatness, mount, obscure object, protection from evil, rejuvenate eidolon (lesser)*, silent image, sleep, shield, summon monster I, unfetter*, unseen servent, ventriloquism*

2ND LEVEL SPELLS—*alter self, ancestral communion, armor lock, barkskin, bear's endurance, blindness/deafness, blood armor, blur, bull's strength, cat's grace, cure moderate wounds, delay pain, delay poison, disguise other, eagle's splendor, enthrall, fox's cunning, ghostbane dirge, ghostly disguise, haste, haunting mists, heightened reflexes, heroism, hold person, hypnotic pattern, ghost wolf, invisibility, owl's wisdom, mad hallucination, marching chant, misdirection, pyrotechnics, rage, resist energy, restore eidolon (lesser), returning weapon, savage maw, scare, see invisibility, silence, slow, sound burst, suggestion, summon eidolon*, summon monster II, summon swarm, tactical acumen, versatile weapon*

3RD LEVEL SPELLS—*agonize, charm monster, control summoned creature, crushing despair, cure serious wounds, deep slumber, discern value, dispel magic, displacement, disrupt link, fear, fearsome duplicate, flexible fury, fractions of heal and harm, geas (lesser), good hope, haunting choir, invigorate (mass), invisibility (greater), invisibility sphere, life conduit (improved)*, keen edge, locate creature, locate weakness, magic fang (greater), magic circle against evil, nondetection, protection from energy, rejuvenate eidolon*, remove curse, shield companion*, summon monster III, thunderous drums, trial of fire and acid*

4TH LEVEL SPELLS—*ancestral gift, apparent master, bear's endurance (mass), bull's strength (mass), break enchantment, cat's grace (mass), cure critical wounds, daze (mass), discordant blast, dismissal, dominate person, dream, eagle's splendor (mass), false vision, fox's cunning (mass), freedom of movement, ghostbane dirge (mass), hallucinatory terrain, hold monster, insect plague, mage's faithful hound, magic jar, neutralize poison, owl's wisdom (mass), planar binding (lesser), primal scream, purified calling*, runic overlord, sending, shout, summon monster IV, summon stampede, summoner conduit**

5TH LEVEL SPELLS—*archon's trumpet, banishment, creeping doom, deafening song bolt, dream, dispel magic (greater), eaglesoul, false vision, foe to friend, frozen note, heroism (greater), hymn of mercy, invisibility (mass), life conduit (greater)*, mind fog, mislead, nightmare, planar adaptation, planar binding, plane shift, rejuvenate eidolon (greater)*, repulsion, resonating word, simulacrum, song of discord, spell turning, suggestion (mass), summon monster V, true seeing, unseen crew, unwilling shield, vengeful outrage, wreath of blades*

6th level spells—*animate objects, antipathy, binding, brilliant inspiration, cure moderate wounds (mass), charm monster (mass), dirge of the victorious knights, dimensional lock, discern location, dispel magic (greater), dominate monster, flesh to stone, geas/quest, magnetic field, maze, mislead, overwhelming presence, planar adaptation (mass), planar binding (greater), protection from spells, shout (greater), stone to flesh, summon monster VI, sympathetic vibration, sympathy, unconscious agenda, veil*

*When casting these spells, the gjallarhorn treats his einherjar as an eidolon.

Sacred War Horn

At 1st level the gjallarhorn gains a sacred war horn. This is a masterwork instrument, usually carved from the bone of some great beast and gilded in silver, bronze, or gold. If the gjallarhorn attempts to cast a spell without his war horn in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. Additionally, the gjallarhorn must possess his sacred war horn to activate his sound the war horn class ability.

If the sacred war horn is damaged, it is restored to full hit points the next time the gjallarhorn prepares his spells. If it is lost or destroyed, it can be replaced after one week in a special ritual that costs 200 gp per gjallarhorn level plus the cost of the masterwork item.

A gjallarhorn can add additional magic abilities to his war horn as if he has the Craft Wondrous Item feat. For example a gjallarhorn who knows the spell shout can turn his sacred war horn into a *horn of blasting* by paying the appropriate item creation cost and spending the appropriate time. Magic properties of a sacred war horn only function for the gjallarhorn who owns it. If a sacred war horn's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork horn.

Sound the Sacred War Horn (Su) Starting at 1st level the gjallarhorn gains the ability to sound his sacred war horn, evoking special effects or bestowing special benefits upon his allies. In order to receive these benefits, the gjallarhorn's allies must be within 30 ft. of him and must be able to hear his sound the horn. Allies who are deaf cannot benefit from the gjallarhorn's sacred calls. Additionally, a deaf gjallarhon who attempts to sound his horn suffers a 20% chance of failure. Sounding his sacred war horn is a standard action that provokes an attack of opportunity. This ability can be used twice per day at level 1 and an additional time per day at level 4 and every four levels thereafter, to a maximum of 6 times per day at level 16. The gjallarhorn must possess his sacred war horn to activate this ability.

Sacred Calls

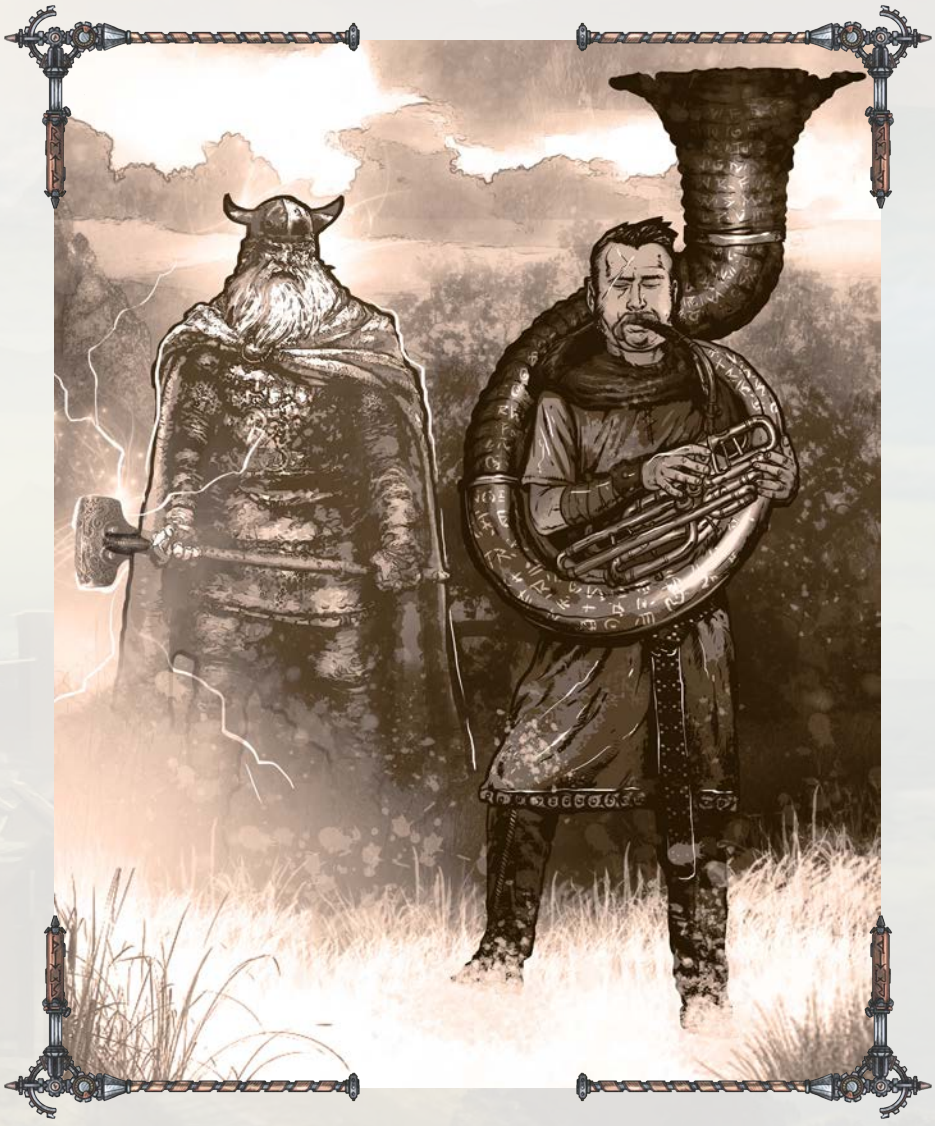
At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), a gjallarhorn may select a new sacred call that grants him special powers and abilities. Unless otherwise noted, the DC to save against a gjallarhorn's call is equal to 10 + ½ the gjallarhorn's level + the gjallarhorn's Charisma modifier. Each of the gjallarhorn's sacred calls is listed below:

Call to Alnara—The goddess Alnara protects and heals all who call out to her for aid, and a gjallarhorn can call on Alnara with a peal of gentle notes that fall like rain. All allies within 30 ft. gain the benefit of the spell *sanctuary*, with a DC equal to 10 + ½ the gjallarhorn's level + the gjallarhorn's Charisma modifier. An ally who breaks the *sanctuary* effect by attacking an enemy does not break it for other allies. In addition, all allies under the *sanctuary* gain fast healing 2, and a +2 sacred bonus to saving throws against ongoing effects. The effect lasts for 1 minute. The gjallahorn must be 12th level before he can select this call

Call of Battle—With this call, the gjallarhorn gains the ability to call forth the spirit of his ancestors. These ancestral spirits aid the glallarhorn and his allies by preparing them for battle. All allies who hear his call gain the ability to don their armor quickly, as if several other allies were aiding them. Unlike normal living beings, however, these ancestral spirits work quickly, allowing warriors to don their armor, regardless of the type or weight, in 1d4+1 rounds. Additionally, each warrior who dons armor in this manner gains DR 5 for the duration of this effect. This effect lasts for one minute.

Call to the Berserkers—With this call, the gjallarhorn gains the ability to temporarily call forth 2d4+1 3rd level berserkers, as if he possessed a brass *horn of Valhalla*. Unlike the *horn of Valhalla*, these celestial warriors only remain for 1d4 minutes and the gjallarhorn automatically meets the associated prerequisites of calling these berserkers. The gjallahorn must be 12th level before he can select this call.

Call to the Chosen—With this call the gjallarhorn can blow a wild high hunting call and designate one enemy as doomed in battle. The target enemy must succeed on a Will save with a DC equal to 10 + ½ the gjallarhorn's level + the gjallarhorn's Charisma modifier or receive a -1 penalty to AC and all saving throws. At 8th level and every 4 levels after the penalty increases by -1 to a maximum of -5 at 20th level. In addition, all critical threats against the target



automatically confirm. This is a mind-affecting effect and lasts for 1 minute.

Call of the Nornir—With this call a gjallarhorn can, with a deep rumbling note, call on the Nornir who assist Velluna-Akka to weave the fates of men and gods. All allies within 30 ft. gain a temporary wyrd point, which must be used within 1 minute. In addition, all threats against those possessing wyrd points automatically fail to confirm. The gjallahorn must be 8th level before he can select this call.

Call of Old Thorn Hammer—With this call, the gjallarhorn temporarily grants his allies additional strength in battle, shrouding their weapons in the celestial fire of Hothur—the Lord of Golden Fire. All allies who hear his call may select one melee weapon, which gains the *flaming burst* special ability. This bonus lasts for one minute. The gjallahorn must be 8th level before he can select this call.

Call of Oridynn—Oridynn, the Stave Master, is the wisest of the Old Gods, who stared into The Void for knowledge and can pierce all enchantments. A gjallarhorn can learn to call on Oridynn to break enemy spells. The gjallarhorn creates a targeted *greater dispel magic* effect using the gjallarhorn's level as caster level, with a dispel roll equal to 10 + ½ of the gjallarhorn's level + the gjallarhorn's Charisma modifier. The gjallarhorn gains an additional +4 bonus to dispel illusion and enchantment effects. In addition, the gjallarhorn gains *true seeing* for 1 minute. The gjallahorn must be 16th level before he can select this call.

Call to the Shield Maidens—With this call, the gjallahorn gains the ability to summon a group of celestial, translucent shield maidens; one for each of his friends. All allies who hear his call gain a +2 deflection bonus to their AC. At 8th level and every 4 levels after the bonus increases by +1 to a maximum of +6 at 20th level. This bonus lasts for one minute.

Call of Valor—With this call, the gjallarhorn learns to inspire his comrades in battle by winding his sacred war-horn. All allies who hear his call a +1 morale bonus to attack and damage rolls. At 8th level and every 4 levels after the bonus increases by +1 to a maximum of +5 at 20th level. This bonus lasts for one minute.

Call to the Valkyr—With this call, the gjallarhorn gains the ability to summon a pair of valkyries to aid his in battle. Unlike other calls, the gjallarhorn must spend a full round action to summon these Choosers of the Slain, letting his sacred war horn call out to the heavens. When the valkyries answer the call, they do so atop magnificent flying warhorses (as *phantom steed*, CL 16th). The valkyries remain in battle for 1d4 minutes, and then depart as they arrived. The gjallahorn must be 16th level before he can select this call.

Einherjar

At 1st level the gjallarhorn learns to perform an ancient rite (which takes approximately 1 minute) to summon a noble, celestial warrior known as an einherr (the plural is einherjar), from the hallowed Hall of Heroes. The precise appearance of the einherr is up to the player, but is usually an honored hero of the same race, wielding ancient arms with great skill and ferocity. Once summoned, the einherr forms a link with the gjallarhorn, who, from there on out, always summons the same celestial hero. Once summoned, an einherr may remain for up to ten hours, plus one additional hour for each 3 gjallarhorn levels the character possesses (up to maximum of 16 hours at 19th level). The einherr remains even if the gjallarhorn is asleep or unconscious, although in such cases, the einherr must remain in close proximity to the gjallarhorn (within a 100 ft.).

Both the gjallarhorn and einherr share the same alignment, shifting as necessary, provided the gjallarhorn always remains non-evil. Should a gjallarhorn ever become evil, he looses his ability to call forth his einherr—as all einherjar refuse to answer the call of those who have evil in their hearts. Should a gjallarhorn revert to a non-evil alignment and atone for his actions, he once again gains the ability to call his einherr.

Einherjar are treated as summoned creatures, except they are not sent back to their home plane until they are reduced to a number of negative hit points equal to or greater to their Constitution score. Additionally, because of the einherr's bond with its gjallarhorn, it is treated as a creature native to Midgard (or whatever the gjallarhorn's home plane is) and can touch or attack any creatures warded by spells like *protection from good* (or similar effects that prevent contact with summoned creatures).

When the gjallarhorn calls his einherr, it appears with the same number of hit points it had when it was dismissed or banished. If it was slain in battle, the einherr cannot return for at least 24 hours. When it does return, it only has a quarter of its normal hit points. Like other summoned creatures, einherjar are affected by spells like *dismissal* and *banishment* normally. Although an einherr cannot heal naturally, healing magic affects it normally. An einherr is able to speak any of the languages its gjallarhorn knows.

The einherr's Hit Dice, saving throws, skills, feats, and other abilities are directly tied to the gjallarhorn's class level, as outlined below:

Einherr Abilities

Class level this is the gjallarhorn's level.

Hit dice This is the effective level of the einherr. The einherr uses d8 for hit die and adds a Constitution modifier as normal.

Einherjar Level Progression

Class Level	HD	BAB	Fort	Ref / Will	Skills	Feats	Special
1st	1	+1	+2	+0	4	1	Battle joy, divine equipment
2nd	2	+2	+3	+0	8	1	Battle power
3rd	3	+3	+3	+1	12	2	—
4th	3	+3	+3	+1	12	2	Battle power
5th	4	+4	+4	+1	16	2	Ability score increase, divine equipment +1
6th	5	+5	+4	+1	20	3	—
7th	6	+6	+5	+2	24	3	Battle power
8th	6	+6	+5	+2	24	3	—
9th	7	+7	+5	+2	28	4	—
10th	8	+8	+6	+2	32	4	Ability score increase, battle power, divine equipment +2
11th	9	+9	+6	+3	36	5	—
12th	9	+9	+6	+3	36	5	—
13th	10	+10	+7	+3	40	5	Battle power
14th	11	+11	+7	+3	44	6	Greater battle joy
15th	12	+12	+8	+4	48	6	Ability score increase, battle power, divine equipment +3
16th	12	+12	+8	+4	48	6	—
17th	13	+13	+8	+4	52	7	—
18th	14	+14	+9	+4	56	7	Battle power
19th	15	+15	+9	+5	60	8	Divine equipment +4
20th	15	+15	+9	+5	60	8	—

Size Medium; speed 30 ft.;

Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11

Skills This is the number of skill points the einherr may spend on acquiring skills. Unlike player characters, the einherr does not receive a +3 bonus when it puts its first rank into a skill. An einherr may only put ranks into the following skills: Acrobatics, Climb, Escape Artist, Handle Animal, Intimidate, Perception, Ride, Sense Motive, Sleight of Hand, Stealth, and Swim.

Weapon and armor proficiencies An einherr is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Divine equipment At 1st level the einherr has a single masterwork weapon and a single suit of light or medium, masterwork armor. These must be items that the einherr is proficient with, and they always return to the heavens with the einherr, even if disarmed, sundered, or otherwise lost or broken. When the einherr is next summoned the items are whole again, repaired by celestial smiths. At certain levels, as indicated in the **Table: Enherr**, the potency of this equipment increases—both the weapon and the armor gain the listed enhancement bonus, at each indicated level. When the equipment gains a new enhancement bonus, the player may choose any legal combination of enhancement bonus and special abilities. For example, at 10th level the player may choose that the einherr wield either a *+2 warhammer*, a *+1 shocking warhammer*, or any other valid combination whose bonus equals no more than a +2 enchantment bonus. Once set, these bonuses remain as long as the einherr is summoned.

Battle joy, Greater battle joy The einherr laugh and sing as they wage war, finding purest delight in the honorable clash of arms. They have no fear of wounds that would kill a mortal, for they know they will wake refreshed in the golden halls among their companions. This ability is identical to the barbarian's rage ability, and is based on the einherr's listed hit dice.

Battle power At the listed levels the einherr can choose any barbarian rage power for which it meets the requirements, treating its hit dice as if they were barbarian levels.

Well-Versed (Ex) At 2nd level, the gjallarhorn becomes resistant to sonic effects. He gains a +4 bonus on saving throws made against bardic performance, as well as all sonic orlanguage-dependent effects.

Sword-bond (Ex) At 2nd the Gjallarhorn automatically grants his teamwork feats to his einherr. The einherr doesn't need to meet the prerequisites of these teamwork feats. At 2nd, 6th, 10th, 14th and 18th level the Gjallarhorn receives a bonus teamwork feat.

Kenning (Ex) At 5th level, a gjallarhorn learns the secret of kenning spells, allowing him to add spells from other spellcaster's spell lists to his own. When he first gains access to this ability, the gjallarhorn may add a number of new spells to his spell list, provided the total spell levels do not exceed his Wisdom modifier, from the bard, cleric, druid, or sorcerer/wizard spell lists. The gjallarhorn must still meet all of the prerequisites to cast these spell (including material components), but otherwise treats these spells as if they were always on his spell list. The gjallarhorn may add additional spells at 9th, 13th, and 17th levels.

Open the Silver Bridge (Su) At 20th level the Gjallarhorn learns to play a single sustained note on their horn that opens a mystical path to the halls where chosen warriors feast and make war. This takes the form of a translucent silver bridge that rises towards the sky, passing immaterially through any intervening object or ceiling. The bridge remains open for two minutes, and in that time one einherr or one valkyrie per round can cross the bridge to the gjallarhorn's side. The einherjar and valkyries have a combined maximum of 45 HD, and the gjallarhorn can decide how these are distributed between summoned warriors.

The Gun Priest

The Vested Sons of Velash, a strange sect of dwarven priests, originally created the very first gun and with it, the very first gun priest was born. Since that day, their ways have spread beyond the dwarven temples that originally birthed them. The people who take up the path of the gun priest are a special breed, an elite group who understands that there is only one-way to win Ragnarök—through superior firepower.

Gun priests are a devoted, militant lot whose understanding of the firearm is seconded only to their understanding of the divine path. They study both with great commitment, hoping to master both before the inevitably that is Ragnarök. While most gun priests are dwarves, the occasional human or clockwork elf also takes up this calling.

Role Gun priests are militant, religious warriors. They are frequently found defending their temples, as well as traveling with other clerics or religious warriors, frequently acting as long-range artillery or snipers. Some gun priests, however, choose the lone path. These gun priests sometimes join mercenary companies, where they can apply their divine and martial talents equally—in the heat of battle!

Alignment A gun priest's alignment must always be within one step of his deity's, along either the law/chaos axis or the good/evil axis (see Chapter 7 of the *Pathfinder® Roleplaying Game Core Rulebook™*).

Hit Die d8

Alternate Classes Cleric and gunslinger

Starting Wealth 3d6 x 10 gp (average 105 gp) and the gun priest begins with his starting firearm.

Class Skills The gun priest's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiencies A gun priest is proficient with all simple and martial weapons, as well as with firearms. He is also proficient with light armor.

Aura (Ex) A gun priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Spells Like a cleric, a gun priest casts divine spells, which he draws from the cleric spell list. His alignment, however, may restrict him from casting certain spells opposed to his beliefs; see the descriptions for chaotic, evil, good, and lawful spells. Like a cleric, a gun priest must choose and prepare his spells in advance.

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

Like other spellcasters, a gun priest can only cast a certain number of spells of each level per day. His daily

Image based on backer D. Liddel

allotment of spells is given on Table: Gun Priest Spells. Additionally, a gun priest will receive bonus spells per day if he has a high Wisdom score.

Like a cleric, a gun priest must meditate and prepare his spells daily. Unlike a cleric, however, a gun priest performs a daily ritual, in which his vested gun is the main focus, when contemplating his divine path. He must have his vested gun when he prepares his spells. A gun priest that does not have his vested gun may not prepare spells.

Bonus Feats At 5th level, and every 4 levels thereafter, a gun priest gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The gun priest must still meet the prerequisites for these feats.

Channel Energy (Su) Similar to a cleric, a gun priest can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good gun priest (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil gun priest (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral gun priest who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the gun priest. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every four gun priest levels beyond 3rd (2d6 at 7th, 3d6 at 11th, 4d6 at 15th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + ½ the gun priest's level + the gun priest's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A gun priest may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke anattack of opportunity. A gun priest can choose whether or not to include himself in this effect. A gun priest must be able to present his holy symbol to use this ability.

Domains Similar to a cleric, a gun priest gains access to the domains associated with his god or philosophy. Unlike the cleric, however, the gun priest may only select a single domain from which to receive bonus spells and domain powers. Once this domain is chosen, it may not be changed. The restriction on alignment domains still applies to the gun priest.

Grit (Ex) Starting at 4th level, a gun priest gains grit, just like a gunslinger. At the start of each day, a gun priest gains a number of grit points equal to his Wisdom modifier (minimum 1). Although these grit points will fluctuate throughout the day, the gun priest may never have more grit points than his Wisdom modifier allows. The gun priest may use these grit points to accomplish any number of deeds. A gun priest may only use his grit to perform deeds while wielding his vested gun. Like a gunslinger, a gun priest regains grit in the following ways:

- **Critical Hit with his Vested Gun** Each time a gun priest confirms a critical hit with his vested gun, he regains 1 point of grit. Confirming a critical hit on a helpless, unaware, or weak creature (one who has Hit Dice equal to or less than half of the gun priest's character level) does not restore grit. Likewise, confirming a critical hit with any weapon besides his vested gun does not restore grit.
- **Killing Blow with his Vested Gun** When a gun priest reduces an enemy to less than 0 hit points while using his vested gun, he regains a single point of grit. Reducing a helpless, unaware, or weak creature (one who has Hit Dice equal to or less than half of the gun priest's character level) to less than 0 hit points does not restore grit. Likewise, destroying unattended objects does not restore any grit.

Deeds (Ex) Gun priests, just like gunslingers, spend grit to execute the various deeds they learn. The gun priest gains access to additional deeds, as he levels, just likes a gunslinger. A gun priest may only perform deeds that are his level or lower.

Gun Master's Wrath (Su) At 20th level, the gun priest becomes a living extension of his god's wrath. Once per day, as a standard action, the gun priest may activate this ability to gain the following benefits: The gun priest is *hasted*, *blurred*, gains DR 10/—, and automatically confirms all critical threats with his vested gun. This ability lasts 1 minute.

Gunsmith At 1st level, the gun priest receives either a Vested Pistol or Vested Rifle. Additionally, the gun priest gains Gunsmithing as a bonus feat.

Nimble (Ex) Starting at 2nd level, a gun priest gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gun priest to lose his Dexterity bonus to AC also causes the gun priest to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

Orisons Gun priest can prepare four orisons, or 0-level spells, each day, as noted above. These spells are cast like any other spell, but are not considered expended when cast and may be used again.

Sacred Gun (Su) The gun priest's faith is focused through the barrel of his gun.

Gun Priest Level Progression

						Spells Per Day						
Level	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6
1	+0	+0	+2	+2	Aura, domain, gunsmith, orisons, vested gun	4	1					
2	+1	+0	+3	+3	Nimble +1	4	2					
3	+2	+1	+3	+3	Channel energy 1d6	4	3					
4	+3	+1	+4	+4	Deeds, grit, sacred gun +1	4	3	1				
5	+3	+1	+4	+4	Bonus feat	4	4	2				
6	+4	+2	+5	+5	Nimble +2	4	4	3				
7	+5	+2	+5	+5	Channel energy 2d6	4	4	3	1			
8	+6/+1	+2	+6	+6	Sacred gun +2	4	4	4	2			
9	+6/+1	+3	+6	+6	Bonus feat	4	5	4	3			
10	+7/+2	+3	+7	+7	Nimble +3	4	5	4	3	1		
11	+8/+3	+3	+7	+7	Channel energy 3d6	4	5	4	4	2		
12	+9/+4	+4	+8	+8	Sacred gun +3	4	5	5	4	3		
13	+9/+4	+4	+8	+8	Bonus feat	4	5	5	4	3	1	
14	+10/+5	+4	+9	+9	Nimble +4	4	5	5	4	4	2	
15	+11/+6/+1	+5	+9	+9	Channel energy 4d6	4	5	5	5	4	3	
16	+12/+7/+2	+5	+10	+10	Sacred gun +4	4	5	5	5	4	3	1
17	+12/+7/+2	+5	+10	+10	Bonus feat	4	5	5	5	4	4	2
18	+13/+8/+3	+6	+11	+11	Nimble +5	4	5	5	5	5	4	3
19	+14/+9/+4	+6	+11	+11	Channel energy 5d6	4	5	5	5	5	5	4
20	+15/+10/+5	+6	+12	+12	Gun master's wrath, sacred gun +5	4	5	5	5	5	5	5

At 4th level the gun priest gains the ability to imbue his gun with divine power as a swift action. When he does so, his weapon gains a +1 enhancement bonus. For every four levels beyond 4th, this bonus increases by +1 to a maximum of +5 at 20th level. The gun priest may, at higher levels, imbue his gun with magical properties. Adding any of these properties consumes an amount of bonus equal to the properties base cost and the gun priest may not add or duplicate properties. Additionally, the gun priest may not add properties to his gun that are opposed to his alignment (a good gun priest cannot add the *unholy* property, for instance). The gun must have at least a +1 enhancement bonus before any other properties can be added, whether that enhancement is gained through the use of this ability or is inherent.

Once the gun priest reaches 8th level, he adds the following to the list of properties that he can imbue his weapon with: *bane, corrosive, cruel, flaming, frost, ghost touch, reliable, shock*, and *thundering*.

Once the gun priest reaches 12th level, he adds the following to the list of properties that he can imbue his weapon with: *anarchic, axiomatic, designating (lesser), disruptive, holy, negating*, and *unholy*.

Once the gun priest reaches 16th level, he adds the following to the list of properties that he can imbue his weapon with: *corrosive burst, distance, flaming burst, icy burst, igniting, keen, seeking*, and *shocking burst*.

Once the gun priest reaches 20th level, he adds the following to the list of properties that he can imbue his weapon with: *brilliant energy, designating (greater), nimble shot, reliable (greater), speed*, and *stalking*.

The gun priest can only use this ability one round per day per gun priest level, but these rounds need not be consecutive. The enhancement bonus and properties are determined the first time the ability is used each day, and cannot be changed until the ability is used on the following day. Furthermore, these bonuses only apply while the gun priest is holding his gun. They immediately end if the gun priest is separated from his gun—whether by choice (he holsters his weapon) or by accident (he is disarmed). This ability can be ended as a free action at the start of the gun priest's turn.

Vested Weapon (Ex) At 1st level, a gun priest gains his vested gun, a single pistol or rifle that is the focus for many of his divine abilities. The gun priest, upon receiving his vested gun, undergoes a religious ceremony that binds him to his vested gun. Anyone else that tries to use the gun priest's vested gun treats it as if it had the broken condition. If the gun priest's vested weapon already has the broken condition, it fails to work for anyone else.

The gun priest treats his vested gun with the same reverence he would a holy book or symbol. Accordingly, he never willingly parts with his vested gun—he may not sell it, lend it to others, or otherwise abandon it. If, for any reason, his vested gun is taken from him, the gun priest must do everything in his power to recover it.

The gun priest's vested gun may be upgraded and enchanted as normal.

Firearm	Cost	Dmg	Crit	Misfire	Capacity
		1d6	x2	1	4
Vested Pistol*	300 gp	**Range**	**Weight**	**Type**	**Special**
		30 ft	4lbs.	B/P	—
Firearm	**Cost**	**Dmg**	**Crit**	**Misfire**	**Capacity**
		1d8	x3	1	1
Vested Rifle*	600 gp	**Range**	**Weight**	**Type**	**Special**
		60 ft.	8 lbs.	B/P	—

*Vested Weapons are religious icons restricted to the Priesthood of Velash. These guns are never sold.

Ex-Gun Priests

A gun priest who betrays or ignores his duty to his god, or who otherwise vulgarly dishonors his title, stands the chance of falling from grace. If he does so, he looses access to all of his spells and class features, except for armor and weapon proficiencies, his nimble ability, and his bonus feats. Gun priests who fall from grace cannot gain additional levels in the gun priest class until atoning for their actions (see the *atonement* spell for more information).

New Gun Priest & Gunslinger Feats

Dirty Deeds

You fell from grace and now you only gain grit by doing what others won't…

Prerequisites Grit class feature or Amature Gunslinger, any non-good alignment
Benefit You gain grit by reducing helpless or unaware creatures to 0 or fewer hit points, including creatures that have fewer Hit Dice than ½ of the gun priest's (or gunslinger) character level.
Normal Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.
Special Killing a helpless or unaware creature is considered a dishonorable act that costs 2 points of honor.

Divine Aid (Grit)

You grit your teeth and ask a little more of the Old Gods when you channel energy!

Prerequisites Grit class feature or Amateur Gunslinger, ability to channel positive energy
Benefits Whenever you channel positive energy, you may spend a single point of grit to add an additional 1d6 worth of healing energy to your dice pool. Additionally, you treat any 1s you roll as 2s for this channel.

Holy Gun

Your connection to your firearm is divine.

Prerequisites Grit class feature or Amature Gunslinger, ability to channel energy
Benefit You may use your firearm in place of your holy symbol when channeling energy or casting spells.
Normal You must display your holy symbol when channeling energy and when casting some spells.

Give em' Hell (Grit)

When it's time to serve up the pain, you do so with the faith that only priests can muster!

Prerequisites Grit class feature or Amateur Gunslinger, ability to channel positive energy
Benefits As an immediate action, you may spend a single point of grit to change the type of energy you channel (channeling negative instead of positive) for a single channel. When you channel in this way, it functions in all ways as if you possessed the ability to normally channel negative energy, using your normal channel dice, DC, and so on.

Gunsmithing

You know how to repair and restore firearms.

Benefit: If you have access to the appropriate tools and materials, you can create and restore firearms and craft bullets for all types of firearms. You must still make a Craft check to create firearms and ammunition, but gain a +3 competence bonus when doing so.
Crafting Firearms: You can craft a firearm for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 500 gp of the firearm's price (minimum 1 day).
Crafting Ammunition: You can craft bullets for a cost in raw materials equal to half of the price. If you have at least 1 rank in Craft (alchemy), you can craft special ammunition for a cost in raw materials equal to half the price of the ammunition. Crafting bullets or special ammunition takes 1 day of work for every 500 gp of ammunition (minimum 1 day) and requires a reloading press.
Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition.
Special: If you are a gun priest or gunslinger, this feat grants the following an additional benefit. You can use this feat to upgrade your starting weapon to a masterwork firearm of its type. It costs 300 gp and 1 day of uninterrupted work to upgrade your pistol or rifle.

Gun Priest's Resolve (Grit)

You aren't so easily swayed!

Prerequisites Grit class feature or Amateur Gunslinger, ability to channel energy
Benefits Whenever you fail a Will save that would force you to flee from combat, abandon an ally, or hurt one of your friends, you may spend a single point of grit to roll gain an additional Will save at a +2 bonus. You must take this second roll, even if it is worse than the first.

Shoot em' in the Face! (Grit)

You know that armor often keeps men alive and you've learned to aim for the whites of their eyes!

Prerequisites Grit class feature or Amateur Gunslinger, 7th level
Benefits Whenever you shoot a target in the head with the targeting deed, they are blinded for 1 round and confused for an additional 1d4 rounds. When you target a creature this way, it costs two points of grit instead of one. Creatures immune to sneak attacks or precision damage are immune to this effect.

Wrath of the Gun Priest

You can channel the wrath of your god through your gun!

Prerequisites Grit class feature or Amateur Gunslinger, ability to channel energy
Benefits Whenever you threaten a critical hit with a firearm you are wielding, you may sacrifice a single use of your channel energy class ability to automatically confirm that critical.

Wyrd Gunner (Grit)

Your understanding of your fate fuels your divine retribution.

Prerequisites Grit class feature or Amateur Gunslinger, wyrd points
Benefits You may spend points of wyrd to regain grit. Whenever you spend points of wyrd to regain grit, you gain two points of grit for every point of wyrd spent.

The Juggernaut (of Blind Fury)

Some of those hulking, blood-soaked warriors who swear deathless allegiance to the hiddeous Thrall Lords gain great and infernal power. An insane and tempestuous passion flows through these warriors—clouding the mind and warping mighty limbs—drawn from dark, cannibalistic sacrifices performed before ancient and profane altars marked with icons of those mad, void godlings.

A seething wrath churns in the heart of each juggernaut of blind fury, fueled by the unceasing screams of an alien and incoherent void outside of space and time. When madness takes them, qlippothic energies dance beneath the flesh of these too-human giants, and their weapons sing a twitching, shrieking song of war.

Alignment A juggernaut may be neutral evil, chaotic neutral or chaotic evil, and she must be within one step of her chosen Thrall Lord.

In addition, a juggernaut follows a strange, wild code of conduct comprehensible only to him and to his Thrall Lord patron. In briefest summary, he must behave with arrogance, savagery and a mind ever bent toward the twisted acquisition of glory and the spread of both disease and terror; his actions must entertain and please his Thralll Lord above all else. This does not mean that the juggernaut of blind fury cannot take actions which an outside observer might qualify as good or lawful; on the contrary, he may freely spare the lives of prisoners, obey vows, take lovers, feed the hungry or work tirelessly to overthrow a tyrannical regime, if that's his will. His actions must always be in service of his patron, however, and focused near-exclusively upon the eradication of both technology and civilization. A juggernaut of blind fury does nothing without a burning passion, a swagger of meglomania and a roar of challenge.

Hit Die d12

Alternate Classes antipaladin and barbarian

Starting Wealth 3d6 x 10 (105 gp average)

Class Skills The juggernaut's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Handle Animal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis) and Survival (Wis)

Skill Ranks per Level 2 + Int modifier

Class Features

Weapons and Armor The juggernaut of blind fury is proficient in all simple weapons, and gains proficiency with one martial weapon and one exotic weapon of his choice, which must be the same as his Thrall Lord's favored weapon or otherwise appropriate to his culture and faith. He is proficient with all light and medium armors and with all shields (except tower shields). He may never gain proficiency in firearms of any kind; wielding a firearm of any kind is a violation of his twisted Code of Conduct (see above), and he most likely destroys any such object he comes across.

Aura of Horror (Su) The power of a juggernaut of blind fury's aura of chaos and aura of evil (see the *detect evil* spell) is equal to his class level. A paladin who uses smite evil on a juggernaut of blind fury deals 2 points of damage per paladin level on his first successful attack.

Fast Movement (Ex) A juggernaut of blind fury's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying his speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the juggernaut of blind fury's land speed.

Smite Good (Su) Once per day, a juggernaut of blind fury can cry out to the Thrall Lords to crush the weak, mewling forces of kindness and order. As a swift action, the juggernaut of blind fury chooses one target within sight to smite. If this target is good or lawful, he adds his Charisma bonus (if any) on his attack rolls and adds his class level on all damage rolls made against the target of his smite. If the target of the smite is an outsider with the good or lawful subtype, a good-aligned or lawful-aligned dragon, or a good or lawful creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per class level he possesses. Regardless of the target, his smite attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the juggernaut of blind fury gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If he targets a creature that is neither good nor lawful, the smite is wasted with no effect.

The smite effect remains until the target of the smite is dead or the next time the juggernaut of blind fury rests and regains his use of this ability. At 4th level, and at every three levels thereafter, the juggernaut may smite good one

additional time per day, to a maximum of seven times per day at 19th level.

Touch of Fel Corruption (Su) Beginning at 2nd level, the juggernaut of blind fury may surround one of his hands with the fel void-essence of the qlippothic realms, causing terrible wounds to open on those whom he touches. Each day, he can use this ability a number of times equal to ½ his class level + his Charisma modifier. As a touch attack, he can cause 1d6 points of damage for every two class levels he possesses. Using this ability is a standard action (but see Hideous Strength, below) that does not provoke attacks of opportunity and may be freely used while raging. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants a juggernaut of blind fury 2 additional uses of the touch of fel corruption class feature.

Cruelty (Su) At 3rd level, and every three levels thereafter, the juggernaut of blind fury can select one cruelty. Each cruelty adds an effect to his touch of fel corruption ability. Whenever he uses touch of fel corruption to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the juggernaut of blind fury. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to 10 + ½ the juggernaut of blind fury's level + his Charisma modifier.

At 3rd level, he can select from the following initial cruelties.

- *Fatigued*: The target is fatigued.
- *Shaken*: The target is shaken for 1 round per class level of the juggernaut of blind fury.
- *Sickened*: The target is sickened for 1 round per level of the juggernaut of blind fury.

At 6th level, the juggernaut of blind fury adds the following cruelties to the list of those that can be selected.

- *Dazed*: The target is dazed for 1 round.
- *Diseased*: The target contracts a disease, as if the juggernaut of blind fury had cast *contagion*, using his class level as his caster level.
- *Staggered*: The target is staggered for 1 round per two levels of the juggernaut of blind fury.

At 9th level, the juggernaut of bind fury adds the following cruelties to the list of those that can be selected.

- *Cursed*: The target is cursed, as if he had cast *bestow curse*, using his class level as his caster level.
- *Exhausted*: The target is exhausted. The juggernaut of blind fury must have the fatigue cruelty before selecting this cruelty.
- *Frightened*: The target is frightened for 1 round per two levels of the juggernaut of blind fury. He must have the shaken cruelty before selecting this cruelty.
- *Nauseated*: The target is nauseated for 1 round per three levels of the juggernaut of blind fury. He must have the sickened cruelty before selecting this cruelty.
- *Poisoned*: The target is poisoned, as if the juggernaut of blind fury had cast *poison*, using his class level as the caster level.

At 12th level, the juggernaut of blind fury adds the following cruelties to the list of those that can be selected.

- *Blinded*: The target is blinded for 1 round per class level.
- *Deafened*: The target is deafened for 1 round per class level.
- *Paralyzed*: The target is paralyzed for 1 round.
- *Stunned*: The target is stunned for 1 round per four class levels.

Image based on backer E. Farrar

Juggernaut of Blind Fury Level Progression

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+2	Aura of horror, fast movement
2	+2	+3	+0	+3	Touch of corruption
3	+3	+3	+1	+3	Mindless rage, plague bringer
4	+4	+4	+1	+4	Thrall blessed
5	+5	+4	+1	+4	War gift
6	+6/+1	+5	+2	+5	Cruelty
7	+7/+2	+5	+2	+5	Thrall blessed
8	+8/+3	+6	+2	+6	Hideous strength, war gift +2
9	+9/+4	+6	+3	+6	Cruelty
10	+10/+5	+7	+3	+7	Thrall blessed
11	+11/+6/+1	+7	+3	+7	War gift +3
12	+12/+7/+2	+8	+4	+8	Cruelty, greater rage
13	+13/+8/+3	+8	+4	+8	Thrall blessed
14	+14/+9/+4	+9	+4	+9	War gift +4
15	+15/+10/+5	+9	+5	+9	Cruelty
16	+16/+11/+6/+1	+10	+5	+10	Thrall blessed
17	+17/+12/+7/+2	+10	+6	+10	War gift +5
18	+18/+13/+8/+3	+11	+6	+11	Cruelty, tireless rage
19	+19/+14/+9/+4	+11	+6	+11	Thrall blessed
20	+20/+15/+10/+5	+12	+6	+12	Champion of Neinferth, war gift +6

These abilities are not cumulative. For example, a 12th-level juggernaut of blind fury's touch of fel corruption ability deals 6d6 points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased. Once a cruelty is chosen, it can't be changed.

Mindless Rage (Ex) At 3rd level, the juggernaut of blind fury can call upon inner reserves of strength and ferocity, granting his additional combat prowess; he may rage, as per a barbarian's ability, for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 3rd, he can rage for 2 additional rounds.

In addition, each time a juggernaut of blind fury takes damage during his rage, his wrath deepens, with detrimental effects. At the end of each turn in which he took hit point damage, the juggernaut of blind fury must succeed at a Will saving throw (DC 15, or DC 20 if any of the damage came from a critical hit that turn) or take a—2 penalty on Will saving throws and to Intelligence. If he suffers this effect, he gains one additional rage round. These penalties end 1 hour after his rage ends and stack with themselves. If the penalty lowers the juggernaut of blind fury's Intelligence score to 0, he falls comatose until his Intelligence score returns to 1 or higher.

Plague-Bringer (Su) At 3rd level, the Thrall Lords make the juggernaut of blind fury into a beacon of agony and disease. He does not take any damage or take any penalty from mundane, non-magical diseases. He can still contract diseases and spread them to others, but he is otherwise immune to their effects. Against disease-like curses such as mummy's rot, he adds his Charisma bonus (if any) on all saving throws. He may select the Stalking Rain of Filth feat to further augment this ability.

Thrall Blessed (Su) At 4th level, the juggernaut of blind fury gains access to a rage power, as per a barbarian. He gains another rage power for every three-class levels attained after 4th level. He gains the benefits of rage powers only while raging, and must otherwise meet all requirements of the power. His barbarian level for purposes of all prerequisites is his class level -2.

War-Gift (Sp) Upon reaching 5th level, a juggernaut of blind fury receives a great gift from his Thrall Lord, capable of transforming his weapon into a blasphemous item of incredible power.

The juggernaut of blind fury may enhance any weapon he carries as a standard action by calling upon the aid of a fel, qlippothic spirit-entity for 1 minute per class level. When called, the spirit causes the weapon to shed unwholesome light as a torch; at 5th level, this spirit additionally grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level.

Several bonuses can be added to the weapon, stacking

with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties. Adding any of these properties consumes an amount of bonus equal to the property's cost:

+1: *flaming, keen, vicious*
+2: *anarchic, flaming burst, unholy, wounding*
+3: *speed*
+5: *vorpal*

These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The qlippothic spirit imparts no bonuses if the weapon is held by anyone other than the juggernaut of blind fury, but resumes giving bonuses if returned to his hand. These bonuses apply to only one end of a double weapon. A juggernaut of blind fury can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th to a total of four times per day at 17th level.

If a weapon bonded with a qlippothic spirit is destroyed, the juggernaut of blind fury loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the he suffers a—1 penalty on all attack and weapon damage rolls.

Hideous Strength (Su) At 8th level, while raging, the juggernaut of blind fury may expend one additional round of rage to use his touch of fel corruption as part of a full attack action, as an attack of opportunity or at the end of a charge, rather than as a standard action. When making such an attack, he may choose to strike his opponent with a fist, kick or headbutt, rather than to simply touch the target; if he does so, he strikes his opponent's regular AC rather than their touch AC, and his full Strength bonus is applied to the damage. Executing this action costs a daily use of his touch of fel corruption ability, as normal.

Greater Rage (Ex) At 12th level, when the juggernaut of blind fury enters rage, the morale bonus to his Strength and Constitution increases to +6 and the morale bonus on his Will saves increases to +3.

Tireless Rage (Ex) Starting at 18th level, the juggernaut of blind fury no longer becomes fatigued at the end of his rage.

Champion of Neinferth (Su) At 20th level, the juggernaut of blind fury becomes a true conduit for the might of the Thrall Lords. When he enters rage, the morale bonus to his Strength and Constitution increases to +8 and the morale bonus on his Will saves increases to +4. Whenever he uses smite good and successfully strikes an good or lawful outsider, the outsider is also subject to a *banishment*, using the juggernaut of blind fury's class level as the caster level; in addition, his weapon and unholy symbol automatically count as objects that the subject hates. After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever he uses touch of fel corruption, he deals the maximum possible amount of damage.

The Plague Bringer

Spreaders of disease and horror in the name of hideous Thrall Lords, each one of the twisted beasts called plague bringer blends fel energies and horrid ailments into the most terrible of weapons. Wielding their clanking, leaking sacks full of volatile and unwholesome chemicals, they dance forth from behind a wall of flames, madness and plague to strike at the innocent and the just alike.

Alignment The plague bringer may be neutral evil, chaotic neutral or chaotic evil, and he must be within one step of his chosen Thrall Lord.

In addition, the plague bringer follows a strange, wild code of conduct comprehensible only to him and to his Thrall Lord patron. In briefest summary, he must behave with arrogance, savagery and a mind ever bent toward the twisted acquisition of glory and the spread of both disease and terror; his abuses of power and his grandiose acts of mayhem must entertain and please his Thrall Lord, above all other things. This does not mean that the plague bringer cannot take actions which an outside observer might qualify as good or lawful; on the contrary, he may freely spare the lives of prisoners, obey vows, take lovers, feed the hungry or work tirelessly to overthrow a tyrannical regime, if he desires. His actions must always be in service of his Thrall Lord, however, and focused near-exclusively upon the eradication of both technology and civilization. The bringer does nothing without a sick sense of grand and inhuman purpose, an experimental zeal and an inborn desire to watch reality itself cave in, burning and rotten through.

Hit Die d8

Alternate Classes alchemist and antipaladin

Starting Wealth 3d6 x 10 (105 gp average)

Class Skills The plague bringer class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis) and Use Magic Device (Cha)

Skill Ranks per Level 4 + Int modifier

Class Features

Weapons and Armor The plague bringer is proficient in all simple weapons, and gains proficiency with one martial weapon of his choice, which must be the same as

Plague Bringer Level Progression

						Infusions Per Day					
Level	BAB	Fort	Ref	Will	Special	1	2	3	4	5	6
1	+0	+2	+2	+0	Alchemy, aura of horror, bomb 1d6	1					
2	+1	+3	+3	+0	Throw anything, touch of corruption	2					
3	+2	+3	+3	+1	Bomb 2d6, plaguebringer	3					
4	+3	+4	+4	+1	Smiting bomb	3	1				
5	+3	+4	+4	+1	Bomb 3d6	4	2				
6	+4	+5	+5	+2	Cruelty	4	3				
7	+5	+5	+5	+2	Bomb 4d6	4	3	1			
8	+6/+1	+6	+6	+2	Smiting bomb 2/day	4	4	2			
9	+6/+1	+6	+6	+3	Bomb 5d6, cruelty	5	4	3			
10	+7/+2	+7	+7	+3	Cruelty	5	4	3	1		
11	+8/+3	+7	+7	+3	Bomb 6d6	5	4	4	2		
12	+9/+4	+8	+8	+4	Smiting bomb 3/day	5	5	4	3		
13	+9/+4	+8	+8	+4	Bomb 7d6	5	5	4	3	1	
14	+10/+5	+9	+9	+4	Cruelty	5	5	4	4	2	
15	+11/+6/+1	+9	+9	+5	Bomb 8d6	5	5	5	4	3	
16	+12/+7/+2	+10	+10	+5	Smiting bomb 4/day	5	5	5	4	3	1
17	+12/+7/+2	+10	+10	+5	Bomb 9d6	5	5	5	4	4	2
18	+13/+8/+3	+11	+11	+6	Cruelty	5	5	5	5	4	3
19	+14/+9/+4	+11	+11	+6	Bomb 10d6	5	5	5	5	5	4
20	+15/+10/+5	+12	+12	+6	Master Most Foul	5	5	5	5	5	5

his Thrall Lord's favored weapon (or otherwise appropriate to his culture and faith). He is proficient with all light and medium armors but not with shields. He may never gain proficiency in firearms of any kind; wielding a firearm of any kind is a violation of his twisted code of conduct (see above), and he most likely destroys any he comes across.

Plague Alchemy (Su) Plague bringers are nothing like the alchemists of the South, and as a result, do not focus on alchemy or alchemical substances (such as alchemist's fire). They do create, however, magical potion-like infusions (which function like extracts for the purpose of resolving feats, traits, and class abilities) in which they can store spell effects. Effectively, the plague bringer prepares his spells by mixing ichor, blood, and other foul ingredients into a number of vials, and then "casts" his spells by consuming the infusion while investing a small amount of his personal, magical energy. This remains true whenever a plague bringer creates an infusion or a bomb, allowing the plague bringer to create powerful, magical effects. This fact, however, also binds these infusions and bombs to the plague bringer—forbidding others from using them.

Unlike alchemists, plague bringers can only create infusions and bombs. Infusions are the more varied of the two options. Just like potions or spells, infusions can be dispelled (using the plague bringer's level as the caster level).

Plague bringers can only create a given number of infusions per level per day. His base daily allotment of infusions is outlined on **Table: Plague Bringer**. Additionally, plague bringers with a high Intelligence score receive bonus infusions per day, just like an alchemist receives bonus extracts per day. Whenever a plague bringer creates an infusion, he mixes a small amount of his magical essence to the infusion, binding it to him. This infusion is poisonous in the hands of anyone else (although the Infusion Feat allows a plague bringer to share his infusions with others normally), forcing those who consume it to make a Fortitude saving throw or gain the *sickened* condition (DC = 10 + the infusion's level + the plague bringer's Intelligence modifier). This condition lasts a number of minutes equal to the level of the infusion.

Once created, an infusion lasts for one day before becoming inert, at which point the plague bringer must once again infuse it with some of his magical power (at the same time he prepares his new infusions). Creating infusions normally takes about a minute. Many plague bringers prepare their infusions before going into battle, but some choose to do so when they first wake. Some plague bringers will elect to leave some of their infusions open, in case their needs change during the day.

Although plague bringers do not cast spells in the traditional sense, the infusions they create are based on

magical recipes, which they must learn the same way an alchemist learns extracts (or wizards learn spells). The plague bringer uses the alchemist's formulae list when determining which formulae (which may plague bringers refer to as their 'recipes') he can learn. Like an alchemist, a plague bringer can utilize spell-trigger items when the spells appear on his formulae list, but he can never use spell-completion items (unless he uses the Use Magic Device skill to do so). An infusion is "cast" by drinking it (just like an alchemist's extract) and its effects take place immediately, replicating the spell it mimics in all ways. The plague bringer uses his level when determining effects based on level. Just like spells or extracts, any expensive spell components for a spell are still required for an infusion and, when used, are consumed in the casting.

Moreover, infusions cannot be made from spells that normally require a divine focus as part of its requirement. Plague bringers can prepare any infusion they know. To learn or use an infusion, the plague bringer must have an Intelligence score equal to at least 10 + the infusion's level. A plague bringer may learn any number of infusions. When inscribing an infusion into their book of recipes, an infusion takes up a number of pages equal to its level. Plague bringers must refer to this book whenever they prepare their infusions.

A plague bringer begins play with two 1st level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new plague bringer level, the plague bringer gains a new formula from any level he could normally cast. Plague bringers can learn formulae from alchemists (and vise versa) by studying their formulae books, but can never learn spells from a wizard's spell book. Likewise, a wizard can never learn spells from a plague bringer's formulae book.

Bomb (Su) At 1st level, the plague bringer becomes adept at swiftly mixing various volatile chemicals to create powerful bombs that can be hurled at enemies. The plague bringer can create and use a number of bombs each day equal to his class level + his Charisma modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert: their method of creation prevents large volumes of infectious explosive material from being created and stored. In order to create a bomb, the plague bringer must use a small vial or specially-prepared animal skull containing an ounce of liquid catalyst; the plague bringer can create this liquid catalyst from small amounts of unholy chemicals, and these supplies can be readily refilled without a check of any kind. Most plague bringer create a number of suitable containers at the start of the day equal to the total number of bombs they can create in that day, and carry dozens more with them — once created, a container and catalyst remain usable for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 ft. and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, the plague bringer's bomb inflicts 1d6 points of fire damage + additional damage equal to the plague bringer's Charisma modifier. The damage of a plague bringer's bomb increases by 1d6 points at every odd-numbered class level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a plague bringer's bomb is always equal to the bomb's minimum damage (so if the bomb of a 3rd level plague bringer would deal 2d6+3 points of fire damage on a direct hit, its splash damage would be 5 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + ½ the plague bringer's class level + his Charisma modifier.

Plague bringers can learn new types of bombs as discoveries (see the Dark Discovery ability) as they level

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up. A plague bringer's bomb, like an extract, becomes inert if used or carried by anyone else.

Throw Anything (Ex) The plague bringer gains the Throw Anything feat as a bonus feat at 1st level. In addition, the plague bringer adds his Charisma modifier to damage done with splash weapons, including the splash damage (if any); his bonus damage is already included in the bomb class feature, above.

Aura of Horror (Su) The power of a plague bringer's aura of chaos and aura of evil (see the *detect evil* spell) is equal to his class level. A paladin who uses smite evil on an plague bringer deals 2 points of damage per paladin level on his first successful attack.

Smite Good (Su) Once per day, a plague bringer can cry out to the Thrall Lords to crush the weak, mewling forces of kindness and order. As a swift action, the plague bringer chooses one target within sight to smite. If this target is good or lawful, he adds his Charisma bonus (if any) on his attack rolls and adds his class level on all damage rolls made against the target of his smite. If the target of is an outsider with the good or lawful subtype, a good-aligned or lawful-aligned dragon, or a good or lawful creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per class level he possesses. Regardless of the target, his smite attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the plague bringer gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If he targets a creature that is neither good nor lawful, the smite is wasted with no effect.

The smite effect remains until the target of the smite is dead or the next time the plague bringer rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the juggernaut may smite good one additional time per day, to a maximum of seven times per day at 19th level.

Touch of Fel Corruption (Su) Beginning at 2nd level, the plague bringer may surround one of his hands with the fel void-essence of the qlippothic realms, causing terrible wounds to open on those whom he touches. Each day, he can use this ability a number of times equal to ½ his class level + his Charisma modifier. As a touch attack, he can cause 1d6 points of damage for every two class levels he possesses. Using this ability is a standard action that does not provoke attacks of opportunity and may be freely used while raging. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.

Cruelty (Su) At 6th level, and every four levels thereafter, the plague bringer can select one cruelty. Each cruelty adds an effect to his touch of fel corruption ability. Whenever he uses touch of fel corruption to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the plague bringer. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is equal to 10 + 1/2 the plague bringer's level + his Charisma modifier.

At 6th level, he can select from the following initial cruelties.

- *Fatigued*: The target is fatigued.
- *Shaken*: The target is shaken for 1 round per class level of the plague bringer.
- *Sickened*: The target is sickened for 1 round per level of the plague bringer.

At 10th level, the plague bringer adds the following cruelties to the list of those that can be selected.

- *Dazed*: The target is dazed for 1 round.
- *Diseased*: The target contracts a disease, as if the plague bringer had cast *contagion*, using his class level as his caster level.
- *Staggered*: The target is staggered for 1 round per two levels of the plague bringer.

At 14th level, the plague bringer adds the following cruelties to the list of those that can be selected.

- *Cursed*: The target is cursed, as if he had cast *bestow curse*, using his class level as his caster level.
- *Exhausted*: The target is exhausted. The plague bringer must have the fatigue cruelty before selecting this cruelty.
- *Frightened*: The target is frightened for 1 round per two levels of the plague bringer. He must have the shaken cruelty before selecting this cruelty.
- *Nauseated*: The target is nauseated for 1 round per three levels of the plague bringer. He must have the sickened cruelty before selecting this cruelty.
- *Poisoned*: The target is poisoned, as if the plague bringer had cast *poison*, using his class level as the caster level.

At 18th level, the plague bringer adds the following cruelties to the list of those that can be selected.

Blinded: The target is blinded for 1 round per class level.

Deafened: The target is deafened for 1 round per class level.

Paralyzed: The target is paralyzed for 1 round.

Stunned: The target is stunned for 1 round per four class levels.

These abilities are not cumulative. For example, a 12th level plague bringer's touch of fel corruption ability deals

6d6 points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased. Once a cruelty is chosen, it can't be changed.

Plague-Bringer (Su) At 3rd level, the Thrall Lords make the plague bringer into a beacon of agony and disease. He no longer takes damage or penalties from mundane, non-magical diseases. He can still contract diseases and spread them to others, but he is otherwise immune to their effects. Against disease-like curses such as mummy's rot, he adds his Charisma bonus (if any) on all saving throws.

Qlippothic Fires (Su) At 5th level, the plague bringer may always choose to deal type-less damage, identical to the effect of a touch of fel corruption, instead of fire damage when using a bomb.

As a move action, he may additionally apply one daily use of his touch of fel corruption into a bomb as it is being prepared. A creature directly hit by the bomb suffers the additional damage of his touch, and those in the splash area who fail their Reflex save must make an additional Fortitude save or be affected by his chosen cruelty (if any).

Dark Discovery (Su) At 7th level and every three levels thereafter -- 10th level, 13th level, 16th level, and 19th level— the plague bringer makes a discovery, as per the alchemist class feature.

Master Most Foul (Su) At 20th level, the plague bringer becomes immune to all diseases, including magical ones. Additionally, whenever hemakes an attack using a bomb, he may automatically coat the bomb in a disease as a free action. If hit, the subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, rage fever, red ache, the shakes, or slimy doom. The disease is contracted immediately (there is no onset period). Diseases applied in this way use the disease's listed frequency. The DC to remove the disease is equal its normal save DC + 5.

Plague Feats

Most Agonizing of Corruption

Your touch burns with an intensity of vileness that is truly unrivaled.

Benefit You use d8s to roll your touch of corruption damage, rather than d6s; this alters only damage dealt by an attack, not damage healed to undead. The DC of your cruelty, if any, also increases by +2.
In addition, you may expend a second daily use of your touch of corruption whenever you make an attack with this ability; this causes the wound you create to blister and smoke. An opponent so struck suffers an additional 1d8 points of damage at the beginning of your next turn, and all creatures beyond 5 ft. have 20% concealment to (and from) your target until the beginning of your next turn.

Furnace of Blood & Brilliance

Your mind shines with the most fearsome kind of soiled genius, eternally concocting ever-greater permutations of agony. When you pour your own specially prepared reagents into the steaming crucible of your flesh, power steams forth from your wounds to reshape both the bodies and minds of minions in your own image.

Prerequisite Antipaladin and Alchemist or Plague-Bringer level 1st
Benefit Add your Intelligence modifier (in addition to your Charisma modifier) when calculating the DC of your cruelty.
In addition, you may choose to ritualistically injure yourself — mystically preparing your body — immediately before you consume any extract; this requires a move action, which provokes attacks of opportunity. This ability also deals one point of damage per level of the extract to be consumed. After consuming the extract, all creatures directly adjacent to you benefit from the extract just as if they had, themselves, consumed it. You can use this ability a number of times per day equal to 3 + your Intelligence modifier, and you may freely choose to exclude any adjacent creatures from the effect.

Clarity of Mad Purpose

Truly, it takes the very strongest of minds, and the boldest of visions, to gaze so firmly into Abyss; it takes far more, beyond, to then endure the crushing weight of its awful, black and infinitely mysterious gaze back upon you.

Prerequisite Antipaladin and Alchemist or Plague-Bringer level 1st
Benefit You may always choose to deal typeless damage, identical to the effect of a touch of corruption, instead of fire damage when using a bomb. As a move action, you may apply one daily use of your touch of corruption into a bomb as it is being prepared. Only a creature directly hit by the bomb suffers the additional damage of your touch, although those in the splash area who fail their Reflex save must make an additional Fortitude save or be affected by your chosen cruelty (if any).
In addition, you may select any one discovery in place of any of the following antipaladin class abilities: channel negative energy (4th level), fiendish boon (5th level), aura of despair (8th level), aura of vengeance (11th level), aura of sin (14th level), aura of depravity (17th level). This special discovery replaces the appropriate antipaladin class ability. Your antipaladin level stacks with your alchemist levels for purposes of prerequisites for these special discoveries.

Weapon of Ferocious Spirit

Faith moves through you, stronger than any steel. When you call upon those spirits, which serve your master, they answer in abundance and with the most potent of zeal.

Prerequisite Paladin or Antipaladin; character level 5th
Benefit You are considered to be three class levels higher for purposes of determining your access to the Divine Bond or Fiendish Boon ability — as appropriate to your class — when enhancing your weapon via that special ability. Thus, if you were an 8th level paladin with this feat, you would add a +3 total enhancement to your weapon (just as if you were an 11th level paladin) when using your Divine Bond; alternatively, if you were a 3rd level antipaladin and 4th level mountebank with this feat, you could add a +1 enhancement to your weapon with Fiendish Boon just as if you were a 6th level antipaladin.
You may freely add the conductive special quality to your weapon, which consumes a +2 cost to the weapon's enchantment, if you choose. When you reach 20th level, the conductive special quality instead consumes only +1.

CHAPTER 4

Midgard

Midgard—sometimes called the Middle Court or the Middle Realm—is Rhune's prime material plane. It's a vast realm, beloved by the ælves and the dwarves, as well as countless races and peoples between. For those who study the ancient sagas (and this is especially true of the scholars who study the Grand Galdr) Midgard is the central axis of Yggdrasil—its trunk—and the place that Ragnarök, the Final War between the Thrall Lords and the Old Gods, is destined to take place.

Story Seed: *Into the Cold*

A group of sailing vessels was attacked by pirates bearing the colors of Undheim, and one of the ships was taken. Divinations show several important passengers still live, kept as slaves, and scrying shows them marching overland. The characters must find a way to quickly catch up to the caravan, and overcome the guards, then escape the Fel Lands while protecting a group ill-suited to the dangers roaming the countryside. Hungry trolls, marauding giants, scavenging warbands all look for tender morsels like this group, and the characters are bound to have their hands full. One of the rescued prisoners has reasons for being captured, however, either seeking out the Thrall Lords for personal power, or trying to gain revenge against a particular individual in a plan gone horribly wrong.

A Brief Look at the Middle Court

Although Midgard has many earth-like qualities, it is important to note that it is not a mirror of the world we know. Its oceans, for instance, wrap completely around the trunk, connecting east to west on the dark side of the tree. While some Dragonship captains claim that other lands lie hidden in the dark there, none who have sailed out beyond have returned to confirm this belief. Though sailors have sailed North of the Wynn Sea, in search of what lies beyond the northern continent, all have met with great, icy seas and massive icebergs, stalling such journeys. The same can be said for those who have dared the northern waters of the Ealden Sea. Only a few brave souls have sailed around the Black Ice Wastes, and only a dozen men claim the honor of sailing south into Lake Thule.

A few Dragonships have set out into the Southern Ocean, as well as the southern waters of the Ealden Sea, but both report the same thing the further south they go—a wall of rainbow-like energy that bridges sky to sea, that some sailors claim is the Great Rainbow Bridge itself. This strange phenomenon that merges sea and sky, is infused with bizarre lights and an odd humming that encourages most sailors to make the sign of Nayadia, seeking her shelter, before turning back. A few have sailed closer, daring the wall, but every man that has come within a few boats lengths from the great wall reports the same thing—the wall itself causes storm engines to quit, compasses to spin wildly, and men to start weeping. None who have dared sail onto the Rainbow Bridge have come back.

While Midgard is a single land, it is divided along several lines, the most noticeable being between the north and the south.

The North, from Undheim to Skullenport, is generally known as the Fel Lands and avoided by most from the South. It is a cold, wicked land where barbarian tribes roam, enslaving (and sometimes consuming) all they come across. As one goes north along the western coast of these lands, one begins to encounter the various giant-holds, cities built and dedicated to the Thrall Lords themselves. These cities dominate the western coast, from Thulefall in the North to Undheim in the south. A few other cities—some little more than hordes of gathered barbarians, dot the south. Icewall and Firstholm are the two largest of these southern cities, the latter resting on a massive black plateau that looks on all of the tundra surrounding it. The eastern end of the North is a sparse, poisoned land that most few dare cross into that people in the North call the Black Ice Wastes—a land filled with supernatural horrors, soul-fused ice fields, and deadly, black water that no one, giant nor man, can suffer for long.

The South is, by comparison, the more civilized of the two halves of Midgard. Divided by Blackblood Bay (in the west), Icewall Bay (central to most of the two lands), and Oud Bay (in the east), the South has been settled by most of the Old Gods' various children.

The ælves once dominated nearly the entire southern continent, but retreated as the dwarves traveled east and the humans settled what would later become the Kingdom of Vallinar. Today, the ælves lie sandwiched between two major territories—Rhuneheim, home of the dwarves in the distant west and the City-States of Vallinar in the east. In the face of their retreat, however, many of the other races—especially the dwarves and men—continue to expand, claiming much of the southern continent as theirs exclusively. While this increases tension in some parts of the South, it is a fact nonetheless.

Time, Seasons & the High Holidays

The Sun & Seasons

While some of the branches of Yggdrasil are strange and wonderful, with qualities that defy the ordinary, the physical cosmology of Midgard is fairly simple. Its single sun—Heidhra—rises in the east each day, flooding the eastern cities with light as it makes its long journey into the West, where it sheds the last of its light each day on Rhuneheim. Heidhra sets only after Mhyr, Midgard's only moon, rises. This is daily occurrence lengthens as spring stretches into summer, shortening again in the fall. As summer approaches, Heidhra often increases in size, although many planar scholars are still unsure as to why this happens. In general, the passing of the seasons is marked by a gradual warming and cooling of Midgard, which most link directly link to Heidhra's passage through the sky, with winter ending on the first day of the month of Lenzme. Spring continues for three months, and in most instances, summer officially begins on the first day of Waldma. Summer persists for three more months, ending on the first day of Todma. Fall's three months always end with the first sign of snow, but this first snow sometimes shifts by a week or more. This generally occurs in early Ashmu, but can occur as early as the last week of Vellama.

The Moon & Months

Keeping time in Rhune is a strange practice, one loaded with portents, signs, and reminders of the Great War bearing down on all who call the Middle Court their home. This is especially true in Ælveheim, where the Ragnarök Clock—long buried while the ælves wage their war against progress—continues to tick away. The dwarves, for their part, also pay careful attention to each passing day and hour, as each every passing moment is one lost in their race to prepare for Ragnarök. The same can easily be extended to a lot of the other people, although some of the shorter-lived races—like the humans and the glitterfane, don't heed time the same way the longer-lived races do.

The dwarves, who have been counting the passing years on Midgard since the activation of the Ragnarök Clock so many centuries ago, use a lunar calendar to track the passage of time on Midgard. They divide each year into thirteen months, one for each appearance of the full moon. The thirteen months and their meanings are: Dawsma (Storm's End), Ostaren (Hare's Hide), Lenzme (The Seeding), Shudmu (First Green), Undmid (Under Wake), Waldma (Spring's End), Leichru (First Heat), Siebhi (High Heat), Todma (Death's End), Vaterma (Growth's End), Vellama (Last Harvest), Ashmu (First Snow), and Festfir (Festival's Fire). They divide each month evenly into four weeks, each seven days long. These days are: Firstday, Mhyrday, Thulsday, Weansday, Thornsday, Ashday, and Restday. The Kingdom of Vallinar adopted the lunar standard in 479 YUR and it has been in use since.

In the City-States of Vallinar, the normal workweek changes according to the season. From spring until fall, the workweek is traditionally six days long, with families taking only a single day for feasting and rest. In winter, this workweek shortens to four days and the weekend lengthens accordingly. During the winter months, these rest days are sometimes used to celebrate clan unions, as well as to hold gatherings of all sorts.

The Faces of Mhyr

Outside of the Ragnarök Clock itself, there is one event that can be counted on to run like clockwork on Midgard; the rising of its moon, Mhyr, every evening as the sun, Heidhra, sets across the horizon. The orbit of this heavenly body is so accurate that the people of Midgard set their calendar by it. A single 28-day cycle of Mhyr around Midgard marks a month and thirteen cycles come together to form a year. The following table shows which phase Mhyr will be in on any day of any given month.

Day of the Month	Phase of Mhyr
1-5	Waning Gibbous
6	First Quarter
7-11	Waning Crescent
12-14	New Moon
15-19	Waxing Crescent
20	Third Quarter
21-25	Waxing Gibbous
26-28	Full Moon

Beyond the certainty of its appearance each night, little is known about Mhyr. Some priests, and this is especially true among the aryandai, teach that Velluna- Akka makes her home on Mhyr, although no one can really confirm this. This lack of knowledge on the true purpose of Mhyr only deepens its mystery for those who look to the night sky and pray for the blessing of the Old Gods, who some believe watch from beyond the void behind the stars. The faces of Mhyr have many names amongst the peoples of Midgard but the most commonly used are tied to each god, goddess, or Thrall lord that is associated with that month.

Month	New Moon Name	Full Moon Name
Dawsma (Storm's End)	Drowning Deep	Wicked Moon
Ostaren (Hare's Hide)	Dark Feast	Hungry Moon
Lenzme (The Seeding)	Mothers' Tears	Mercy's Moon
Shudmu (First Green)	Empty Hearth	Anvil Moon
Undmid (Under Wake)	Lover's Tide	Maiden's Moon
Waldma (Spring's End)	Battle's Eve	Golden Moon
Leichru (First Heat)	Dawn's Vigil	White Light Moon
Siebhi (High Heat)	Eye of the Void	Wraith Moon
Todma (Death's End)	Father's	Hanged Moon
Vaterma (Growth's End)	Stalking Silence	Hunter's Moon
Vellama (Last Harvest)	Crone's Vengeance	Veiled Moon
Ashmu (First Snow)	Death's Breath	Grave Moon
Festfir (Festival's Fire)	Slumbering Shadows	Long Winter's Moon

Holidays & Festivals

In Rhune, holidays are divided into two main categories—low holidays and the high holidays. The low holidays are an expanding collection of very particular events that are observed by specific groups of people, normally because of their political or religious significance. While these low holidays are just as important as the high holidays to those who celebrate them, they generally aren't observed universally and as a result, aren't always recorded by outsiders. While this can lead to some confusion among travelers, that confusion is often short-lived, especially when these holidays are easily explained to outsiders. Anyone making a successful Knowledge (religion), Knowledge (history), or Knowledge (geography) skill check (DC 15) can identify most of the low holidays.

The Low Holidays

Awakening Day—Sacred to the automata, this low holiday is held in honor of Ashnu Falr, the Wizard of Damas, arcane father of the automata. Automata rest on this day, share stories of their experiences as sentient creatures, and often give small gifts to clockwork elves—a gesture of thanks to the race that birthed them.

Harm's Bane—This low holiday is important to farmers, who traditionally call upon local druids to burn and bless their fields before each planting. The smoke from these burnings is believed to drive off evil, as well as pests that might wreck crops.

Treaty Day—Celebrated solely in the City-States of Vallinar, this day of remembrance marks the union of all of the cities, when they banded together to face a greater enemy, the North. It is commonly observed with fireworks and drinking.

Hare's Run—This low holiday is sacred to lovers and those who honor Nayadia above all else. A day of lust and mischief, this day is popular among young couples, which sneak off into secluded places to practice its sacred rites. Most people believe that couples that observe hares on this day will be blessed.

Day of the Charge—Celebrated in early spring, this low holiday observes the fallen members of the Dawngard that gave their lives fighting the Fel Horde. Members of the Dawngard observe this somber holiday with silent parades, oaths of enlistment, and the ritual burning of recently deceased members.

Haven Day—Although popular throughout the City-States of Vallinar, this holiday honors the City of Haven for its open acceptance of the refugees that sought its protection during the invasion of the Second Fel Horde. A day of giving and community, this low holiday is observed with feasts and drinking.

Feasting Day—Beloved by all, this is a day of bounty that marks the end of the growing season. While it doesn't always fall after all the crops have been harvested, the people of the City-States of Vallinar make a point to observe it anyway—filling the feasting halls and taverns with baked hams, roasted chickens, sweet breads, and cold ale.

Clanhold—Observed by dwarves everywhere, this low holiday is held towards the end of the summer. Dwarves from around the lands travel to their favorite halls (and many make trips to places like

Breaksnow—Traditionally the first day of spring in the southern kingdoms, Breaksnow is celebrated by breaking open new kegs of ale—especially those aged over the winter. The people of Union City call this day Final Frost and traditionally have spring pageants on this day.

Hag's Bane—Known among her faithful as "Heaven's Bounty," this day begins with priests performing the traditional field-blessing ritual. Many farmers begin to till their fields on this day.

Holiday	Date	Celebrated by
Harm's Bane	2nd Ashday of Ostaren	Farmers
Hare's Run	3rd Firstday of Lenzme	Lovers
Treaty Day	1st Weansday of Waldma	Citizens of the City-States of Vallinar
Awakening Day	3rd Ashday of Lenzme	Automata
Day of the Final Charge	2nd Thornsday of Shudmu	Members of the Dawngard
Haven Day	1st Restday of Leichru	Citizens of the City-States of Vallinar
Feasting Day	3rd Restday of Vaterma	Citizens of the City-States of Vallinar
Clanhold	4th Restday of Vaterma	Dwarves
Exodus Day	3rd Thulsday of Undmid	Clockwork Elves
Shatterstone Day	2nd Firstday of Todma	Jötunfolk
Fire Day	1st Restday of Ashmu	Dwarves
Ascension Day	3rd Thulsday of Ostaren	Citizens of Damas
Redemption Day	2nd Ashday of Festfir	Glitterfane; Followers of Alnara
Honoring Day	4th Thulsday of Vellama	Citizens of the City-States of Vallinar
Tribesmeet	2nd Thornsday of Ashmu	Aryandai
Flowering Day	1st Mhyrday of Shudmu	Followers of Nayadia
High Hammer	4th Restday of Ostaren	Followers of Velash
Crone's Night	1st Firstday of Lenzme	Followers of Velluna-Akka
Ruiner's Night	2nd Thulsday of Todma	Citizens of the City-States of Vallinar
Hound's Eve	3rd Thornsday of Siebhi	Citizens of the City-States of Vallinar
Clocker's Day	4th Ashday of Dawsma	Clockwork Elves
Sil Day	2nd Firstday of Undmid	Ælves
Oath Day	2nd Thulsday of Lenzme	Citizens of Vallingard

In most places in Midgard, the high holidays are widely celebrated. These holidays commonly celebrate the end of one of the seasons or honor particular members of the *Æssinyr* above all the others, either for some great sacrifice, or because that god played a critical role in some way that forever shaped Midgard and the people who dwell there. Although not everyone celebrates all of the high holidays, enough people do to make getting anything done during a celebration nearly impossible. Inns and taverns are always packed, as are the streets in most cities, where solemn processions are as common as the wild parties that sometimes follow them. For the most part, the high holidays are times for celebration, merry-making, and oath swearing. These holidays commonly bring out the best in men, encouraging them to set aside differences and to celebrate fire and life. Anyone making a successful Knowledge (religion), Knowledge (history), or Knowledge (geography) skill check (DC 10) can identify most of the high holidays. Some of the more common high holidays are listed below:

The High Holidays

The Counting Days—Celebrated over the first week of Dawma, this is a weeklong holiday that normally starts somber but generally ends jovial. Marking the passing of another year, this weeklong festival is a reminder that Ragnarök is coming and that everyone, man, woman, and child will be called to defend the Old Gods, Midgard, and their honor when the Thrall Lords make their final play for Yggdrasil. The Counting Days often begin with a recounting of notable events and the heroes gone to dwell with the *Æssinyr*, gradually followed by a final counting of the years remaining until the Ragnarök Clock finally stops ticking. The final day is normally spent drinking and feasting.

Imbolc—Celebrated during the last few days of Ostaren, this festival marks the official end of winter and the beginning of spring. It is commonly officiated by the priestesses of Nayadia, although in some rural areas, druids and shamans occasionally act in their stead. As a time of renewal and regeneration, many weddings and couplings also take place during this time. In the City-States of Vallinar, this festival is often closed with *The Wedding of the Tree to the Moon*, a symbolic union between the priestess of Velluna-Akka and the priests of Oridynn.

Walpurgis—Held over the last three nights of Waldma, this holiday celebrates Oridynn's sacrifice, specifically the loss of part of his essence when he cast his gaze out into Neinferth to learn the fate of his fallen children. Celebrants light great fires atop hills (at dusk) to observe this festival, with priests of Oridynn recounting his deeds, his sacrifices, and what his followers might learn from them. Most people celebrate this as a time of personal sacrifices; Oridynn's priests encouraging men and women to give up something they favor, so that they might gain something greater later on.

Upon Dying

In Rhune, it is common for Valkyries to appear when great heroes die, especially when those heroes lived great and honorable lives. When these Valkyries appear, they call to the dead in Val, a language very few living men speak (but all of the dead speak). Should anoher character speak Val, it is possible to negotiate with the Valkyries, although it is unlikely they will release the heroes they have come to claim—although some have been known to do so.

Story Seed: *The Fallen Star*

A blazing spear whistles through the air and strikes the ground near the characters' encampment. Investigating, they find a young boy who claims to have slipped and tumbled from the sky, beyond the high lands of Sommerfæth, pulled by some unseen force. A coven of witches has performed an incantation meant to imprison the star and force it to serve their whims, but something has interfered. If the star is to escape this terrible fate, the boy must be taken to a secret place, in a forgotten ælven ruin and permitted to complete an incantation of his own which will allow him to return to the darkness, all before the coven and their servants can capture him and complete their ritual binding.

Midsummer—This high holiday is widely observed by the people of the South, in both the East and the West. Held during the first week of Siebhi, the priesthood of Dægr normally officiate it, especially in the City-States of Vallinar. Midsummer celebrations are numerous and often include trials by combat, the public destruction of the undead (a city tradition in Haverghast), the revelation of new technologies (in Damas), and the announcement of great quests by heroes. In Ælveheim, ælves traditionally gather at their Sils to celebrate *A'mor'ghrian*—The Day of the Grand Sun. For the ælves, this is a very important holiday, one that celebrates their connection to the *Æssinyr*, even though so few of them still dream with the Old Gods.

Lith Lammas—Celebrated immediately after the Hanged Moon during the final week of Todma, Litha is sometimes known as the week of happy harvest, when men and women gather to give their neighbors gifts, feed strangers, and in general, give thanks for bountiful harvests. This holiday is often associated with Alnara and her followers pay particular attention to the ideas of forgiveness, the earth, and the idea that physical change invariably following spiritual change. Unlike all of the other high holidays, the various groups of druids throughout Midgard observe this holiday in strict isolation, disallowing any outsiders into their groves during this time.

Mabon—Known as the Final Harvest, this holiday is especially sacred to the followers of Velluna-Akka, who claim that the Old Crone gathers with the Nornir on this day to reveal those who's wyrd ends in the coming year. To everyone else that celebrates this agricultural holiday, it represents the reaping of the final crops—especially wheat, barley, rye, and oats. In the City-States of Vallinar, this holiday marks the time when brewers put down their beers and whiskeys, and is sometimes celebrated by opening kegs of seasoned, honeyed mead. This holiday is traditional celebrated midway through Vellama, normally during the end of the second week (often beginning officially on Restday). It normally lasts only two of three days, although in some rural areas, it may last up to a full week (once all of the crops are brought in). This holiday is not celebrated by ælves, who see it as a time of ill fortune.

Vetrnætr—Celebrated as the Nights of Winter's Call by people throughout the South, this holiday is often presided over by the priesthood of Velash, who traditionally light the first of the winter-fires throughout the City-States of Vallinar. A time of crafting and teaching, this period is one where clans and families gather against the cold nights, around their sacred fires. For craftsmen or the priesthood of Velash, this is the time when they light their sacred forges, some of which they tend in remote mountainside, monasteries. Traditionally observed during the third week of Ashmu (but only after the first snows have fallen), this holiday lasts two to three days. People seeking out blessed tools or enchanted weapons often do so during this holiday, as many believe that Velash blesses such weapons himself during these days.

The Wedding of the Tree to the Moon

While Velluna-Akka's clerics, who are exclusively women, often live lives of reflective abstinence, they sometimes marry Oridynn's clerics in a sacred rite known as *The Wedding of the Tree to the Moon*. This wedding is almost always a symbolic gesture of union that brings the two faiths closer together (normally between ranking members of both faiths), but occasionally includes those with romantic inclinations. In some instances, established clerics from both faiths will gather, bringing all of their followers together for a two-day ceremony that includes crafting, feasts, and runecastings to celebrate this sacred event. While these weddings are uncommon, they are always held at the height of Mhyr's ascent in the sky.

The Great Gatherings

In addition to the high holidays that many of the people of Midgard celebrate, there are annual gatherings that are held in most places, normally toward the end of the summer months. These gatherings are called Þings (pronounced things), although some people call them folkmoots, or simply assemblies. These are times when clans and families gather, meeting with their elders and their leaders.

Honoring the Dead

Funerary customs vary across the Great Tree, but on Midgard, the custom of burning the dead remains the standard for a number of reasons. Inside the City-States of Vallinar, where open fires might pose a danger to tightly packed communities, the dead are often brought outside of the city walls to specially prepared hills, often marked by runestones, where priests of the Old Gods attend to them. In remote regions, especially in places in the North or closer to the Old Holds, burning the dead is overseen by the clergy, and if none are present, either the local jarls or, where feasible, the friends and family of the dead. Most believe that burning the dead bar them from entering Thodheim, the Realm of the Dishonored Dead. This ensures that their spirits, loosened from the flesh, will travel quickly to the celestial branches of Yggdrasil. Others, however, know there is a practical aspect to this custom; burning the dead ensures that they cannot rise later to hunt the living.

Conversely, those who have wronged their kith and kin, or who have lived dishonorable lives, are often left for the carrion—their bodies exposed to the elements, that their shame might be known. However, even the most ruthless of men will eventually burn the bodies of the dead, lest they rise again.

The Stars & Constellations of the Middle Court

While some of the branches of Yggdrasil have strange, alien skies, Midgard's night sky is quite pleasant; a bed of twinkling, many-colored lights which scholars have come to count as familiar friends. While many of these starts are distant lights that originate far beyond the branch that scholars attribute to Neinferth, some of them are closer and some, in strange patterns. Primary among these are:

The Arbiter—This constellation is composed of nine, irregular stars that resemble a quill resting on a heart. This constellation hangs low in the northern sky and many *Vitkarr* whisper it is a sign that the Old Gods will build a new Middle Court for those who survive Ragnarök.

The Ashlord—this constellation contains four stars, the brightest that burns deep blue, and is often seen as a bad omen. Many say it burns brightest when the Thrall Lords are working dark magic against the good people of the South. Easily the most northern constellation, few people beyond the occasional Dragonship sailor or northern explorer ever truly sees it in all of its glory. Its brightest star is called the Blue Star, notable for its size and color.

The Chalice—This constellation brightens the southern sky, its lowest star hanging lazily over the horizon—touching the great wall of strange light that bars passage to the realms beyond. Some say that this constellation is Nayadia's sign, that she and her consort quietly watch the waters that lead to the rainbow bridge there.

The Golden Hammer—One of the strangest constellations in northern sky, this constellation is notable for its odd geometry and near perfect symmetry. It has eight stars and is visible only during the fall and winter months. It contains the Heart Star, which appeared shortly after the rune Gebo was discovered in -731.

The Raven and the Wolf—This constellation contains thirteen stars, which appear to depict a raven resting atop the face of a wolf. While many starwatchers say this is a bit of an exaggeration, a great number of ælven druids look to this constellation with both awe and wonder, some going so far as to say that it the true resting place of their dead, calling the spirits and wraiths of Summer Night City little more than cursed shells.

The Seven Stars of Oridynn—A series of unnaturally bright stars in the northern sky that resemble a tree, which some stargazers say is the mirror of Yggdrasil. Named by the priesthood of Oridynn before the Kingdom of Vallinar came into being, many people say this constellation is a good sign, especially on a cold, clear night.

Languages

Learning and mastering languages in **Rhune: Dawn of Twilight** should be no different than in most campaign settings, with the exception that in Rhune, the availability of languages is divided into two categories—common and uncommon. All of the common languages are available at the beginning of play (as part of character creation) and can be learned as player characters gain levels (when a player character acquires a new rank in Linguistics). The uncommon languages, however, are restricted to the particular groups (whether ethnic or social) that speak them. They can still be learned in game, but only from those who speak them and then, only with GM approval.

When a player character learns a new language, they learn to read, write, and speak that language.

Optional Rule: Regional Dialects

GMs who wish to add a degree of complexity to their treatment of languages may assume that each of the major languages have individual dialects that are specific to a city or region. These dialects describe the uniqueness of a language by emphasizing local terms, inflection, slang, and other inferences that outsiders might normally miss. Accordingly, anyone willing to specialize in a particular dialect should receive a +2 competence bonus to Charisma related skill checks when operating in the region (or with a group) where that dialect is normally predominate. Obviously, anyone electing to specialize in a particular dialect must speak the root language (the mother tongue) first before specializing.

In instances where this optional rule is used, languages should be written with their dialects in brackets, as per the example; High Common [Vallingard] or Ælven [Eastern Sils]. GMs adding dialects are free to choose how and where such dialects occur, but should keep in mind adding too many dialects could detract from the unity of the setting and frustrate the player characters, as it greatly reduces the number of languages that a PC can learn with the Linguistics skill. Any GM using this optional rule should grant each player character a minimum of one free language (but no more than three), representing their mother tongue and its regional dialect.

Finally, anyone that speaks a particular language (but not a particular regional dialect) may make a Linguistics skill check (DC 10) to correctly determine what the speaker is trying to say. Likewise, characters that listening to a specific dialect that successfully make a Knowledge (geography) skill check (DC 10) may accurately identify where the speaker is from.

Common Tongues

The following languages are common to the people of Rhune and all of the following tongues are taught throughout the City-States of Vallinar.

Ash Tongue—The dark language spoken by the followers of the Thrall Lords, hags and many of the Thrall Lords' clerics. Ash Tongue is a corrupt language that shares its alphabet with runic, even though many of the alphabet's characters are twisted and broken. The *Dokkálfir* (black-skin ælves) also speak it.

Aquan—The language spoken by many of the ocean-bound fey, the Sea Wardens, most mariners, and many of the coastal people east of the Redwall Mountains. Aquan is a flowing, singsong language that carries easily over (or under) the waves. It incorporates a great deal of body language.

Celestial—The divine tongue spoken by the *Æssinyr* and their servants. Most of the *Æssinyr*'s clerics conduct their observances and rituals in Celestial, especially on the High Holidays. Celestial is commonly spoken in both Briglæss and Sommerfæth. Celestial shares some words with Ælven, as well.

Clockspeak—The technical language of the automata, clockwork adepts, and most craftsmen or engineers. It incorporates language from both Low and High Common, but includes a plethora of specialized terms that make its use outside of the guilds all but useless for laymen.

Common, Low—The common tongue of the City-States of Vallinar and racial language of most humans. It is also known as Trader's Tongue. Nearly all business is conducted in this language, and unless otherwise noted, it is the default language for common, human NPCs (commoners, warriors, experts, ect).

Common, High—A refined version of the common tongue of the humans that borrows from both Celestial and Runic. Scholars, *Vitkarr*, skalds, and the Trade Families frequently speak it. It was the official language of the Kingdom of Vallinar before it fell. Many of the *Rune Poems* are written in High Common.

Dwarven, Low—The common language of the dwarven people. It is sometimes known as the Red Tongue, in honor of those who have fought and died for Redwall. It uses the Runic alphabet.

Dwarven, High—The royal language of the dwarven people. It is spoken by the Great Clans (Hammerfall, Redwall, and Runesinger) and uses the Runic alphabet as its base.

Elven, Low—The common language of the clockwork elves and exiled ælves. Most ælves refuse to speak this language, as they consider its knowledge a mark of shame.

Futhark—The common, spoken version of Runic. Most skalds and storytellers learn this language in conjunction with Runic, as the two are closely related.

Giant—The language of the Thrall Lords and their giant servants. It is spoken almost exclusively in the North, although the Grey Trolls of the Redwall Mountains and some of the jötunfolk also speak it. It uses a corrupted version of the Runic alphabet.

Goblin— A guttural, deep-throated language common to the goblins, gnolls, and hobgoblins of the North. Although most of giants and the trolls of the North also understand it, many refuse to speak it. While it uses a very broken version of Runic as its alphabet, it is rarely written down.

Gutnish—A variant of Jarlund that is spoken in coastal lands east of the Icewall Mountains.

Ignan—The hard, guttural language spoken by creatures of fire and those who dwell in Thodheim. A great many dark rituals are penned in Ignan.

Jarlund—Spoken by the people north of the Icewall Mountains, this tongue is a variant of Low Common. It borrows from both Goblin and Undercommon.

Norn—This language is a variant of Low Common that incorporates small bits of Sylvan. It is spoken west of the Old Holds.

Runic—This ancient language is the base of several languages, including Dwarven, Futhark, and Giant. Some swear it is the oldest language in existence, reportedly penned by Oridynn himself and predating Ælven. Whether or not this is true, The *Grand Galdr* was written in Runic, as are a great number of rune stones. Most *Vitkarr* read and write it. It is never spoken, however. Most people that learn to read Runic also learn to speak Futhark alongside it.

Sylvan—The light and delicate language of the noble fey and their trusted allies. Many of Nayadia's clerics sing her prayers in Sylvan. Sylvan is commonly spoken in Briglæass as well.

Terran—The language of the creatures that dwell in the earth. Many dwarves, miners, and those who dwell deep in Tieferhæm learn to speak it. A number of skalds' tales about the mountains are penned and sung in Terran.

Umbral—Umbral is a soft, silky language that is spoken almost exclusively on Nachtland. It is a variant of Low Common.

Uncommon Tongues

The following languages are generally uncommon (and in some cases, exceptionally rare) among the people of Rhune. While player characters can learn these languages, they must be learned in game (the result of special training) and with the GMs approval. Unless learned as a racial language, player characters should not begin play with any of these languages.

Ælven—The ancient language by the ælves. Very few people outside of Ælveheim speak this rare tongue. It is considered a great honor among the ælves to be taught it, but a death sentence to those who learn it otherwise. It shares some root words with Celestial.

Aryandai—The soft, clicking language spoken by the aryandai. Although it is the racial language of its people, very few outside of the Aryandai Peninsula speak it and even fewer aryandai teach it to outsiders. It is sometimes known as Spiderspeak.

Auran—The rare, wispy language spoken by the creatures of air. Both the Air Marshals of Damas and the Storm Shepherds of Redwall speak it.

Druidic— This complex language is a very specific dialect of High Common with a unique lexicon known only to the druids. It freely incorporates all the elemental languages and changes dialects with the seasons, making it all the harder for outsiders to understand. It is sometimes called Stormtongue.

Dulamu—A specific variant of Ælven, spoken in the wilds, intended to mislead those suspected of understanding the mother tongue. It is never taught to outsiders and is widely used by ælven combat patrols.

Garo— Spoken almost exclusively by merchants and western wanderers, this argot incorporates Low Common and elements of Shadowspeak. It is common in and around the Old Holds.

Glittertongue—A refined and flowing offshoot of Goblin. The glitterfane and their trusted allies speak it. Alnara occasionally communicates to her priestesses in it, as well. It is sometimes referred to as High Goblin, but only as an insult to those who speak it.

Shadowspeak—The dark, smooth language spoken by the Black Hand and its agents. This language shares a lot with Low Common, but the inferences incorporated into it truly reflect its complexity. Some common thieves, especially those with strong ties to the Black Hand, also learn to speak it.

Umbral, High—The refined version of the common tongue of Nachtland, this language is spoken solely by those who serve the Black Court of Dark Leighhanna.

Undercommon—A rare corruption of the dwarven tongue, Undercommon contains elements from Runic, Goblin, and Terran. The dark races that live under the mountains, especially those who serve the Thrall Lords, speak it.

Val—The Valkyries and their trusted champions speak this tongue, which is a rare variant of Celestial. The dead, as well as the undead, always speak and understand Val. As a result, many necromancers learn to speak it in order to command the dead.

Trade & Silver

Like most campaign settings, trade (and greed) drives a great deal of what transpires in the Middle Realm. This is especially true in the City-States of Vallinar, where many of the major human families (and a few dwarven clans) have established themselves as economic powers. Though some of these families are newly tested, most have won their power the old fashioned way—either by offering services others could not provide or by cornering specific markets with ruthless efficiency. Though the individual families the established as individual entities, they are collectively known in the City-States of Vallinar as the Trade Families.

While there is a great deal that can be said about these families, it is sufficient to say that they drive nearly all of the trade that takes place inside the various cities. This trade doesn't stop in the market, either. Some of the

families own (or at least sponsor) a number of the guilds throughout the City-States of Vallinar, with most of the families keeping close ties to those guilds whose markets they favor. As would be expected of those facing the inevitability of Ragnarök, most of this trade is focused on wartime readiness, with a number of guilds dedicated solely to the production of arms, armor, and similar items. As a result, most of the families play a complex eco-political game with the various factions that stand guard in the south, ensuring that their products and services are always in demand.

Outside of the City-States of Vallinar, trade is based less on economic manipulation and more on traditional need—with basic supplies and military arms taking priority. The Trade Families still play a big role outside of the cities, but far more power exists for the individual merchant, and in the most remote locations, the local lords who rule their halls. Merchants, in well-guarded caravans, ply their trades in the wilderness places far afield of the cities they know and love, taking their goods to the people beyond the Old Holds and, in some cases, beyond. There, in the lands far west of the City-States, trade takes its most basic form, with raw silver—mined from secret holds—traded for finished goods not available elsewhere.

Of course, far to the south (and east of the Redwall Mountains), raiders rely on more traditional methods of acquiring their goods, pillaging those too weak to turn them away. The raiders, almost universally aligned with the Sea Wardens, pilot the infamous Dragon Ships of the islands far to the east.

In most cases, however, trade is conducted in peace.

While the Trade Families (and most of the wealthy in the City-States of Vallinar) prefer a gold-based currency, most business is conducted in silver, whether that silver is minted into coins or crafted into expensive jewelry. This is especially true in the lands outside of the City-States of Vallinar, and more so the further west you travel. Thus, the presence of gold in some locations, especially in remote halls, is considered a sign of power, good luck, clan unity, and great accomplishment. Conversely, some men consider the excessive display of gold (trade gold notwithstanding) a sign of weakness, suggesting inheritance (or excessive taxation) in place of that which has traditionally been won from the dead hands of one's enemies. Many of these men view minted gold as a symbol of greed and will refuse it outright when silver in enough quantity is available.

Of all the prizes dwarves and men seek, however, none is more valuable than the *jötunstones*—which are essential in the creation of Stormtech. Exceedingly rare, these stones can drive a whole community. When discovered, whole towns have been known to spring up around the valuable resource. In these instances, the stones demand the highest prices, bringing well-armed merchants from the City-States, their caravans laden with gold, silver, and other treasures, in hopes of securing the precious gems.

Likewise, Red Mithral is prized for its uses. It fetches a lot of coin as an alchemical ingredient (it is one of the main ingredients in dwarven blasting powder), as well as its use in some items that dispel arcane magic. Exceedingly strong and malleable, it is also found in the finest dwarven arms and armor. Unlike the other precious metals, it is never minted or used as a currency.

Bartering in Rhune

There is a great deal that can be had in the Middle Realm, especially if an individual learns how to barter for it. While most merchants respect hard-won (or ill-gotten) coin, a great many men prefer to barter, seeing the act as a test of their wit, intelligence, and cunning.

Using Currency in Rhune

Thematically, trade silver (and trade gold) adds a great degree of value to **Rhune: Dawn of Twilight**. In play, however, some GMs (and players) may find tracking their wealth tedious and, to a point, distracting. If your campaign is focused on action and combat, you may elect to avoid this particular detail, using the default values found in the *Pathfinder® Roleplaying Game Core Rulebook™*.

GMs that do use the currencies herein should be aware that while silver and gold effectively have the same weight (50 coins = 1 lbs.), silver has less value and thus, carrying coins can potentially increase encumbrance by a factor of 10. In these instances, GMs should encourage players to consider trade silver, allowing them to convert their hard won coin into wearable jewelry at little or no cost.

When bartering, two individuals engage in a simple battle of skills. The skills selected depend on what is being traded, but frequently include Appraise, Bluff, Craft (whichever is most appropriate), Diplomacy, Profession (merchant), or Sense Motive. Once each individual selects a skill, the two take turns challenging one another (the higher of the two rolls winning a round), normally for a period of up to a nine rounds, until one has relented or won the best of the challenges (five out of nine wins is sufficient). While these challenges can be conducted solely as dice rolls, players should be encouraged to act these challenges out, roleplaying the use of their favored skill.

The winner normally enjoys a 10-25% shift in price, in their favor.

Currencies of the City-States

Most of the cities inside the City-States of Vallinar share a common currency, using an agreed upon standard for both their gold and silver (weight, size, and purity) which they mint locally (as needed). This ensures that trade continues on between the cities (and with the surrounding areas) with little difficulty. A listing of those currencies (and their associated cities or areas) follows:

City/Area	Currencies	Weights	Equivalence (in gold)	Notes
Damas	towers, marshals, marcs*, pips*	50 coins = 1 lbs	1 tower = 5 gold, 1 marshal = 1 gold, 10 marcs = 1 gold, & 100 pips = 1 gold	These coins are minted with thin, iron cores.
Haven	crowns, dames, marcs*, jarls*	50 coins = 1 lbs	1 crown = 5 gold, 1 dame = 1 gold, 10 marcs = 1 gold, & 100 jarl = 1gold	These coins are minted with thin, iron cores.
Haverghast	skulls, ravens, swords*	50 coins = 1 lbs	1 skull = 1 gold, 10 ravens = 1 gold, & 100 swords = 1 gold	These edges of these coins are normally dyed red.
Old Holds	Trade bars	2 bars = 1 lbs.	Vary by purity, but most bars equal 20 to 25 crowns (gold)	Gold trade bars normally cost x10 their weight in silver.
Redwall	hammers* and anvils*	50 coins = 1 lbs	1 hammer = 1 gold, 10 anvils = 1 gold	These coins are generally smaller, but solid.
Union City	crowns, dames, marcs*, jarls*	50 coins = 1 lbs	1 crown = 5 gold, 1 dame = 1 gold, 10 marcs = 1 gold, & 100 jarl = 1gold	These coins are minted with thin, iron cores.
Vallingard	crowns, dames, marcs*, jarls*	50 coins = 1 lbs	1 crown = 5 gold, 1 dame = 1 gold, 10 marcs = 1 gold, & 100 jarl = 1 gold	These coins are minted with thin, iron cores.

*These coins are normally pressed with an indent that bisects the coin, allowing them to be split in half. When split, these coins are referred to as half-marcs (for marcs), karls or half-jarls (for jarls), tinnies (for pips), half-hammers (for hammers), sparks (for anvils), and daggers (for swords).

Trade silver

Common to most of the people of Midgard, trade silver is the term used for any worked piece of silver that has significant value, a specific weight, and is intended to act as a form of mobile wealth. In most cases, trade silver is cast as jewelry and worn; torques, bracelets, pendants, brooches, and rings are the most common. When intended for regular trade, these items are frequently crafted for trade,

Story Seed: *A Wrench in the Gears*

A sage or even one of the characters comes upon a plan. If the giants had sent the visions necessary to create the Ragnarök Clock, then likely they knew how to destroy or halt it. The characters must gain access to the Ragnarök Clock to transport themselves to the halls of the giants on the Great Tree, and seek out the terrible craftsmen who transmitted the corrupting dreams into the minds of the ælves and dwarves, allowing those pawns to build the accursed device set to destroy Midgard. It may not be possible to destroy the Ragnarök Clock, or destroying the engine may have no affect on the decay of Yggdrasil, or maybe, just maybe, there is a way to delay the end of the World, even for just a little while. What are you willing to risk to gain just one more day?

with brooches and pendants—items not requiring specific sizes—being the most popular. Some pieces incorporate gold filigree, fine gems, or fine etching, fetching more than their common weight in price. Trade silver is exceptionally common in the lands outside of the City-States of Vallinar, where it can quickly be used to determine a man's wealth without the need for writs or city-stamped trade bars.

Because trade silver is incredibly common, most travelers, merchants, and mercenaries (adventurers) take great care to learn the basics of appraising items, both for their value and craftsmanship. While most individuals are far from experts, most tradesmen (and karls) can accurately appraise trade silver to within a few coins. And if they cannot, they have a trusted ally who can.

Trade gold

Like trade silver, trade gold is a term used for items crafted from gold and intended for trade. These pieces are less common and when discovered, they are generally worked into the finest pieces of jewelry. Fine gems, filigree, and even runic elements are normally worked into these pieces, many of which find their way onto noble bodies. Some of these pieces, however, never leave a family or clan. It is quite common to discover an ancestral piece, passed across the years, etched with the names of the successive generations—from father to son and onward.

While trade gold is used as a form of currency, it is far less common in most transactions, as it tends to have far more value to individuals. When it is used for trade, it is done so either out of necessity or to share a great degree of honor, with some pieces unifying clans and families. Unlike trade silver, which can vary from common to elaborate pieces, trade gold is generally elaborate and commands more value.

In mechanical terms, most trade gold has a value of 100 gold pieces or more. It is common to have pieces with a value in the thousands of gold pieces.

Other currencies

Outside of minted coins, trade silver (and gold), and *jötunstones*, very few things are used as currencies. In the lands west of the Old Holds, where some provisions are harder to come by, some men will use ammunition as a currency, especially when stocks are running low. These men, however, as just as likely to take what they need—raiding nearby settlements and outposts—as they are to trade for it.

House Scræ (one of the former Trade Families) generally conducts most of its business with vintage wines (in place of silver or gold), knowing that their vineyards are the best in all of the southern lands. Although this is done primarily on the black market (and through agents of the Black Hand), the value of such wines is common enough knowledge that some merchants (and housekarls) will gladly accept these wines as payment, as well.

In the darkest parts of the North, even more wicked forms of currency exist. In most of the Fel Lands, the servants of the Thrall Lords freely engage in slavery, trading men and women the same way men from the south trade silver and gold. The value of these slaves varies wildly (and is highly subjective), but most commoners will command between 15 and 30 gold pieces. Men and women with special talents (or who are exceptionally beautiful) will occasionally command up to double the value of commoners. Those intended for dire ends (as foodstuff for the giants) are commonly sold for less, with many going for as little as 5 to 10 gold pieces apiece (alive or dead).

The History of Rhune

Much of Rhune's history is buried under the roots of Yggdrasil and only a handful of scholars know the truth of it. What follows is a collection of that history, from the Age of Myth and onward into the Age of Progress. What lies in Rhune's future lies in the branches of the furthest realms, where time and potential continue to unwind.

The Age of Myth

Age of Fire, Age of Ice—For eons innumerable all the realms that make up the Great Tree followed the same progressive cycle of time. Age of Fire gave way to Age of Ice, giving way to Age of Fire, and so on. While little changed on the surface, the Great Tree and those that ruled it, evolved. With each cycle, they grew in complexity. All that lived in the realms of Rhune submitted to these cycles, waxing and waning in a perpetual succession of infinite, evolving phases.

In each of these phases, the *Æssinyr*—the beings that would become the gods of Rhune—learned and, with time, created. At first, they began with the Great Tree itself, creating and destroying countless realms—distant threshold-realms tucked between the spaces of what would become. For their part, they did so with a curious eye, never seeking to harm; they created with the innocence of children. But each experiment altered the delicate balance of the Great Tree, giving birth to what scholars would later call its branches—realms ripe with the stuff of creation—and added to its complexity.

In every cycle the *Æssinyr* crafted, shaping these planes into inhabitable realms, places from which they could hold court and oversee all of creation. For this, they formed both Midgard and Sommerfæth—the terrestrial and celestial realms, respectively. Eventually, they bore children to populate these realms.

The First Races—In the beginning, the *Æssinyr* birthed the *Thurisár*. Giants in every sense of the word, these

primordial creatures reflected the vastness of space and were culled from the very elements themselves. Innocent to a point, these giants were given all of the Great Tree to wander, exploring and learning under the watchful eye of their divine parents. With time, they learned and evolved, eventually claiming realms for themselves. It wasn't long before their cycle, however, was to end. Fearing they would perish in the coming Age of Ice, their parents bestowed a small portion of their divine fire upon the *Thurisár*, granting them an awareness they had never before known. Armed with this knowledge, they built hidden kingdoms and girded themselves for the end of their age. When the fires of their age dimmed, they let winter's sleep take them peacefully.

Given their new awareness, they slept through the Age of Ice, dreaming of what they might become. When they awoke, each of them bore new gifts and deeper understanding. As the eons continued to cycle forward, the giants continued to grow and evolve, eventually striking out to once again walk the Great Tree—this time with new eyes.

Looking upon their children with pride, the *Æssinyr* knew they must continue onward. They continued to create, this time giving their other ideals form and flesh. The three goddesses—Alnara, Nayadia, and Velluna-Akka—desired beautiful, complex companions. They created the *Sálifar* (more commonly known as the "ælves") from the remnants of the dying age, shaping their bodies from a mixture of ice and starstuff, granting them sentience with a touch. Alongside their own divine essence, each of the goddesses gave the ælves a gift. Velluna-Akka, the Grand Matron of the Gods, gave them patience and determination. Nayadia, the youngest among the three, gave them beauty and eternal youth. Alnara, kind and motherly, knew they would be caretakers and gave them hope. As intended, the ælves became ideal companions to the gods and the giants took notice of this. It wasn't long before they believed the gods favored the ælves above all others.

For their part, the male *Æssinyr*—Dægr, Hothur, Oridynn, and Velash—were not idle while their feminine counterparts crafted. Knowing they wanted a race that embodied their values, they created the *Devigár*, or "dwarves," and instilled in them four qualities—honor, strength, knowledge, and tenacity. While the ælves discussed the finer points of creation and explored the Great Tree, the dwarves rolled up their sleeves and toiled. Crafting besides their parents, they sought to learn every secret that Velash and his fellows would share, honoring Old Forge Father by mastering the ways of fire, earth and stone. This brought them closer to the great spine of the world and nearly all of the dwarves settled in the deep places of Midgard. There, in the hot and dark places, they found joy. This suited the *Æssinyr*, too.

Before, with each coming of the Age of Ice, the gods had watched over their sleeping children. But now, the dwarves would work in their stead. With each coming Age of Ice, the dwarves dove deep into the earth and stoked the fires of Midgard, freeing the gods to pursue other interests while their children slept. But even as their brothers and sisters slept, the dwarves were not occupied solely with their work. Every winter brought new mysteries to unearth, and as they did, they crystallized each divine mystery into their own, ancient traditions.

When the *Thurisár* and *Sálifar* finally awoke, the *Devigár* ascended to meet them, listening with awe to their great tales and prophetic dreams.

The Thurisárs' Fall—With each successive passing of the eons, the three races spread throughout the Great Tree, settling into Midgard, Sommerfæth, and the places in between. While they settled nearly every conceivable corner of the Great Tree, no part was as popular as Midgard. Even the ælves, who loved Sommerfæth and settled great stretches of it, took up residence there.

For eons, they lived in peace. Yet, as each of them grew in knowledge and power, they began to desire more attention. For their part, the giants were the most patient. But with each cycle, as they watched their beloved parents dolt over the ælves and dwarves, they grew unnaturally introspective and increasingly alienated. They turned toward the lore their parents bestowed upon them—a great book called the *Grand Galdr*—and studied. Their studies, however, deviated. Where once they had wandered among the furthest regions of the Great Tree, they had never left it. Armed with questions that their traditional lore could

not satisfy, they began to construct their own theories about what might lie beyond. Equipped with more questions than answers, they grew adventurous and began to explore increasingly more distant realms and some of the elder giants left the Great Tree altogether. Eventually, a small group of them crossed over into forbidden realms and entered into Neinferth—The Void.

Although some of the giants remained, enough of them left to alert the gods to their absence. The *Æssinyr* grew concerned and began searching for them. But the giants, dwelling outside of the Great Tree, remained hidden. This fact confounded the ancient gods, who had commanded their realms without interference since the dawn of time. Frustrated, they searched high and low, physically traveling the Great Tree in search of their wayward children. Where they did find them, all of the remaining giants gave the same reply—'they have departed.'

When these giants returned to the Great Tree, they were changed in ways none—not even their parents—could predict. The first clan to return was the *Hrimithar*, or "frost giants," and they followed Mhamnoch, Lord of the Long Winter. The second clan to return was the *Eldjötinar*, or "fire giants," and they followed Felashurann, the Fire Lord. The last clan to return was the *Stormrisar*, or "storm giants," and they followed Felhorath, Cursed One of the Deep.

These giants returned quietly and without fanfare. They built their strongholds in harsh and remote regions, choosing solitude over community. Using alien magic discovered in the realms beyond the Great Tree, they hid themselves from the Old Gods. Slowly, they began to teach their kin all they had learned, empowering them with small bits of the alien darkness from beyond. They created.

Eventually, the giants could no longer hide their works and the *Æssinyr* found them. When they did, they despaired. The beings they looked upon, creatures they had once raised, were gone. In their place were beings alien, barbaric and twisted. The refined, noble beings they had known stood before them subsumed by something older and darker. When the *Æssinyr* finally confronted the giants, violence followed. Without warning, their children attacked them, demanding they relinquish their mantles. They refused. The battle that ensued shook the very heavens themselves.

The confrontation took all the *Æssinyrs*' collective power to win and great scores of their fallen children perished in the wake of their divine fury. When the fields of battle cleared, the wounded *Æssinyr* locked away the greatest of the survivors, banishing these defiant rebels to prisons of ice, dust, and stone. They banished the others to the outer realms, to lay suspended in eternal dusk. The weakest among the giants fled of their own free will, hiding—with the aid of their inherited alien magic—themselves away in the most remote regions of the Great Tree.

The blood of both forces—*Æssinyr* and *Thurisár* alike—was spread far and wide as the conflict had raged across the realms. After the battle came to an end, the lost life force of each warrior lost pooled and ebbed, like seeking like to form into massive, immovable, and impervious rocks. Throughout the Age of Myth, the impossible stones—dubbed *jötunstones* by the ælves and dwarves—became odd, strange fixtures of the landscape that baffled one and all. Their true nature and the fell effects the *jötunstones*, however, would not be felt until well into the Age of Progress.

After the great battle, the gods retreated to debate the fate of their remaining fallen children. Alnara, for her part, sued for mercy. She knew that all creatures, even those most depraved, held within them the seed of hope. She asked only that, over time, they be allowed to see what they had become and repent. The other gods debated this, with Velluna-Akka challenging Alnara's assumptions at every turn. Would they give her license, she would hunt them down, to the one. Eventually, Alnara won out. The remaining giants would be given space and time to see the error of their ways—even if they continued to work ill upon the lands.

Image based on backer D. Headquist

The First Gate—The great battle with the *Thurisár* created more questions than it did answers, however. It wasn't long before the *Æssinyr* departed the Great Tree and traveled to the edge of Neinferth. Curious as to what lie beyond their own creation, they hovered on the precipice of creation, looking outward. Some wanted to study the space, but none dared enter, lest they also taste the corruption that turned their own against them. Still, they studied. They knew that something dwelt beyond the created places and that raised questions that they could not answer. Worse, that curiosity bore another emotion—fear. They knew, however, that one among them would need to look into the black well beyond.

Only one among them dared to gaze into the Void-Space. Oridynn, duty-bound to know what had changed their children, divined. While he did so, the *Æssinyr* grew quiet and watched, guarding his body and mind from the horrors that might arise from therein.

The gods were quiet during this time and did not keep council with their other children. In time, the ælves and dwarves grew concerned. Years passed and their clerics, sensing their connections to the divine weakened, began to fear the worse. Left with what they believed were few options, the two groups made a pact. The ælves would enter their meditation chambers and sleep, seeking a way to once again commune with their beloved *Æssinyr*. In turn, the dwarves engaged in a great council, with a few of their numbers standing guard against any threats until the ælves emerged. Then, the two races would compare their wisdom and act in concert.

It was Lady Y'Draah that emerged first from her trapezoidal chamber, telling all of a great dream. In it, she saw a massive gate that connected the realms of the Great Tree. She said it carried all like multi-colored light, whisking all in mere seconds to the places they sought. In her dream, this gate was built around a series of runes and gears, driven slowly and steadily by the earth's deep heartbeat. When she told the dwarves of her dream, they rejoiced, believing they could easily craft such a device. However, Lady Y'Draah knew she could not act without the approval of her peers. She needed the council of the rest of the ælves. So, she waited. When the rest of the ælves emerged from their chambers, each of them expressed a sad silence. None among them had arrived at a solution and no attempt to contact the gods had been successful. Only Lady Y'Draah had received a vision.

After careful consideration, they agreed. They would build the gate. Then, they would begin to look for the gods. It took years to perfect, but the ælves and dwarves finally constructed the very first Clockwork Gate. They called in Bilröst.

What none of the ælves or dwarves knew, however, were the real powers behind Lady Y'Draah's vision. While the ælves had slept, their rebellious siblings—the giants—looked on, watching and divining from afar. When they realized their opportunity, they acted, weaving great and terrible spells to twist ælven dreams. In doing so, they planted visions—similar to those their chieftains had witnessed in Neinferth—into the hearts and minds of Lady Y'Draah. They gave her the visions of the Bilröst Gate, but without the full understanding of just what it was. The giants intended to break the cycle of Fire-Ice by ushering in Ragnarök, the final battle, and they intended to use the ælves as their unwitting proxies.

Activating the gate and departing took little for their ælves. But when Lady Y'Draah and her fellow travelers returned, changed and bearing dire news, the ælves scrambled to deactivate the gate. Powerless to stop what they had set into motion, Lady Y'Draah could do nothing but look on in horror as those gathered to welcome them back were swept up in the gate's deadly embrace. For every power line they disconnected from the gate, a tendril of dark energy crept out, sucking the very souls from the gathered ælves and dwarves. They fell by the dozens, leaving only Lady Y'Draah and her faithful companions—those already exposed to the energies of the gate—unharmed.

The ælves and dwarves discovered this deception too late.

Those that survived this tragic event realized a far worse fate. By activating the gate, they activated a greater device that slowly began to shift the Great Tree itself, slowly realigning its realms. They studied the device, and to their dismay, realized it would bring all of the core realms of the Great Tree into violent alignment with its many branches—bringing about the end of cyclical time. Worse, with each tick of the clock, the travelers' immortality bled away. They would later rename this cursed device the Ragnarök Clock.

The *Æssinyrs'* Return—When Oridynn finally withdrew from his trance and fixed his eyes once again on his siblings, the terrors he witnessed in Neinferth betrayed a god changed. Worse, those same terrible visions—the perpetual waking-nightmare he suffered—were already coming to pass. Nearly maddened, he tried to explain what he had seen. But even as trusted as he was among his kind, there was doubt. He told them of a device built to slay the gods themselves, a device that would rain down fire torn from the very heavens. But his fellow gods were hesitant. They didn't dare enter the great abyss themselves to confirm his vision, but they couldn't conceptualize such a power, either. They broke out in great debate. While the gods debated his revelation, Oridynn retreated to his celestial home to rest.

In secret, he meditated and crafted. For while he had seen terrible things in Neinferth, he had also discovered a secret power there that he could share with his children. He knew they couldn't understand it outside of the proper context, so he shattered this secret power into smaller

pieces, infusing each aspect of the secret into one of the twenty-four runes of the *Grand Galdr*. Then, he shattered the great book and hid the runes, lest he give the giants even more power. He hid the first eight—**the World Runes**—in Midgard, for heroes to find. He hid the second eight—**the God Runes**—in between the stars, hidden in realms only the wise could find. Finally, he hid the last eight—**the Heart Runes**—directly in the hearts of the brave, to be discovered in the very end of days.

When he finished, Oridynn returned to his siblings and instructed them to prepare a massive meal in their finest hall. He had had a vision and expected visitors. When Lady Y'Draah and her contingent finally arrived, Oridyn smiled. The *Æssinyr* were ready. They greeted them strangely, wondering how they could make such a journey without the gods' assistance. Lady Y'Draah told her tale, and with that, the gods realized Oridynn's vision. This, however, prompted a new debate. Some, like Alnara, believed the device could be stopped. Others, like Velash and Dægr, accepted the inevitability of Orydinn's vision. Each, in their own way, set about plans into motion to stop—or to win—Ragnarök.

The Age of Progress

With the first tick of the Ragnarök Clock (which, at the time, was known only as Bilröst), the Age of Progress began. All of recorded history falls into this age. Each passing year, as the people of Rhune count down, is listed as YUR—Years Until Ragnarök.

The Timeline

999 YUR—The first clockwork gate—called Bilröst—becomes operational. Lady Y'Draah, alongside her followers, passes through the gate in search of the ælves' silent gods. The ælves start the gate clock to measure Lady Y'Draah and the other ælves absence.

954 YUR—Lady Y'Draah and her ælves return. Physically changed and bearing dire news about the divine realms, most of the ælven nation accuses them of consorting with unknown fiends. The ælves discover they cannot deactivate the gate, nor stop the clock attached to it. Unsure of what to do, the ælves hold council.

951 YUR—The people of Ælveheim banish Lady Y'Draah and those still loyal to her. The ælves rename the Bilröst Gate the Ragnarök Clock.

949 YUR—The Wandering begins. Lady Y'Draah and her followers spend several years wandering the lands outside of Ælveheim, finally traveling to Rhuneheim to speak with the dwarves. They spend several years there. Some of the ælves discover they have begun to age and flee back to Ælveheim, hoping to regain their immortality. They are cut down at the borders. The City of Summer's Night is founded in Ælveheim.

939 YUR—After a decade under the mountain, it becomes evident that some of the ælves that followed Lady Y'Draah are aging and will eventually die. They begin to work alongside the dwarves to preserve their discoveries, etching them into stone and steel. They begin to learn how to craft and build. The dwarves affectionately name them "clockwork elves."

937 YUR—A large contingent of the clockwork elves elects to move on, accompanying Clan Hammerwall east. Lady Y'Draah remains in Rhuneheim, sickened by an illness most blame on her planar travel. She writes extensively about her visions, her experiences, and what she believes the clockwork elves must do to win Ragnarök.

936 YUR—Lady Y'Draah dies. She is entombed in Rhuneheim. Her closest followers begin to categorize her extensive works.

933 YUR—The Ashen Covenant forms.

921 YUR—The dwarves and clockwork elves pass peacefully through most of western and central Midgard, mapping and exploring everything around Ælveheim. They continue their trek east, meeting—for the very first time—the humans that live around Oracle Lake.

919 YUR—Clockwork elves, dwarves, and some humans continue east, settling the lands east of Ælveheim, eventually arriving at the Eastern Mountains.

918 YUR—Grimhar Hammerwall establishes the Hammerwall Clan Halls deep beneath the Eastern Mountains, His two sons, Uldain and Arden, begin to lay plans for a massive aboveground city. Far to the west, dwarves from Rhuneheim found Karthæn, the dwarven trade city on the Sær River

916 YUR—Humans from the Eastern Mountains begin to explore the valley west of them, establishing several small villages along the way. Some of the clockwork elves discover that, now mortal, mating with humans produces offspring. Their children are almost exclusively elven, although a select few are born physically human. These humans are unnaturally long-lived. None of their children appear mixed, instead adopting the dominant parent's traits.

885 YUR—Grimhar Hammerwall divides his clan according to need. After several traditional athletic contests, Arden establishes Clan Hammerfall. He settles in what will later become Union City. His folk leave the mountains. His brother, Uldain, continues to explore and mine the mountains and, in the tradition of his father, renames the Eastern Mountains after the place they have claimed. Enchanted by the red ore that lines the high peaks of the mountains, Uldain selects the name Redwall. That spring, Clan Redwall becomes the custodians of The Redwall Mountains. Grimhar and his fellows take the name

Runesinger and continue their quest for the runes.

881 YUR—Concerned with the expansion of the clockwork elves, dwarves, and humans, ælves begin to actively patrol their borders. Several ælven patrols kill human scouts and trappers, discouraging westward expansion. Rumors of ælven violence spread east.

875 YUR—After a century of decreasing birthrates, Lady Adalyanna I'nnu calls for ælves to collectively abandon technology—blaming it for their 'secret curse—and demands her people return to the lives they lived before they built the clock. The art of magic is encouraged throughout Ælveheim and the technological wonders of the past are buried.

865 YUR—Nearly all of passages leading to the Ragnarök Clock are buried beneath what will later become the capital of Ælveheim. Lady Ellia T'hannia lays the foundation for The Court City above the location. A small, elite guard is stationed to protect the still active gate.

863 YUR—Humans from the lake region ambush an ælven patrol, killing them in retaliation for dozens upon dozens of human deaths. Hoping to avoid future deaths, the ælves tighten their borders, retreating deep into the forests just west of the lakes region. They begin weaving magic that shrouds the paths to their inner kingdom. To many, they all but disappear. Later that year, the shades of the dead ælves manifest in Summer Night City—where they attack fellow ælves. They are quickly contained, but the ælves realize that the dead are not passing on to the halls of their ancestors.

860 YUR—The Court City is founded. The ælves celebrate by constructing, by sweat and spell, The Ivory Citadel. The building is dedicated to the preservation of all ælven lore and fortified to withstand the fires of Ragnarök—or so the ælves hope.

858 YUR—Uldain encourages his clan's militant nature, developing a strong fighting force. They quickly drive out the few Grey Trolls that live under the mountains. In honor of the fallen, they build the Shrine Wall of the Fallen.

Image based on backer S. Hall

849 YUR—Svent Raskhaus, friend to the dwarves and the clockwork elves alike, explores the northern reaches of the Redwall Mountains. He travels north until he discovers Oud Bay. He lays the foundation for the first human city. As a sign of solidarity, he names it Union City. The citizens affectionately call it the First City. More ælven shades manifest in Summer Night City.

841 YUR—Lady Adalyanna I'nnu calls for a secondary purge of all ælven technology, widening her policy to include anyone entering Ælveheim. No one is allowed to possess anything produced outside of the kingdom—all technology becomes contraband. The people of Ælveheim elect a number of councilors to handle their affairs, with her sitting as High Councilor.

833 YUR—The dwarves of Redwall officially open their small city to peaceful traders and those seeking refuge, but otherwise limit visitors. They build the Great Forge Hall at the center of their quickly expanding the city.

828 YUR—Clan Hammerfall, working hand in hand with local farmers, begins to trade with Redwall. As they continue to work in tandem, Svent Raskhaus invites them to merge their settlements. Union City grows considerably as a result. Clan Hammerfall plant some of the city's first public gardens.

821 YUR—The clockwork elves, in conjunction with the dwarves, build the Clockwork Tower in Union City. It becomes the center of all their technological advancements. More ælven shades manifest in Summer Night City.

810 YUR—Hammer Lord Ansuzarr, Prophet of Old Forge Father, discovers the rune Fehu deep in the dark places beneath Rhuneheim. A runic revival begins in the West. The city sends travelers east, circumventing Ælveheim, and delivers the good news. In the east, the dwarves of Redwall begin to unearth a number of treasures. When word reaches them, the dwarves of Redwall forge eighty-one rings to honor Ansuzarr and the clans that have been, are, and will be.

808 YUR—Far to the northwest, human and dwarven explorers found the village of Valaheim on the northern

shores of Oracle Lake. Later that year, they observe giants—foul creatures they've never before encountered—crossing Icewall Bay and landing on their shores. They send out a scouting party to observe and, if feasible, determine the giants' intention. The scouting party never returns.

803 YUR—Human explorers from Union City discover *jötunstones* east of the Westwald—strange, immovable rocks that made the land unusually fertile and bountiful. Overjoyed with the discovery, they immediately settle the spot and begin to mine. The miners name the resulting quarry and the small town that develops around it after Olik Margard, the leader of their small exploration. The miners swear fealty to him and the Village of Margard is born.

800 YUR—Having long marveled at the red veins that line the peaks of the Redwall Mountains, the dwarves of Redwall discover the very first veins deeper in the mountain. Although they are extremely hard to mine, the dwarves finally pull them from the deep mountains. They name the strange ore Red Mithral.

788 YUR—Eldiur Silar, a notable clockwork elf, begins to experiment with steam pressure to aid the dwarves in their mining. He nearly kills himself in the process. Much to the dwarves chagrin, he abandons his research and locks away his notes.

785 YUR—The Margards, now successful from the mine and the quickly growing town, begin plans for City of Margard. They build several wind-powered mills, the first of their kind, to help provide mechanical power for the miners in the city.

784 YUR—Early in the spring, a large pack of Grey Trolls descends from the north and raids Redwall. Although the dwarves repel them, the damage the trolls do—both to the people of the city and to the clan's pride—is palatable. The dwarves swear a clan oath to Hothur that their city will never be breached again. That year, the dwarves begin work on the first of the three concentric walls that will eventually become the city's signature monument.

781 YUR—The dwarves of Redwall build Founders' Wall, a monument dedicated to all those who toiled to build the city. Meanwhile, far to the west, the ælves begin to establish small woodland forts inside the Moodwalde. They construct several smaller forts, all but invisible to outsiders, along the forest's eastern and northern borders.

779 YUR—With the last of the *jötunstones* mined and the quarry close to closing, the Margards slowly begin to shift to an agricultural economy. It encourages farmers from the surrounding lands to move closer, offering them protection and a place to trade. The transition is successful and by winter, the small city officially opens.

776 YUR—Lilliana Margard writes *Self First*, a lengthy book declaring Ragnarök and all the gods a silly falsehood used to control the people of the surrounding lands. She founds The Children of Passion, a group dedicated to personal pursuits and pleasures.

774 YUR—The citizens of Redwall complete the First Wall, the inner wall designated to protect the city's vital infrastructure. They quickly begin work on the Second Wall. Meanwhile, teams of surveyors from Union City explore the island to its east and establish Fort North Down.

768 YUR—The people of Redwall complete the Second Wall. They begin work on the final, outer wall, which they call The Red Wall. This wall, unlike the others, is a massive project that includes mausoleums to house the honored fallen, several networks of barracks and storerooms, and innumerable war rooms. Dedicated to all those who served, the wall featured the shields of those within, hammered over the doors of their stony tombs.

766 YUR—Uldain Redwall officially opens the City of Redwall to visitors, travelers, traders, and those who would become citizens. His clan requires military service of those who would be citizens and establishes an active militia.

765 YUR—Rothmarr the Elder, Scion of Redwall, becomes the very first High Warden of Redwall. Lady Adalyanna I'nnu commands all living ælves to leave Summer Night City, which is given to their dead. The city is surrounded and patrolled by ælven clerics and warriors constantly looking to contain the dead therein.

763 YUR—Uldain Redwall begins to show the first signs of the stone-touch.

759 YUR—After a short but furious feud, the Falr Family leaves the City of Margard and heads west. They follow Damas Falr, their innovative elder, founding the small town of Damas in his honor. Damas oversees the town's construction, far into his twilight years. People whisper that he is a *Malaren*; that ælven blood runs through his veins.

753 YUR—With the disappearance of their beloved elder Illorius, the Blackwood Family leaves Union City and begins their southward journey into the heart of the east. They winter in Margard, but move on in the spring. That summer, they settle in the Gnarlswald Forest. They begin to export lumber to the towns and cities north of them.

748 YUR—After careful consideration, the council in Union City orders all of the dockside structures north of the city torn down. The city unveils a massive civic project, including a majestic shipyard, to replace the older structures. Although many explorers and fishermen initially challenge the plans, the city moves forward anyway. The summer is tense, with both sides actively negotiating.

745 YUR—Humans from Damas begin to map out the southern shores of Icewall Bay. Their journey west reveals a land bridge, far to the northwest, that leads north to the Fel Lands. After careful discussion, a smaller party moves

north to explore it. The few that return share horrible tales of cannibalism, feral humans clad in chains, and icebound giants.

740 YUR—Knowing that someone must watch the north, the people of Damas field a company of men and dwarves just south of the land bridge that connects the north to the south. They establish North Bridge.

738 YUR—Eldiur the Second, youngest of Silar's three grandsons, dies in a mysterious explosion in his basement in Redwall. His grandfather's notes are discovered—half burnt—on his body. His family, shamed by the event, moves to Damas. They take his notes with them.

736 YUR—With the completion of the new docks north of Union City, the Vallinar Family starts to expand their mercantile interests into the shipbuilding business. Although they have limited resources, they execute their plans with a degree of mastery that is unrivaled in the business. By the end of the year, they complete two seagoing vessels—the first of the great dragonships—the *Valiant Heart* and *Syg's Fire*.

729 YUR—Dedicated to progress, Tinna and Yarrin Fahr invite scholars and inventors to relocate to the City of Damas, offering them properties within the city at low costs. They slowly begin to construct the base for what will later become The Tower of Doors.

726 YUR—Fredricke Naraheim discovers the rune Hagalaz while seeking shelter from a thunderstorm just south of Union City. Unable to move the massive relic, he returns later with a host of dwarves and human scholars. He is named a hero and, much to the chagrin of Union City, is invited to celebrate his find in Redwall. After months of discussion and planning, the two cities agree that Redwall will be safer.

725 YUR—Dwarves from the City of Redwall move the massive rune Hagalaz into Redwall, enshrining it beneath the city. Later that year, the Naraheim Family is showered with wealth in both Redwall and Union City. By the end of the year, both cities grant them noble titles.

719 YUR—Nidr Scræ, a longtime friend to the Margard Family, establishes The Alchemie Haus in the City of Margard. He and his family establish a reputation for potent elixirs, tonics, and restoratives. They also excel as brewers, competing with several of the other alehouses in the city. To honor their competitive spirit, the city builds The Sumbl Haus.

714 YUR—After fifteen years of upward expansion, the City of Damas begins construction on the Illuminated Conservatory of Damas, southwest of the city. It is the first structure to be built outside of the city's walls. The city soon begins to grow around it.

712 YUR—Shortly after the winter solstice, arcane practitioners across Midgard hear what is later named, *The Dark Whisper*. A number of theses practitioners go insane, many of them walking out into the icy waters to embrace—Felhorath, Cursed Lord of the Deep. That spring, a subtle change overcomes the *jötunstones* strewn throughout Midgard, slowly and imperceptibly causing fell transformations in the humans that have flocked to the lands that surround them. The full impact of this change is not felt for fifteen years. In late fall, Karthæn, the dwarven trade city on the Sær River, is flooded.

701 YUR—After nearly a century of research, dwarven craftsmen determine that only the most experienced *Vitkarr* can enchant Red Mithral; even then, such enchantments tend to fade with time. They determine that the superior metal, which can be worked into the strongest armors and weapons, is strangely resistant to both arcane and divine magic.

697 YUR—Feinn E'onna establishes a small, elite group of ælves to protect Ælveheim's borders. This group—called the Greengard—uses a tactic called *dulamu* (the ælven word for "mislead") and directs outsiders onto carefully tended paths that eventually eject them from Ælveheim. When forced to fight, however, theses warriors are swift and deadly. A few human settlements feel the first fell effects of the *jötunstones*, several mothers dying in the act of birthing truly unusual, enormous children.

696 YUR—With over a century of service to the city, the council of Union City grants Clan Hammerfall a large section of the new city as their hold. In response, the clan builds the Hanging Gardens of Hammerfall. They continue their tradition as alchemists and horticulturists, producing a wide variety of magical produce.

690 YUR—The Vallinar Family, now on the rise, establishes reliable routes between the City of Damas, Union City, the City of Margard, and the City of Redwall. They collect small fees along these routes in exchange for maintaining them. They direct their profits toward seafaring and overland exploration, working alongside the Naraheim Family map eastern and southern Midgard.

689 YUR—The *Burðr Morðvíg* overcomes the booming human settlements centered around the *jötunstones*, each of the settlements seeing more and more of their pregnant citizens suffering from the deadly effects stemming from the mysterious boulders. Nearly an entire generation of jötunfolk is born, many orphaned, as their parents take to the new routes for cities safe from the fell curse, leaving ghost towns in their wake. These *jötunstones* become known as *dreyrugr*—The Curse Stones.

687 YUR—Trade between the cities increases. The Ashengard Family negotiates a treaty with the Vallinar Family and begins to protect some of the routes. The

Vallinar Family continues to focus on seagoing exploration, building several larger vessels to accommodate their explorations.

684 YUR—The Vallinar Family establishes the Vallinar Estate southeast of the City of Margard. From there, they launch several southern explorations. Later that fall, *The Dawn's Reach* discovers a small chain of islands. They name these islands The Yawning Isles.

679 YUR—Attracted by the high number of undead in Summer Night City, *Dokkálfir* (shadow elves) from Nachtland open a planar gate into the city and attempt to conquer the city. They manage to bind some of the dead there, bending them to their will, but fail to take the city. Between the wild wraiths and the ælves guarding the city's perimeter, the shadow elves are driven back. The night is henceforth known among the ælves as *The Battle of the Black Ælves*.

678 YUR—Having never encountered the *Dokkálfir* before, Lady Adalyanna I'nnu orders her councilors to investigate the breach at Summer Night City and those behind it. Their collective research reveals that even with the Bilröst Gate closed and guarded below The Court City, other realms have learned to access Midgard through it. In response, I'nnu increases security around the gate, as well as around Summer Night City.

672 YUR—Concerned that human and dwarven expansion prompting planar activity, the ælves begin to actively raid settlements along their eastern borders. Raiders travel deep into human lands, burning the settlement of Trantsfield to the ground, sparing only one woman—Alisa Jarlund. Unbeknownst to the ælves, she sneaks east and warns the Village of Valaheim. They prepare and when attacked, turn back the ælves.

671 YUR—Having dispatched the villagers, ælves ambush a large company of human mercenaries headed for North Bridge at the Village of Fallowfield. Although they take the company by surprise, the veterans are able to turn back the ælves. They send word east and continue north to reinforce the fort there.

669 YUR—After careful planning, the dwarves of Redwall and Union City agree to construct a massive tunnel through the Redwall Mountains, connecting their two cities.

666 YUR—Merja Halldisa, a wandering skald, discovers a strange runestone north of Lake Vintar. After studying the strange stone, she has a vision of the rune Gebo. She spends the whole summer traveling northeast, finally reaching the City of Margard with word of her discovery. By the time she reaches the city, however, she has lost touch with most of consensus reality. She utters the words "Qia Unelma Icho," which runic scholars later translate into "she who dreams with spirits finds fire."

665 YUR—Explorers from the City of Margard travel west and following the words of 'Mad Halldisa,' and discover the stone. They spend the rest of the year bringing it east, but return heroes when they do. Redwall petitions the small city for the right to preserve the stone. Although Margard is resistant to the idea, Redwall eventually convinces them to yield, promising to grant the City of Margard favorable prices on all their goods. This later becomes known as the Gebo Trade Pact.

659 YUR—The Vallinar Family continues to explore the lands east of the Redwall Mountains. They sail far out into the Ealden Sea, establishing the Port Eastholm and, months later, discover a massive island. They name the island Eastern Val and establish Port Neuval.

657 YUR—The Vallinar Family boosts shipbuilding, deploying seven additional ships over the next two years. Their new fleet grants them unparalleled access to the lands east of the Redwall Mountains and all the resources therein. Soon, they are competing with many of the already notable families and clans.

653 YUR—A human and dwarven coalition from North Bridge build Hildheim. The fort serves as Redwall's western bond to Rhuneheim. Dangerously close to Ælveheim, it comes under attack several times before construction finishes.

648 YUR—Excessive summer heat causes a massive drought. Famine strikes a number of the cities, killing a number of people. The *Æssinyr*s' servants render what aid they can, but the drought's onset is so rapid that they have little time to respond. It is called The Summer of the Sun Plague. Many blame the ælves, swearing it is foul arcane magic from the west.

647 YUR—Uldain Redwall succumbs to the stone-touch, taking up his place in the Great Forge Hall. Balann Redwall is elected High Hammer of the city.

645 YUR—Balthasar the Elder, a clanless dwarf, discovers the rune Jera in the caves under the City of Redwall. In celebration, he sings its rune-song and Clan Runesinger adopts him, supporting him the rest of his days.

633 YUR—Hammer Lord Ansuzarr, Prophet of Old Forge Father, reveals the rune Perthro to the dwarven clerics of Velash. Clerics of Velash across Midgard awake with its image burning in their mind's eye. Inspired, a small contingent of dwarven clerics from Rhuneheim travel south to Deepholme, seeking to enter the 'great, dark lands.' They venture deep into the unknown lands beneath Aine Bay. They are not heard from again.

630 YUR—The ælves establish Amersil, Sunasil and Sunsil along their southern border, fearing the seagoing humans might eventually test their southern shores. Their orders are clear—kill anyone who lands on their beaches.

621 YUR—Thardic Grimharr makes a handful of profitable alchemical discoveries that enriches his family greatly. Among them, he discovers the process by which alchemically hardened leather can be enchanted, ensuring its life and durability. While few had considered using the runes in such a fashion, word spreads quickly.

613 YUR—Priestess Corianna Naraheim, working alongside a large contingent of clerics, petitions Union City for a large plot of land to build a temple to honor all the *Æssinyr*. That autumn, she lays the foundation for the White Temple.

600 YUR—After fifty years of economic rivalry, the Margard-Vallinar Feud begins. The feud starts slow, but eventually turns violent. The Vallinar Family carves out a small section of the City of Margard and holds up there, living under siege for many years. Both families attempt negotiations through intermediaries on multiple occasions, but fall back into conflict each time.

599 YUR—After nearly two generations, the Vallinar Family's extensive holds in the Ealden Sea begin to yield considerable profit. Goods, exotic and common, pour into their coffers.

593 YUR—Following seven years of strife, the Vallinar Family sues for peace and leaves the City of Margard to establish Vallingard. This ends the Margard-Vallinar Feud and begins to polarize loyalties amongst some of the most powerful families. That fall, the family breaks ground on Vallingard Keep.

591 YUR—As a sign of good will, the Vallinar Family extends plots of its own land to each of the great human families in hopes of promoting peaceful trade between them. The families that accept become known as the Trade Families. They settle large portions of the land immediately outside the keep, as well as building large halls inside the city.

590 YUR—The Scræ Familiy sends, on behalf of the Margard Family, several shipments of vintage wine to each of the other Trade Families. After several deaths, members of the Vallinar Family determine that the wine is poisoned, Although the Margard Family is initially accused, the Scræ Family is eventually blamed and banished west, to live amongst the savage ælves. The Margard Family denies any connection, but still suffers a great deal of political strife as a result.

589 YUR—The Scræ Family depart the City of Margard for the lands west. The event is subsequently known as the Green and Black Procession—owing to the family's heraldry and style of dress. The Scræ Family, after suffering a harrowing journey far to the west, founds Hellsgarde in the shadow of The Great Western Wall. They quickly deploy all of their resources, establishing a small town among those still loyal to them.

587 YUR—The Vallinar Family finishes Vallingard Keep. They begin construction on the Wall of Five Towers, promising to build a southern city that will rival the City of Margard and, over time, possibly even Redwall.

584 YUR—The Vallinar Family finishes the Wall of Five Towers and invites farmers from all over to settle the surrounding lands, promising support and defense to all who swear allegiance. A jötunfolk warrior named Gjalda travels to the ghost town of Skipan and discovers that she alone can affect the *jötunstone* there. She destroys it, taking pieces of the boulder with her to show others of her kind what she'd done—a feat she cannot repeat. Many of the giantkin begin taking similar journeys, seeking out the accursed rocks and wiping them off the face of the realm.

577 YUR—Grey Trolls descend from the southern end of the Redwall Mountains and burn the Village of Riverswood. In response, heroes from Redwall to Vallingard travel east, hunting them.

572 YUR—Dvain Carraunt founds The Green Way, a group of activists that includes ælves, druids, rangers and oracles dedicated to completely eradicating the industrialized state he fears the southern City-States are becoming. They are labeled enemies of the Vallinar Family later that year.

563 YUR—After living in relative isolation for nearly two centuries, the Blackwood Family emerges from the Ghastwald and swears fealty to the Vallinar Family. Some whisper that the family has changed, displaying an uncommon familiarity with spiders.

561 YUR—Sharra Vallinar travels far to the south, establishing Southfort just beyond the Fetchwood. She works closely with the Blackwood Family, mapping out the surrounding lands.

555 YUR—Groups of strange, primal humans are seen in the Fetchwood walking alongside spiders. While some believe they are a strange sect of ælves, the Blackwood Family later describes them as an older race—known as the aryandai—that have long dwelt in the southern lands.

545 YUR—Sharra Vallinar establishes Fort South Pointe.

542 YUR—Sharra Vallinar establishes Fort Way Pointe and returns home to Vallingard with plans for major southern cities. She invites her family to encourage southern growth. They respond by offering large tracks of land to settlers.

540 YUR—The dwarves of Redwall establish the Order of the Wall.

530 YUR—The Treaty of Vallinar updates the Gebo Trade Pact, fortifying the peace between the major eastern cities; The City of Damas, the City of Margard, Redwall, Union City, and Vallingard all sign the historic agreement. Subsequently, each city elects a City-Master, all of whom agree to answer to a High Master in the City of Margard. Only Redwall retains the right to maintain its own leadership. In a surprise vote, Garen Vallinar is elected High Master. The cities begin to call themselves the Treaty-Cities.

525 YUR—Convinced his peers were wrong, Hnarl Blacksteel begins to experiment with Red Mithral in secret. He discovers that Red Mithral, when ground to a fine powder and mixed with pig iron, sulfur, and grey pyrite, is highly combustible—requiring only a slight spark to create a significant explosion. He names his new alchemical discovery Dwarven Blast Powder.

523 YUR—*Vitkarr* Dargen Solhagen travels far to the west, establishing a hall dedicated to runic study. His school focuses on unlocking what they believe are the secret of the Heart Runes. He pens the *The Poems of Winter*.

521 YUR—To the delight of the citizens of Redwall, Hnarl Blacksteel uses the blast powder to create primitive fireworks. He later adapts his discovery to mining.

517 YUR—Explorers begin to settle the lands around Fort South Pointe and Way Pointe, by late spring, large towns have spring up.

514 YUR—The Ashengard Family begins to actively patrol the routes between the Treaty-Cities, running bandits and other ignoble creatures to ground.

507 YUR—Traveling in secret, a force of giants, men, and feral beasts descends from the north, skirting the majority of the Treaty-Cities and attacking Vallingard from the east. All but overpowered, the brave men and women of the city ride out to meet and rout them, driving them into the southern fields and cutting them down. This group of men and women is later named the Dawngard.

505 YUR—The dwarves of Redwall put on the very first fireworks display to celebrate the 25-year anniversary of the Treaty of Vallinar.

504 YUR—Raiders from Icewall cross into the southlands and begin to lay waste to everything in their path. The villages along the northern coast of Oracle Lake are wiped out. Damas mobilizes its small but well-equipped soldiers to hold back the savages. Late in the summer, parts of Damas are overrun. Last minute support from the City of Margard liberates the city, however.

503 YUR—The Vallinar and Ashengard families mobilize their forces, sending them west to support Damas and the other, smaller western settlements.

502 YUR—The Battle of Trantsfield leaves hundreds of humans and dwarves dead, but stops the progress of the marauding barbarians. These hordes are tied to those who attacked Vallingard and come to be known as the First Fel Horde.

501 YUR—Fort Vigr and Fort Hildr are established. The Vallinar Family, using its considerable wealth, establishes a series of forts along the western border of the Treaty-Cities. These forts are named The Western Holds.

499 YUR—The invading barbarians redouble their effort, pushing south along the eastern shores of Oracle Lake. They leave a host of ruined towns and farmsteads in their wake. The men and women of the Western Holds manage to hold them back, however.

498 YUR—Sjarn Westholm and his wife Lilyn, retreating from the northern marauders, establish the village of Westhom far south of Oracle Lake.

495 YUR—Rothmarr the Younger is appointed second High Warden of Redwall.

490 YUR—Strange lights appear in the southern skies. Explorers from Vallingard travel south to investigate. They enter the southern jungles, but are never heard from again.

489 YUR—Fort Way Pointe becomes a city. Small fishing vessels from its rocky cove provide plenty of food for the southern cities.

486 YUR—Jæ'll Vallinar, alongside a number of teens his age, begins to manifest strange powers.

483 YUR—Over the course of the following three years, countless human men and women begin to manifest arcane abilities. These abilities manifest among other races, as well, but they are far more dominant among the humans. These powers resemble the arcane abilities of wizards, but are wild and untamed. The people of the Treaty-Cities call this *The Birth of Sorcery*.

481 YUR—Jæ'll Vallinar, now a young man, comes into power in Vallingard. After some careful political maneuvering, he establishes a series of inner-family treaties. By the end of the year, he breaks his treaty with the rest of the Treaty-Cities and establishes the Kingdom of Vallinar, staking a large portion of the south as his territory. Redwall recognizes his move, but remains neutral.

480 YUR—Union City, far to the north, swears allegiance to the Kingdom of Vallinar. They seek allegiance, hoping to turn their considerable resources (many of them tied directly to the Vallinar Family) to build a stronger kingdom. The City of Damas enters talks with Vallingard.

479 YUR—The Kingdom of Vallinar begins funds a fleet of massive seagoing vessels. It adopts the dwarven lunar calendar.

478 YUR—In the City of Margard, forces loyal to the Kingdom of Vallinar lay siege to Margard Hall, demanding the City-Master step down and swear allegiance to Vallingard. By the summer, the family steps down, giving the city to the people.

477 YUR—Reluctantly, the Margard Family swears allegiance to the Kingdom of Vallinar.

476 YUR—Countless young women, all in their early 20s, leave their homes in the western settlements. All of them travel to a singular hill. It is later renamed "Witch Hill." Rumors of witches and their familiars spread throughout the kingdom.

470 YUR—Redwall swears allegiance to the Kingdom of Vallinar, but only as an allied state. It remains loyal to Rhuneheim and demands that kingdom respect its autonomy. The Kingdom of Vallinar agrees.

468 YUR—Clerics of Velluna-Akka are drawn to Oracle Lake. After building boats, they sail west and settle the Trine Isles. They live on Lune Isle, selecting the adjacent island as the future site for the Dome of the Starry Lady.

466 YUR—Jæ'll Vallinar founds the Order of the Grand Lodge in Vallingard to protect travelers, collect tolls, and to ensure the general maintenance of the kingdom's many highways.

465 YUR—The Kingdom of Vallinar completes the Western Holds to protect its western front. Their construction brings countless men and women westward, establishing a number of small towns and farms around the new forts.

462 YUR—Fort Southe Point becomes the City of South Pointe.

460 YUR—Concerned with the strange lights atop "Witch Hill," Lady Afina and a small group of inquisitors and paladins ascend the hill to investigate. Lady Afina dies in the subsequent *Battle of Witch Hill*, as do many of her companions.

458 YUR—Ingrid Westwode founds the Order of the Thorn in Lady Afina's honor.

456 YUR—Jæ'll Vallinar dies. His son, Fenric, takes the throne. Several members of the Margard Family attempt a coup, but fail. They are hung from the battlements of Vallingard that autumn, several days before first snow.

453 YUR—Hordes of savage barbarians, backed by white-robed sorcerers and frost giants, cross Icewall Bay, invading North Bridge, Valaheim, and White Isle. They overrun Fort Vigr and Hildr in less than a week. These barbarians, unlike the First Fel Horde, are mad with disease. Most of the wounded that survive these battles eventually go mad, as well. The very first cases of rage fever is observed.

452 YUR—The Battle of Icefield liberates the island, cutting off reinforcements from the north. The barbarians continue south, burning everything in their path. Caught between the highlands and the Western Holds, they are eventually cut down at the Battle of Volfield. The people of the south quickly learn how dangerous rage fever can be. Word spreads throughout the cities and protocols to quarantine the wounded are established.

450 YUR—Priestesses of Velluna-Akka complete the Dome of the Starry Lady, as well as the Crescent Keep. That winter, the Order of the Veil is founded to protect the priestess of Velluna-Akka.

444 YUR—Ælves from Amersil and Wynwood raid the villages of Ealdheim and Drakengard, all but wiping out the settlers there. The survivors, determined to return south to their homes, retreat north to Solhagen for the winter. That spring, they begin to rebuild. Clan Drakengard begins to patrol the whole region, actively hunting the ælves.

441 YUR—Eastern Val secedes from the Kingom of Vallinar.

439 YUR—The Free Fleet—a collection of long ships from the Yawning Isles establishes a naval blockade at the mouth of Oud Bay and south of Ven Bay. The few ships that launch from Way Pointe are turned back or burnt at sea. After a year of maritime battles, the Kingdom of Vallinar accepts the Eastern Val's succession.

435 YUR—The Sea Wardens, a collection of the most seasoned captains from among The Free Fleet, establish their rule in Skullenport. They establish military ports in Neuval and Nachtgard.

434 YUR—Explorers discover the first of many *jötunstones* southeast of the Redwall Mountains. More of these strange stones are found beyond the wooded lands far to the west.

433 YUR—A small meteor crashes into the bay south of Way Pointe. The impact floods coastal towns, destroys numerous ships, and leaves a strange distorted field of light above the bay. It is thereafter called Starfall Bay.

431 YUR—Balann Redwall begins to show the first signs of the stone-touch.

428 YUR—The Sea Wardens establish Stanningard and Bluefelde.

425 YUR—The Sea Wardens establish Ceolheim, effectively taking control of Ven Bay. A crude naval standoff develops between the southern navies of Way Pointe and the Sea Wardens. Although there are limited engagements at sea, neither side pushes the conflict into open warfare.

421 YUR—*Vitkarr* Arwulf Garheim of Clan Runesinger discovers the rune Kenaz. His discovery begins what will later be called *The Century of Glorious Discovery*.

418 YUR—Hammerfall alchemists, in conjunction with famed clockwork adepts of Damas, develop the first alchemical engine. Although it is highly unstable, the groups work night and day to develop it. Several additional inventions, including alchemical light-globes, are born from the fruit of their labor.

416 YUR—Fenric Vallinar dies. His second son, Thoril, takes the throne.

413 YUR—Clockwork adepts develop a prototype for the very first Dragon Tower. Although a proper Storm Engine doesn't power it, the design proves to be more efficient than traditional windmills. The City of Margard commissions several of them.

409 YUR—Alchemists build the first alchemical golem in Damas.

404 YUR—The Sea Wardens establish trade with the Kingdom of Vallinar. They offer up timber from the Sunwood, *jötunstones* from Grunstaldt, and silver from Nachtgard—all of which fetch them significant bargaining power in both Way Pointe and Union City. By the end of the year, they establish trade halls in both cities.

401 YUR—Hnarl Blacksteel reveals that, for the past fifty years, the dwarves of Redwall have been perfecting what will become the very first firearms. Using dwarven designs and dwarven blasting powder, these weapons outperform both crossbows and traditional bows in the field. Blacksteel promises to field hundreds of these weapons—including both pistols and rifles—by the year's end.

399 YUR—The dwarves of Redwall design the first cannon. They test fire it successfully. By the year's end, they are producing and installing cannons all along the Red Wall.

395 YUR—A team of inventors, all members of the Clockwork Accord, begin work on *The Sun's Gem*, a massive warship they intend to put to sea—by way of The Lady Brigitta River—upon completion. The project, however, is shrouded in mystery and its engineers refuse to comment on its unique hull.

391 YUR—After nearly four years of steady work, the Clockwork Accord launches *The Gem of Damas*, Midgard's very first airship. A month later, two of its ballast tanks rupture and the ship crashes north of the city. While few are hurt, the wreck puzzles the Clockwork Accord, who swore it was completely airworthy. While most speculate about engineering problems, others blame both the ælves and The Green Way.

388 YUR—Not to be undone, engineers from Damas begin work on *The Sun's Gem*—the penultimate airship. In order to protect both its design and construction, the Clockwork Accord magically binds all of its engineers, barring any from leaving the city until after completion. The extensive interview process that leads up to its new design team reveals several leaks—agents with ties to Ælveheim—and exposes them. These men are jailed and construction begins.

383 YUR—The dwarves of Redwall field several new firearm models. To appease their allies in the Kingdom of Vallinar, they ship several cases of rifles and pistols to Vallingard as a gift. Dwarven gunslingers travel west with the shipment, training the royal soldiers there. By the year's end, the clockwork elves and humans of Vallingard display proficiency with the weapons—both in firing and repairing them.

381 YUR—After seven years of hard work, the engineers of Damas launch *The Sun's Gem*. The massive tri-hulled airship is like nothing anyone has seen before, far exceeding its predecessor in grace, beauty, and buoyancy. Although several attempts are made to sabotage the vessel, each attempt is foiled.

380 YUR—The Damassian Air Marshals are established. Their duties include protecting the airship, as well as its crew.

379 YUR—A group of clockwork elven inventors procure and experiment with several of the dwarven firearms. They modify the models, creating the very first gunblades. The clockwork elves discover that, even while rudimentary, they prefer their versions of the guns.

375 YUR—Ælves travel east to Oracle Lake, offering to defend the humans there if they swear to cease expanding westward. They agree. Places like Lakeside become havens for those who have broken ties with the City-States of Vallinar.

373 YUR—Thorill Vallinar dies. His son, Ankarl Vallinar, takes the throne.

372 YUR—Union City, in conjunction with Redwall, embarks on a lengthy project that will connect the two cities. The road, unlike others in the city, aims to bore directly through the heart of the Redwall Mountains.

370 YUR—Settlers on the White Isle all report a winter of haunted dreams. They collectively report dreaming of shadows made from the ice, creatures that wicked men bind to serve them.

367 YUR—Fort North Down is established to watch for northern invaders.

363 YUR—The Pale Tower rises in the north. Visible from the northern shores of North Down, the people of Union City grow concerned. Several teams of adventurers are dispatched to map out the tower and determine if it is a threat. None return.

359 YUR—Clockwork elves in Damas perfect the gunblade—adopting it as their own. Several shops open in the city, offering guns that all but rival those produced by their dwarven cousins. To support their new trade, Damas procures several shipments of dwarven blasting powder—enough to support the defense of their city. A year later, they arm *The Sun's Gem* with a whole battery of dwarven-made cannons.

353 YUR—After two centuries of imposed isolation in the remote west, House Scræ defies its ancient foes and opens Hellsgard to outsiders. It opens its vineyards, its alchemical labs, and even its libraries to those willing to swear fealty. The Kingdom of Vallinar dismisses the event.

349 YUR—The dwarves of Redwall unveil their next wave of firearms. These models, unlike their predecessors, utilize complex clockwork receivers and cased shells—guaranteeing stability and reliability.

344 YUR—Sigtyr Nylström, a human engineer in the City of Margard, builds the very first steam engine.

343 YUR—Using a strangely coiled mesh that includes shards of *jötunstones*, Miss A. Shai Astasti designs the very first therma-torque engine. Over the next three years, both she and Sigtyr compete for patrons in a race to light the Kingdom of Vallinar. While Sigtyr's engine is easier and cheaper to produce, its failures tend to be far more catastrophic. Eventually, Miss A. Shai Astasti wins out and her engine—affectionately called The Storm Engine, goes into production.

340 YUR—The dwarves of Redwall quickly adopt the Storm Engine and modify it. They build a bank of lightning collectors high in the Redwall Mountains to power their engine. A select group of druids, calling themselves the Storm Stewards, take up the task of harnessing the lightning and repairing the broken collectors. They eventually share their ideas with the people of both Vallingard and the City of Margard. A year later, the City of Damas develops a similar version.

337 YUR—The City of Margard modifies its own dragon towers, converting them all into Storm Engines. Driven by wind and the occasional bolt of lightning, these towers light the city and power its growing infrastructure.

333 YUR—The dwarves of Redwall complete their project and name it the Union-Redwall line. They build the very first train—*The Forgefire*—to run the line. Word quickly spreads about the train; by the end of the year every major city is building lines between them.

332 YUR—Ankarl Vallinar dies. His son, Makaali Vallinar takes the throne.

330 YUR—Balann Redwall retires from service. Velik Runesinger is elected High Hammer of Redwall.

329 YUR—Grey Trolls descend from the mountains, laying waste to the village of Bylog. The village is rebuilt a year later with the help of Redwall.

327 YUR—House Scræ opens trade with Westholm, Solhagen, Harhagen, and Lakeside. Over the next few years, it sets up small shops in those towns, paying a moderate tribute to the clans there to do business. Its alchemists bring their wares to those who need them.

324 YUR—Over the course of the winter, travelers report strange lights atop Witch Hill. Explorers travel to the hill to investigate, but none who do return.

322 YUR—The Margard City-Redwall line is completed. *The Forgefire* makes its first run from Union City to the City of Margard.

320 YUR—The Baraheim Family brokers a deal with the Blackwood Family, securing some of the finest wood from the Westwald. The family's artistic talent, combined with the best materials, ensures their rise to power as one of the many Trade Families.

319 YUR—The Western Holds are refitted and modernized.

318 YUR—The Order of the Thorn investigates the disappearances linked to Witch Hill, but discovers the hill otherwise empty.

317 YUR—Ælves raid a small settlement west of Lakeside. They kill most of the residents, sending the survivors south in the dead of winter. Those who don't die on the trip to Westholm report the brutal attacks, swearing vengeance against the very ælves who promised them peace.

315 YUR—The Margard-Damas line is completed. A year later, the Margard-Vallingard line is completed. Damas builds its first train, *Her Destiny* to run the line.

313 YUR—The Sisters of the Crescent—an elite order of priestesses in service to the goddesses of the *Æssinyr*—begin to actively recruit throughout the Kingdom of Vallinar.

309 YUR—The City of Margard perfects the Dragon Tower. Additional towers are built around the city. Most of these towers are built south of the city.

308 YUR—Vallingard completes the Southern Line, connecting the cities Way Pointe and South Pointe to Vallingard. A large train depot, named Way Station, is built to support the three cities. The Vallinar Family builds *The Iron Horse* and *Bright Fire* to run its lines.

306 YUR—The Ashengard Family begins to expand its influence, patrolling the new rail lines in addition to the older roads and pathways.

305 YUR—After a decade of contemplation, the sacred Gun Priests of Old Forge Father agree to teach their allies in Vallingard the secret of their craft. A year later, the very first version of the Vallinar Assault Warbine is built and successfully fired.

302 YUR—Velik Runesinger founds the Order of the Stave. He copies, from memory, passages from The *Grand Galdr* directly into the order's own sacred books, expounding on Oridynn's teachings.

300 YUR—The Storm Stewards expand their influence, establishing circles throughout the Kingdom of Vallinar. As the cities continue to expand, so does the Storm Stewards' influence.

299 YUR—The ælves of Northsil witness a group of goblins—descendants of those who fled the First Fel Horde—living in relative peace. The ælves observe them, both delighted and curious. To their surprise, they witness Alnara walking among the goblins. That year, the descendants of all who fled are given a choice—repent and serve the Blessed Queen of Mercy or sleep eternal. After passing her tests, the remaining goblins receive Alnara's Blessing and the glitterfane are born.

298 YUR—Makaali Vallinar dies. His son, Arnor Vallinar, ascends to the throne. He is a rough, cruel king. His own clan kills him by the year's end. Makaali's cousin, Bijorn, takes the throne.

296 YUR—Vallingard completes the Balkr line, connecting the Western Holds to Vallingard.

291 YUR—Thorri Falr designs a smaller version of the therma-torque engine.

288 YUR—The gunsmiths of Damas build the first Damassian Gun-Glaive, a weapon that many of the bigger jötunfolk find easy to use.

286 YUR—Miners south of Union City discover a rich vein of *jötunstones*. It brings considerable wealth to the city and surrounding lands.

283 YUR—The City of South Pointe welcomes a large tribe of the aryandai into its walls. The strange, reclusive race builds a small temple to Velluna-Akka, who they call the Great Weaver, just outside of the city.

281 YUR—The ælves of Northsil and Farsil take their battle north, actively traveling across Blackblood Bay to hunt the Harwood. While some claim to have established hidden sils in the woodland, none can confirm if the forest grants them the connection they need to cease aging outside of their forest homes.

277 YUR—Fenricht Falr of Damas builds the first automaton, championing programmable clockwork devices as a new technological field. He is immediately welcomed into the Clockwork Accord.

275 YUR—The City of Damas begins to augment its militia with automatons.

273 YUR—The Kingdom of Vallinar commissions a small force of automatons from Damas. This force is established solely for military purposes.

272 YUR—Too ill to serve his people, Bijorn abdicates the throne. Before he does, he calls on all his jarls to swear allegiance to his son. Gunnar Vallinar ascends to the throne.

269 YUR—Giants and barbarians from the Icewall Mountains overrun Skullenport. The Sea Wardens evacuate whom they can, but most perish. The survivors are moved north to Eastholm.

268 YUR—The Clockwork Fortress is built just east of Vallingard.

266 YUR—Explorers from Union City, in an attempt to map the northern coast of Icewall Bay, discover Icewall—City of Slaves. Attempts are made to infiltrate the barbarian city, but the whole team is nearly wiped out. The survivors report massive armies camped around the city.

265 YUR—After a decade of work, Damas delivers the first battalion of automatons. Composed mostly of Sigrún models, the battalion is split between Vallingard, Union City, and the City of Damas.

262 YUR—Ælves engage the barbarians east of the Harwood and, to their surprise, suffer heavy losses.

260 YUR—The best minds of Damas gather and build the Illuminated Conservatory of Damas. They begin to actively instruct all those who will study, turning the best minds of the kingdom toward the coming war—Ragnarök.

257 YUR—Velik Runesinger, High Hammer of Redwall, appoints Sigva Uldainsdottar to the position High Warden of Redwall. She is the very first dwarven woman to hold the position—and quite likely the last of the High Wardens.

253 YUR—After a long journey east, missionaries from the Glitterwood arrive in Damas. They immediately begin to move into the northern part of the city, working alongside the clergy there to heal the sick and tend to the poor. They establish several small shrines in Riverside.

251 YUR—Barbarians from the north raid the shores west of Union City. Their raids continue into the next year. The Kingdom of Vallinar begins to shift its armies to the north.

249 YUR—A cabal of wizards, accused of binding spirits and consulting with dark powers, leaves the City of Damas in disgust. Some whisper they have learned to summon wraiths, strange ælven-like spirits cursed to wander Midgard until Ragnarök.

244 YUR—House Scræ appears outside of Vallingard, seeking both new students and new allies. It opens its lands to the poor and disenfranchised, promising them a better life in the west. Surprisingly, hundreds of people leave the city and head west.

242 YUR—Promised a more advanced version, the Kingdom of Vallinar orders a second battalion of automatons.

240 YUR—After thirteen years of travel, the glitterfane spread throughout the whole of the Kingdom of Vallinar. They set up shrines in nearly every village and on most roadways. Although still alien to most of the people of the east, the glitterfane slowly begin to find acceptance. They speak of Alnara's Threeefold Path of Peace. First Mother Mavlyn pens *The Crystal Book of Gifts*.

237 YUR—The Sigvyn Family comes into power in The City of Margard. City-Master Luthlinn Sigvyn, aside the Clockwork Accord, maps out plans for the Grand Damas Station. The city commissions *The Dirgebreaker*, a military transport train designed to support *The Sun's Gem*. An additional line is built inside the city to connect the station to the airship.

235 YUR—The Clockwork Accord begins construction on a secret model of automatons known as the Valkyrie Model.

233 YUR—A third battalion of automatons is delivered to the Kingdom of Vallinar. This battalion is moved directly into the Clockwork Fortress aside its sister battalion. The Sigrún battalion is rotated between the northern cities.

231 YUR—Barbarians, aided by giants and Grey Trolls, raid the shores adjacent to Union City. An attempt is made to push east of the city and up into the Redwall Mountains, but the Kingdom of Vallinar pushes the hordes back, driving most of them into the sea.

228 YUR—Barbarians from the north land on the southern shores of Icewall Bay and destroy Fort Vigr and the Village of Illr. They push south, destroying part of Damas before they are finally turned back.

227 YUR—The Clockwork Accord begins to manufacture automatons by the hundreds. By early fall, they have shipped automatons to all of the major cities throughout the Kingdom of Vallinar.

225 YUR—The Sea Wardens land in Union City, offering to patrol Icewall Bay in exchange for some of the newer technology the kingdom has produced. With their ships retrofitted with storm-tech, they strike blows all along the northern coast of Icewall Bay.

223 YUR—A large procession of aryandai, traveling from their homeland, moves north in preparation for the coming wars. They take up residence in the Ghastwald, the Westwald, and in smaller forests along the eastern shores of Oracle Lake.

219 YUR—The Daoyn—the secret leaders of the glitterfane—warn the Kingdom of Vallinar that the armies of the Fel Lands are already on their northern shores. Sworn to peace, they seek out the aid of outsiders. Surprisingly, the ælves respond—provided the glitterfane promise to keep the kingdom's technology out of their lands. They agree.

218 YUR—Gunnar Vallinar dies. His son, Hávar the Blue, takes the throne. Hávar commissions a whole regiment of automatons—specifically the Skuld models—for use in and around Vallingard.

215 YUR—The Order of the Thorn sets up outposts around Witch Hill.

211 YUR—With the help of his dwarven friend, Ashnu Falr awakens the first automata. He names it Daldain and begins, over the course of the year, to teach it everything he knows—stopping short at his knowledge of the arcane. As Daldain consumes all of this knowledge, it becomes evident to Ashnu that Daldain is sentient and, with additional training, could easily master the basics of arcane magic. Later that year, Ashnu decides to take Daldain on as his apprentice.

210 YUR—The last ælven child is born in Ælveheim.

205 YUR—After six years of regular instruction, Daldain masters the basics of magic. He continues his studies, learning to create all manner of automatons. In secret, Daldain masters the *awaken construct* spell and begins to awaken others of his kind.

203 YUR—Across the City of Damas, citizens begin to report that their automatons are malfunctioning. Many are destroyed as a result. These malfunctions are reported in other cities, as well.

200 YUR—At noon, in the middle of summer, hundreds of automatons gather in the heart of the City of Damas. In the shadow of the Tower of Doors, these sentient beings make a unified declaration—they are 'awake and aware.' They demand to be treated as freemen, not sentient thralls.

199 YUR—Across the Kingdom of Vallinar, hundreds of automatons declare their sentience. In most cases, they are ignored. In other instances, their actions encourage 'reprogramming.' Some are destroyed outright. Things slow as winter sets in, but by spring the following year, things get worse.

198 YUR—The *Rebellion of the Awakened* begins. It divides the Kingdom of Vallinar. In the west, specifically in the City of Damas, the automatons are granted citizenship almost immediately. In Vallingard, however, those that refuse to swear fealty to the kingdom and continue to serve are hunted down (although many escape into the surrounding forests). In some places, like the City of Margard, there are riots in the streets. Many humans, most scared, want the machines destroyed. Others, many of who hold crafting and technology sacred, stand side by side with the automatons, which they consider a new race of beings. That autumn, the sentient automatons begin to identify as automata.

196 YUR—After two years of tense negotiations (and in some cases, violent protests), the cities begin to settle. Most of the awakened automatons—now calling themselves the automata—have moved out of the cities and established camps between the Western Holds, Vallingard, and the City of Margard. Many travel north and seek sanctuary in the City of Damas. Redwall offers those willing to work their walls and mines for a year, granting each citizenship.

193 YUR—Way Pointe invites awakened automatons to seek sanctuary in its walls, provided they help man its docks. While most are suspicious, a few move south to investigate.

189 YUR—The Sea Wardens invite the automata to leave the Kingdom of Vallinar and join them as equal citizens in Eastern Val—with no strings attached. That spring, hundreds leave from Damas. Many settle in Eastfurt, as well as Stanningard.

187 YUR—Tempers flare in Union City; riots between the automata and humans dock workers spill out into the streets. Some expect the militia to put the automata down. To everyone's surprise, the militia jails the leaders of both sides, forcing the rest to negotiate. By fall, there is an uneasy peace.

184 YUR—North Bridge reports a massive army on the march, headed south. It attempts to stall the northern invaders by destroying the bridges connecting the two lands. They manage to slow the invaders, but only for a few months. By fall, the northern invaders are on the march again.

183 YUR—Hildheim abandons its fort, reinforcing North Bridge. Troops from Damas arrive, aided by automata volunteers, but their combined forces do little to slow the massive army of invaders.

182 YUR—North Bridge, Hildheim, and the White Isle fall to the invaders. Those who can, retreat east to the City of Damas. Those who fall to the invaders are enslaved, killed, or infected; citizens of the kingdom quickly come to fear rage fever once again.

181 YUR—The invaders stop suddenly, holding parts of the southern shores of Icewall Bay for over a year. All those who attempt to strike back against them are driven into the sea. The cliffs overlooking Icewall Bay are renamed The Mourning Cliffs on account of the sheer number of men that are killed there.

180 YUR—Hávar the Blue dies. His son, Jómariche Vallinar, takes the throne. Determined to stop the invasion, he orders the activation of one of the battalions of automatons. They are sent west to defend the City of Damas. By the end of the year, over half of the battalion is awakened. Some refuse to fight and opt to stay in the city as its defenders instead. Jómariche Vallinar outlaws the further awakening of automatons.

179 YUR—The Second Fel Horde invasion begins in full. Over the course of the next five years, the northern invaders slowly push south. They burn the towns, villages and forts they encounter, enslaving or killing all those who oppose. By the fall of the fourth year, almost all of the Western Holds have fallen—their promised reinforcements pulled to defend the larger eastern cities.

176 YUR—The Western Hold's survivors slip through the Second Fel Horde's lines, heading west. Most make for Westholm, although others head as far south as Solhagen. Those alive blame the Kingdom of Vallinar for its betrayal, swearing to bring down the Vallinar Family. The Black Hand is born.

174 YUR—Having reached Southshore, the Second Fel Horde swings north again. They lay waste to the southern forts, sweeping up into South Pointe and burning it. By the end of fall, they destroy the supply lines from Vallingard and begin to push east.

173 YUR—In the spring, the Second Fel Horde overruns Way Station. That fall, it lays siege to Way Pointe. The port city is able to withstand the siege, relying on aid from the Sea Wardens and Redwall, for almost a full year.

172 YUR—Way Pointe falls. The Second Fel Horde occupies the southern cities, enslaving all unable to escape northward. Meanwhile, in the north, Vallingard, Redwall, and the City of Margard have marshaled their forces and fielded a massive army of their own.

170 YUR—The Second Fel Horde begins the long, slow march on Vallingard in the spring. Meanwhile, in the north, scouts report the transport of a massive artifact, pulled on a colossal sled, by the largest of giants. They describe the massive artifact as a smooth, black stone the size of a large tower.

169 YUR—The Second Fel Horde meets the kingdom's army in the fields southeast of Vallingard. A series of battles yields no ground for either side, leaving piles of the dead between them.

167 YUR—The battle for Vallingard drags on, the fields to its south becoming all but a complete wasteland. To the north of Vallingard, thousands of people retreat to the City of Margard. Over the course of the year, word goes out—it is the last, safe place in the western portion of the kingdom.

166 YUR—In the late spring, a cabal of white-robed cultists from the north combine all of their magical might to raise the black stone. Powered by dark magic and the deaths of thousands of innocents, these wicked invaders tear open a rift between Midgard and Neinferth—channeling its dark void energy to hold the massive artifact aloft. The artifact, which is later named The Ghoul Stone, siphons the life force from the living all around it. Over the course of the year, it drains the life of the remaining survivors. The few people left from South Pointe, Way Pointe, and Way Station all perish.

Image based on backer A. Tsatsa

165 YUR—Unbeknownst to any, ælves from Hulsil, Wulfsil, and Goldsil sneak east, disrupting the Second Fel Horde's supply chains and killing at random. They focus on the barbarians from the north, but many innocent humans die in the process.

163 YUR—The Second Fel Horde all but breaks the Kingdom of Vallinar's back. It retreats, pulling support from Redwall and the City of Damas to guard its southern border. Its forces in the north rally, heading south.

162 YUR—The Kingdom of Vallinar calls on all who would stand with it, including all of the automata. It promises freedom and prosperity to any who stand at its side, regardless of race or origin. The people of the kingdom move south, surrounding the Vallingard. Jómariche Vallinar dies in battle. He dies with no heir. The surviving jarls focus on the battles at hand, but many whisper it may be time for new blood in the kingdom. Others suggest that the kingdom's day is done.

161 YUR—The Dawngard, alongside several battalions of automata, leads a charge south. They take the Fields of Ruin and drive most of the invaders back into the now ruined southern cities. Late that summer, forces from the City of Damas and the City of Margard break the invaders' supply lines. They retake North Bridge and actively hunt the invaders. The Second Fel Horde is broken. Still, its artifice—the Ghoul Stone—remains a constant reminder of the brutality and evil that calls the North home.

160 YUR—Waves of refugees pour into the lands around the City of Margard. People begin to call it Haven.

158 YUR—As a sign of solidarity, the City of Margard officially changes its name to Haven City. It becomes the new bastion of hope for the people of the fallen kingdom.

155 YUR—The first teams of explorers travel south, led by members of the Naraheim Family, to survey the Ruined Cities. The sole group of survivors report savage groups of cannibals, strange undead horrors, and life-draining storms that sweep the wastelands.

153 YUR—A company of knights, all members of the Dawngard, establish the Red Fort. They ride south, patrolling the northern borders of what's left of the Ruined Cities.

146 YUR—After several long years of rebuilding, the people of the former kingdom agree to return to independent government, each city a sovereign unto itself. By the year's end, both Vallingard and Haven City have elected their own governments. The cities agree to defend one another, working in tandem but maintaining individual armies.

143 YUR—The Red Fort's population swells as explorers, now bolder, begin the plunge the depths of the Ruined Cities for treasure. By winter, the fort has become the center of a small, wild city where almost anything can be had for the right price.

142 YUR—The City-States of Vallinar are born.

141 YUR—The City-States of Vallinar recognize the automata as full citizens, granting them rights and privileges equal to all sentient creatures.

137 YUR—The Warsteinner Estate is built a day east of Vallingard and some of the former leaders of the Dawngard's leadership moves there. The Red Fort and surrounding areas expand more, officially becoming the city known as Haverghast.

135 YUR—A mining accident in Redwall traps a company of dwarves. Two-dozen automata, working tirelessly, clear the tunnel and save the dwarves. One of the automata is destroyed a secondary cave-in. The dwarves honor the company, granting them titles and honors. They are the first of their kind to enjoy such.

131 YUR—A coven of hags, led by a powerful winter hag named Belliathralla, appear in the forests south of Haverghast. They waylay travelers and champions alike, never striking the city, but killing all those who enter their small, dark forest.

128 YUR—Sir Karl the Grey founds the Dusk Knights. The knights build the Grey Tower in Haverghast as their base of operations.

125 YUR—Far to the west of the City-States of Vallinar, just beyond what the Old Holds, bands of men, dressed in black and bearing a tattoo of a black hand, begin to accost merchants and travelers. They quickly spread to the major cities, subjugating the smaller criminal gangs with military precision. The people of the City-Stares eventually learn that the Black Hand, former guardians of the west, have turned their watch inward. They aim to fill the vacuum left by the kingdom's fall.

123 YUR—The Order of the Grand Lodge begins to hunt down the Black Hand. Its knights engage in open warfare in the west, burning Black Hand strongholds and hanging their informants. That fall, several high-ranking members of the order are assassinated, one at a royal dinner in Vallingard. The Black Hand makes it known—they are everywhere.

Story Seed: *Lost Heritage*

With the swift withdrawal of the ælves from across Midgard, many strongholds and fortifications were left to the elements, or believed impregnable and forgotten as the wilderness consumed them, buried them, or in some cases, tore them open and scattered the abandoned works of the ælves across the land. After an earthquake and many days of hard rain, a large opening has become visible in a nearby mountainside. Several bright lights have been visible from it at night, and more than one group of locals plans to go investigate the mysterious cavern. A group of dwarves loudly declare it as a lost warren, and threaten any trespassers. However, agents of the Green Way have taken notice as well, and a contingent of ælves has been dispatched to collect any ælven (or valuable) items. Will the characters be able to handle the situation and escape with their salvage?

121 YUR—Vallingard releases several advanced versions of the Vallinar Assault Warbine. While it has yet to unlock the secret of dwarven blasting powder, the city begins to produce high-quality casings, as well as its own form of alchemical powder, that even the dwarves admit show promise. The city also unveils smaller, mobile cannon platforms.

119 YUR—The Black Hand burns the *Union City Pride* in the harbor as a message to the people of Union City.

112 YUR—Mikal of Westfall, a young skald of increasing renown, enters Ælveheim for the very first time. She is the first human guest of the ælves in centuries and is invited to share their story with the rest of the City-States of Vallinar.

109 YUR—Aryandai from the Fetchwood move north, populating the northern end of the Eastwald.

105 YUR—Clockwork elves in Damas reveal their next step in clockwork mastery; the Drogg. This clockwork companion utilizes its master's keen intellect, supplementing its own highly complex system, and gaining a limited degree of sentience. Away from its bonded master, however, the companion reverts to its most basic function, behaving like a normal automaton.

103 YUR—The City-States of Vallinar requisition several droggs for study. The dwarves of Redwall consider them a modern marvel and request the plans to build their own.

99 YUR—Today

Places of Power

Places of power exist all across Yggdrasil. They are hidden in secret branches, among the roots of the Great Tree, and connect (as well as define) much of what makes the Great Tree the thing of majesty it is. Some of these places fill those who visit them with celestial powers, others awaken the mythic energies that sleep in sentient creatures, some reveal men's wyrd (letting them order their fate in accordance with their will), and still others—poisoned from the Thrall Lords' tainted influence—spew out death to those unlucky enough to discover them. Regardless of effects, however, all of these places of power define Yggdrasil, and in their own way, the people that visit them. While GMs are encouraged to create places of power that are unique to their own stories, the most common types in Rhune are listed below:

Planar Gates

Planar gates are portals that connect the various branches of Yggdrasil. Many of these planar gates appear naturally, springing up in places of great natural beauty or in remote, hard to reach locations. Others are the byproduct of arcane rites, rituals, and incantations—forming in the wake of magic intended for something else entirely. Although these portals appear all across the Great Tree, very few of them are permanent, and it is common for them to open and close at random. Although some planar travelers learn how to attune to these portals, it often takes years of study and travel to learn a portal's particular key.

Not all planar gates, however, arise naturally. In fact, some of the oldest planar gates that exist in Rhune are the result of great effort to artificially connect the distant realms. First among these are the clockwork gates, a series of ælven made portals hidden throughout Midgard, which the early ælves used to seek out their silent gods during the Age of Myth. Although the ælves made every effort to destroy these portals, some still remain. Some of these lie buried in forgotten lands, while others—like the Bilröst Gate—continue to operate deep under ælven lands.

The Order of the Grand Lodge

The Order of the Grand Lodge is one of the few organizations to actively map out the various planar gates that appear on Midgard. They are discussed at length in greater detail in **Chapter 9**.

Runestones

Easily the most common of the places of power, runestones are readily found all across Midgard, as well as in the other realms. Although some suggest these stones are divine mysteries that even the Old Gods have yet to fully master, most of the people who study the runes rely on the Old Gods' stories and tales themselves. These stories are filled with tales of Oridynn, in his quest to enlighten his children, burying the various runestones. While it is said that he buried these runestones in the hearts of men, as well as all across Yggrasil ("for the wise to find"), it is the world runes—those runes recovered by explorers and enshrined in the great cities—which most people think of. Of course, it isn't just these great stones that hold power.

Many a marker stone, through the diligent efforts of master carvers, has been remade into a true runestone, infused with arcane or divine energy, and shaped to a specific end. Of all the peoples who walk the distant roads of Rhune, it is the dwarves who are most famous for their runestones, which they employ all throughout their cities. Used to defend their halls, these runestones can unleash magical effects that burn their enemies, render hidden foes visible, and halt the undead in their tracks. Runes and runestones are described in **Chapter 7**.

Stone Circles

Found only in remote, isolated areas, few people ever see a true stone circle. Mysterious and unexplained, these natural rock formations can be found on all of the branches of the Great Tree, although those lucky enough to discover them rarely return unchanged. Stone circles are said to ebb with bizarre energy, changing all who stand in them. Although these changes are sometimes subtle, the overall effects of a stone circle are tied to the length of time one spends inside one. For those with great will and tenacity, the results of a longer stay can unlock great powers. For others, exposure to such bizarre energies destroys their minds and souls, leaving these men and women little more than hollow shells.

GMs running mythic games (see Chapter 4 of the *Pathfinder® Roleplaying Game: Mythic Adventures™*) can easily incorporate stone circles into their games, using them as the locations for mythic trials. Characters might have to travel to a specific stone circle to harness the celestial forces required to unlock their mythic powers (to gain a mythic tier), or to liberate one of these stone from a mythic foe. In either instance, these circles should be very rare in Rhune, incredibly hard to reach, and should only be accessible after surmounting numerous difficult encounters, back to back.

The City-States of Vallinar

The City-States of Vallinar are the heart of southern Midgard and are truly the bastions of progress, hope, and civilization. While they are successful today—each having wrested itself from its own trials and tribulations—that success wasn't easily won. As the sole inheritors of the Kingdom of Vallinar, these cities have established themselves through toil, tenacity, and drive. Today, they represent the defiant spirit born of technology and progress, and as far as their citizens are concerned, represent the best possible approach to Ragnarök—with cities like Damas and Redwall leading the way. Each of these cities has a rich history, and even before they became what they are today, they offered the people of the South hope in the face of overwhelmingly dark odds.

The City-States of Vallinar are described below.

Damas, The Clockwork City

Government The Illuminated Circle
Alignment NG

DEMOGRAPHICS

Population 182,800
Languages Auran, Clockspeak, High Common, Low Common, Low Dwarven, Low Elven
Religion The Old Gods all have shrines in Damas; Velash and Nayadia have temples.
Trade Goods Clockwork items, magical constructs, gun blades, and magical items.

NOTABLE FIGURES

City Master Ghabe Falr (NG male human aristocrat 8/bard 5) is the current patron of the Falr Family in Damas, as well as its elected City Master.
Lady Dagna Skye (CG female human clockwork adept 14) is an active member of the Illuminated Circle and is rumored to be the lover of City Master Ghabe Falr.
Eira Winter (NG female human fighter 7) leads the Damassian Air Marshals and oversees security for *The Sun's Gem* when it's docked in the city.
Gan the First (LN male-aligned automata expert 6/wizard 9) is an accomplished wizard and an expert in all things related to the automata. He runs a small shop just inside the Akr Gate.

NOTABLE LOCATIONS & TERRAIN

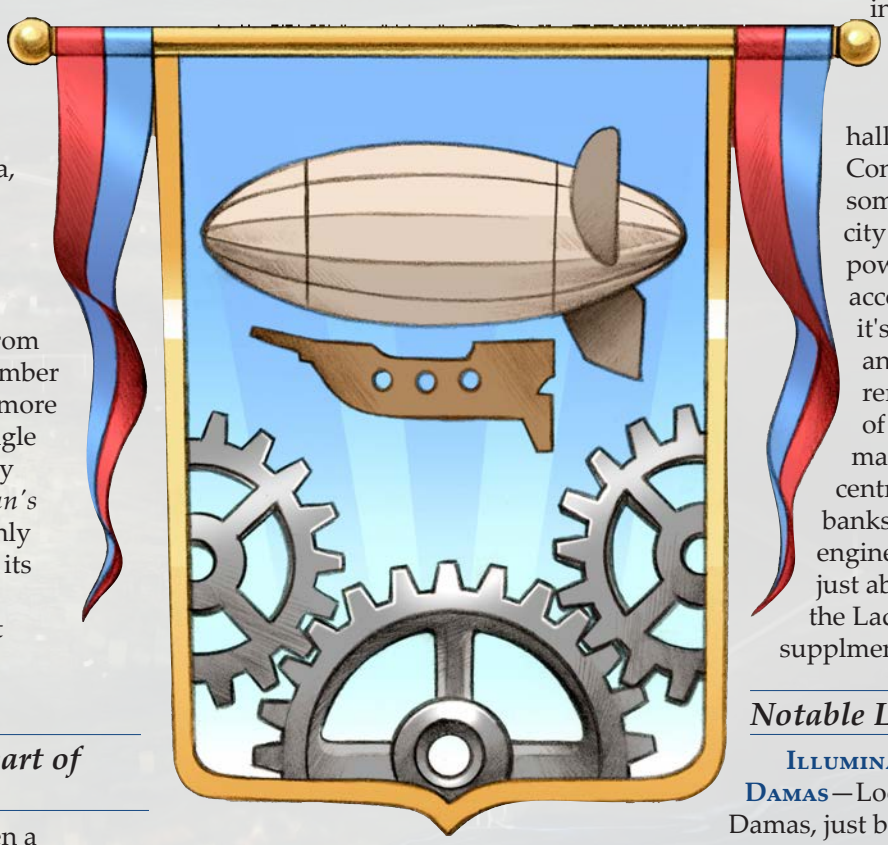
Notable Locations The Illuminated Conservatory of Damas, Grand Damas Station, the Tower of Doors, The Celestium, Marshal Yard, Damas City Market, and the Clockwork Accord Headquarters
Terrain Damas is located on the plains just north of the Westwald (a coniferous forest). The Lady Brigitta River bisects the city, feeding the forest south of it.

Located on the outskirts of the City-States of Vallinar, Damas is one of the principal cities in the northwest. Famous for its dedication to clockwork technology—as well as its advancement and refinement—it is affectionately called "The Clockwork City" and is home to The Clockwork Accord, as well as a number of smaller, aspiring groups. The city is divided into three major wards—the Frem Warde, the Great Warde, and the Y'Draah Warde, although its population has since spilled outside of its

walls, especially in the north, along the river, and along the eastern wall, close to the rail lines that run southwest to Haven City. The Illuminated Circle, a collective of arcane spellcasters and seasoned explorers, runs the massive city from its headquarters in the Tower of Doors. While they always aim for fairness, it is common knowledge that they favor the intelligent over the brave and actively work to keep the city at the forefront of technological advancement.

Damas was one of the first cities that openly embraced the automata, a fact that makes it beloved by them and their supporters. Not surprisingly, it has since become a haven for automata seeking refuge from prejudice, or for those looking to refine themselves, as the city contains numerous shops that specialize in their customization and modification. Additionally, Damas boasts a number of city-sponsored programs that employs automata, offering them free maintenance in exchange for their service.

Damas is distinct from the other cities in a number of ways, but none are more noticeable than the single airship that floats lazily above the city—*The Sun's Gem*. It is Midgard's only vehicle of its kind and its very nature continues to baffle even the most technologically savvy spellcasters.



The Clockwork Heart of Progress

Damas has always been a progressive city, both in terms of technology and social values. It is far removed from many of the traditions in the South, although only in that such traditions tend to detract from its sole focus—making things better. While it respects others' need to raid, it doesn't tolerate slavery of any kind and has outlawed its practice within its walls. Obviously, this frequently makes it a destination for anyone that seeks freedom and the camps outside its walls are a testament to that fact. Damas is a city of great diversity and that fact is easily noted in both its layout, as well the people who openly walk its streets. The fact that it has long embraced the automata has made it a destination them, as well as for others who might be otherwise misunderstood in other locations. Visitors often remark, upon first entering the city market that it is both odd and refreshing to see such sights, whether those sights are jötunfolk trading with glitterfane or the colorful automata guards that patrol its cobbled pathways. While the cosmopolitan nature of Damas makes it notable among the City-States of Vallinar, it is ultimately its dedication to technological and social progress that it is best known for, a fact that attracts all sorts from the surrounding cities.

Anyone seeking advanced technology, whether that is the latest storm-engine or the newest gun-glaive, is going to find Damas to their liking. All around the city, its citizens make excellent use of all of their resources. Moreover, Damas is the only city in the City-States of Vallinar that distributes its power grid equally, ensuring that innovations of all sorts can happen anywhere, whether in the back of a shack or in the grand halls of the Illuminated Conservatory itself. While some citizens whisper the city reserves some of its power for the elite, most accept that if it does so, it's only for emergencies and to ensure the city remains lit. Unlike some of the other cities, Damas makes excellent use of its central river, incorporating banks of underwater storm engines (which are suspended just above the riverbed of the Lady Brigitta River) to supplment the city's power.

Notable Locations

Illuminated Conservatory of Damas—Located in southwestern Damas, just beyond the Old Wall, the Illuminated Conservatory of Damas is the city's very own war college, a collection of arcanists, clockwork adepts, war skalds, and wizards dedicated to a singular task—winning Ragnarök. Built around a collection of runestones, the conservatory sponsors a large open space where spellcasters of all levels of skill practice their arts, either in unique duels, or as part of larger displays of arcane power.

The Tower of Doors—Nestled in the heart of Damas, just west of the Lady Brigitta River, the Tower of Doors is the city's seat of power, as well as the home of the Illuminated Circle. The Tower of Doors is a massive structure supported by three pylons that lords over the rest of the city, easily dominating the skyline. In addition to being the place where the city's government regularly

The Earth Wall
Y'draah Warde
The Old Wall
Frem Warde
Great Warde
The Lady Brigitta River
City of Damas
1. Tower of Doors
2. The Sun's Gem
3. Marshal Yard
4. The Akr Gate
5. The Wode Gate
6. The Nord Gate
7. The Haf Gate
8. The Dæla Gate
9. The Ost Gate
10. Grand Damas Station
11. The Illuminated Conservatory of Damas
12. The Celestium
13. Headquarters of the Clockwork Accord
14. Statue of the Starry Lady
15. Dammr Haus
16. Damas City Market
17. Riverside
18. Ashnu's Haus
19. The Workshop

meets, it is one of the only buildings in the city where *The Sun's Gem* regularly docks, as well.

Grand Damas Station—Built to make good use of the growing network of railways crisscrossing the City-States of Vallinar, Grand Damas Station has always been dedicated to the coming war. It currently houses *Dirgebreaker*, the city's military transport train. Grand Damas Station is connected to the Marshal Yard, which is just northeast of it, as well as to the cities Haven and Redwall (via the Ost Gate). Along with housing the massive train, the station acts as a barracks for the city's elite fighting force, the Damassian Guard.

Adventures in Damas

Adventures set in Damas can easily incorporate any number of topics, although stories that focus on technology, magical acumen, or the combination of both easily shine in the Clockwork City.

- A series of explosions rock the Great Warde in the middle of the night, waking visitors and residents alike. To the relief of those in the city, there is no damage to be found. The next day, however, residents start to report headaches and dizziness. The PCs are asked to investigate.
- Eira Winter has recently uncovered an ælven spy in the city. While she would happily put the foreign agent to the sword, Lady Dagna Skye has cautioned against it, fearing open ælven aggression as a result. The PCs are asked to escort the ælf back to the border of Ælveheim, ensuring he remains unmolested.
- A gang, composed primarily of unskilled runaways turned brigand, are waylaying merchants in the Damas City Market. Although the city guard has caught a few of them, the core of the group continues to disappear into the city's community of Riverside.

Advanced Goods in Damas

For those looking for more advanced technology, Damas is the place to be. While nearly any mundane item can be found in its markets (as well as a host of lesser magical items, as well), the city itself is known for its innovative items, both alchemical and clockwork. The following items are always available in Damas, either in its market, or in the shops that line inside of the city's walls.

While much of Damas's goods make their way to other cities in the South, the following two items are exclusive to the city.

Damassian War Paint is a semi-permanent dye that automata use to "tattoo" themselves. It is highly resistant and easily withstands dirt, mud, snow, combat, and other factors. Once applied, it can only be removed by using a special elixir. It is considered a mark of pride among automata to be able to afford war paint, and many automata warriors mark themselves in the same ways that berserkers do, as a sign of dedication and allegiance to the coming war.

Liquid Conduit is a special alchemical paste that can be painted onto a physical object or similar surface (like metal or wood). When exposed to weak (or better) ambient electrical fields, it slowly begins to glow, growing brighter as the strength of the field increases.

The Sun's Gem: Jewel of the Skies

After nearly four years of steady work, the Clockwork Accord launched *The Gem of Damas*, Midgard's very first airship in early 391 YUR. Its triumph was short-lived, as two ballast tanks mysteriously ruptured, causing it to crash after barely a month of service.

Ten years later, the engineers of Damas launched *The Sun's Gem*. Massive and sporting a unique, three-hulled design, observers agreed it exceeded its predecessor in grace, beauty, and buoyancy. In 359 YUR, it was outfitted with almost twenty dwarven cannons, and now, after 292 years of service, *The Gem of Damas* has become an iconic symbol of the city, and an indomitable force in its foreign policy. The vigilance of the Damassian Air Marshals has prevented sabotage, and the crew has kept the airship flying through numerous engagements and actions.

It is the only airship in Midgard, as the Accord has been unable to replicate its early success. They keep this particular fact a secret, and claim they have needed no other airship.

Table: Common Damassian Items

Item	Cost	Weight
Canister Battery	125gp	2 lbs
Damassian War Paint	5gp	½ lbs
Explorer's Harness	15gp	1 lbs
Grounding Strap	50 gp	½ lbs
Hand Lamp	150 gp	1 lbs
Light Stand	5 gp	4 lbs
Liquid Conduit	25 gp	2 lbs
Sword-pistol	750 gp	5 lbs

Haven City, The Last Refuge

Government City Master Harn Sigvyn
Alignment NG

DEMOGRAPHICS

Population 174,350
Languages High Common, Low Common, Low Dwarven, Runic
Religion Most of the *Æssinyr* have temples in Haven City, although many of the citizens of Haven pay homage to Hothur, the Golden Knight. A sizable temple to Velluna-Akka exists in the city, as well.
Trade Goods alchemical goods, beer, food, leather armor, livestock, wheat, and vegetables are all exported to neighboring cities. Haven is also renowned for its whiskeys.

AUTHORITY FIGURES

City Master Harn Sigvyn (NG male human aristocrat 3/cavalier 9) is the eldest son of the Sigvyn Family and the current City Master. A former knight, he has retired from active military service, but still trains the city's soldiers regularly.
Bella Margard (CG female human aristocrat 3/gjallarhorn 6) manages the day-to-day affairs of the Traders' Guild, acting as its current guild master.
Varnic Blackwood, City Scout (CN male aryandai hunter 11) leads the Broken Axe Company, a group of seasoned woodsmen who patrol the local farmland, slaying bandits and anything else that threatens the lands.
Farra (NG female-aligned automata bard 8) is the current owner of The Old Gate Inn, an inn and tavern famous for its "rune wall." A veteran of the Summer of Flames, she is also an outspoken advocate for automata in the city.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Alchemie Haus, Margard Hall, Spirit Square, The Sumbl Haus, The Dragon Tower Fields, Mhyr Park, The Old Gate Inn, Old Quarry Park
Terrain Haven is situated in the heart of the South, making it a hub for the City-States of Vallinar. Thin, coniferous forests, freshwater ponds (fed by underground streams), and fertile farmlands surround Haven for a hundred miles.

Situated at the heart of the City States of Vallinar, Haven City is one of the oldest cities in the region. Originally known as Margard City, the city was founded in 779 YUR by the Margard Family. Built around a series of successful mines, the city eventually evolved into what it is today—the center of the City-States' agricultural needs. Today, Haven City is a bastion for farmers and the land still is, hundreds of years later, as fertile as it was when the city was first founded. Surrounded by underground rivers and freshwater ponds, the fields that circle Haven produce some of the sweetest crops. Haven is known for more than just its crops, however. As travelers approach the city from the south, they cannot help but notice the banks upon banks of dragon towers that catch the wind, turning it into power that lights the city, both day and night.

Haven City is connected to two of its three immediate neighbors by rail, and trains run weekly from Haven to both Damas and Redwall. Unfortunately, the line that once connected it to Vallingard was destroyed in the last Fel Horde. Worse, the two cities—whose families have long been economic rivals—are still in debate as to who should repair the line, each pointing to the other when it comes to responsibility. As a result, the line remains inoperable. That doesn't stop normal traders, however, who use the line as a guide, making daily trips from the southern city. This aside, Haven regularly trades with all of its allies—importing clockworks from Damas, ore and textiles from Redwall, and timber from Vallingard. In exchange, the city exports large quantities of food, which is grows on the fertile fields that surround it for miles.

Although it has a turbulent past, Haven City has developed a tradition of accepting outsiders, regardless of race or gender. It is for this reason it one of the larger populations of automata in the region, which is quite an accomplishment, given its streets birthed some of the riots aimed at wiping the automata out.

Farming & the Rites of Fertility

Although the citizens of Margard swear the lands around them are blessed, the men and women who farm the lands know there is much more to their success than just the will of the *Æssinyr*. Farmers around Haven City work closely with the druids that live around them, culling crops when directed, and when required, burning their fields to ensure the fields remain fertile. All of these traditions calumniates on the 2nd day of Ostaren, when the farmers celebrate Harm's Bane—the traditional burning of the bad fields. Although some question these rites, it is considered bad luck to refuse to partake and it continues, yearly, as a result. Farmers don't rely just on these rites, however, and most rotate their crops regularly.

Each fall, when the reaping begins, it is very common for the druids to descend on the fields, demanding a simple blood sacrifice. While this doesn't happen every year, when it does, the local farms are quick to honor the request, donating a local beast of burden for the druidic rites. After conducting such rites, the fields are once again blessed. Afterwards, the druids take their share and return to their circles and groves.

Off-season, the people of Haven spend a considerable amount of time expanding their agricultural advantage. For smaller farms, this means incorporating what new technology they can afford, fixing and maintaining

older equipment, and preparing as best they're able for spring planting. For larger farms, this means studying new farming techniques, purchasing new equipment, and working alongside local druids to ensure their plans harmonize. For those who have earned the druids' respect, some are even invited to winter in their groves, studying their mysteries.

Notable Locations

The Forbidden Fields—Farmers in the region do not attribute their success to just the Rites of Fertility, however. Their planting has been both deliberate and planned, and the local druids have marked fields that may never be farmed. These fields are often around the mysterious hills that sometimes dot the lands, and some scholars have suggested that the mounds hide *jötunstones*, or worse, *dreyrugr*. If this is true, none can say for sure, since the druids who forbid the farmers from working these lands also dissuade strangers from excavating whatever lies within—much to the chagrin of thrill seekers and adventurers alike.

Dragons' Field—Easily Haven City's most notable landmark, Dragons' Field is a sprawling collection of dragon towers, each which contains a complex, wind-driven storm engine that collects the wind as it sweeps across the open plains. Finished in 335 YUR, the field is outfitted with an elaborate network of towers that, when not capturing the wind, can pull down lightning, channeling it into underground cells connected to a series of interconnected cables. These cables bring the power into the city, where it is quickly converted into a proper electrical field, powering the city throughout. Unlike so much of the rest of the city, Dragons' Field is restricted to the Storm Shepherds that work it, with crews of clockwork adepts and engineering experts assisting with maintenance and power distribution. As would be expected, Haven's elite cavalry regularly patrols the Dragons' Field.

The Alchemie Haus—Nearly as old as the city itself, the Alchemie Haus was built when Haven City was still known as Margard City and under the control of the family of the same name. Part school and part shop, The Alchemie Haus is a regular repository of alchemical recipes, alchemical items, and equipment. It's also a place famous for its experiments and accidents, so much so that the phrase, "as lucky as an alchemist in his house" has worked its way into the city's lingo.

The Sumbl Haus—More commonly known as The Oath House, The Sumble Haus is popular spot, both for locals and visitors alike. The locals claim that Orydinn himself, in the guise of a Malaran traveler, blessed the tavern and everyone in it. The saying goes that everyone who made an oath that night fulfilled it and as a result, the Blackwood family (who owned it at the time) built a shrine in the corner, which stands to this day. Today, visitors take oaths over the shrine, hoping to prove their worth in the eyes of the Old Gods themselves.

Adventures in Haven

Haven has a checkered past that makes it ideal for adventures that incorporate cults, social intrigue, or strange happenings in the fields that surround the city. PCs might easily explore haunted hills or abandoned farmhouses, their barns mysteriously burned to the ground.

- Varnic Blackwood and his scouts have reported a number of burned out wagons on the roads leading from Vallingard. They fear bandits, but no one has reported any in the region. Worse, several well-liked farmers have disappeared and now the city is growing concerned.
- Although automata are welcome in the city, some of the city's workers want them gone. Two automata have been critically damaged and Farra wants to find out who's behind the vicious attacks.
- A farmer recently uncovered a strange stone on his farm. Since its discovery, his livestock has become restless and easily spooked. Worse, his eldest son has disappeared. He's looked all over for the boy, but can't find him He's now seeking help from outsiders.

Livestock in Haven

All of the various City-States buy and sell livestock, as do most of the outlying villages. Haven, however, is famous for its markets, bringing in prize livestock from as far south as the Ghastwald. Most of this livestock are mammals that the surrounding farmers breed, although some farmers raise stranger stock, taming and breeding animals that

others would normally find in the wilds. These animals are often pressed into service, either as mounts or as fighting animals.

Some of the more exotic fauna found in and around the City-States of Vallinar can be bought in Haven. These animals include:

- **The Spotted Auroch**—This horned beast stands as tall as a man at the shoulder, full grown. Ranging in color from white to black, its shaggy coat thickens in the winter. Sought for its meat and milk, most of the creatures have been domesticated. Wild herds of said to still roam the Northern Gap.
- **Blackwater Wolves**—Native to the Black Ice Wastes, these massive wolves are deadly to men and dwarves alike, at least in the wild. When tamed and trained, these wolves become incredibly valuable, as they are the natural enemies of Horde Hounds—an animal favored by the foul northerners. Slightly bigger than natural wolves, Blackwater Wolves have dark coats and green eyes.
- **The Black Clawed Wolverine**—A larger, more ferocious version of the wolverine, the Black Clawed Wolverine (often just called a 'black claw' by hunters) is a common native to most of the City-States, being found as far west as Witch Hill and as far north as North Down. Although deadly in combat, when trained, this Black Claw makes a deadly animal combatant.
- **Valland Sheep**—Native to the hills and fields around the Eastwall Forest, herds of these sheep roam throughout the eastern City-States, from the Clockwork Fortress to Redwall, being found as far west as Vallingard at times. Raised for its wool, milk, and meat, Valland Sheep are a staple in many homes.
- **Splithorn Sheep**—Native to the Redwall Mountains, these sheep are sought after for their milk, as well as for their wool. Known to breed very quickly, herders able to successfully keep them and breed them often enjoy great success. Splithorn Sheep are a difficult animal to keep, however, and possess an uncanny ability to destroy pens of all kind—much to the dismay of those raising them.
- **The Red Lynx**—Small and feisty, this small, wild cat is often sought for its coat alone—especially by trappers who see no value in its other qualities. When trained, the Red Lynx is an excellent hunting companion, adept at quietly stalking larger prey aside its master, making them excellent choices for those who favor animals as their companions.
- **The Bog Hound**—This mastiff is known for its deep, bellowing bark. A capable hunter that stands taller than most dwarves, the Bog Hound is often trained to take down mounted troops. This makes it an excellent choice for mercenaries, or for war companies who expect to fight cavalry.
- **The Yellow-Horned Deer**—Common throughout the South, the Yellow-Horned Deer is a favorite of hunters, since very little of the animal goes to waste after it is slaughtered. In fact, many bowyer-fletchers favor its antlers, which—when carved and filed down—make excellent arrowheads.
- **The Red Mountain Goat**—Often the object of dwarven jokes, the Red Mountain Goat is a stubborn, aggressive animal native to the Redwall Mountains. Although it is incredibly difficult to tame and train, the dwarves of Clan Hammerfall have been used this as a beast of burden for centuries, as have many of their cousins. Some dragonship captains keep them on their ships, believing they bring good luck on raids.

Table: Animals in Haven City

Animal	Cost
Auroch, spotted	70 gp
Bog Hound	30 gp
Deer, Yellow-Horned	10 gp
Goat, Red Mountain	12 gp
Lynx, Red	110 gp
Sheep, Splithorn	40 gp
Sheep, Valland	25 gp
Wolverine, Black Clawed	80 gp
Wolves, Blackwater	225 gp

Haven's Goods

A city famous for its crops and livestock, Haven is equally renowned for the hearty foods its chefs prepare from the abundant options available to them. The following table includes some of the foods commonly available in taverns and inns around the city.

Table: Food and Drink in Haven City

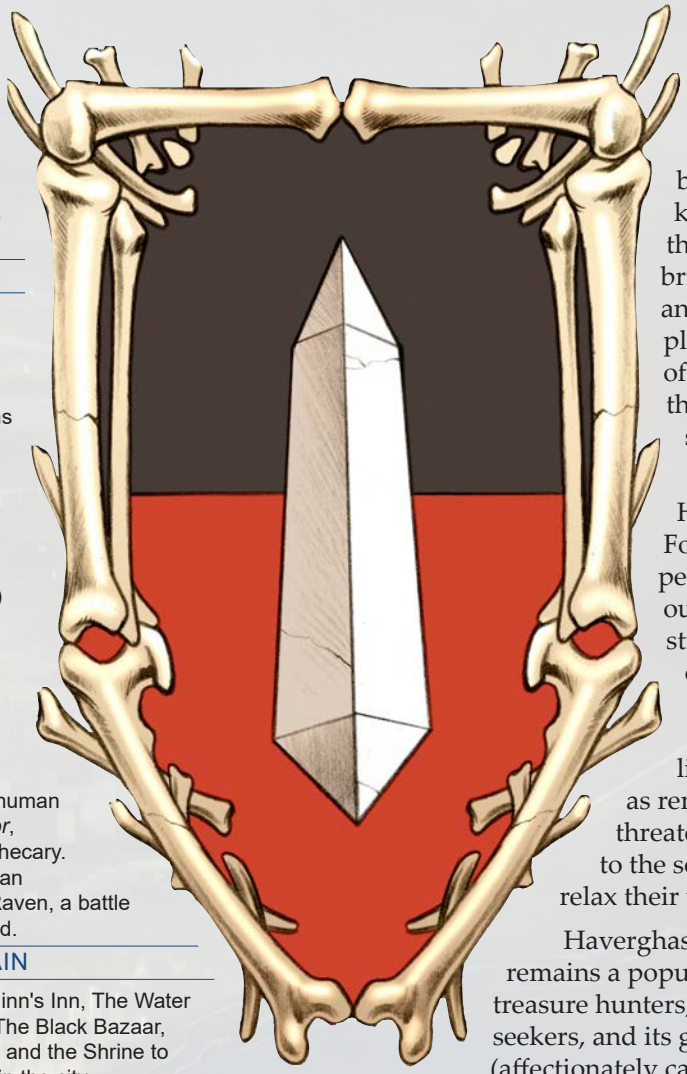
Item	Cost
Blackened and salted venison flank (with red onions)	15 sp
Grilled Grouse Eggs (served in honey whiskey)	12 sp
Gotland Stuffed Sheep (stuffed with rice and carrots)	8 sp
Mudwater Carp (fried and served with vinegar sauce)	5 sp
Gold Wren Pie (with spring onions and blood berries)	4 sp
Blackwood Cream Cakes (drizzled with honey)	3 sp
Candied Hen's Legs (served with yams and greens)	2 sp
Black Boar Shank (served with field rice and onions)	2 sp

Haverghast, The Red City

Government The Gray Council
Alignment CN

DEMOGRAPHICS

Population 65,500
Languages Garo, High Common, Low Common, Low Elven, Low Dwarven
Religion All of the *Æssinyr* have shrines within the city. A single shrine dedicated to the Red Queen is located inside the city's northern gate, since locals believe honoring the Red Queen wards away her wrath. The priests of Oridynn have pulled it down several times, but someone always rebuilds it.
Trade Goods Haverghast produces nothing of its own, but exports treasures of all sorts—nearly all of which are scavenged from the Ruined Cities south of it. Its economics rely solely on supporting those brave (and stupid) enough to brave the southern ruins.



NOTABLE FIGURES

Sir Fredricke Warsteinner (NG male human aristocrat 3/cavalier 3) currently oversees Haverghast, working hand in hand with Sir Nathanial Varric to ensure it remains safe.
Skald Targen the Young (NG male dwarven bard 6) is Fredricke's scribe and acts as the city's official announcer.
Sir Fenton Gallr, Dusk Knight (NG male human aristocrat 7/cavalier 5) and **Sir Nathanial Varric** (LG male human cavalier 12) both lead the Dusk Knights, group of men and women dedicated to keeping the foul creatures that call the Ruined Cities home right where they belong.
Heniska of Haverghast (CN female human alchemist 5) runs T*he Broken Mirror*, Haverghast's most successful apothecary.
Shieldmaiden Milja (CG female human barbarian 15) runs the Hall of the Raven, a battle hall dedicated to fighting the undead.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Red Fort, Quinn's Inn, The Water Tower, Raven's Hall, Council Hall, The Black Bazaar, The Unfurled Fury, the Grey Tower, and the Shrine to D'Iessha are all places of note within the city.
Terrain The lands immediately around Haverghast have been cleared, leaving them little more than wastelands. Coniferous forests are close to the fort city, as are plains.

Haverghast is the newest and unlikeliest of the City-States of Vallinar, a city born in the shadow of the destruction of its neighbors to the south. Built entirely around the Red Fort (whose towers were constructed with stones from the nearby Redwall Mountains), this city was originally little more than a stronghold and supporting village—at least until its proximity to the Ghoul Stone made it far more critical. Originally built to watch the eastern rivers that connect the heart of the City-States of Vallinar to Ven Bay, Haverghast is now the central point for observing the strange and terrifying events unfolding beneath the Ghoul Stone—the blighted home to the Ruined Cities.

Unlike most of the City-States, Haverghast has adapted to the dangers of the Ruined Cities by building many transient structures, with its defense at the fore of its concerns. Instead of building permanent structures like Damas or Vallingard, it has built an elaborate series of land locks using mobile, wooden stockades that can be used to funnel enemies into killing fields. This coupled with the extensive network of rope bridges that crisscross the narrow and crooked alleys, make it a place where agility and smarts often trump brute force—even though a strong sword arm is still expected of most citizens.

With that in mind, Haverghast's heart is the Red Fort and over the years, many permanent structures have grown outward from its center. These structures vary, but nearly all of them represent the city's investment to defending itself from the south, and places like the Gray Tower stand as reminders of the danger that threatens to wash in from the ruins to the south, should the Dusk Knights relax their vigilance even the slightest.

Haverghast, for all its safety concerns, remains a popular destination for mercenaries, treasure hunters, scavengers, and other thrill-seekers, and its growing salvage market (affectionately called the Black Bazaar on account of the soot the often covers treasures bought and sold within) is evidence of that fact. Although this makes it a ripe target for petty crimes of all sorts, the Grey Watch (and some whisper, allies in the Black Hand) minimize this, meaning that the most some visitors need to concern themselves with is the petty larceny of street urchins, failed adventurers, and other transients who have fallen on hard times.

The Grey Watch

Although the Dusk Knights are responsible for patrolling Havergahst and keeping it safe from dangerous outsiders, the city itself is patrolled by a relatively small group of men and women known as the Grey Watch. These men and women traverse the rope bridges in pairs, looking for trouble below. Many of them have permanent platforms in places like the Black Bazaar, where they can cast nets down on thieves, fire crossbows at enemies below, or otherwise aid their fellows in the streets below. Wearing simple gray tunics over their daily garb, these men and women are easy to identify, but often hard to evade—should one decide to give chase.

Notable Locations

Quinn's Inn—One of the oldest taverns in Haverghast, Quinn's Inn is a favorite among explorers and mercenaries alike. A combination inn, tavern, eatery, smithy, and common shop, nearly anything can be had in the inn, requiring few patrons to leave once they get there. Quinn converted an old long house that served as an external barracks for troops stationed at the Red Fort when he bought it years ago and has since expanded it, added new editions each year, both upward and outward. Today, the original hall serves as a combination tavern and smithy, a place where mercenaries can drink while expert smiths mend armor, sharpen blades, and craft masterwork blades of all kinds.

The Killing Fields—Although an unpleasant topic at more distinguished tables, Haverghast is famous for its killing fields, which exist both inside and outside of the city. The majority of these are semi-permanent, built along the southern edge of the city and intended as traps for the dead that wander up, or those lucky enough to evade the southern patrols. They are designed to divide the dead into small, manageable groups, so that the Dusk Knights (and when needed, the Grey Watch) can wander between the traps, killing them from safety. For intelligent foes (both living and dead), more elaborate traps have been established inside the city, although most of these are reserved for emergencies. Still, there are a few regular routes in the city that suddenly end at dead ends and cul-de-sacs, and the watch is trained to corral foes to these ends.

The Black Bazaar—Black Bazaar is an oddity that wakes with the city each morning and, as dusk descends, packs up and goes to bed. Unlike many of the markets in neighboring cities, all business in the Black Bazaar is conducted during the day, although few visitors ever learn why. As most long-term residents will tell you, the reason for this is pretty simple. Each day at dusk, after all of the day's business is finished, crews of lesser freemen earn their beer and bread cleaning the market, most of them finishing at midnight, covered in the day's grime.

Undead Mobs—Although the Dusk Knights do an excellent job of cutting down the dead that sometimes wander north from the Ruined Cities, not every patrol returns home safely. When patrols and scouts fail to report, it is often a good indicator that large numbers of the undead—often disturbed by the very mercenaries who keep Haverghast's economy in motion—are on the march. When confirmed (usually by scouts), the city moves into action, putting its elaborate traps and killing fields to good use. When faced with such mobs (many of which are fickle and hard to control), the Grey Watch commonly uses live bite, employing everything from criminals (many seeking to commute sentences or reduce fines) to sick livestock. While every effort is made to keep runners safe, accidents do happen, which makes the prospect of becoming a criminal in Haverghast grim at best. Even when things are going well, the city urges caution among its residents, as even a single mistake could lead to larger disasters.

Adventures in Haverghast

In a word, Haverghast is dangerous. It's ripe with its own intrigues, home to thousands of reckless treasure seekers, and the waypoint for people that regularly court disaster in the ruins to the south. As a result, adventures in and out of the city are many, whether the PCs are looking for them or not.

- Elisa Ivardottir, leader of The Blight's Bane, has suddenly grown ill. She was recently in the Ruined Cities, but passed through the quarantine without issue and showing no signs of any infections. Now, her beloved husband wants answers. He asks the PCs to investigate.
- A large shipment of gas masks from Damas has been intercepted. Intended for the Dusk Knight's armory, these represent an expensive investment on the city's end and Sir Fredricke Warsteinner wants to know where they went. He calls on the PCs to recover them.
- A lone scout, on his regular patrol, reports watching a wandering mob of ghouls tear down a full patrol of Dusk Knights. When he races back to report the event, he discovers no patrols are missing and the undead mob can't be found. After magically determining the truth of his vision, the city (or a friend) calls on the PCs to get to the bottom of it.

The Cost of a Cure

Because of the dangers of disease and the high risk of exposure in the Ruined Cities, alchemists and healers are in constant demand, as are their wares. So, while production is a constant, demand shifts, as does the availability of the supplies they need to make their items. As a result, surpluses and shortages are a regular occurance in the Red City. Whenever a PC goes to purchase any item or service

with that cures an ailment, heals lost hit points, restores lost ability score points, cures disease, or removes poison, consider rolling on table below.

Table: Shifting Prices in Havergahst

d%	Condition	Price Shift
1-15	Severe shortage!	Prices double, -8 penalty to barter
16-30	Shortage!	Price increases 25%, -4 penalty to barter
31-60	Stable supply	No change to price for goods
61-75	Surplus!	PC receives a +4 bonus to barter
76-90	Surplus sale!	Item reduced by 25%, good for 1d4 items
91-00	Apprentice's error!	Price halved, good for 2d4 items

The City of Redwall

Government The Clans' Council
Alignment LG

DEMOGRAPHICS

Population 118,500
Languages Clockspeak, High Common, High Dwarven, Low Common, Low Dwarven, Futhark, Runic
Religion The Old Gods all have temples in Redwall, although many dwarves consider Velash the patron of the city, a fact evidenced by the number of gun priests present in the city. Storm Shepherds are also a common sight in the streets.
Trade Goods alchemical goods, Dwarven Blast Powder, firearms, fine armors, and metal ores

NOTABLE FIGURES

Velik Runesinger, High Hammer of Redwall (LN male dwarven aristocrat 5/bard 9) is the current leader of Redwall. A runic master, he is said to have memorized *The Galdrdvalin* as young dwarf.
Sigva Uldainsdottar, High Warden of Redwall (LG female dwarven paladin 13) is the most recent High Warden and the first female ever appointed to the position. A devout follower of Velash, Sigva is a stout supporter of the city's gun priests, employing them on her walls whenever possible.
Daldain the Noble (CG male-aligned automata fighter 6) is the leader of the Brave Company, a team of dwarven and automata fighters that patrol the local area.
Brin of Clan Redwall (CN male dwarven gun priest 11) oversees the Temple of the First Forge—Redwall's main temple to Velash.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Handel, Wagen Station, The Fremde, Dægr's High Hall, Temple of the First Forge, Hothur's Hall, Great Forge Hall, Founders' Wall, and the Shrine Wall of the Fallen.
Terrain Redwall was carved directly into the western side of the Redwall Mountains and overlooks the plains beyond. Although the terrain is rough in places, the dwarves work the fields beyond, using aqueducts to bring fresh, mountain water to the fields below.

The City of Redwall is the largest dwarven city in eastern Midgard and the focal point for nearly all of the City States' technological advancements since the Age of Progress began. Built on the western side of the Redwall Mountains, the city is famous for its mining carts, dwarven smiths, and since its discovery, Dwarven Blast Powder. The city mines much of the Redwall Mountains and makes use of extensive tunnels to connect it to all of the richest veins of ore. With abundant access to most of the mineral resources in eastern Midgard, the city does a brisk trade with the rest of the region.

Redwall is a tiered city divided into three major wards that ring the city. The outer most section of the city is called the Open Warde. It is the lowest and largest section, making up over 65% of the city's overall territory. It is also referred to as The Commons, as it is accessible by most visitors and nearly all the dwarven population lives within it. Its most prominent features include the Red Wall—the massive wall that rings the entire city—and Wagen Station. The Open Warde is further divided into two smaller sections called the East Warde and West Warde respectively. These sections are connected by a number of smaller, inner-city trolleys. Nearly anything dwarven can be found in the Open Warde and the city's major markets are all located here. Additionally, all of the non-dwarves that call Redwall home can be found in the northern part of West Warde. Nearly all of the clockwork elves that live in Redwall bed in the southern portion of East Warde and their neighborhood circles the Temple of the First Forge.

Sandwiched between the lowest and highest parts of the city, the Wache Ward is a dizzying military zone that overlooks most of the city. This section is run by the city's militia and houses most of the city's fighting schools, war forges, and gunneries. Built to act as a buffer zone between the Open Ward and the heart of the city, the Ehre Warde, this zone features an abundance of stop-gaps, locks, gates, and control points that can be used to control access to the city at times of war. Characterized by large, square towers and the mammoth cannons they contain, this section of the city appears to be its pinnacle to most outsiders.

The highest and innermost section of Redwall is called the Ehre Warde. It houses the city's nobles, diplomats, military leaders, council members, and clan elders. This small section bears several notable sites. The first is Founders' Wall, a series of large statues (each in the image of one of the city's founders), each cut from the face of the mountain into which this section is built. Both the Great Forge Hall and Shrine-Wall of the Fallen are built here, although only those held in the highest regard are ever allowed access to these.

The War Machine

Of all the cities in the City-States of Vallinar, Redwall is easily the most disciplined—its dwarven founders seamlessly merging their religious and military views. Although it is far from being a police state, its stern and orderly approach to preparing for Ragnarök drives it at every level, a fact that outsiders and residents cannot help but notice. Its constant preparation is visible throughout the city, and many outsiders are as awed by the military precision the dwarves display as they are by the massive, tiered walls that protect the people from its enemies. That precision and discipline isn't impersonal, however, and the dwarves rally together—in peace and at war—with a camaraderie that military commanders from the surrounding cities sometimes visit just to witness.

While few visitors ever gain entrance into the Wache Warde, those who do tell tales of massive siege weapons, the sort that only whole platoons of powerful automata could operate or move. While many of these stories are exaggerated, these great weapons do exist. Designed to route the largest of enemies, many of these siege weapons could fell giants or scatter the barbaric platoons they command. Not all of these weapons are designed to remain stationary, either. The dwarves, in their wisdom, designed many of these siege weapons to be mounted on their trains, allowing for transport to aid other cities, or when tactics demand, to flank enemy forces where and when they can.

The might of Redwall is not limited to just the city. As the birthplace of Dwarven Blast Powder, the war effort of the industrious dwarves is readily apparent throughput the City-States of Vallinar, whether it is in foreign markets, where their powders are auctioned off, or in the hands of lucky mercenaries, who prize dwarven firearms above all others.

Adventures in Redwall

For the dwarves, honor and discipline are at the fore of nearly all they do and that fact demands that when it comes to getting their dirty work done, they often turn to quiet, trusted allies. In a city where discretion is as important as discipline, the following adventure seeds fit adventures in and around Redwall.

- Acting through one of her subordinates, Sigva Uldainsdottar, High Warden of Redwall, seeks the PCs to investigate reports of mithral poisoning in some of the lower mines, deep inside the Redwall Mountains.
- A dwarven merchant named Brunnin has gone missing and his longtime friend, Harth Runesinger, wants to know what happened to him. Brunnin was last seen in talking to the PCs while they were getting their papers stamped at the Fremde and Harth, fearing they are somehow involved, is having them followed—trying to determine if they are involved, or worse, behind Brunnin's recent disappearance.
- A human alchemist from Union City has been scouring the Open Warde, buying up all the Dwarven Blast Powder anyone will sell him. Although he has all the correct papers and has broken no laws, the Order of the Wall thinks he's up to no good and calls on the PCs to figure out what he's doing, and for whom.
- Daldain the Noble and his Company of the Brave have gone missing, or so that's what some people are whispering in town. Weeks overdo, friends of Daldain have called on the PCs to find out what happened to him, where is company is, and to make sure they're okay.

Notable Locations

Temple of the First Forge—Located in the Open Warde, the Temple of the First Forge is a location that most people visiting Redwall are expected to see. Home to the famous Gun Priests of Velash, this white marble dome is covered in worked runes, each set with silver and gold. Intricately kept gardens surround the dome, each of which is bisected by one of the six marble paths that lead up to the centerpiece of the dome—a singular iron forge, itself twice the height of the tallest dwarf. Gun Priests of Velash tend the temple night and day, blessing weapons, discussing their faith, and giving tours to visitors.

The Great Forge Hall—Standing watch before the Founders' Wall, the Great Forge Hall is the seat of power in Redwall, the throne room of the High Hammer of Redwall. Filled with Redwall's finest soldiers, wisest advisors, and smartest tacticians, The Great Forge Hall is a location few outsiders ever see; much less receive the honor of setting foot in. Those rare individuals who do gain entrance claim it is a sight rivaled only by the heart of Ælveheim itself—a comparison most dwarves scoff at.

The Fremde—Staffed entirely by dwarves, the Fremde is the first place most people visit upon arriving in Redwall. Responsible for issuing official paperwork of all kinds, including the Visitation Papers nonresidents are expected to keep with them at all times. Securing Visitation Papers is a formality for most and, by law, costs only five silvers for common visitors, ten silvers for merchants, and fifteen

To Union City
The West Gate
Open Ward
Wache Ward
Ehre Ward
1.
2.
3.
4.
5.
6.
7.
8.
9.
The Stone Gate
To Haven
The Trade Gate
1. The Handel
2. Wagen Station
3. The Fremde
4. Dægr's High Hall
5. Temple of the First Forge
6. Hothur's Hall
7. Great Forge Hall
8. Founders' Wall
9. Shrine Wall of the Fallen
The City of Redwall

Honor Requirements in Redwall

Outside of the Open Warde (which is open to the general public), most of the locations in Redwall are restricted to outsiders, requiring invitations of the highest order. GMs using the honor system in this book (see **Chapter 1**) should require PCs to have 20-30 points of honor before allowing them enter the Wache Warde. PCs seeking entrance into the Ehre Warde should have 35-50 points of honor, at a minimum, before receiving an invitation to enter the very heart of Redwall. Likewise, other cities may require similar honors before allowing outsiders into similar locations.

silvers for mercenaries or freelance soldiers (the category most adventurers fall in). Once issued, these papers are good for a week, but the local guard can revoke them on the spot if visitors are caught breaking any laws. The Fremde offers additional services, providing visitors with notaries, merchants with official trade rates, and barristers for those unlucky enough to find themselves in a dispute.

Road and Rail

Rail lines connect Redwall to both Haven and Union City and those lines meet at Wagen Station—the largest rail station in all of the City States. These lines enter and leave the city through its western and southern gates (West Gate and Stone Gate, respectively) in the Open Warde. Most of the city's overland traffic—both on foot and by cart—enters the southern section of the city through the much smaller Trade Gate. The city's largest road—The Hammered Way—connects travelers entering the Trade Gate to nearly all of the section's neighborhoods. Numerous other entry points exist within the city, but all of these are maintained—and defended—by the various clans and are found exclusively within their family halls. Accordingly, only the dull or luckless traveler would dare enter the city through these ancestral tunnels, and only then if they could navigate the maze of mines and underground tunnels that spider out into inky, underground night.

RAIL PRICES

For most, riding the rails between the various City-States is a luxury they simply cannot afford—the type of travel that is only accessible to the wealthy, or those who tenacious enough to save up for fares that are normally out of the reach of commoners. Fares come in three classes—Cart, Coach, and Class. Cart fares are the cheapest and guarantee you entrance onto one of the rear cars. Coach is more expensive, but guarantees you a seat on one of the cars, as well as access to a dining car. Class is the most expensive fare, is limited to the first three cars, and guarantees passengers all amenities offered (this fare is often has additional requirements, such as dress standards).

Ticket	Cost
Cart from Redwall to Union City (one way)	75 sp
Cart from Redwall to Haven (one way)	65 sp
Cart from Redwall to Damas (one way)	175 sp
Cart from Redwall to Union City (round trip)	150 sp
Cart from Redwall to Haven (round trip)	130 sp
Cart from Redwall to Damas (round trip)	350 sp
Coach from Redwall to Union City (one way)	150 sp
Coach from Redwall to Haven (one way)	130 sp
Coach from Redwall to Damas (one way)	350 sp
Coach from Redwall to Union City (round trip)	300 sp
Coach from Redwall to Haven (round trip)	260 sp
Coach from Redwall to Damas (round trip)	700 sp
Class from Redwall to Union City (one way)	600 sp
Class from Redwall to Haven (one way)	520 sp
Class from Redwall to Damas (one way)	700 sp
Class from Redwall to Union City (round trip)	1200 sp
Class from Redwall to Haven (round trip)	1040 sp
Class from Redwall to Damas (round trip)	1400 sp

Union City, Star of the North

Government Union City Council
Alignment NG

DEMOGRAPHICS

Population 145,550
Languages Aquan, Gutnish, High Common, Low Common, Low Dwarven, Jarlund
Religion The Old Gods are held in high regard in Union City, although many sailors venerate Nayadia exclusively, seeking her luck both on the violent waters, and equally in port, when seeking out lovers.
Trade Goods Countless trade goods enter and leave Union City daily. While it regularly exports beer, fish, oils, and textiles, Union City is famous for its alchemical fruits, produced by Clan Hammerfall.

AUTHORITY FIGURES

City Master Hallbjarn Boltson (NG male human aristocrat 8/bard 6) is an astute and charming gentleman whose silver hair is the only sign that he has seen fifty winters in the North. An expert diplomat, his focus on the people of Union City has kept on the Union City Council for over a decade.
Captain Niflæn, Master of the Docks (CG male dwarven expert 7/fighter 8) is a practiced hand, both at sea and on the docks that make Union City famous. As one of the eldest dragonship captains in the city, he knows more than most when it comes to the northern coast.
House Master Mella Ashengard (CN female human expert 5/rogue 11) runs her house's affairs in Union City, ensuring its supply of skilled warriors are always in demand and employed. She frequently works with Knight-Commander Erik Ullsteinnr when the defense of the city is important, although the latter does not like Mella.
Knight-Commander Erik Ullsteinnr (male human cavalier 9) is a dangerous, smart, and sincere man who has served Union City for nearly fifteen years. He's the man that Hallbjarn comes to when he has a problem his agents can't solve.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Hanging Gardens of Clan Hammerfall, Festung Nar, The Docks, the Mikill Bókasafnið, the Ivory Temple, and Nayadia's Blue Hall.
Terrain Located on the coast, Union City divides Icewall Bay from Oud Bay. It is a cold, damp city surrounded by wet, cold lowlands that abruptly stop about a mile in, giving way fertile fields. The terrain beyond that is rough, rising to meet the Redwall Mountains to the south of the city.

Sandwiched between Oud Bay and the northern edge of the Redwall Mountains, Union City is a seaside wonder. Its docks are filled with dragonships, from the traditional to the modern (which have been outfitted with storm engines), as well as a bevy of lesser vessels, both military and civilian. As one of the City-States few remaining port cities, Union City is of strategic importance and heavily patrolled, both on sea and on land. Moreover, Union City also maintains a series of satellite settlements along the northern coast of both Icewall Bay and Oud Bay, each of which is tasked with watching for northern aggression. This is accomplished primarily through volunteers, many of which are humans from the surrounding villages and settlements. A number of automata supplement this army and the dwarves of Redwall strengthen it further, making regular rotations to stand watch over the distant north. Regardless of where these forces are deployed, all of those who stand the watch in Union City eventually arrive at Festung Nar, the city's massive military stronghold.

While trade and defense are major industries in Union City, its defining (and some remark, most memorable) quality is its beautiful rooftop gardens, which dominate much of the city—growing beneath the golden domes that the clan uses for rooftop greenhouses. Careful blends of agriculture, alchemy, and technology, these gardens are the prize of Clan Hammerfall, the dwarves who originally settled the city. Known throughout the city as the Hanging Gardens of Clan Hammerfall, these gardens produce a variety of crops year round, supplementing the city's stores. While most of this produce is freely donated to the city (ensuring few go hungry in Union City), Clan Hammerfall exports a number of its prized fruits, most of which have alchemical or magical properties. And while these fruits are impressive, many people visit Union City just to explore the gardens, which are expertly sculpted to provoke reflection, wonder and serenity.

Although Clan Hammerfall scoffs at the comparison, many residents remark that the city's extensive network of inner-city rail lines—each sporting its very own storm car—are as impressive as the gardens they connect. Driving commerce throughout the city, these small but swift cars make regular routes, delivering goods and people to their destinations in a fraction of the time it would take on the ground. These storm cars are more expensive than ground transport, but to most visitors' surprise, only slightly. As a result, these storm cars are readily accessible to all of the city's population, regardless of income or social status.

Home of Alchemy

Developed by Clan Hammerfall long before the first gun was ever produced, alchemy has a long and storied tradition in Union City—making it one of the city's principle exports. From the alchemical baths east of Nayadia's Blue Hall to the Hammerfall Apothecaries that dominate the downtown markets, alchemy and its efforts are everywhere in Union City. Naturally, this makes Union City a destination for those studying the golden art, especially for those whose focus is on salves, tinctures, and other remedies intended to heal instead of harm. As a result, the city market does a brisk trade in alchemical formulæ of all variety. Many of these formulæ are simple recipes, intended for beginners and mass printed onto scrolls at costs far less than other cities. For those with more discerning tastes, expert collections are also available, although these often come at investments—both financially and otherwise—that exclude dabblers and curiosity seekers.

The Satellite Settlements

Most of the City-States of Vallinar are bastions unto themselves; Union City is somewhat of an exception. As the northernmost city in the region, it is tasked with watching the North, making sure that any raids targeted at the south are intercepted and turned back. In order to do this, Union City has built and manned several smaller military settlements. Union City supports these settlements in a wide number of ways, but still expects a degree of self-sufficiency—especially in leaner times or when trouble looms.

These settlements are listed below:

NORTH DOWN

Government Union City Council
Alignment NG

DEMOGRAPHICS

Population 1,650
Languages Aquan, Gutnish, High Common, Low Common, Low Dwarven, Jarlund
Religion The Old Gods are worshipped exclusively here.
Trade Goods None

AUTHORITY FIGURES

Margrave Sven (CG male human aristocrat 7/rogue 4) leads North Down, answering the Union City Council.
Sir Halldorn Garenth (LG human male paladin 8) works closely with Knight-Commander Erik Ullsteinnr, handling military affairs in town.
Asfrid Fhardik (NG female human ranger 9) is the small islands tracker and trapper.
Tarn of Clan Blacksteel (CG male dwarven fighter 8) is an established smith who helpts Asfrid when needed.

Originally nothing more than a small fort in the eastern end of Oud Bay, North Down is now a large trading town that serves both Northgard and Union City. Built atop the crags of North Island, North Down enjoys an impressive view of Oud Bay and any of the ships entering in or out of it. It's catapults and ballistae threaten the two eastern entrance points to Icewall Bay, ensuring that unwanted or uninvited vessels are hard pressed to enter. Although technically a trading town, North Down maintains a very strong military presence and Margrave Sven uses those forces to ensure that this critical outpost remains loyal to the City-States of Vallinar.

North Down supports a small harbor on the western side of the island and its naval vessels patrol both Oud Bay and Icewall Bay.

North Down doesn't export a great deal of produce, but it does support several small farms and fishing communities on North Island. The western harbor also boasts *Northworks Shipbuilding*—a small shipyard that specializes in repairing fishing boats and small trade vessels. Finally, Clan Blacksteel from the Redwall Mountains maintains a small shop in the town, employing some of the finest dwarven smiths.

NORTHGARD

Government Military
Alignment LG

DEMOGRAPHICS

Population 1,455
Languages Aquan, Gutnish, High Common, Low Common, Low Dwarven, Jarlund
Religion The Old Gods are worshipped exclusively here.
Trade Goods *jötunstones*, animal pelts,

AUTHORITY FIGURES

Commander Vagn Drothgar (NG male human fighter 8) runs Northgard, answering directly to Erik Ullsteinnr in Untion City. Vagn is an honorable man with nearly a decade of service to the fort.
Elevack Norsphel, Gear Steward of Northgard (NG male clockwork elf clockwork adept 9) was one the fort's long-term residents, as well as an accomplished explorer in his own right. Elevack runs The Stopped Clock.
Yrona Mendak, Mistress of the Mead Hall (CN female human rogue 4) is well known throughout Northgard, both for her cider and the maidens that serve it.
Hrodur Blacktooth (CN male human ranger 5) is a local scout who frequents Northgard, but who – unlike so many others – elects to live outside of its walls.
Reinar Stoutheim (NG male dwarven fighter 3) is a retired sergeant with a great bushy auburn beard and a rusty, deep voice.
Scout Ardun Warsteinnr (CG male human ranger 4) is Northgard's official tracker and scout, although some whisper his loyalties lie elsewhere.
Tharn of Clan Redwall (LG male dwarven paladin 5) maintains a shrine to Velash in Northgard alongside two loyal, dwarven squires. He regularly buys information about The Pale Tower travelers, explorers, and soldiers alike.
Icewarden Yrsa Drothgar (CG female human sorcerer 3) is Commander Vagn's daughter and accomplished sorcerer. He magic has saved more than a few of Northgard's soldiers and has earned their trust.

Northgard was originally built to support the Kingdom of Vallinar's northern expansion, but quickly became a defensive position after the Pale Tower appeared. Albeit small, the heavily fortified town offers the people of Union City a foothold in the far north where they can keep watch over the Pale Tower, the Icewall Mountains, and raiders

from further west. In general, Northgard isn't a place most people aim to visit. Those that live in the shadow of the Pale Tower for any length of time report all sorts of strangeness—from weird dreams to ghostly whispers. Because of this, most of the troops stationed there enjoy very short tours. Only the strongest willed dare more than a single tour.

While the large town is little more than a collection of barracks and armories, it does support a small dock about 4 hours to the south and takes on supplies weekly. It exports very little, but some of the outpost's hunters have been known to sell the pelts of White Wolves, Snow Ears, and Spotted Fawns.

Riding the Storm Cars

Transportation in and around Union City is easy to be had, although none is as memorable as the swift and silent joy of the Storm Cars. Suspended high above the city, these storm cars race through the city on light rails, transporting residents and visitors with ease. In fact, while it would normally take someone on foot (on in a cart) several hours to navigate the city, those willing to pay the price to ride can do so in a fraction of the time, crossing the city in as little as half an hour. Riders are expected to purchase their tickets before boarding storm cars, and each car has its own conductor who collects or punches tickets, each according to their value. Tickets to ride the storm cars vary in price, but are broken down as follows:

Table: Storm Car Tickets

Ticket	Cost
Storm Car Station to Station Pass	8 sp
Storm Car Multi Station Pass	14 sp
Storm Car Day Pass	25 sp
Storm Car Week Pass	10 gp

Alchemical Goods

In addition to those alchemical items that are found in the *Pathfinder® Roleplaying Game Core Rulebook™*, Union City is famous for a number of unique alchemical items, including both alchemical fruits and more traditional tinctures or salves. While the following items are available outside of Union City, they are generally in abundance here, and as a result, less expensive than in other cities by 20-25%. These alchemical items are listed in **Chapter 6**.

Table: Alchemical Items

Alchemical Item	Cost in Union City
Alchemist's Friend	6 sp per vial
Balefire's Blessing	15 sp per packet
Dwarven Blasting Powder	350 gp per 1 lb.
Hammerfall Cureative	8 gp per vial
Hammerfall Cureative, Greater	13 gp per vial
Hammerfall Curative, Lesser	38 sp per vial
Gunsmithing Wax	3 gp per 1 lb.
Sven's Wakeful Salve	8 sp per vial
Vallinar Blasting Powder	40 gp per 1 lb.

Adventures in Union City

Like the cold, northern waves that constantly crash over the city docks, Union City is awash in rumors, agendas, and a volatile mixture of both. While PCs adventuring in Union City are likely moving through it (up into the cold, dangerous north), many adventures could easily keep the PCs occupied in it, as well. Some of the following examples might help.

- Icewarden Yrsa Drothgar has recently traveled to Northgard, seeking her father's blessing to explore the distant north, specifically the Pale Tower. Scared to loose his only daughter, Commander Drothgar seeks out the PCs, hiring them to take her south on an "adventure." Ysra, however, knows better and requests the PCs aid in exploring the tower, instead.
- Mella Ashengard has recently learned that one of the smithies making weapons for her family has been using substandard materials, clearly in violation of their contract. She seeks out the PCs to deliver a message.
- Dockworkers report hearing strange moans coming from beneath the eastern end of the docks, but none of the investigations have born any fruit. Captain Niflæn, Master of the Docks seeks out the PCs to investigate before the problem gets worse.
- Zella Brightfire, a glitterfane oracle and devotee of Alnara, the Goddess of Mercy, has had a series of nightmares that she is hard pressed to fully grasp. She's unsure if they are a curse or, worse, some sort of prophesy. Each of these nightmares features a black stone, hidden in a bank of snow in the shadow of Icewall. She seeks out the PCs, requesting them visit the location in her dream to see if the stone exists.

Notable Locations in Union City

Festung Nar —Located just east of the docks on the city's northern coast, Festung Nar is Union City's military headquarters. It is a sprawling affair, with towers, security check points, and stopgaps inspired by the military layout of its sister city, Redwall. Festung Nar contains countless buildings, nearly all of which are dedicated to the city's defense. It also contains private halls, and nearly all of the various military orders have offices here, as do some of the City-States private Trade Families with ties to the realms' defense. While it is short on public buildings, the complex does house several larger jails, as well as a secure entrance

to the City-States' only major prison, which itself is a sprawling subterranean structure.

Mikill Bókasafnið —Known in the common tongue as the Great House of Learning, Mikill Bókasafnið is Union City's library and records hall. Originally built to house Clan Hammerfall's extensive library when they left Redwall, it expanded under the rule of several wise City-Masters and was eventually gifted to the city proper. While several universities exist in the City-States of Vallinar, all of them pay their respects (as well as annual fees) to the great library, which records, preserves, and even copies important documents at their requests. A city treasure, Mikill Bókasafnið boasts several wings, both above and below ground.

The Ivory Temple—Sometimes known as Hall of the Old Gods, the Ivory Temple is Union City's oldest temple, one that has grown each year with the city. The Ivory Temple is located in the heart of the city and is surrounded by gardens, parks, and small groves, nearly all of which host countless statues or shrines to the Old Gods. Welcoming worshippers of all the good faiths, it is a place dedicated to the *Æssinyr* and those who visit it often come to study, purchase goods, or hire the services of those faithful.

Vallingard, Heart of the Old Kingdom

Government Vallinar Trade Family
Alignment LG

DEMOGRAPHICS

Population 199,850
Languages High Common, High Dwarven, Low Common, Low Dwarven, Low Elven
Religion Although all of the Old Gods are venerated in Vallingard, Dægr is the city's official patron and many defer to his clergy's judgment in matters—both spiritual and mundane. Hothur is also a popular deity, especially among the dwarves of the city.
Trade Goods Vallingard exports all sorts of agricultural goods, but is renowned for its quality lumber. With the advent of Vallinar Smoke Powder, it has begun to do a brisk business in the firearms trade, as well.

AUTHORITY FIGURES

City Master Narniche Vallinar (NG male human aristocrat 3/cavalier 6) has been ruling the city for the past seven years and, while a family loyalist, has been fair in his rule. A devoted member of the Dawngard, he is frequent face at Sunhold.
Jollen the Gaunt (LG male human paladin of Dægr 9) is Lord Thane of the Dawngard and, in this capacity, the city's military leader. He lives in Sunhold, where he trains young warriors in the evolving arts of war.
House Master Cælenn Vallinar (LN female human aristocrat 4/gjallarhorn 7) is the current house matriarch and Narniche's mother. An accomplished warrior in her own right, she lays claim to a power few in her family can claim—the ability to call on her ancestors to fight by her side.
Riccian of the Bloodwalker Tribe (CN male aryandai fighter 3/rogue 9/shadowdancer 2) is an established scout and the acting emissary between the city and the various aryandai tribes to the south. A devout foe of the Thrall Lords, he actively recruits adventurers to take the battle north.
Nhova the Battle Maiden (NG non-gender aligned automata fighter 8) is a hulking warrior that, for its own reasons, is often found in the company of Riccian. A former mercenary, it settled in Vallingard to support the automata there.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Blackwood & Hallstein Trading Company, the Golden Cathedral, the High Hall of the Stave Master, Last King's Park, Vallingard Keep, and Valor Station.
Terrain Located toward the southern tip of the City-States, Vallingard is surrounded by temperate fields and forests, separated by hills and lakes.

Vallingard is a large, virtuous city that has survived what has destroyed lesser cities—two major invasions, an attempted coup, a host of turbulent politics, and the loss of the kingdom it once ruled. As the former capital city of the Kingdom of Vallinar, Vallingard is a beautiful planned city encased in five towering walls, all of which protect its noble and common families alike. As one would expect, the city boasts a large population, making it a place of political intrigue that easily impacts those who have survived its collapse. While many focus on its strengths, glamorizing its noble mounted knights, its drill fields, its battle halls, and its golden cathedrals, it is a city with a long memory—a place where old grudges meet secret hopes, and those seeking to gain power in the city are bound to cross someone.

While the city is famous as the former seat of power, most of the lands to its distant south have been abandoned. Citizens fear the blight expanding from the Ruined Cities to the southeast, and even with the city's proud military history, some doubt it will survive an invasion should their enemies march on it again. Those detractors, however, have not dissuaded the city's expansion. In fact, all of its outer walls support smaller communities, towns and villages that live and breathe as if they were part of the greater city. This fact has only steeled the resolve of Vallingard's citizens and military alike, and large sections of the city grown to accommodate this expansion. With the exception of Redwall, Vallingard's neighbor to the northeast, it is quickly becoming one of the largest and most compartmentalized members of the City-States of Vallinar. In fact, it boasts an elaborate series of gates, canals, and walls—all of which control traffic throughout the city. These walls also divide the city into three major wards—the Haus Warde, the Sun Warde, and the Sword Warde.

The Sun Warde dominates most of the eastern side of the city and is home of Sunhold, the headquarters of the Dawngard. Filled with armories, smithies, war colleges, and feasting halls, this ward caters to those who take up mace, shield, and sword in defense of the City-States of Vallinar. Clean and organized, this ward sports long, yellow banners throughout, all of which honor Dægr, as well as the Dawngard (most of whom also serve the Lord of the Sun). Two gates, the Südosten (on the southeastern

wall) and Ost Gate (on the eastern wall), grant access to the city. The Südosten is easily the most popular gate in the entire city, allowing easy access to both Sunhold, as well as a straight road to the Golden Cathedral—the biggest temple to Dægr in all the City-States. The Sun Warde also holds the High Hall of the Stave Master, a college dedicated to runic studies.

The Haus Warde dominates most of the western side of the city. Containing both Vallingard Keep and Lake Val, this ward is home to most of the city's political intrigue and nearly all of the Trade Families have halls here. Although many of their old debts have long been settled, it is still a place that aligns along older allegiances, and it is common for visitors to note private mercenary companies guarding specific family halls. Of these, the Naraheim Home, which sits on the western shore of Lake Val, is one of the most famous. Originally a gift from the Vallinar Family to their old allies the Naraheims, it has since been turned into a house of history, its residents trading their labor for access to its numerous libraries. Two gates grant access to the Haus Warde. The first is called the Südwestern Gate (on southwestern wall) and the second is called the West Gate (on the western wall). Both of these gates are heavily guarded and only noble citizens, their thralls, and those visitors with noble invitations are allowed to pass through. All others are directed to the city's other gates.

The Sword Warde was originally designed to be a place of trade, and when the first rail lines were laid to the city, it was here that the royal family had Valor Station built. Although the ward has seen better days, and the rail lines leaving through the Nord Gate (centrally located on the northern wall) no longer carry trains, it is still a place of brisk business. Though this ward is smaller than both the Haus and Sun Wardes, artisans, tradesmen, and skilled labor of all sorts call this ward home—leaving it densely populated—especially around the Clockworker's Hall. This is compounded by the fact that trade from the northern cities often arrives at this gate, as well. Carts arrive daily from Haven City and, in some cases, Damas, carrying goods into the city. Likewise, most of the exports prepared in the city leave via its northern gate, although some feel the longer lines aren't worth the wait, circling the city to its eastern (and less crowded) gates.

Although Vallingard was once connected to most of its neighbors via rail lines, only a single line still connects it. This line runs outward from the city's eastern wall, connecting it to The Clockwork Fortress, itself a day or so west of Haverghast. The city's main rail depot, Valor Station, is located in the heart of the Sword Warde, although it only operates at minimum capacity, as the northern and southern lines that once fed it have long since been cut. As a result, only a single train departs the station these days, leaving at the dawn of the last day of each week.

Black Hands, Lost Loyalties

While many cities bemoan the Black Hand and its agents, none so much as Vallingard. The Black Hand has long worked to bring down the Vallinar Family, who they long ago swore an oath of vengeance against. Although the details of their claims are lost to history, some of the elder members of this secret organization still know the truth of their conflict, and armed with that information, continue to pursue it. While the Black Hand is seen largely as a criminal organization in most cities, it is viewed far worse in Vallingard—where membership is a crime of treason and capital punishment is common. This makes such claims extremely dangerous, which rivals often take into account when dealing with one another. In fact, leveling allegations of membership is enough to ruin most men and it's common to let such accusations fly against one's sworn enemies. Of course, Black Hand agents know and often encourage this sort of behavior, knowing full and well it deflects the prying eyes of those who might discover them.

Most Black Hand agents operating in and around Vallingard take great pains to do so indirectly, manipulating others to act on their behalf. While most of this manipulation is done through intermediaries, good agents are constantly on the lookout for potential recruits, paying close attention to those laying public claims against the Vallinar Family, regardless of the legitimacy of those claims. Then, when opportunity presents itself, these agents slip in, lend some minor aid, and turn yet more against the family they hate.

City of Vallingard
Sword Warde
Haus Warde
Sun Warde
Lake Val
A Nord Gate
B West Gate
C Südwesten
D Südosten
E Ost Gate
1 Sunhold
2 Vallingard Keep
3 The Golden Cathedral
4 High Hall of the Stave Master
5 Valor Station
6 That One Inn
7 The Naraheim Home
8 Blackwood & Hallstein Trading Company
9 The Clockworker's Hall
10 Last King's Park

Of course, the Vallinar Family knows its ancient enemies have agents in their beloved city and make a concentrated effort to ensure that their allies are precisely who they say they are—using all of the methods at their disposal, be they magical or mundane. This often manifests through their relationship with the Dawngard, who champions their cause and, when needed, hunts down and destroys their enemies.

A City of Canals

As the former capital of the kingdom, Vallingard has long enjoyed the prosperity one would expect of a capital city. Its streets are wide and paved, its towers are tall and straight, and its gardens well tended. What sets it apart from similar cities, and this is especially true of immediate neighbors, is the series of canals and waterways that have grown with the city. Fed by both aboveground and belowground rivers, Lake Val easily supplies the city with a constant supply of fresh water, which the city's engineers have continually capitalized. From its inception, city planners and engineers have been making good use of its fresh water supplies, using them to flush out waste while providing the entire city with an ample amount of fresh water.

These planners had more in mind than these two simple services, and the concentric rings that divide the city, around the castle as well as beyond it, betray their other functions—to defend the city against fire and invasion. Although most of the canals support wide bridges (some of which can be mechanically raised to isolate parts of the city), nearly all of these canals are wide enough to prevent fire from accidentally spreading, making the city one of the few of its kind to use such technology. While an invading force, especially if prepared, could probably circumvent these with some work, the added protection is something the citizens take comfort in.

Of course, these canals have not gone unnoticed. Entrepreneurs of all sorts have made excellent use of these waterways, building a variety of smaller long ships—some simple, others decorative—with which to ferry visitors and citizens around in. While most of these are designed to carry passengers a short distance to some of the city's harder to reach locations, some are used solely to show off the city, making regular trip out into Val Lake, where passengers can lounge in the shadow of Castle Vallinar.

The Gun Companies

Although most cities have soldiers armed with firearms, Vallingard has four full companies of soldiers trained in their use, the largest number outside of Redwall. Using a variety of firearms (the Vallinar Warbine being very popular), these men and women act as elite troops in their perspective areas, dealing out precision damage to their targets, whomever they might be, from afar. Although each of these companies has their own areas of concern, all are staunch loyalists to the Vallinar Family and the city it built, a fact that few dare overlook.

These four companies are: The Sun Company, the Keep Company, the Inner Company, and the Overwatch. Consisting of nearly 280 men in each company, each serves a distinct role inside the city.

- **The Sun Company** patrols the outer walls of the city, riding out to meet threats when necessary, and complimenting the city watch, should it request aid. It works out of Sunhold and answers directly to the City-Master.
- **The Keep Company** patrols Vallingard Keep and acts as the royal family's elite guard, both inside and outside of the city. Although elite in its own right, its members are prized for their loyalty as much as their skill. Its members join for life.
- **The Inner Company** patrols the walls between the wards. Its numbers are drawn directly from the City Watch, making it a career goal for many young soldiers. Although it does not deploy outside the city, it works closely with the Sun Company, training to guard the outer walls when they're called to ride out.
- **The Overwatch** is an elite group of sharpshooters who work from the tops of the city's highest buildings, perched on shooting platforms that give them a wide view of the city's open (and critical) locations. Using their keen eyesight and expert training, these men and women protect other members of the watch, firing (at will) against targets that threaten their lives (or the lives of those they protect).

Adventures in Vallingard

Populated by opposed political factions and jealous families, Vallingard has long been the seat of treacheries, plots, and schemes of all kinds. In the wake of its collapse, this is doubly so, making it an ideal place to start any number of adventures in and around the City-States of Vallinar. Consider some of the following adventure seeds for your PCs:

- Riccian of the Bloodwalker Tribe, a scout of some renowned, seeks out the PCs to accompany him into the Ghastwald. Seeking out the spirit of his fallen brother, Riccian believes it has manifested here and he needs the PCs help to free it.
- Visitors are reporting a strange, dark shape that keeps appearing in Last King's Park, right before the sun rises. The shadow has fled everyone who has approached it, up until yesterday, when it summoned a half a dozen like itself and killed three city watchmen. The City-Master has closed the park while the PCs are asked to investigate.

- Priests from the Golden Cathedral are getting sick and no one is sure why. A cleric that the PCs know asks them to get to the bottom of it.
- Although Valor Station hasn't been fully operational for years, one of Vallingard's noble families has taken it upon themselves to reestablish the rail line running to Haven. They've called on the PCs to scout out the line, identify any potential problems, and report back. A rival family, fearing the first's potential increase in power, is set to ensure the PCs never report back.

Notable Locations in Vallingard

The Blackwood & Hallstein Trading Company—Located just inside and south of the Ost Gate, the Blackwood & Hallstein Trading Company is one of Vallingard's oldest and most trusted trading posts. Originally specializing in wooden crafts and similar goods, it has since expanded. Today, it deals in everything from mass produced textiles to unique magical items. As a family business, its owners still deal heavily in the crafts they love, and it does a brisk trade in everything from finely carved wooden furniture to the masterwork wooden poles that notable enchanters later fashion into wands, staves, and other magical tools. As the largest trade house in the city, B&H is a regular stop for most visitors.

The Golden Cathedral—Located in the heart of the Sun Warde, the Golden Cathedral is a massive hall surrounded by six domes, each covered in polished, bronze plates. Standing a full three stories, this structure is flanked by statues of the various Old Gods, all of which appear to be aiding Dægr has he leads the charge against the Thrall Lords during Ragnarök. The Golden Cathedral is a majestic place of worship and the main building easily holds over a thousand men, women, and children. Members of the Dawngard patrol the cathedral and its surrounding gardens, treating it as the religious extension of Sunhold.

That One Inn—Tucked into one of the older neighborhoods in the Sword Warde, That One Inn is as much a local joke as it is a monument to bad decisions. The destination for mercenaries, cutthroats, would-be-heroes, and those seeking to earn their coin by daring the Norns, That One Inn is always packed. All jokes aside, That One Inn is a regular stop for employers of all sorts. Whether looking for unique individuals with particular skills or simple caravan guards, and those looking for "adventure" outside of the city often make their way here.

Buying Nobility in Vallingard

Although Vallingard is awash in the nobles of several trade families and powerful clans, not all who come to the city can lay claim to a distant relative with royal blood. For those seeking to ascend in power, sometimes aligning to a one of the trade families is their only option.

Title	Cost	Honor
Marc of the House	100 gp	12
Dame of the House	100 gp	12
Marshal of the House	50 gp	9
Lesser Earl of the House	250 gp	15
Greater Earl of the House	500 gp	18
Godthi* of the House	250 gp	12

Buying a royal title in Vallingard (or any other city, for that matter) requires more than just coin and honor. It requires that the character swear fealty to the master of that family or clan, forever binding their name and deeds to those of the family. While it is always an option for aspiring nobles, it is one that, if taken lightly, could easily result in the death (often by "accident") of the offending noble.

Beyond the City-States

While the City-States are the heart and soul of progress on Midgard, they are far from the totality of the lands from which it is made up. To the east of the City-States, just across the Redwall Mountains, lies the Ealden Sea, the Yawning Isles, and beyond that, Eastern Val—home of the Raiding Colonies. To the distinct south of the City-States of Vallinar, beyond the Ruined Cities, there is the Aryandai Peninsula and the strange people who call it home. To the west, there is Ælveheim, the isolationist nation of ælves, nearly all of who despise technology. Further west still lies Rhuneheim, the ancient home of the dwarves. Finally, far to the north of the City-States lies the Fel Lands, the cold, corrupted lands of those who have long ago embraced the Thrall Lords and their ways.

Each of these lands is briefly described below.

Ælveheim, The Dreaming Kingdom

Ælveheim is a kingdom with two faces. To the ælves and their allies, it is the Dreaming Kingdom, their ancestral home, and the roots of their immortal presence on Midgard. For those aligned with the Dreaming Kingdom, it is a place of peace, serenity, and regeneration—the perfect place for the Shining Children of the Old Gods to work their divine magic. Dominated by vast, serene vistas, Ælveheim is a kingdom untouched by the modern world. It is a place where ælven scholars carve hidden runes into the very fabric of Yggdrasil itself, using their ancient magic to create pathways few outsiders ever see—pathways that some whisper lead directly to Sommerfæth itself. As the heart of the ælven people, Ælveheim contains all of the Sils—the literal, geographical links to the ælves' immortality—that remain on Midgard.

Ælveheim—which translates to "Ælves' Home" in the common tongue—is the eldest kingdom on all of Midgard, a place that predates even the dwarven ascension from Rhuneheim, long before any of the elder races stepped out of the Age of Myth. Like many of its modern neighbors, Ælveheim is still influenced by the march of progress, which has long prompted the ælves to strike out against their neighbors, sometimes out of fear, other times out of despondency. For while Ælveheim is a place of unparrelled, natural beauty, it is also a place where the veil between the various branches of the Great Tree has worn thin and the shadows of Nachtland sometimes grow longer here as a result. While ælven scholars have not fully defined the effects of this thinning, two pieces of evidence have suggested a darker, malign future for the once, shining kingdom.

First among troubles that sometimes plague Ælveheim is the City of Summer's Night, a city located on the southwestern coast of Ælveheim. Famed for its beautiful streets, deep harbor, and its natural spires, all of which were carefully grown from the local flora, it has since acquired a darker reputation. According to the few ælves still willing to recount the tale, when Lady Y'Draah activated the Bilröst Gate, many of the ælves in attendance perished. Unlike their ancestors, however, their spirits did not depart Midgard for Sommerfæth. Instead, the power of the gate pulled them back to Midgard, trapping them there. The City of Summer Night, though many leagues from The Court City where the Bilröst Gate was opened, held the greatest temple of Velluna-Akka—a temple dedicated to slain heroes and the cycle of birth and death. With nowhere else to go, the unquiet spirits sought out the temple; Summer Night became a haunted city over night.

The second shadow hanging over Ælveheim, one that only a few of the ælves know of, is the curse of the *Dokkálfir*—the black ælves who, when the stars are right, open portals into Summer Night City. These corrupt, alien ælves resemble their kin in many ways, although their features are odd—lacking the symmetry that marks the ælves as beautiful, natural creatures. Their hatred for their kin is matched only by their affinity for the wraiths that now call it home. The few ælves who do know about these troubles, however, wisely keep them secret; the result of good sense and knowing not to defy the secret decree of their queen.

Even with its troubles, Ælveheim is still a place of marvel, one few outsiders ever see. In fact, to outsiders, it is commonly a forbidden place, a land lost to time and technology—which is just how the ælves like it.

THE COURT CITY

Government The High Court
Alignment NG

DEMOGRAPHICS

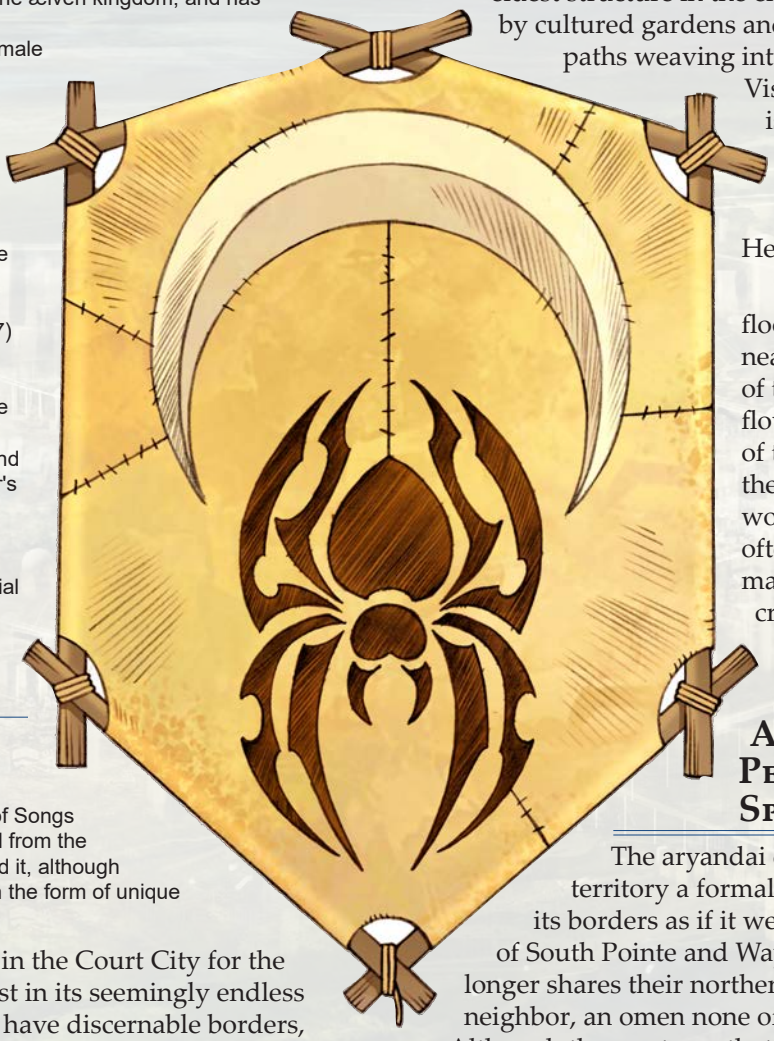
Population 27,300
Languages Ælven, Aryandai, Dulamu, Druidic, Glittertongue, High Common, Val
Religion The ælves hold all of the Old Gods in high esteem, but tend to honor Ardwynn (Oridynn) more than any others in the Court City.
Trade Goods The Court City, like the rest of Ælveheim, is self-sufficient. It produces only what it needs and rarely—if ever—exports its wares to the outside world.

AUTHORITY FIGURES

Queen Shianna I'sanna, High Council Elect (NG female ælven aristocrat 12/oracle 12) leads the ælven kingdom, and has since its official inception.
Councilor Ardynn E'Ilenar (LG male ælven aristocrat 8/expert 12) advises Lady Shianna I'sanna, although some whisper he makes decisions in her stead, too.
Councilor Vellar U'ori (NG male ælven expert 5/ranger 13) oversees the borders of the kingdom.
Councilor Zenna I'lliana (CG female ælven expert 7/oracle 7) advises the Queen on matters concerning the outside world.
Councilor Fena U'ori (LG female ælven paladin 16) and her Knights of the Long Watch stand guard over the City of Summer's Night.
Lady Pitha, Champion of the Redeemed (NG female glitterfane cleric 11) is the official envoy of the glitterfane in the Dreaming Kingdom.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Council Tree, the Shining Path, the Celestial Garden, Heidra's Observatory, and the Sphere of Songs
Terrain The Court City is carved from the temperate forests that surround it, although pockets of divergent terrains in the form of unique city gardens, dot the city.



Most visitors, upon arriving in the Court City for the first time, find themselves lost in its seemingly endless openness. Where most cities have discernable borders, the Court City does not. In fact, most non-ælves have a hard time determining precisely where the city's borders exist, swearing that the city was born from the Moonwalde itself. Of course, in a sense, it is. Where dwarven cities are carved from the earth or human cities stacked upon themselves like children's' blocks, ælven architecture is something altogether different. It is organic, flowing into itself at awkward angles and curves. Its buildings are painted in the softness of color, with floating globes of light decorating the trees and the pathways that snake beneath the ancient canopy overhead. "Let your eyes adjust with your heart" is a common expression the ælves share with visitors.

While ælves forsake technology and metalworking, they have a fondness for silver. In rare cases—and the Court City is one of them—they will work it into their designs, decorating their homes and buildings so that they glow both day and night.

Once visitors get used to the subtlety of the city, they commonly remark on the beauty of its heart, The Council Tree. A massive and ancient tree, The Council Tree is the eldest structure in the entire city. It is surrounded by cultured gardens and little hills, with soft grassy paths weaving into and out of its perimeter. Visitors' second favorite sight is the sky. While the canopy of the Moonwalde is thick, it appears to open upward by day to let Heidra's light in.

Sprouting from the forest floor like estranged flowers, nearly all of the visitors of the Court City dress in flowing white robes by way of tradition. The ælves, on the other hand, wear colors woven from the forest itself—often with their hair dyed to match. The two, when mixed, create their own vista that enchants as quickly as it confuses.

Aryandai, Peninsula of the Spidervolk

The aryandai don't consider their territory a formal kingdom, but they patrol its borders as if it were. Since the destruction of South Pointe and Way Pointe, the aryandai no longer shares their northern border with a civilized neighbor, an omen none of the tribes takes lightly. Although the creatures that prowl the night in the blighted zone rarely travel south, the aryandai seldom relax their vigilance and the nature of the northern border betrays this fact. Small, well-organized colonies are scattered across northern Aryandai, hidden high in the trees and away from prying eyes. The majestic Starfall Bay forms Aryandai's eastern border, something the people have all come to prize as a gift from the *Æssinyr*. The rest of their lands are shaped by the Southern Ocean, which runs along its southern and western beaches. The entire peninsula is

a dark, wooded place filled with roaming tribes of the aryandai (or, as they're known in the City-States, the "Spiderkin" or "Spidervolk"). While no major cities exist, the entire peninsula is filled with web-shrouded hubs that act as towns and meeting grounds for the various tribes. The only notable exceptions are Dagheim, Mhyr's Well, and Tribesmoot.

Tribesmoot is a beautiful, silken city overlooking Starfall Bay, a place where the various tribes come to meet, discuss matters of faith, and to test their young before sending them off to hunt the lands to their north. Built atop the ruins of failed human settlement, the city is little more than crumbling foundations, abandoned halls, and web-covered towers. Only a single temple, restored and sanctified in Velluna-Akka's name, marks the city as a place inhabited by the living.

Mhyr's Well is one of the aryandai's few permanent settlements; a small, coastal village built around a large, natural well that the aryandai swear is bottomless.

Dagheim is a human settlement that was established by the City of South Pointe shortly before it was destroyed. Dedicated to studying the strange lights that give Starfall Bay its name, those who remain in Dagheim seem transfixed by the bay, a fact that sometimes bothers their northern neighbors.

Eastern Val, The Raiding Colonies

Originally colonies belonging to the Kingdom of Vallinar, Eastern Val declared its independence in 441 YUR. After it did, most of the port colonies east of the City-States followed suit, all of them becoming a loose federation of independent port towns, coastal forts, and raiding settlements. Today, these port towns fly the flags of the Sea Wardens, declaring their allegiance to those whose traditions demand they raid, visiting terror upon both the North and the South. Although they are far friendlier to the South than they were at their inception, the Eastern Colonies are still known to raid villages east of the Redwall Mountains, a fact that makes these coastal lands wild.

While most of these port cities appear on current maps, the full scope of the actual Eastern Colonies is still lost of outsiders, as not all are mapped—a practice that arises solely from the Sea Wardens' commands. New harbors are constantly being established to explore islands, and many mainlanders believe the colonists have kept the truth of their actual expansion hidden to protect their interests. This may or may not be true. What is known, however, is that the colonies continue to supply the mainland with a number of resources that it lacks, while maintaining an increasingly potent fleet of dragonships. Although most of the colonies are descended from the various noble and Trade Families, none of them pay them tribute. In fact, some of them, like the City of Skullenport, barely pay them any heed at all. At best, they see the Trade Families as trading partners and nothing more. Although countless towns, ports, and harbors exist among the Raiding Colonies, the following are some of the most established.

Eastfurt

Government The Sea Wardens
Alignment CN

Demographics

Population 6,300
Languages Aquan, High Common, Jarlund, Low Common, Low Dwarven
Religion Although all of the Old Gods are worshiped in Eastfurt, Nayadia is honored almost exclusively, where her clerics call her the Maiden of the Raid.
Trade Goods Eastfurt trades in fish, leather, oils, simple textiles, and wax.

The Unexplored Kingdom

While the aryandai have a large, complex society, outsiders have explored very little of it, leaving the peninsula largely a mystery for most people. While the men of the City-States of Vallinar would like to know their southern neighbors better, the aryandai prefer their solitude.

AUTHORITY FIGURES

Sea Warden Asger Lothinn (CG male human sorcerer 6/rogue 5) used to captain *The Lightning*, but retired a few years ago to open a shop in Eastfurt. Although he is still a full Sea Warden with all the right and privelges, he generally defers to his deputy.

Deputy Erika Farweinn (NG female human expert 4/fighter 4) now captains *The Lightning*, which she uses to raid throughout the summer and fall months.

Lady Iona Skardi (NG female human cleric 13) is one of the head priestesses of *The Sea Queen's Hall*.

NOTABLE LOCATIONS & TERRAIN

Notable Locations Asger's Lighthouse, The Feasting Hall, Haggar's Haven, The Sea Queen's Hall, and Tarn's Seaside are all of note.

Terrain The lands around Eastfurt are flat, temperate plains that lead up to cold, rocky beaches. What forests once existed have long since been cut down, their lumber used to build Eastfurt.

Eastfurt is one of the Yawning Isles' larger settlements. It's a port city, with developed access to the Ealden Sea all along its northern coast. As the only city on its particular isle, it has access to plenty of small coves and natural harbors, as well. Eastfurt is a relatively industrious settlement, with ample farms, smiths, and even a small shipyard at its disposal. It also boasts a mill and several small textile factories.

While Eastfurt isn't the heart of the Sea Wardens domain, it holds considerable sway over a great deal of their decisions. It's an asset to their domain and they work to keep it happy. Although Sea Warden Asger Lothinn officially runs the city, everyone knows that Lady Iona Skardi—a cleric of the Goddess Nayadia—holds considerable sway. Her church attracts a number of sailors and seaman in addition to the fishermen that regularly attend her services. Even a few of the Sea Wardens have sought her blessing before setting out on a raid.

EASTHOLM

Government The Sea Wardens
Alignment NG

DEMOGRAPHICS

Population 1,850
Languages Aquan, High Common, Jarlund, Low Common, Low Dwarven
Religion All of the Old Gods are honored in Eastholm.
Trade Goods Eastholm trades in fish, leather, oils, ore, sailcloth, and timber.

AUTHORITY FIGURES

Sea Warden Bohn the Bold (CN male human expert 9/fighter 6) is a large, bald sailor who captains *The Crushed Skull*.

Deputy Leaha the Quick (NG female human rogue 9) is a quiet, nimble woman who secretly married Bohn the Bold. Although she does not always travel with him, she attempts to whenever possible.

Thom Lager (NG male human expert 8/brawler 4) is a brewer who loves to fight nearly as much as he loves to brew beer.

Ol' Grund the Grumpy (LG male dwarven fighter 6) is a grognard from Redwall whose love of complaining is matched only by his love of ale.

With the exception of Thrallwatch, far to the north, Eastholm was the last domain claimed by the Sea Wardens in the lands north of Oud Bay. Sandwiched in a fertile, coastal valley at the end of the Icewall Mountains, Eastholm is a small but resilient community of sailors, farmers, miners, and fishermen. Although relatively small, it produces more than its share of food. As a result, it exports a fair amount to its neighbors—whether or not they are loyal to the Sea Wardens.

Eastholm was originally a mining colony in the days of the Kingdom of Vallinar, but was annexed by the Sea Wardens after the kingdom fell. Although a number of its more wealthy citizens sued for independence, the Sea Wardens manipulated the public outcry in their favor and eventually won them over. Only the loudest disappeared quietly in the night. Those that openly joined the Sea Wardens were issued "deeds of cooperation" that granted them an equal share in the mines. As a result, most of the citizens in Eastholm are quite wealthy—the result of mines that continue to produce large amounts of copper and silver.

SEA MARHAL'S HAVEN

Government The Sea Wardens
Alignment CN

DEMOGRAPHICS

Population 12,300
Languages Aquan, High Common, Jarlund, Low Common, Low Dwarven
Religion Although all of the Old Gods are believed to be honored in Sea Marshal's Haven, Nayadia is considered the matron deity of the port city, her grail, shield, and spear proudly flying on the port city's banners.
Trade Goods This port attracts some of the best shipwrights and smiths, and exports their labor above all else. It also does a brisk business in sailcloth and treated timbers.

AUTHORITY FIGURES

Sea Warden Garðr, Right Hand of the Raiding Maiden (CN female human cleric 6/fighter 9/rogue 5) is one of the most accomplished Sea Wardens and the current leader of the port city. Rumors abound that her dragonship, *The Lady's Wrath*, will take on any target, including her fellows, if she feels so inspired.
Dyri Three Horns (CN male human barbarian [berserker] 12) is Sea Warden Garðr's lover and an accomplished raider in his own right.
Vilhjamr Vallinar (NG male human aristocrat 6/fighter 3) is one of the royal descendants of the Vallinar Family and a loud voice of protest in the port city. Some have whispered he'd like to reestablish the old allegiances, although the Sea Wardens scoff at such talk.
Jilanna Ventwode (CG female human expert 5) is one of the port's oldest citizens, as well as one of its wealthiest

Sea Marshal's Haven is easily the largest (and most distant) of the raiding colonies. Located on Eastern Val's northern coast, this large port defies the bitter northern winds that bear down on its rocky beaches. Originally little more than a secluded fishing village, the town was relatively quiet, a dot in the gray mists. When Jilanna Ventwode discovered a vein of silver in the mountains to the south, the town quickly changed. Over the course of a decade, silver mines were established, the harbor was enlarged, and a large section of the southern forests were cut away to support the port's rapid growth. Jilanna Ventwode also became very, very wealthy. By the end of that decade, raiders and sailors alike started to retire there, further reinforcing its place in the colonies' hierarchy.

Today, the port city is home to several of the Sea Wardens, including Sea Warden Garðr, a ruthless woman with a love only for Nayadia herself, who runs the city from her coastal hall. While the Sea Warden spends most of her time running the city, she also visits on Jilanna Ventwode, who is now an elderly woman. While some whisper this is a sure sign she has softened, the fact that none dare challenge her for the city suggests a much different tale. She remains, like the rough, stonewalls that define its perimeter, part of its foundation. Moreover, thousands of people work daily to expand the city's power and nearly two-dozen dragonships call this port their home as a result.

Although the city appears rather rough, it has matured as it has aged, as well. Still, some claim that the Sea Marshal's Haven has another secret name, known only to a few of its residents, although none who have visited can attest to the truth of this claim. What is known is that the port city is one of the larger of its kind, offering a host of services to those whose dragonships dare the open, wild seas.

The Fel Lands, The Wild North

While scattered ruins suggest that some sort of civilization once united the lands in the North, what remains today is little more than a pale shadow of that time. Lacking any real leadership or structure, the Fel Lands are little more than a collection of roaming giants, savage barbarians, and disease-ridden cannibals. The Fel Lands stretch west from Wynn Sea, running along the southern border of the Felstone Mountains, and ending in the icy valley at Icewall. Although the Fel Lands cannot claim a city that people of the City-States would call civilized, several horrible attempts at such curse the land. These six cities are dark, barbaric places at best.

ICEWALL, CITY OF THE SLAVERS

Government The Winter Council
Alignment NE

DEMOGRAPHICS

Population Unknown
Languages Ash Tongue, Giant, Goblin, Gutnish, Jarlund, Low Common, Val
Religion Although many of the Thrall Lords are worshiped here, the most powerful tribes and giants worship of Mhamnoch.
Trade Goods Mhamnoch trades slaves, dark magic, and black alchemy to those strong enough to survive its icy brutality.

AUTHORITY FIGURES

Yathralla (CE female winter hag cleric 4/witch 12) is an imposing, dark woman covered in scars. A witch of established power, she is one of the few to successfully transform herself fully into "One of Mhamnoch's Chosen."
Bask the Broken (CE male jötunfolk barbarian 15) is a powerful warrior who was born just west of the City-States of Vallinar. An outcast, he embraced his blood and traveled north. He has since carved out a place in Icewall and leads The Broken Blades, a company of slavers who happily harass the coastal cities to the south.
Ithrydich, the Black Inquisitor (NE female human inquisitor 11) is Yathralla's personal assistant. She leads and marshals the various tribes that call Icewall home, while quietly eliminating any who might challenge Yathralla's power.
Gythriven Gearsmasher (LE male automata alchemist 13) is a master of black alchemy and one of the rare few automata to embrace the evil of the North. While some whisper he is a spy from the South, is long list of atrocities against the "soft southerners" has kept him in Yathralla's good graces.

NOTABLE LOCATIONS & TERRAIN

Notable Locations The Ghost Market, The Low Temple, and Mhamnoch's Maw
Terrain Icewall, like the surrounding areas, is covered in a blanket of snow and ice nearly all of the year. The terrain that surrounds it is rough, with low hills that lead into the mountains.

Located just west of the Icewall Mountains, Icewall is the Fel Lands' easternmost city and it is arguably the most organized among them. A collection of northern warlords and slavers, this walled city has come to represent the

hard, oppressive nature of the Fel Lands. Few men enjoy freedom here, and those who do, do so through violence and cunning alone. The only city close to the Pale Tower, Icewall is dedicated to Mhamnoch, the Lord of the Long Winter and ruled by the Winter Hags who worship him.

Other Notable Cities in the North

Although a great number of barbaric tribes wander the North, following the direction of the giants and thrallkin who call the North home, few settle of them have ever settled down for long. Those who have, however, have taken it upon themselves to carve out some of the most interesting—if deadly—cities and settlements in the entire North. Those rare few cities are listed below:

Undheim is the Fel Lands' southernmost city. Resting on cliffs overlooking Blackblood Bay, it is a large city populated by goblins, enslaved southerners, and a tribe of lesser giants. Although it regularly launches raids south, it has yet managed to truly pierce the Glitterwood, instead settling for a series of camps on the northern beaches instead.

Built atop ancient ruins, **Trodheim** is a place of mystery. Originally a simple fishing village, it grew to be much more as the lake tribes settled, discovering over a dozen *dreyrugr* among the ruins. In short order, the village repurposed its fishing boats, started raiding, and became a collection of slavers that sailed as far South as Westhold. Fat on southern slaves, the trading post grew into what it is today. Slaves are still traded here, but many that enter the city never leave.

Blackstone is the only settlement in the Fel Lands that resembles one of the modern cities to the South, and only because of its height. Carved from massive blocks of grey and black stone, this city is shrouded in a miasma of soot, smoke, and foul smelling ichor, all of which stain the already dark stones. Home to descendants of the fabled *Eldjötinar*, Blackstone is a city whose fires burn day and night, blanketing the city's ruined streets in a fine ash that contrasts its soot-stained towers.

The Fel Lands' most northern (and strangest) city, **Thulefall** is place that haunts the lands south of it. Part necropolis and part abattoir, the city hosts some of the Thrall Lords most perverse worshippers. It is filled with temples and shrines dedicated to D'Iessha, the Queen of the Feast. While few who visit this place return of sound mind, those who have swear it glows a sickly green, both day and night. Still, others whisper it is home to foul alchemists and plague bringers alike, and if those rumors are true, to rage fever itself.

Although not a settled city by any stretch of the imagination, those who call the Fel Lands home count **Drowned Karthæn** among its territories. A ruined place filled with the dead, the slavers of Todheim often travel south here, tormenting the undead dwarves that still patrol the ruined, flooded city. Originally a dwarven city, its former jarl is rumored to have gone made, succumbing to some darkness that drove him to drown all of his fellows.

Rage Fever

Of all the things coming from the North, rage fever is one of the most dangerous, an enemy that is often invisible until it manifests. When it does, it quickly transforms its victims, turning many of them into murderous madmen. Left unchecked, it can quickly wipe out communities. The City-States of Vallinar go to great lengths to guard against it, patrolling the waters between the North and the South, and whenever possible, using automata—who are immune to this horrible disease—to test for its presense (and when needed, to quarantine anyone who might spread it).

Rage Fever

Type disease, injury; **Save** Fortitude DC 16; **Onset** 2d4 days; **Frequency** 1/day or once per combat **Effect**: 1 Int and 1 Con; **Cure** special

Rage fever is both a curse and a disease, one that slowly drives a man mad, eventually turning him into a cannibalistic barbarian. Its symptoms are fairly straight forward, and those who begin to show signs of the disease often display a reddening in the eyes, a darkening of the lips and gums, and toward its final stages, the darkening of their veins in their face.

Once per day, a character affected by rage fever must make a DC 16 Fortitude save. If he fails, he loses 1 point of Constitution. Although it normally takes a week or more to slowly eat away at a character's body and mind, active combat hastens the process of the disease, forcing a new save at the beginning of any combat. At the beginning of each combat, the affected character must make a DC 16 Will save. If he fails, he loses 1 point of Intelligence and enters a rage (as if he were a barbarian of his character level), physically attacking all of his enemies until none stand or his rage ends (his rage lasts a number of rounds equal to 4 plus his Constitution modifier). After that rage ends, the character must make a DC 16 Fortitude save. If he fails, he loses 1 point of Constitution. Characters that reach 2 in either ability score become catatonic for four to six hours, waking as fel barbarians. These characters gain the Fel Barbarian template, become chaotic evil, and become NPCs. Once they become fel barbarians, these characters heal lost Constitution and Intelligence points at their normal rate, until they regain all of their lost points.

It takes a Heal DC 15 check to properly identify the symptoms of rage fever.

Slumbering Rage Fever

Type disease, injury; **Save** Fortitude DC 15; **Onset** 3d4 day; **Frequency** 1/week or when in 100 ft proximity of another strain of rage fever; **Effect** 1 Int; **Cure** special

This alternate strain of rage fever is much slower and more insidious, slowly infecting its victims over a period of one to two weeks, and targeting their mind almost exclusively. The symptoms are often so mild that it is often hard to diagnose without careful examination. When they do manifest, there is only slight irritation in the eyes, a slight reddening of the gums, and instead of developing murderous tendencies, the infected grow surly and detached. Slumbering rage fever is spread like rage fever, though it is normally done so without the infected ever knowing.

After the initial onset, slumbering rage fever only requires a save once per week to avoid any additional effects from it. The truly sinister nature of slumbering rage fever becomes apparent when someone infected with it comes into close proximity with someone infected with another strain of rage fever. When within 100 ft. of someone infected with rage fever, the character must make a DC 15 Fort save each round. If the infected fails their save at any point, their slumbering rage fever transforms into regular rage fever.

Characters that reach an Intelligence score of 2 become catatonic for four to six hours, waking as fel barbarians. These characters gain the Fel Barbarian template, become chaotic evil, and become NPCs. Once they become fel barbarians, these characters heal lost Intelligence points at their normal rate, until they regain all of their lost points.

It takes a Heal DC 20 check to properly identify the symptoms of slumbering rage fever.

Ravenous Rage Fever

Type disease, injury; **Save** Fortitude DC 17; **Onset** 1d2 day; **Frequency** 1/day or when eating; **Effect** 1 Int and 1 Con; **Cure** special

Ravenous rage fever is particularly virulent version of this disease, manifesting much more quickly than normal rage fever. In addition to rage fever's normal symptoms, victims of ravenous rage fever begin to rapidly shed weight, losing 1-2lbs. a day. This weight loss is accompanied by an insatiable hunger, one that can only be sated with by consuming at least 1 lbs. of raw meat daily. Characters who consume at least 1 lbs. of raw meat do not lose weight and gain a +1 to their Fortitude saves to resist the effects of the disease.

Once per day, a character affected by ravenous rage fever must make a DC 17 Fortitude save. If he fails, he loses 1 point of Constitution as the disease rapidly eats away at his body. Additionally, whenever a character infected with ravenous rage fever witnesses someone eating (or takes a meal himself), the affected character must make a DC 17 Will save. If he fails, he loses 1 point of Intelligence and enters a rage (as if he were a barbarian of his character level), physically attacking those around him, up to and including his allies (although characters receive a +4 bonus to their Will saves to avoid attacking friends or allies). This rage lasts a number of rounds equal to 4 plus his Constitution modifier. After that rage ends, the character must make a DC 17 Fortitude save. If he fails, he loses 1 point of Constitution. Characters that reach 2 in either ability score become catatonic for four to six hours, waking as fel barbarians. These characters gain the Fel Barbarian template, become chaotic evil, and become NPCs.

It takes a Heal DC 10 check to properly identify the symptoms of ravenous rage fever.

Weeping Rage Fever

Type disease, contact, injury, close proximity; **Save** Fortitude DC 18; **Onset** 1d4 days; **Frequency** 1/day or when eating; **Effect** 1 Int and 2 Con and target is fatigued; **Cure** special

Engineered as a biological weapon that can quickly turn a settlement into a horde of fel barbarians, weeping rage fever is the most contagious strain of all of the rage fever variants, quickly spiraling out of control once it manifests. A person infected with weeping rage fever shows all of the normal symptoms associated with rage fever, but those symptoms never stabilize, instead growing worse and worse as the disease progresses.

Once per day, a character affected by weeping rage fever must make a DC 18 Fortitude save. If he fails, he loses 2 points of Constitution and 1 point of Intelligence as the disease rapidly eats away at his body and mind, quickly turning the victim into a mobile haven for the disease.

Because of its extremely contagious nature, any person that approaches within 5 ft. of someone infected with weeping rage fever must make a Fort save (DC 18) each round or become infected. Any character that directly damages a character infected with weeping rage fever victim with a piercing or slashing weapon causes them to spray their infectious fluids even further, doubling the infection area to 10 ft. for a single round, and forcing a new Fort save at an increased difficulty (DC 19).

Characters that reach 2 in either ability score become catatonic for four to six hours, waking as fel barbarians. These characters gain the Fel Barbarian template, become chaotic evil, and become NPCs.

It takes a Heal DC 10 check to properly identify the symptoms of weeping rage fever.

Rhuneheim

Deceptively simple to onlookers who approach it from above ground, Rhuneheim is a sprawling city that occupies the far southwestern corner of Midgard, its tunnels running from the cliffs that overlook the Southern Ocean to the The Forgestone Mountains. Although the city is "officially" located aboveground in the heart of the Runwald, visitors to Rhuneheim quickly discover that it is something far more impressive, a subterranean metropolis that is interconnected via a vast network of tunnels. These tunnels connect places like Deepholm and Jarl's Pointe to places as remote as Heimat and Westhold, and some believe, to the lands beyond Ælveheim. Moreover, it is common knowledge that the Forgestone Mountains are riddled with forts, halls, and strongholds, many which are carved directly into the mountainside and visible only to trained dwarven eyes. While Rhuneheim hasn't officially claimed the valley east of Garryshard's Pass, the dwarves are known to patrol it.

While its tunnels and forts are impressive, of equal importance is the Runwald—a forest that even the ælves to the east respect. While this forest appears to be natural, it is in fact carefully groomed and shaped, something the dwarves take great pride in, even if few outsiders know the truth of it.

Rhuneheim's capital city, which lies on the southern border of the Runwald, is described below.

Rhuneheim, Ancient Home of the Dwarves

Government The Elder Dwarven Council
Alignment NG

Demographics

Population Unknown
Languages Futhark, High Common, High Dwarven, Low Common, Low Dwarven, Runic
Religion All of the Old Gods are celebrated in Rhuneheim.
Trade Goods Isolated from the City-States by Ælveheim, Rhuneheim exports few goods.

Authority Figures

Elder Balthar One-Eye, Third King of the Galdr (LG male dwarven aristocrat 12/cleric 6/divine scion 8) is the unchallenged king of Rhuneheim.
Arvanth Iron Hand, Shield Warden of the West (LG male dwarven paladin [stonelord] 15) is the king's champion. A dwarf of unshaking faith, he has embraced the stone-touch, incorporating it into his very being.
Otama the Untamed (CG female dwarven cleric 9/skald 11) is an ancient, wild figure in the city that has advocated for Rhuneheim's eastern expansion for years.
Ywan the Silent (LN male dwarven arcanist 14) is a master of the runes and, some say, open-handed magic in general. Some whisper his inability to speak is the secret to his mastery of magic—a sacrifice he paid in his youth.
Pórunnr of Silverhall (CN female dwarven bard 13) is a master storyteller and accomplished master of the runes, although she swears she knows nothing. One of the few dwarves to travel to Redwall and back, she is an expert diplomat and a frequent guest in Balthar's feasting hall, as an aid, as well as entertainment.

Notable Locations & Terrain

Notable Locations Ashvale's Tower, The Battle Yards, The Lost Gate, The High King's Feasting Hall, The Ring Gate, The Silent Marches, Silverhall, and The Statue of the Val.
Terrain Most of Rhuneheim is subterranean and the resulting terrain matches that fact. Where it does exist above ground, the terrain is temperate forests and fields.

Rhuneheim is the heart of the ancient dwarven lands and dates itself back to the Age of Myth, when it was little more than a dream of the Old Gods. Since its founders first laid its cornerstone, however, it has been slowly expanding—primarily below ground—to allow for dwarven growth. This growth, although slow, has been steady. Worse, with the threat of Ragnarök increasingly becoming a reality the dwarves cannot (and will not) turn away from, Rhuneheim's efforts have begun to match of its sister city, Redwall.

Other Notable Locations

There are countless locations, across both Midgard and in the realms beyond, which hold power, secrets, and influence the fate of those who walk the Great Tree. Many of these locations exist on remote branches of Yggdrasil (and many of these are covered in **Chapter 5**). Not all of these locations belong to distant branches of Yggdrasil, however—many of them are located in Midgard, sometimes in remote locations, other times in places only a few days away from civilization.

Each of these locations has special, environmental adjustments (see each, listed below).

The Ælven Sils—Since the earliest days of the Age of Myth, the ælves walked the branches of Yggdrasil, the Great Tree. Although each of these branches is unique, having evolved as reflections of actions on Midgard, Midgard is the realm the ælves eventually came to love best. After they settled Ælveheim, the ælves grew in power and eventually cemented their connection to the vast forests of their new homeland. Using the celestial arts the *Æssinyr* taught them to bind their spirits to the lands they held so dear, the ælves marked these locations (which, today, they call Sils) with sacred trees and sanctified them. Although the ælves need not remain in the direct vicinity of these sacred locations, these locations have since become the central focus of ælven interests. In some places (like in Ælveheim), communities have sprung up around them. In other locations, these sites are sanctified clearings, marked by stone circles, sacred trees, carved *jotünstones*, or other, unique items that the ælves of that realm hold sacred.

While most outsiders believe the Sils are largely symbolic, they are anything but. When ælves establish a Sil, each ælf invests a small portion of his or her life force into it, tying them to that sacred location and cementing their connection to that branch of the Great Tree. These ælves, now bound by "Branch and Tree" , stand watch over these locations, knowing that their destruction brings about the same for all of the ælves—a horrendous malady the ælves call *withering*.

ENVIRONMENTAL ADJUSTMENT

All ælves gain Trackless Step (Ex) within 1 mile of an Ælven Sil. Additionally, any ælves casting spells from the animal, plant, or weather domains do so at +1 CL.

The Clockwork Fortress—Sandwiched between Vallingard (to its west) and Haverghast (to its southeast), the Clockwork Fortress is a bronze, iron, and steel bastion to those it once housed. The nobles of the Vallinar Family originally built this fortress to hold the legions of automatons they commissioned for use during Ragnarök. All of this, however, changed when some of them awakened. Although the family and its trusted agents were able to keep most of their troops asleep, they did not intervene in time and enough of them awoke to upset the balance of power at the fort. Within days of the Summer of Flames ending, the automata seized the fort and demanded it as a haven in exchange for their alliance.

Today, the Clockwork Fortress is one of the only places that freely admits automata while restricting access to humans, dwarves, and other natural born races. Automata who visit the fortress often do so to secure modifications, upgrades, and advanced programming.

ENVIRONMENTAL ADJUSTMENT

Automata within sight of the Clockwork Fortress gain a +2 morale bonus on attack rolls, weapon damage rolls, saves, and skill checks. Additionally, they gain a +2 luck bonus to Will saving throws to resist being commanded, turned, or affected by spells with the compulsion descriptor.

The Ghoul Stone—Hanging above the Ruined Cities amidst rolling clouds of black and purple, and laced with lightning that defies even nature itself, the Ghoul Stone is one most feared objects in all of Midgard. While every skald and bard has a different description for the Ghoul Stone, everyone agrees that it is a horrible, floating obelisk made from black stone.

The Ghoul Stone was raised above the former cities in 166 YUR by invading cultists, draining the life force from the cities below it and leaving South Pointe, Way Pointe, and Way Station undead wastelands. Today, many *Vitkarr* believe the Ghoul Stone acts as a giant magical gate, one that links Neinferth to Midgard, channeling negative energy directly into the former cities and damning all who enter to a fate worse than death.

ENVIRONMENTAL ADJUSTMENT

All spells with from the school of Necromancy are cast at +1 CL within 5 miles of the Ghoul Stone. Necromancers, clerics of Felashurann, and undead spellcasters double this bonus. Additionally, all natural healing is reduced by 50% around the Ghoul Stone.

The Glittering Isle—Home of the glitterfane, the Glittering Isle is a remote island west of Blackblood Bay, just north of Rhuneheim. Unlike the lands surrounding it, the Glittering Island is a perfect reflection of Alnara's Grace, an island dedicated to peace, harmony, and healing. While most of the island is a sanctuary to those who visit it, not the entire island is untouched by the evil in the North. Its northern shores are haunted by strange shadows and when they can mount an offense, tribes of goblins flock to it, each hoping to be the one to claim they invaded and slew their former brothers and sisters.

The Glittering Isle is known for many things, although its most notably feature are the crystal shards that line its perimeter. These shards appear natural enough, but upon closer inspection, their power becomes evident. Each shard channels the divine light of Alnara, acting as batteries that radiate positive energy. These shards, planted around the island, keep the resident glitterfane safe from the undead horrors that sometimes attempt to feed upon them.

ENVIRONMENTAL ADJUSTMENT

All healing spells cast on the Glittering Isle are automatically maximized.

The Moonwalde—The largest forest in all of southern Midgard, the Moonwalde covers nearly all of Ælveheim in a blanket of lush, green and silver shadow. Midgard's oldest forest, the Moonwalde is said to have grown from the very seeds of Yggdrasil itself, and in its own way, is a spiritual reflection of the universe itself. Although some outsiders scoff at this notion, the ælves who call it home swear by it. As a result, they count the forest (and nearly everything in it) as one of their own, standing watch over it as they might a newborn or respected elder. For the ælves, however, the forest is more than just a place or even a symbol. For most ælves, the Moonwalde serves as their link to their immortality, granting them lifespans that few outside of their race could ever hope to fathom.

For those lucky enough to enter the elder forest, time and nature blend into a seamless whole, with only the light of Mhyr to occasionally remind them of the passing of the days and hours. For these few individuals, night and day seem to blend, and many report entering the forest and returning, only to discover that weeks have passed in place of days.

ENVIRONMENTAL ADJUSTMENT

Although time passes normally in the Moonwalde, individuals' perception of it shifts drastically, often affecting how they speak and act. While most non-ælves are able to adjust for this, it can be deadly in combat for those who cannot. Each time combat begins, non-ælves must make a Will save (DC 10) or be *slowed* (as per the spell) for 1d3 rounds.

Oracle Lake—Midgard's largest inland lake, Oracle Lake rests on Ælveheim's northern border, feeding down into Icewall Bay when the heavier rains come. The home of the Crescent Keep and the Dome of the Starry Lady, Oracle Lake—which many ælves believe to be the source of their prophetic powers—is one of the few places touched by progress that the ælves have allowed to remain unmolested. While many humans see it as little more than a large lake filled with some of the heartiest fish, the ælves honor it as the first wellspring, the well the feeds the roots of the Great Tree itself. Many ælves, seeking to divine their place in Ragnarök, often make a pilmgrimage to Oracle Lake, where they enter the lake in search of secret truths and prophetic dreams.

Although the ælves guard the lake, both the Knights of the Veil and the Priestesses of Velluna-Akka make a point to patrol the lake's northern and eastern coasts, turning aside the unwise or those who would selfishly plunder the lake's many hidden gifts.

ENVIRONMENTAL ADJUSTMENT

Spellcasters cast all spells with the darkness or water descriptors at +1 CL within 1 mile of Oracle Lake. This bonus doubles for oracles with the nature or waves mysteries, clerics of Velluna-Akka, or ælves.

The Pale Tower—Overshadowing the surrounding lands, the Pale Tower is a massive structure, appearing as if carved from the icy lands over which it casts its evil gaze. Located south of the Icewall Mountains and several days' march north of Northgard, the last fort on the northern frontier, the Pale Tower is a sight few men or dwarves cherish. Said to damn any man who enters it, many scholars believe (and rightly so) that it contains a gate to Niflæheim, the dreaded realm of All-Winter.

ENVIRONMENTAL ADJUSTMENT

Spellcasters cast all spells with the cold descriptor at +1 CL within 1 mile of Pale Tower. This bonus doubles for winter hags, witches with water and winter patrons, and clerics who worship Mhamnoch.

Starfall Bay—Running the eastern coast of the Aryandai Penninsula and the western coast of the largest of the Yawning Isles, Starfall Bay spills out in the Ealden Sea between Starbahn and Dagheim.

Starfall Bay differs from the surrounding waters in a number of ways, although its most noticeable traits are its vivid colors and the way the air shimmers atop the water, regardless of the temperature, time of day, or ambient light. While no one really knows why this bay differs from the rest of the waters of Midgard, some of the spiderfolk whisper that Velluna-Akka, in seeking to whet the Great Web of Wyrd, created the bay in which to dip her sacred moon-silk. Sailors who have dared the open seas tell a different tale, swearing that a solid wall, itself woven of all the colors of the rainbow, blocks egress from Midgard; any who attempt to sail beyond the wall appear in the bay sometime in the future (some say days, some say weeks). For this reason alone, some grief stricken widows make their way to the coast, hoping to discover lovers lost at sea. These widows, however, often meet their doom at the hands of the nykr that make their homes along the coasts of Starfall Bay.

ENVIRONMENTAL ADJUSTMENT

Spellcasters cast all spells with the light or water descriptors at +1 CL within 1 mile of Starfall Bay. This bonus doubles for clerics of Nayadia, spellcasters with ranks in Profession (sailor), or oracles of Velluna-Akka.

Witch Hill—Located southeast of Oracle Lake and sandwiched between Hellsgarde (on its north) and the Village of Skor (on its south), Witch Hill dominates the horizon for miles around. Unlike the lower lands it towers over, Witch Hill is permanently shrouded in thick, silver-lined fogs that dampen the sounds and spirits of those who dare to pierce its haunting embrace.

The people of the surrounding lands swear that Witch Hill is a cursed place and so far, none have been proven wrong. Each year, for reasons unknown to all but those who call Witch Hill home, young men and women of all walks of life seek out its cold, damp crown. Most ascend, never to return. While some occasionally decend from the mist shrouded top, all who do return changed—some quieter, some sadistic—but all stranger for the journey.

ENVIRONMENTAL ADJUSTMENT

Female, non-good spellcasters cast all spells at +1 CL within 1 mile of Witch Hill. This bonus doubles for hags and witches.

Into the Pale

A miasma of unnaturalness surrounds the Pale Tower, and some men have reported feeling "odd," as well as strange whispers, as far away as Northgard. PCs within a mile of the Pale Tower, however, begin to feel the full weight of its presence. Upon entering this 1-mile perimeter (and every day spent within it), characters must make a Will saving throw (DC 14) or gain one of the psychoses of the Pale Miasma. This psychosis is considered both a fear and compulsion effect. Each psychosis lasts for 24 hours. Anyone witnessing this strange behavior can identify it as a type of psychosis by making a successful Heal skill check (DC 15). For those affected by the Pale Miasma, the psychosis is determined at random by rolling on the following psychosis chart.

d%	Psychosis
1-25	Disorientation
26-50	Paranoia
51-75	Hallucinations
76-100	The Call

Disorientation—The disoriented character has trouble keeping track of time, places, and people. The character becomes lost easily and is less aware of his surroundings. A character that suffers from this psychosis takes a -5 penalty to any Perception or Survival skill checks and has a 25% chance every combat round to do nothing for that round but try and gain his bearings.

Paranoia—The paranoid character is beset by feelings that everyone is plotting against her, even her friends. The character becomes withdrawn and angry. The character takes a -5 penalty to any Diplomacy or Sense Motive skill checks and has a 25% chance every combat round to attack a friend instead of a foe for that round after misinterpreting a motion, gesture, or word.

Hallucinations—The hallucinating character struggles with visions of things that are not truly there. The character acts erratically to dangers that no one but he can see. The character has a 25% chance per combat round to attack an enemy that does not exist. In addition, there is a 25% chance per combat round that the character will react to a hallucinatory danger (i.e. the ceiling collapsing or the ground falling out from under him). The character must make a Reflex saving throw (DC 10) to avoid the imagined danger or take 1d6 points of nonlethal damage as his mind and body confuse the hallucination for reality.

The Call—A character that is affected by the Call psychosis is gripped by an unshakeable need to enter the Pale Tower and scale its floors all the way to some point near its top. The faint whispers of the Pale Miasma grow in the character's mind until she finds herself moving in the direction of the tower against all sane reasons not to do so. The character has a 25% chance per combat round to use her move action to walk toward the Pale Tower or the next floor if already within it. Outside of combat, the character must make a Will saving throw (DC 14).

CHAPTER 5

Realms Beyond

The Great Tree, which is called Yggdrasil by the ælves, dwarves, and learned men of Rhune, is an ancient ash tree whose roots and branches extend throughout the known universe, its trunk the axis of all of space and time. While its branches and roots are too numerous for mortals to count, the top of the tree is quartered, its trunk splitting at the crown into four core branches, each which extends into the heavens. These four main branches are equidistant from one another and contain the realms Briglæss, Nachtland, Niflæheim, and Sommerfæth, Likewise, the trunk terminates at its base, split equally into three main roots, forming the tree's foundation. These roots contain the realms Grimhæm, Thodheim, and Tieferhæm. The whole of the Great Tree is surrounded by a great void, known as Neinferth, which most Vitkarr identify as simply The Void, the realm of the Unmanifest—a place where even the greatest of heroes fear to tread.

Yggdrasil—The Great Tree

Of course, the cosmology of the Great Tree, Yggdrasil, is ill-understood by most mortals, and it is common, for example, for even learned folk to think of the realms of Briglæss, Sommerfæth, and Tieferhæm as being "up," in a cosmic sense, and Grimhæm, Nachtland, Niflæheim, and Thodheim as being "down." Compounding this confusion is the fact that, despite its positioning as a branch of Yggdrasil, Sommerfæth is typically considered to be the "heart of the Great Tree," as it is the point of origin for all of the gods, who are believed to have created life upon the Middle Court. Furthermore, the people of Grimhæm, Nachtland, and Tieferhæm believe that they live in Midgard, with only a tiny minority of them aware that their respective worlds are, instead, reflections of possible outcomes of Ragnarök.

Unlike most campaign settings, **Rhune: Dawn of Twilight** is not a heliocentric mirror of Earth. Its axis (its prime material plane) is a massive cylinder, represented as the trunk of the Great Tree, upon which Midgard (the Middle Court) dwells. Its two celestial bodies Mhyr (the moon) and Heidra (the sun) orbit it, the stars and constellations suspended in an ocean of black that separates Neinferth from all that still lives. Because of this, most of the maps of Midgard are incomplete, as even the bravest of men and women have yet to sail to the edges of the great oceans. And if anyone has, no one has returned to report their success. Still, many *Vitkarr* council that sailing in search of such is a fool's errand, since the great oceans wrap around the trunk of the Great Tree, connecting the East to the West.

Because so this, GMs are free (and encouraged) to adapt **Rhune: Dawn of Twilight** to fit their individual needs. They are welcome to add their favorite cities, ports, towns, and hidden islands to the world map, populating it with new places (and people) to be discovered. Likewise, GMs are free to remove parts of the Middle Realm if it suits them, but should be mindful that doing so might upset some stories, as many of these places are woven into the overall campaign setting. In cases where such change is required, substitution is probably the best overall option.

Ragnarök & the Grand Convergence

In traditional Nordic myth, Ragnarök—the Twilight of the Gods—represents the final conflict between the gods. It is war like no others, a total war that pits brother against brother, giant against god. Ragnarök is the age of wolves, the age of woe and weeping, the time where scavengers clean the bones of enemies and allies alike—hoping to survive a scant, few more hours. Of course, for others, this is their life's goal, the aim of all their hopes and dreams—the final battle, the good fight. For the honored dead in the Great Hall, who hear the call of battle on celestial horns, this is what it means to truly live and die in the service of those who they love most. For the Thrall Lords, Ragnarök is the final, desperate grasp; the last act in a play they have been writing since they first penned their celestial rebellion.

Of course, Ragnarök is more than just a grand battle that spans the Great Tree. Ragnarök is, itself, a celestial event—which many *Vitkarr* have started to call the Grand Convergence. Explained simply, the Grand Convergence is the gradual alignment of the various realms with one another. As these realms converge, they slowly begin to form bridges, manifesting as strange locales on particular realms that fall outside of their normal environment. Midgard, for instance, might manifest a shadowy keep as it slowly converges with Nachtland and Niflæhem might manifest a flowery grove as it converges with Sommerfæth. How and where these bridges between the realms manifest is still unknown to most, but some *Vitkarr* have begun to study their patterns, hoping to unlock more of the mysteries that revolve around Ragnarök.

When the time of Ragnarök is finally at hand, all of the Nine Realms will exist in a perfectly continuous metaphysical line, enabling free travel from any one world to any other, by all beings throughout the entirety of the Great Tree, merely by willing it so. A southern farmer may, if he wishes, wander directly into the heart of Sommerfæth—though he will learn, to his peril, that the forces of the Thrall Lords do so with equal ease. Still, the final battle will be fought upon Midgard, the living heart of Yggdrasil. Whoever controls Midgard when all is said and done will set the tone for the world and the age to come. When that dread hour comes, Mhamnoch's icy prison will shatter and he will bestride the Middle Court like a murderous titan, heaping ruin and devastation upon his foes (and none can say whether or not he accounts his fellow Thrall Lords among that number). Even the souls of the honored dead will not be immune, and these courageous spirits will face a final, terrible dissolution upon the battlefield, fighting not merely for their descendants, but also for their right to exist when the last blows have fallen and the slaughter is, at long last, finished.

No matter the outcome, the world that was will be gone when Ragnarök is over, and the victors, alone, will determine the shape of the world to follow after it. If the *Æssinyr* are victorious, then a glorious new era will begin for all of the goodly folk of the Great Tree. If, however, the Thrall Lords triumph, then only horror, despair, and death await the people of the Nine Realms, and it may be that Yggdrasil, itself, topples in flames and the roiling horror of Neinferth devours all, leaving only an eternally shadowed wasteland, utterly devoid of life, with no slightest trace of evidence to tell of the worlds that once thrived there.

Nachtland
Briglæss
Sommerfæth
Niflæheim
Neinferth
Midgard
Neinferth
Tieferhæm
Grimhæm
Thodheim

Design Note: The Clockwork Gates

The Clockwork Gates are mentioned throughout this book, but their actual locations are only mentioned on a few, particular occasions. This is intentional. One of the things I wanted to do when I designed Rhune was to empower storytellers (not restrict them), so I decided to keep certain themes and iconic elements in the setting somewhat fluid. The overall intent is to let GMs put the Clockwork Gates where they need them to be, not in predetermined locations (with the exception of the Bilröst Gate). As a result, you won't find any of them on any of Rhune's various maps, and those mentioned in the text need not exist in the given locations if the GM feels moving them makes for a better story.

Planar Travel

Planar travel should be rare and special in **Rhune: Dawn of Twilight**. While planar travel is possible, leaving Midgard is a dangerous task that commands special attention. Only the most powerful runic masters—known as *Vitkarr*—are able to "Walk the Tree" and even they rarely do. Most realize, in their wisdom, that the celestial realms are as deadly as they are majestic to the uninvited. Those *Vitkarr* who elect to travel to the realms beyond Midgard must do so through either great personal sacrifice or by using one of the very rare Clockwork Gates, most of which are hidden. Doing either grants access to a number of the Nine Realms, although sometimes travelers do not arrive at the destination sought. Some of the Thrall Lords' servants also travel the Nine Realms, although their travels are generally restricted to Grimhæm, Neinferth, and Niflæheim. Mortals traveling to these realms are known to "Walk the Night Side" and often find death as a result. Those with the luck, stamina, and will to survive that journey come back changed, altered by forces alien to Midgard.

The reasons for journeying from one plane to another are myriad, but seeking the counsel of the gods is a fairly common reason for attempting the passage. Those who set out in hopes of hearing the wisdom of the *Æssinyr* (or, for those who are truly foolish, the terrible lore of the Thrall Lords), however, often discover that the gods have little time—and, typically, even less inclination—to offer their knowledge and profound cosmic understanding directly to supplicants. Indeed, most gods find this sort of thing immensely presumptuous; for, have they not already given mortals what guidance is necessary to live worthy lives, in the form of their holy books? In the unlikely event that one of Rhune's divinities is willing (and able) to make the time to commune directly with a seeker, it is almost invariably because the knowledge sought makes a direct and forceful impact upon the very fate of the Nine Realms (and, quite probably, the course of the terrible final battle of Ragnarök.)

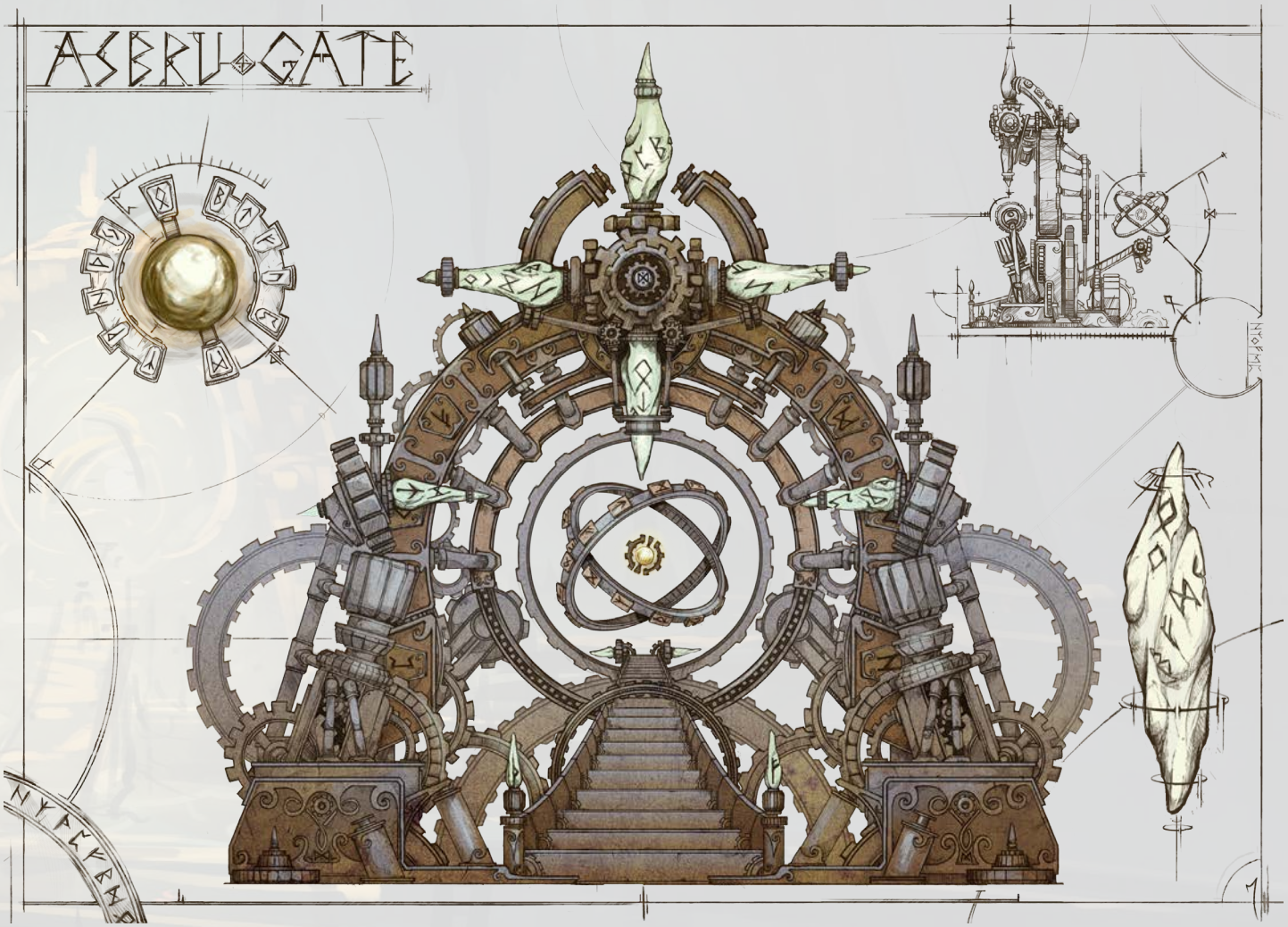
Others Walk the Tree to find specific individuals among the dead. Those who perished with honor can usually be found in one of the realms controlled by the *Æssinyr*, while those whose lives and deaths were shameful, cowardly, wicked, or otherwise unworthy end up in the domains of the Thrall Lords. A *Vitkarr* or other planar traveler may wish to gain the counsel or blessing of an ancestor among the glorious dead, and must traverse the Great Tree in order to do so. Conversely, one possessed of as much valor as charity might want to retrieve a damned soul from the clutches of the Thrall Lords, and need to enter into the jaws of direst peril to attempt the rescue. Those who undertake these journeys typically learn that wanting and achieving are two very different things. After all, who can say for certain which realm called out to a given soul at the moment of death? These things are not easily kenned by mere mortals. And, even if a wanderer finds the spirit he seeks, there is no guarantee that a blessed ancestor will give good advice (or any advice, at all!), or that a fallen soul can be saved. People of the Middle Court who try to impose their will upon the other branches of the Great Tree in such a manner must always prepare themselves for the possibility of the deepest disappointment.

Others venture across the length and breadth of Yggdrasil in search of treasure, powerful magic, or strange technologies. Depending upon their methods and their motivations, these adventurers may be greeted across the worlds as bold explorers, or reviled as base plunderers. Walking the Tree in search of power is a worthy objective, and one to be praised by the *Æssinyr* and their servants when it is undertaken in a spirit of reverential bravery. The skalds tell many stories (most of them no doubt purely myth, but enough of them at least partly true to warrant emulation) of heroes who crossed the barriers between worlds in search

of enchanted swords for slaying giants, spells for restoring life to blighted lands and so saving folk from slow deaths by starvation, and grand clockwork devices capable of turning the tide of mighty battles against the savages of the North. Just as many tales, however, tell of villains who sneaked into the halls of the gods to steal powers not meant for mortals. These stories frequently end in tragedy, as the pilferers are undone for their own greed—they find that their ill-gotten gains fail them in the crucial moment, or that their stolen spells are cursed, or that the devices they've taken require the most terrible sorts of costs in order to function. Thus, those who journey the branches of the Great Tree seeking material gain do so at their peril, and are advised to do so only in a spirit of honor, and to accept that they may come away empty-handed (or, at least, perhaps with some treasure other than whatever they intended to gain).

Exploration is another common goal for the uncommon planar wayfarer. The people of Midgard know comparatively little about the other branches of Yggdrasil, beyond what is written down in often ancient and mutually contradictory accounts. The *Æssinyr*, for the most part, find curiosity to be a laudable characteristic, and intrepid journeys into the unknown to be honorable, for they require courage, keen wits, and a willingness to open one's mind to possibility. Just as is the case with Midgard, the other realms of the Great Tree can be successfully mapped and chronicled, and some mortals consider the task to be an exercise in worthy scholarship. Some seek safe (or safer, at rate) routes through perilous worlds, while others wish to discover the yet-unknown features of these foreign realms, and still others consider the possibility of strategic and tactical advantages for the coming of Ragnarök. Exploration comes with its own challenges, however, and not all of the denizens of any given realm are necessarily amenable to having the ins and outs of their respective worlds known by outsiders. This is, of course, a given for the planes controlled by the Thrall Lords, but even some of the faithful of the *Æssinyr* (and, indeed, even some of the *Æssinyr*, themselves) might object to idly sitting back and watching mortals lay bare all the secrets of the worlds.

Lastly, both happenstance and necessity may drive mortals out into realms beyond their own. Perhaps a hated foe has fled to the burning hell of Thodheim, and his



pursuers dare not allow him to hatch whatever foul scheme he might be concocting in the domain of the Queen of the Feast. Or, maybe, a beloved liege suffers from a mysterious illness and the only cure can be found in the form of an herb that grows only in the very garden of Alnara, herself. It might also be the case that mortals are forcibly hurled into a world other than their own, and made to search for a way back to the Middle Court. Though the magics and technologies capable of doing so are rare, they do exist, and dastardly foes who believe themselves incapable of besting others by force of arms may settle for casting them across the worlds to another branch of the Great Tree, and then simply hoping that the natives of another realm can finish off their enemies for them.

Planar Keys

While traveling to the Realms Beyond often requires the use of one of the various Clockwork Gates or powerful spells, there are locations across Yggdrasil that open—like flowers to the morning's light—to special keys, creating temporary gates to bridge the various realms. While these keys are sometimes items born of those distant realms, some *Vitkarr* report that the runes themselves, when bound together and infused with mythic energy, will sometimes function in place of these planar keys. Other *Vitkarr* report that certain *jötunstones*, when combined with specific spells and empowered with other rare items (like red mithral) will reveal and open these gates, creating portals to new lands in otherwise inconsequential places.

The nature of these planar keys is always left up to the GM, but these keys should always be strange, odd, and wyrd. Moreover, their acquisition should generally be the result of a lot of the PCs effort (or a great deal of luck).

The Nine Branches (or Nine Realms)

The Great Tree is composed of nine distinct realms, each represented as a part of the tree. Four of these realms are represented as its branches, three as its roots, with Midgard representing its trunk—the axis of all that is. Only Neinferth represents a part of the tree that is not, occupying the space beyond what is known. Each of these realms is distinct and highly unique, but each and every one of them stands relative to Midgard. While some of these relative qualities are not always obvious, many of them are observable—especially over time—to those who frequent the Great Tree.

In addition to being the dwelling places of the Old Gods (and the Thrall Lords), some of these realms occupy unique places within Rhune's overall cosmology, acting as asymmetrical points in time and space that, while fixed and relative to Midgard, represent it in the eternal present, its shadowed past, and its potential futures. As a result, some of these realms appear as twisted, almost vulgar mirrors of Midgard while others appear as peaceful, unified versions. These variations are not always apparent, especially to those bound to a particular realm. For those on Nachtland, for instance, life has always been a strange, shadowed existence that would appear horrible and bleak to those who hail from Midgard. Of course, the opposite might be said of those who live on Sommerfæth, were they so unfortunate to be stranded on Midgard. Likewise, within the realm of Tieferhæm, Ragnarök has always already happened—there was never a time before the final battle, even from the first moment of Tieferhæm's existence; even though the scattered histories of that world refer to such an era. Thus, much of the nature of reality is to be found in the eye of the observer. The inhabitants of these realms—those that have *Vitkarr* of their own, anyway—have their own perspectives on the cosmology of the Great Tree, which explains for the events of their own respective worlds and the state of the various other realms.

Ultimately, how these various realms are portrayed is dependent solely upon the GM, who controls the overall narrative of any given story. Of course, some of these factors are logical, as well. For instance, as the Ragnarök Clock ticks down, these realms slowly begin to convergence and these changes become more noticeable. The closer one gets to the Ragnarök, as prophecies are fulfilled and miracles worked, the stranger things become.

Hidden Branches

Like any living tree, Yggdrasil sprouts new branches from time to time. Most of these amount to little—the metaphysical equivalent of shoots of small size and perhaps just a few leaves. Because the *Vitkarr* are so few and because travels to even the known realms is, for the most part, unreliable and perilous, however, most of these branches go wholly unknown and unnoticed by mortals, and maybe even by the gods, themselves. Certainly, no Clockwork Gates are keyed to these lonely realms.

Like the various greater realms of Yggdrasil, outside of Midgard itself, these hidden branches tend to reflect visions of Midgard as it might have once been, or as it might yet be in the wake of Ragnarök. Peoples unknown to the Nine Realms exist on some of these branches, though their numbers tend to be few, and they often exist in a primitive state, whether through the newness of their worlds, scarcity of resources, or suchlike.

Perhaps the most curious theory among the tiny minority of *Vitkarr* who know enough about the subject to contemplate it is that one of these fragile young branches of Yggdrasil may one day, after the devastation of Ragnarök is finally done and over with, be needed to give life to a new Great Tree. Nothing transpires among the realms without purpose, after all, and those who study the wisdom of the *Æssinyr* know that even the smallest thing can grow to become mighty when it is tended with skillful care.

MIDGARD: The Middle Court

To planar travelers—who are generally a rare lot in Rhune—Midgard is known as the Middle Realm, Axis of the Nine Worlds. It is the anchor point of these nine worlds and the flow of time on these other realms is relative to Midgard, where it flows like a clockwork river. On Midgard, time is generally measured by the passing of Mhyr, although the ælves of Ælveheim keep time according to the Ragnarök Clock, which keeps time with infernal precision, ticking down the time left remaining until the inevitable arrival of the final battle. The average person, however, needs no greater understanding of time than whether it is morning, evening, or the middle of the night, and when the seeds for harvest must be sown, or when first frost is expected.

To the people of the Middle Realm, Midgard is simply "here and now." The so-called "Middle Court" is home to nearly all of the races, both good and evil. In the South, these include automata, clockwork elves, humans, dwarves, ælves, aryandai, and glitterfane. When one travels further north, into the Fel Lands, most of the darker races—who have long served the Thrall Lords—lurk. These include giants, trolls, goblins, gnolls, hobgoblins, winter wolves, and whole tribes of cannibalistic human barbarians. If ælves or dwarves of any sort are to be found amongst the wastes of the Fel Lands, they remain unknown to the more civilized folk of the South, and it is highly unlikely that the North has ever hosted any society of sufficient sophistication to give rise to beings such as automata.

For the most part, the people of Midgard are aware of the existence of the other realms, but only in the sense that they have grown up on stories of these distant, supernatural lands, and the average person doesn't tend to think of, say, Sommerfæth or Nacthland as a place to which one can actually travel—to such folk, these are the realms of the gods, just as Midgard is the realm of mortal men. Wiser and more learned sorts may understand, in a vague and academic way, that travel between the realms is possible, but difficult and highly hazardous, and they tend to think of such journeys as the sole province of legendary heroes and other figures of great power and profound courage.

What most mortals do not stop to consider, however, no matter how refined their learning, is that the rest of the Nine Realms exists, essentially, both for and because of Midgard. All such worlds are defined primarily according to how they differ from Midgard, the trunk of the Great Tree, and the pillar that upholds all that is. None of the other realms can possibly survive without Yggdrasil—even the endless emptiness of Neinferth can exist only because it stands in a state of opposition to the state of being embodied by the Great Tree.

Planar Features

Axis of the Nine Worlds—Midgard is the center of the Great Tree, with all worlds and realms mirroring it in some form or another. As a result, it is dimensionally stable with normal time. Although some realms (like Nachtland) do occasionally manifest natural connections to Midgard, these are always passive on Midgard, requiring denizens actively cross over into those realms of their own free will. As the time of Ragnarök draws near, it is said by the learned that these barriers will erode and eventually collapse. Wise folk have long speculated upon the fate of Yggdrasil as a whole if Midgard were ever to be truly destroyed, and many of them believe that the Great Tree would collapse without the Middle Court to give structure, substance, and meaning to all of the other realms.

Garden of the Gods—Nearly every form of flora or fauna can be found on Midgard, with transplants from other realms easily adapting to its rich soils. Furthermore, the vegetation on Midgard tends to be ripe and succulent, making it exceptionally easy to enchant with magical properties. In fact, because of the numerous strains of magical fruits developed by both the ælves and dwarves, some travelers have even discovered naturally occurring patches of healing fruits. Unfortunately, the deleterious influence of the Thrall Lords has also left its mark on the natural world of the Middle Court, resulting in venomous animals, poisonous plants, and other living things, which have grown twisted and harmful in nature.

Plain of Vigrith—The Plain of Vigrith is a place of mythic importance, the place where Ragnarök starts. Although it currently matches none of the locations on Midgard—at least as far as most *Vitkarr* can tell—it is said to be a cold, wet place. This fact alone invites many *Vitkarr* to speculate that the Plain of Vigrith is actually located east of Jötunheim, somewhere in the Black Ice Wastes. Whether or not this is true, only time will tell.

Locations of Midgard

The entirety of the known lands of the Middle Court is detailed in **Chapter 4**. It is a place of many cities and peoples, encompassing two continents and several islands. These are just the known lands of the Middle Court, however, and it is possible that lands yet unknown to the peoples of either South or North are to be found across the broad, trackless waters of Midgard's vast seas.

BRIGLÆSS: The Glimmering Lands

The home of Alnara, Briglæss is a glimmering, gentle realm filled with bubbling brooks, rolling fields, peaceful forests, and open glades. While architecture is rare, the few monuments that do exist here tend to be light and flowing, employing thin arches and even thinner spires. At the heart of the realm rests Alnara's Celestial Court, an open amphitheater filled with creatures of all sorts, including her beloved glitterfane. Giants, forgiven and blessed by the Queen of Mercy, talk quietly and even make merry with friendly goblins, redeemed gnolls, steadfast *Vættir*, and noble ælves. In the Glimmering Lands, all folk are made welcome in a spirit of friendship, love, and compassion, and the travails common throughout the rest of the Great Tree are easily put aside and forgotten.

As a place of wisdom and foresight, this realm represents the enlightened victory at Ragnarök, with the servants of the *Æssinyr* sundering the enemy's will to fight before the conflict comes to a violent climax. In this unlikeliest of futures, even the very Thrall Lords have forsaken the path of violence and ambition, and all of the evils inflicted upon the world by the taint of Neinferth are as though they never were. Those who seek forgiveness or to undo their terrible deeds before death, especially in Alnara's name, often earn a place here in the afterlife.

Many of the natural-born denizens of Briglæss, on the other hand, have never so much as seen a weapon, let alone beheld one drawn in anger. The very notion of violent conflict is alien to quite a few of the natives of the Glimmering Lands, though—as Ragnarök approaches—that sort of innocence and naivety becomes less and less tenable.

It is uncommon for the other *Æssinyr* to visit Alnara in Briglæss, as her philosophy of pacifism does not sit especially well with most of her kin, and they tend to see the realm as a fanciful and unrealistic wish for a future that cannot possibly come to pass. For her part, however, Alnara holds out hope that ruinous passions and the desire for violence can be undone, and even beings as twisted in spirit as the Thrall Lords can be coaxed gently back to the light of goodness. Above all else, Briglæss is the realm wherein the promise of universal contrition and forgiveness for past sins is not only possible, but indeed inevitable.

Planar Features

Lands of Light—A realm of light and healing, most visitors discover they recover twice as fast as normal while in the Lands of Light. All natural healing is doubled, and all spells with the healing descriptor are automatically maximized. Additionally, those spells with the light descriptor are cast at CL +2. Finally, spells with the darkness descriptor are reduced in duration by 50%, to a minimum of 1 round. Even nighttime in Briglæss is a time of resplendent illumination, as its reflections of Mhyr and the stars shimmer with a beautiful and otherworldly radiance, very nearly the equal of the light just at dawn or dusk. Creatures of shadow and death that somehow find their way into Briglæss feel intense fear and discomfort in the Lands of Light, and most such beings seek to escape from it as quickly as possible. The realm forces such creatures to take a mirror to themselves and to truly contemplate the evils of what they have done. Because of this, there may be no realm across the entirety of the Great Tree so despised (and dreaded) by the Thrall Lords as Briglæss.

The Great Diversity—While any sort of creature may be found here, nearly all of those who dwell here are aligned to the powers of good in some way or other. Creatures visiting the realm that are not good quickly discover that the realm marks them, with people of neutral alignments automatically shrouded in a soft, grey aura. This aura darkens to black the closer a visitor's alignment approaches chaotic evil. Visitors shrouding their alignment with magical spells or effects are treated as good creatures for the duration of their effects. Note, however, that creatures which would normally be evil in Midgard are not necessarily so in Briglæss. Alnara is all loving and all forgiving, and the denizens of her realm bask in her infinite compassion. Thus, visitors to the Lands of Light may be surprised to see helpful giants building shelters for the

needy, while goblin farmers wave greetings from their fields and offer fruit and cheese to passersby, and other beings considered to be servants of the Thrall Lords do their part to make Briglæss a place of joy and plenty for all.

The Secret Decay—Since the activation of the Ragnarök Clock, Briglæss has slowly begun to erode. The closer one gets to the edges of this realm (especially where it touches Midgard and Nachtland), the likelier one is to discover pools of nothingness—seemingly, bits of raw void. While many *Vitkarr* are still speculating how and why these pools exist, Alnara has since commanded her most trusted guardians to stand watch over these pools to ensure her subjects' safety, as well as to guard against intrusion. Indeed, the problem is now considered serious enough that some of the glorious dead from Val's Hall in Sommerfæth have been brought in specifically to guard against any potential attacks stemming from these bizarre and baleful phenomena. It is considered an auspicious duty among the honored dead, and many—particularly, those who have resided long within Sommerfæth and feel as though they have grown complacent awaiting their chance to do battle with the forces of evil at the hour of Ragnarök—are known to volunteer for the position. Alnara receives these all of these valiant souls with grace and appreciation.

ENVIRONMENTAL ADJUSTMENT

The secret decay that touches Briglæss's distant shores affects all that come too close, and this is especially true of the living. Living creatures within 100 ft. of these entropic pools do not heal naturally. Additionally, these pools siphon the ambient positive energy, reducing the effects of magical healing by 50%.

The *Vættir*—The Light Folk

The *Vættir* are a singular people bonded—in word and deed—to the *Æssinyr*. They are sometimes known as the Light Folk, as they frequently appear in the service of the Old Gods, either as champions or as messengers, often shrouded in a halo of celestial light. While many *Vættir* serve Alnara in Briglæss, many who thrive here serve the other Old Gods, as well. While most of the people who call Midgard home treat the *Vættir* as little more than Valkyries, that assumption couldn't be further from the truth. It is true that all Valkyries are *Vættir*, the reverse is not always the case, and many of the Old Gods' celestial servants are not bound to become the champions of heroes at Ragnarök.

Thralldom's End

At least some of those scholars who study such things believe that, somewhere amidst the boundless wonders of Briglæss, uncorrupted versions of the Thrall Lords exist, though these sages' opinions are divided in the matter. Some believe that these versions never drank in the corruption of Neinferth, and so never stopped being demigods, while others maintain that they are reflections of what the Thrall Lords will become if and when they willingly accept the forgiveness of their forebears and allow the evil to be purged from them. In the end, the discussion is almost entirely academic, however, as no mortal has ever beheld these beings, and it seems that no native of Briglæss that might know the truth of the matter has ever seen fit to give a direct answer to any questions upon the subject.

Even those rare souls who have been privileged to gain an audience with the All-Mother, herself, cannot get a straight answer to this question. Alnara's eyes grow misty with a long and abiding sorrow, and she invariably replies that the pain of it is too near her heart to speak of the matter, as though the Thrall Lords fell only yesterday—and, for all that mortals understand of how gods reckon time, it may indeed seem so, to her. Whenever the subject is brought to Alnara's attention, she has a tendency to grow melancholy for a time, and she often retreats into solitude in distant regions of the Glimmering Lands. None save perhaps her most trusted servants know what the All-Mother does during these times of reflection, and they are sworn to silence.

Locations of Briglæss

The House of Alnara—While all of Briglæss is Alnara's realm, she dwells primarily within a palace of staggering beauty, defying the word-craft of even the most gifted skalds. Most of those who attend Alnara's private residence are *Vættir*, though she is also served by the souls of a myriad of creatures who gave themselves over to her works in life. Each, she regards as one of her treasured and beloved children, and all are apportioned an equal measure of the All-Mother's boundless grace and thanks. Within the walls of the House of Alnara, violence is impossible—even the very thought of it disappears from the mind of the most vicious warrior or bloodthirsty savage. Instead, creatures within find that objects of contention become opportunities for mutual understanding and friendship, and all seem to find reasonable and compassionate ways of resolving their disputes without rancor of any sort. Even the most devoted servant of the Thrall Lords, brought into the House of Alnara, would find himself reduced to tears of sorrow for his misdeeds, only to receive comfort and reassurance from his fellow beings.

Alnara's Celestial Court—This is where the All-Mother typically gives audience to those visitors privileged to meet with her. Unlike Alnara's personal residence, those who come here retain the fullness of their free will (including the desire to do violence, according to a given supplicant's nature), despite the folly of such a course of action. Very nearly any of the myriad creatures attending Alnara would gladly sacrifice itself to spare her even the slightest chance of harm, and there are those who would strike down any such attacker, only to beg the All-Mother's forgiveness for shedding blood before her holy sight. When other *Æssinyr* absolutely must come to Briglæss, this is usually where they prefer to be received, as the pacifistic

influence of the House of Alnara seems to have an effect upon even the Old Gods, and that kind of influence tends to make such potent beings uneasy, for many reasons—not the least of which, the way in which it can cause them to question their perspectives, values, and objectives.

The Well of Light—Sages and learned *Vitkarr* believe that the vast pool known as the Well of Light, its graceful curves ringed by a low wall of shimmering silvery stone, is the source of starlight over the skies of Midgard, when Alnara stepped into its waters to bathe at the beginning of the world and the shimmering water fell from her body onto the vast darkness of the night as she emerged. The Well is a place of healing and purification, and legends among the glitterfane say that it was where the first of their people were created out of goblins who learned the ways of repentance at the feet of the All-Mother. Unsurprisingly, many glitterfane souls congregate at the Well of Light in death, and Alnara still sometimes visits to sit by the edge of its waters and to offer words of loving wisdom to all those who will hear her counsel. Some ancient texts in the Middle Court claim that drinking a vial of water taken from the Well of Light can cure *any* ailment of mind, body, or spirit, though natives of the realm who are asked typically warn against taking those waters from the realm without the express permission of the All-Mother.

The Silent Muster—Even in this realm of absolute peace, it is necessary to prepare for war. When Ragnarök comes, it will not spare Briglæss, for the Thrall Lords reserve no measure of mercy for even the most peaceful among those they deem their enemies. Thus, it has proven necessary for Alnara to permit the formation of a place wherein her faithful servants can prepare for the final battle. Placed well away from most of the settlements and other structures of Briglæss, the Silent Muster (so called because it is only rarely spoken of outside of its own walls) is where the *Vættir* and other faithful go to hone their martial skills. In particular, those people of Alnara's realm who are assigned to stand watch over the pools of void now infecting the outskirts of the world receive their training within the staid, unassuming structure. When Valkyries come from other realms to visit the Lands of Light—as they sometimes do; typically in the capacity of masters-at-arms to teach the denizens of Briglæss, the arts of battle—they are usually received and given lodging in the Silent Muster.

GRIMHÆM: Realm of the Fel & Fallen

This is the home of Felhorath and the dark future that awaits Rhune should the Thrall Lords win Ragnarök. Filled with burning and smashed ruins, Grimhæm is a hell-swept wasteland of slavery, rape and similar atrocities. Giants roam the realm, feasting on the weak and maddened, casting their wicked spears into anything that tries to escape. It is a realm where the strongest sacrifice the weak to survive, familiar ties dissolve, and nothing but the fires of chaos—sweeping across the ruined lands as Hellwinter Storms—rule the day. Honor and courage are nothing more than bitter lies in the Realm of the Fel and Fallen, and those who attempt to cleave to them learn that they are the only lies despised by Felhorath.

Like many of the Thrall Lords' realms, Grimhæm is a bitter reflection of Midgard, its cities ground to bone-dust and its denizens locked in a perpetual nightmare. Even those bound to the Thrall Lords suffer here, their pain sated only when inflicted on others. Thus, the worst possible scenes are frequently enacted here, the realm a stage for every imaginable atrocity. This realm, more than any other, crushes any semblance of love and companionship. For most people, only hate, selfishness, and the willingness to betray anyone and everyone at a moment's notice suffices to provide even a temporary semblance of safety and wellbeing.

With the exception of Mhamnoch (who remains locked in his icy realm) and Felhorath (who dwells here), all of the Thrall Lords occasionally visit Grimhæm, as a way of celebrating their impending savage victory over the *Æssinyr*, though they are unable to tolerate one another's company for long. Thus, such gatherings tend to be short and to the point—affairs of strategy and tactics across the Great Tree, rather than any sort of family reunions. When more than one Thrall Lord walks the lands of Grimhæm, even the most devoted servants of evil know to keep their heads down and to stay out of sight.

Planar Features

Hellwinter Storms—The first thing that most travelers note when visiting Grimhæm are the wicked storms—which the denizens call Hellwinter Storms—that sweep this hellish landscape. A combination of fire, ash, biting cold, and other violent elements, these storms inflict whatever damage a traveler is weakest against, all but ignoring the natural or acquired immunities (and energy resistance). Worse, these storms penetrate almost every barrier, working their way into every sort of natural cover. In terms of mundane protections, only construction specifically designed to guard against this phenomenon can provide any shelter, and even that must be regularly

repaired and replaced. Hellwinter Storms normally pass through quickly, lasting only 1d4 minutes. Sadly, they deal 4d6 points of damage (using whatever damage a character is weakest against) every round that they persist.

Vengeful Heat—A great deal of Grimhæm is very hot with temperatures easily exceeding 140 degrees Fahrenheit (see heat dangers in the *Pathfinder® Roleplaying Game Core Rulebook*™). Travelers that do not protect themselves from this heat (normally using some sort of magical protection) quickly succumb to its dangers. Paradoxically (as befits the duplicitous nature of Felhorath), spells with the fire descriptor are very difficult to cast, reducing a spellcaster's effective level (-2 CL). Note that, when the Hellwinter Storms pass through, however, the blistering heat may suddenly change to arctic cold, and it is also possible (though by no means guaranteed) that spells with the cold descriptor may suddenly become more difficult to cast (reducing a caster's effective level by 2). There seems to be no rhyme or reason to it.

Giant Overlords—If any could be said to rule this realm, it is the giants who serve the Thrall Lords. These massive creatures, some of them several stories tall, stagger throughout the realm, casting their spears into all they come across, feasting on those too weak to escape. While some welcome this end, most flee the giants, fearing that whatever lies beyond this realms is far worse than the horrors they currently know. Of course, even the giants kneel before the shrines to the Thrall Lords—Felhorath, in particular—lest they be punishes for their impudence. Still, the freedom to prey upon all of the other creatures of Grimhæm is quite a balm to whatever resentment they may feel at having to abase themselves before the gods of this nightmarish aftermath of Ragnarök.

The Bálfólk—Folk of the Final Fire

Beset on all sides by primeval forces, the Bálfólk are a race of survivors, tribal nomads who know the worst of Grimhæm's fallen cities and fire-blasted fields—the drifters of ice, fire, and ash. The descendants of Midgard's survivors, the Bálfólk are a race of people with genetic ties to the noble men and women who honored the Old Gods during Ragnarök. Many Bálfólk claim they have human, dwarven, and clockwork elven ancestors, or so that's what their shamans sing. Locked in a realm lost to the Old Gods, the folk of the final fire are grim-faced survivors, brutal warriors and animistic shamans, a people in decline whose only prospect of survival requires they be stronger, smarter, and more resourceful than those around them.

Physical

The Bálfólk are similar to humans in many ways and to some people, easily confused as the same—although each race has distinct features. The Bálfólk generally have broader shoulders and far less body hair. All Bálfólk lack facial hair, and many male Bálfólk remain bald throughout their lives (although a rare few are born with it). Bálfólk women are physically taller than their male counterparts and many are born with dark hair, with colors ranging from deep auburn to black, that they grow long throughout their short, brutal lives. Both genders tend to have dark eyes, with colors ranging from brown to black. Although physically strong, the Bálfólk lack the speed of their human ancestors—a fact that often makes their lives as nomads difficult.

Society

Bálfólk society is nomadic and tribal, with the strongest or most cunning warriors leading their fellows against their enemies—be those the Thrall-bound races that dominate Grimhæm or against other, weaker tribes. A society of scavengers, the Bálfólk spend most of their short lives roaming the ruined cities they once defended, collecting whatever they can to survive, before moving on. Accomplished survivors, Bálfólk value those who keep their tribes alive, often placing a high degree of value on warriors, whether cunning or strong.

Lacking a connection to the Old Gods they once honored, the Bálfólk rely heavily on their scavenger-shamans for spiritual guidance, much of which is focused on finding water and food, as well as shelter from the Hellwinter storms that frequently sweep the wasted lands of Grimhæm.

Relations

Alone in a realm that easily resembles a living nightmare, the Bálfólk distrust nearly everyone outside of their immediate tribes, and by extension, relate poorly with outsiders. This is compounded by the fact that Bálfólk are constantly on the look for the black-hooded "gatherers" that sometimes feign friendship. Logically, their distrust is not easily disarmed, and extends to both the natives of their realm and outsiders—even when the latter comes with

Bálfólk Racial & Cultural Assumptions

- The Bálfólk are a tribal people who will do anything to survive, up to and including devouring all sorts of prey, regardless of whether or not that prey is sentient.
- Bálfólk shamans enjoy a special place in their tribes, both as spirit talkers and as healers, although most shamans are reclusive at best. At worse, some trail their tribes, joining them only to enjoy the spoils of war or to warn them of danger.
- Bálfólk men and women pride themselves on their ability to dominate others, regardless of their gender. As a result, their tribes' gender dominance varies a great deal. Outsiders who interact with the Bálfólk quickly learn to make no assumptions when it comes to gender roles.
- The Bálfólk are excellent scavengers and many still possess a knack for the technologies their ancestors once used during Ragnarök.
- Although they possess the intelligence for it, few Bálfólk willingly study arcane magic, which many of them consider cursed. Bálfólk men born with hair are often also born with the power to wield sorcerous powers.

words of hope and friendship. This makes them hard pressed to expand beyond their small, roaming tribes, creating a social relationship with others that is distant and judgmental. When outsiders do win one of the Bálfólk's trust, it is an event that is personal, and rarely involves any fanfare.

Alignment and Religion

Bálfólk are by and far secularists, having long ago lost touch with the Old Gods. While they recognize the existence of the Thrall Lords, they actively avoid their attention, instead communing with the spirits of their ancestors—many of which are trapped in their forsaken realm. Overall, this fact, combined with the brutality of the realm, makes them a chaotic, brutal people who live day to day, doing what they must to survive. Although there are noble spirits among them, few have the strength or tenacity to act on that nobility.

Adventuring

For the Bálfólk, day-to-day life is less about adventuring and more about survival. While some of them journey out into the bleak North in search of Jötunnfell, most of the tribes wave off such expeditions as a fool's errand, dismissing anyone as little more than one of the dead. Still, a few hold hope, living on the whispers of shamans and the hope of a time free of the hellish storms that sweep their lands.

Names

Male Adich, Gnorrick, Hárji, Orthrinn, Stallgárd, or Valgeirr

Female Abella, Darthina, Njála, or Rósanna

Clan Blackstone, Forgefire, Hammerfall, Redwall, Runesinger, Watchwarden

Racial Traits

A weathered collection of scavengers and shamans, the Bálfólk are a rugged and weary people who spend their days scouring the ruined cities of their lands. While most seek out the basic necessities—water, food, and shelter from the Hellstorms that sweep the land, some go deeper into the ruins, seeking arms and armor. For the Bálfólk, this results in a desperate curiosity, a need that drives most of them to explore ruins others would pass over.

+2 Constitution, +2 Intelligence, -2 Dexterity

The Bálfólk are enduring and smart, but lack the speed and grace of other races.

Type outsider (native)
Medium Bálfólk are Medium creatures that have no bonuses or penalties due to their size
Normal Speed Bálfólk have a base speed of 20 ft. This is never modified by armor or encumbrance.
Darkvision Bálfólk can see in the dark up to 60 ft.
Hardy Bálfólk receive a +2 bonus to saving throws against poison, spells, and spell-like effects.
Spirit-Touched Bálfólk have a natural connection to the spirit world and enjoy the protection of a small coterie of familiar spirits. Once per day, as an immediate action, the Bálfólk can call forth his spiritual aids, gaining a +4 armor bonus that lasts a number of minutes equal to his Hit Dice. This is a supernatural ability.
Scavenger Bálfólk are adept at scavenging for everything, be that food or treasure. Bálfólk gain a +2 racial bonus to Perception and Survival skill checks.
Languages Bálfólk begin play speaking Celestial and Low Common. Bálfólk with high Intelligence scores may select bonus languages from any of the common tongues.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Bálfólk, female	4'6"	85 lbs.	2d6	x 4 lbs.
Bálfólk, male	4'5"	100 lbs.	2d4	x 4 lbs.

Alternate Racial Traits

Ruins Walker Some Bálfólk forego their connection to the spirit world and embrace the broken earth upon which they walk, gaining an eerie ability to disappear into the ruined landscape. Bálfólk who select this racial train gain a +4 racial bonus to Stealth checks whenever they are in an urban setting, ruined or otherwise. This racial trait replaces the spirit-touched racial trait.

Black-Hooded Hatred The black-hooded "gatherers" have long wrecked havoc on the Bálfólk. Some Bálfólk, in response, have developed a hatred that is pure and strong. Bálfólk who select this racial trait treat all black-hooded "gatherers" (regardless of class, race, or type) as their favored enemy, treating their Hit Dice as their ranger level for the purpose of determining any bonuses to hit, damage or skill checks. If the character with this ability has levels in a class that would also grant a favored enemy bonus against one of the black-hooded gatherers, this racial trait does not stack; instead, the character takes the better of the two bonuses. This racial trait replaces the hardy racial trait.

Locations of Grimhæm

The Palace of Lies—Some few of those *Vitkarr* who have dared to trespass upon the terrible lands of Grimhæm have discovered a grand and terrifying edifice, seemingly at the center of a never-ending conflagration of Hellwinter Storms. The ones who braved these elemental tempests and survived discovered a place of dread majesty, filled with unimaginable treasures. But those who dared to remove anything discovered that their ill-gotten gains became dross in their hands, crumbling to dust that choked the lungs, blinded the eyes, or afflicted the flesh with terrible boils and lesions. At the center of the palace sat an empty throne, and all who looked upon it simply knew, within their hearts—only after all of the pain and peril that they had endured—that Felhorath had never once sat upon it, nor issued any decree from within the walls of this terrible place; indeed, that he had never so much as set foot within it. That knowledge firm within their minds, the palace would then echo with the awful laughter of the Cursed One of the Deep.

Jötunnfell—The place is not much to look upon, even by the low standards of Grimhæm, but it is, nevertheless, one of the holiest sites of the Bálfólk. The ruined city has no name that the nomads of the realm remember, but its ash-choked streets are still strewn with the bones of the giants that laid waste to it, during the final terrible hours of Ragnarök. The shamans say that the valiant defenders of the city sold their lives at dear cost to allow others to escape—some of those whose descendants would, in time, become the wandering Bálfólk—and that they were victorious, even in death. To this day, the giants seem to regard the ruin with a sort of superstitious dread. The lesson of Jötunnfell is not lost upon the children of those who made it clear of the devastation in time, for they came to know that death is not necessarily defeat and life is not necessarily victory. Another, darker lesson haunts the place, as well, and the shamans, in their diligence, are certain to pass it down to those who seek their wisdom: honor and valor, alone, cannot keep a man alive, but they can certainly kill him.

Blodheim—The domain of High Thane Gangnur, Blodheim is a city of the giants, whose inhabitants are fed upon the captives offered to them in tribute by the terrified survivors who dwell just outside of the walls. The giants build fortifications to protect their thralls from the elements and the raiders who stalk the land, but they do so only as a means of sheltering livestock. Wretched masses crowd up against the outskirts of Blodheim, hoping only to survive another day of the Hellwinter Storms, and not to wake in the night with the black-hooded so-called "gatherers" at the foot of the bed, eager to offer their fellows up to the evil lust and endless hunger of the giant overlords. The defeated folk who live in the shadow of the giants subsist on whatever meager fare can be scratched out of the ruined earth, though it is not uncommon for people to resort to cannibalism during the frequent lean periods. The especially depraved and cunning sometimes earn entry into the city, to serve as carls to the giants. The giants sometimes reward those who are favored among this ill-omened lot with access to the gatherers' victims… either to be dragged into bed or thrown into the stewpot.

The Great Desolation—When the Hellwinter Storms came, they did not spare the North any more than they did the South, and the Great Desolation is what remains of the Black Ice Wastes in Grimhæm. Great foul lakes and rivers, choked with ashes, are all that remains of the formerly frozen land. Stinking mud covers the land very nearly everywhere that the vile waters don't, and all else is scoured down to bare basalt. Life persists, there, but it is of the meanest sort: blood-sucking worms, carnivorous mold, venomous flies, and other such grotesqueries. Even the giants shun the Great Desolation, for they have learned at great cost that the land will not be tamed, and that it can easily lay low even the greatest and mightiest of creatures. Rumors claim that small bands of ælves have found a way to eke out hardscrabble lives amidst the squalor, but none can say for certain whether there is any truth to the words, or if it is merely a fanciful tale told to keep kindled even the slightest foolish flame of hope in a world otherwise almost entirely devoid of such.

NACHTLAND: The Shadow Realm

Nachtland is the dark reflection of Midgard and home to Dark Leighhanna, who rules all of the shadows from her hidden stronghold: the Black Court. As visitors soon come to discover, the realm is a strange, haunted place that mirrors much of Midgard, only in twisted and malignant ways. Many of its southern cities are besieged by marauding ælves, while others are completely overrun by the dead. Most folk have turned to wickedness to survive, caring about their fellow men only inasmuch as doing so is of directly personal benefit. Altruism is as rare as bright light in Nachtland. By contrast, however, the North is a place of nearly unimaginable horrors, with only a few bastions of something that might be mockingly called "civilization" interspersed throughout. Rotting giants limp over frozen tundra, mindlessly killing anything that gets within reach of their withered hands, while terrible beings of living darkness slip into homes at night and snatch the breath from young and old, alike.

Most of the realm's architecture is in various states of decay, when not ruined altogether. A monument that stands fast in Midgard very well may lie toppled here. Places resonant with death—graveyards, battlefields, and the like—are often far larger in size in Nachtland than they are in the Middle Court. Despite the distances being the same as in the Middle Court between most cities, towns, and villages, settlements nevertheless somehow feel considerably further apart in the Shadow Realm. What's worse, the sun never really rises in Nachtland. Instead, an endless half-light permeates the realm, casting everything in the grey dullness of unnaturally long shadows. Over time, even the sounds of life become nothing more than muted whispers. Although this realm occupies the same place in the time stream as Midgard, time appears to pass slower here—often confusing travelers, who may believe that they've been gone for much longer than they have. This sense of distortion is not helped by the fact that some visitors to Nachtland find that they return from the journey with gray hairs or a slightly weathered look that might be attributable to age.

Planar Features

The Growing Darkness—Unlike Midgard, Heidra's light never shines in Nachtland, leaving most of the realm cast in perpetual half-light. Unless changed magically, all areas in this realm are considered to be dim light. While this is not a problem for most of the realm's natives (many of whom are born with darkvision), this can be a problem for travelers without darkvision (who suffer a 20% miss chance in combat). Some places throughout Nachtland are even darker, with a few being gripped by a pitch blackness that presses down upon even the brightest source of light as if to smother and extinguish it (causing those within to suffer from normal penalties for blindness if they lack darkvision). Some of these patches of deeper darkness wax and wane, while others are more or less constant. Moreover, everywhere across the Shadow Realm, spells with the darkness descriptor are automatically extended.

The Shadow Dragons—Dedicated to protecting the ælves, these massive creatures—woven entirely from shadowstuff—patrol the skies. While they are uncommon in the North, quite a few have taken up residence in the southern lands, where the ælves are most active. Unlike their sleeping counterparts on Midgard, these dragons thrive in the shadows and heal at an accelerated rate (most gaining fast healing or regeneration) as long as they are not exposed to direct light. Those people who are allies to the ælves of Nachtland *might* be overlooked by a hunting shadow dragon, but even that is not guaranteed, for these creatures are consummate predators, destroying any and all potential threats to their charges. Dark Leighhanna especially despises the dragons, for they hold her back from sharing the generous gift of death with the ælves of her realm. Thus, she richly rewards those among her servants who can offer proof of having slain such a beast.

Alchemical Light—Lacking a discernible sun poses a major problem for the people of Nachtland, especially when it comes to tracking time. While nearly all of the other realms mark the passing of time by observing Heidra's journey through the sky, Nachtland does not. Instead, its citizens track the passing hours with alchemically charged (and timed) glow-globes. These globes are generally red, blue, or purple, with each color lasting a full eight hours. Major cities usually have a public timepiece for these purposes (and they may change the colors of their lights

to mark the turning of seasons, or even just for festivals or holy days), while those dwelling in more isolated locales must attend to the time for themselves—some of the latter don't even bother with marking the passage of time, since one day in the wilderness of the Shadow Realm is exactly the same as the next, for the most part.

The Fetch—the Double

The fetch, sometimes known as the double or doppelgänger, is an individual who is the twin of an individual born on Midgard. This person is born on Nachtland at the exact same time as their twin on Middgard and is always a perfect copy of their twin, matching their height, weight, and general appearance. Their resemblance is perfect, to the point of confusing even longtime companions and loved ones. While few people on Midgard ever meet their fetch, those who do invariably notice something strange about them—they are always the exact opposite of them in some important way. For those of an honorable nature, their doppelgänger might be an ignoble bastard, while a reckless villain on Midgard might discover his fetch is a noble, lawful knight. How this opposition manifests in Nachtland is always up to the GM.

Fetches attempting to mimic (or otherwise supplant) their twin always receive a +10 racial bonus to Bluff, Diplomacy, and Disguise skill checks. Moreover, a fetch always speaks their twin's native tongues, in their dialect.

Why some *Vitkarr* ponder why Nachtland mirrors Midgard, some have went on to suggest that Nachtland might contain the doubles of countless other branches of the Great Tree, acting as the shadow copy of the tree as it evolves. Whether or not this is true is up to the GM, but if so, it could certainly make for interesting times when Ragnarök final comes.

Locations of Nachtland

The Black Court—Though most locations in Nachtland are largely static in position, corresponding to the structure of Midgard, the Black Court is an exception to that rule. This fortress of decay and dissolution—with tall, twisting spires stretching upward like broken bones jutting from raw, agonizing wounds—seemingly wanders at will throughout the land, manifesting hither and yon, as its mistress sees fit. One day, it might be perched atop a high mountain peak, and, the next, it blocks up a river rushing through a valley, or juts out of the shallow waters at the edge of the sea. Always, however, it is in an inaccessible place, hidden from prying eyes. Experienced *Vitkarr* claim that the goddess of Nachtland can move her fastness whenever and wherever she wishes throughout the realm, even when she, herself, is not present within it. Needless to say, the palace is extremely well-guarded, peopled by the Thrall Lord's most fearsome and trusted servants, including quite a few fetches of some of the more notable heroes of the Middle Court, twisted to the service of evil through the malevolent influence of the Shadow Realm.

Mordengard—Standing in Nachtland where the city of Vallingard exists in Midgard, Mordengard is a place of terrible cruelty and evil. The outer walls stand strong and tall—high enough and fortified enough not only to keep invaders out, but also to keep the wretched citizenry in. Inside those walls, however, everything is crumbling with a seemingly unnaturally swift march of years. Structures built ten years ago look to be weathered by centuries, and only the decadent nobility has the wealth necessary to keep its ancestral halls in reasonably good repair. The city guard is a roving gang of murderous thugs, paid richly by the upper class and permitted to slake its members' awful appetites upon the weak of Mordengard with near impunity. Only when the excesses of the powerful become severe enough that whispers of rebellion begin, is a scapegoat selected from among the worst offenders of the guard and dispatched in a spectacle of horrid public brutality both to amuse the common folk and to salve their wounds through a mockery of justice. Those lesser folk who persist in speaking out against their masters even after a public execution risk becoming the next example to be made.

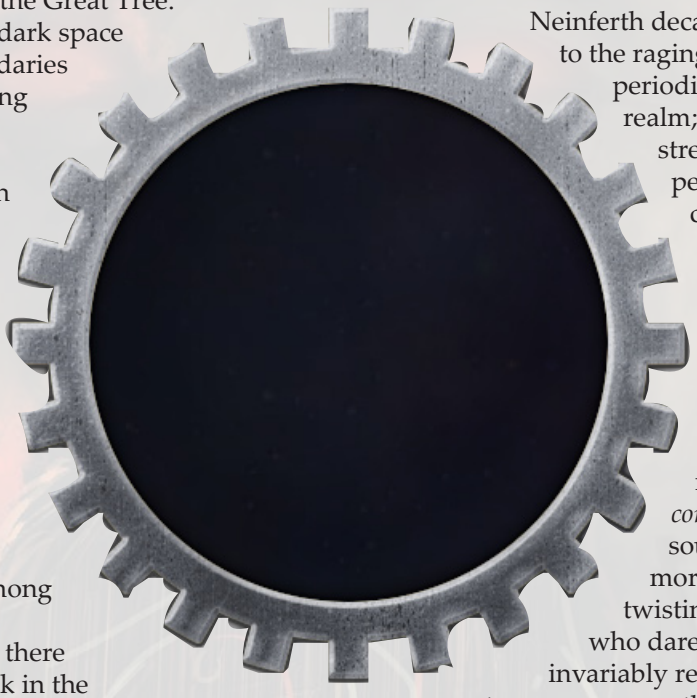
Blackfrost—The even darker mirror of the northern city of Icewall, Blackfrost is the center of Nachtland's thriving slaving industry, and likely the wealthiest and most powerful city in all the realm. Nearly anything that lives can be had for sale in Blackfrost, if the buyer's purse is fat enough. The city's slavers are a feared and elite military force, marching under a banner honored throughout the North as a symbol of power and prestige. Even southerners in Nachtland receive members of the Legion of Chains with courtesy and deference, lest they become next to stand upon the auction block. Canny traders claim that every coin minted in the realm has passed through Blackfrost at least twice, and coins (silver pieces, in particular) which have become badly worn and defaced with time and handling are known in many places throughout Nachtland as "slaves' tears." The Iron Lords of Blackfrost make an annual tribute of one thousand slaves to Dark Leighhanna, as a show of devotion. Few care to speculate what becomes of these unfortunate souls, and even fewer dare to ask.

Evernight Bay—An eerily calm stretch of dark water that sits where Starfall Bay exists in the Middle Court, Evernight Bay is thick with the longships of pirates who prey on the eastern coasts of the South and harry what few honest merchants dare attempt to move their wares across the waters of Nachtland. Given the terrible half-light of the realm, it is dangerously easy to become lost and run aground, as the coast can be damnably difficult to spot, save where settlements raise up lighthouses or other artificial sources of illumination. Indeed, "sailing Evernight without a lamp" is nautical slang in the region for

undertaking a dangerous action without due preparation. Many captains choose to do just that, though, for light attracts notice… and enemies, and many mariners would rather die with their lungs full of the sea than to fall into the hands of raiders and slavers—and worse—that plies these perilous waters. Shrines to Felhorath dot the shores of the Evernight, as the people who dwell along the coast make offerings to him in the hopes that he will seize those who prey upon them and drag them down to the depths in his loathsome embrace.

Neinferth: The Yawning Gap

Alien dreams and lost desires fill this empty, ethereal realm that many believe is the source of the Thrall Lords' power. A place of chaotic creation and equally rapid decay, Neinferth is the only realm not directly connected to the Great Tree. Instead, it occupies the distant, dark space around the Great Tree, its boundaries marked by the Great Tree's failing light. Few among the *Æssinyr* dare to travel here, for fear that whatever changed their children might also corrupt them, and eventually, change them. Those mortals brave—or insane—enough to venture out into this dark realm are likely to meet with an even darker fate; Felashurann hunts the endless black plains and twisting void storms of this realm.



If anything is actually native to Neinferth, even the wisest among the *Vitkarr* have yet to chronicle the existence of such. Certainly, there is some malevolent force at work in the Outer Void, but none can say if it truly possesses anything even approaching a consciousness or sense of self. Rather, Neinferth seems simply to be infected with raw, unadulterated cosmic evil. Perhaps it exists as a barrier to hem in all that exists upon and within the Great Tree, or perhaps it is merely a terrible accident of reality. None can say for certain what purpose Neinferth is supposed to serve in the great order of the universe, if any, though no creature, whether mortal or divine, is known to have ever passed through to the end of it to glimpse what lay beyond. Indeed, it may be that the Yawning Gap has no end, and that Yggdrasil is the lone light in what is otherwise a hateful and infinite darkness.

Many *Vitkarr* believe that the Ghoul Stone that hovers above the Ruined Cities on Midgard draws its power directly from Neinferth, acting as a conduit for this twisted realm. While none know for sure, this realm clearly displays ties to the entropic energies that animate the dead. If the Ghoul Stone truly is an anchor to the Outer Void, it is likely through that point that Felashurann will enter Midgard when the time of Ragnarök draws nigh.

Planar Features

The Dance of Chaos—Neinferth is endlessly malleable, its substance constantly forming and decaying from the primordial voidstuff that predates even the *Æssinyr* and the Great Tree. Neinferth is unlike any other realm on the Great Tree, its very essence reacts to the focused willpower of conscious minds. Any character on Neinferth can mimic the effect of create demiplane merely by exerting sufficient force of will (for example, a DC 20 Charisma check acts as *lesser create demiplane* cast at the creature's character level). These shaped areas of Neinferth decay quickly and are vulnerable to the raging storms of voidstuff that periodically sweep through the realm; few mortals have the strength of character to forge true permanence from primordial chaos.

The Corruption—A realm where reality itself bends to unconscious belief and half thought dreams creates a chaotic and mutable specter of life on Midgard. This essential insanity, which most *Vitkarr* simply call *the corruption*, is believed to be the source of all of the haunts the mortal and celestial realms, slowly twisting men and gods alike. Those who dare this realm and survive almost invariably return changed, some displaying strange powers, others displaying an insight that borders on madness. At the beginning of each day, a character on this realm must make a Will save (DC 20 +1 each cumulative day spent in the realm) or gain a random mental affliction. Once a character gains at least three afflictions, they are lost to the realm. The Issmær, alone, seem to be immune to this affliction, though none can guess at the source of their resistance, and even they seem not to know why this is—for them, it is enough to know that it is.

The Undead Lords—Not all those who visit Neinferth suffer its ill effects. Undead that dwell here find themselves empowered by the realm, because this realm is awash in entropic energy, granting all undead that dwell here the ability to quickly recover from their wounds. These undead gain fast healing (equal to ½ their CR, to a maximum of 5). Worse, anyone channeling positive energy to turn

or damage the undead does so at two levels lower than normal. Many master necromancers and would-be-liches devote their lives to finding a way into Neinferth, planning immortality in a realm controlled by their will. Instead most find themselves inexorably drawn to the master of the realm—Felashurann, the Wraith King. Undead who come under his sway forsake the last remnants of their humanity gaining dark and unique powers but quickly become slaves bound to their dark master's malice.

The Endless Dark—Those who travel to Neinferth discover that it is a place beyond the light of the Great Tree. No matter where one stands in this dread realm, it is possible to look back, toward Yggdrasil, and to see the light of all of the stars, as well as Mhyr and Heidra, shining in the distance, on the one side, and, turning back the other way, nothing but rolling dark chaos, broken only by the strange and often nightmarish realms deliberately crafted by Neinferth's denizens. This stark contrast between the light of the cosmos and the mad vistas of raw chaos is the surest sign to any traveler that he has walked beyond the boundaries of Yggdrasil and entered into a place that is dangerous and unclean. The only pockets of relative sanity and stability across the entirety of the Yawning Gap are those created by the Issmær—typically, as temporary staging grounds for their eternal crusade against the undead that plague every quarter of Neinferth. If the Maidens in Ice establish anything in the way of permanent settlements, any such places are utterly unknown to outsiders, and are likely to remain that way until the end of times.

Felashurann's Hunting Grounds—While all of the Thrall Lords were transformed into their current states in the awful crucible of the Great Void, Felashurann is the one among their number who chose to remain behind, and so became the closest thing Neinferth has to a master. He is perhaps the most active of the Thrall Lords within his chosen domain, endlessly on the hunt for new flesh to warp and transform into the undead horrors with which he bolsters his army for the coming final battle of gods and men. He also ceaselessly pursues his staunchest foes, the Issmær, who work tirelessly to put asunder all of the necromantic horrors that he creates. Unsleeping and relentless, Felashurann stalks the Yawning Gap, moving from place to place throughout the void with the practiced grace of a born predator long familiar with its territory. Even the most potent of the undead overlords receive their sovereign with obsequious deference when he deigns to alight upon their small kingdoms, lest they be destroyed for their impudence, while no one else is even remotely safe from his endless hunt.

The Issmær—The Maidens in Ice

The Issmær—or Maidens in Ice as they are often called—are a strange race of celestial beings from Neinferth, the Great Void. Although no one knows their true origins, some scholars speculate that the Issmær are the descendants of Lady Y'Draah's original ælven followers, explorers who walked too close to the edge of the Great Tree and succumbed to its strange, alien energies.

While the Issmærs' origin may remain a mystery to the various peoples of the Great Tree, one thing is certain; the Issmær are not ælves. While some Issmær resemble ælves, most appear more like weird humans awash in strange energies.

Physical

Issmær are physically similar to humans, with skin tones that range from a pale to a soft rose, and dark, almost ebon hair. Issmær men are physically bigger than Issmær women, although the latter are normally quicker and more agile—making them natural warriors. The most distinctive trait among the Issmær is their aura, which manifests as a shifting, almost intangible bluish-purple mantle of dimensional energy. This energy is present and visible whenever they walk the

Issmær Racial & Cultural Assumptions

- The Issmær are matriarchal society whose women lead their sisters and brothers into battle, jumping out of space itself and ambushing their enemies. Although male warriors regularly fight on Neinferth, they are rarely encountered on Midgard.
- The Issmær hate the undead and consider creatures that sustain themselves on any type of negative energy to be abominations. They often form raiding parties that destroy powerful undead on other branches of the Great Tree.
- Although the Issmær accept the existence of the Old Gods, few worship them. A rare few Issmær honor the Nornir, although more as celestial sisters than as true gods.
- When traveling on Yggdrasil, the Issmær rarely eat or drink, unless it is for pleasure. They are otherwise able to sustain themselves on the ambient energy of the Great Tree itself, a power that radiates from the tree which they call—*atferð*.

Great Tree, but fades the closer they get to Neinferth—disappearing completely on that branch of Yggdrasil. Although some Issmær can suppress this aura some, it is always visible to some degree or the other.

Society

Little is known about the Issmær, although those who have traveled to the Great Tree have done so as friends to the people there. Many Issmær tell of an ongoing conflict, a war being waged between their people and a group of ancient, undead lords who they call *Ginngröf*. Although they are often elusive in describing their home, they say this battle takes place in great, hidden folds within the Great Void itself. This conflict has forced the Issmær to develop a strong warrior culture, led almost exclusively by Issmær battle-maidens. Although many Issmær visitors report that their men are warriors as well, few—if any—are ever encountered on Yggdrasil.

Relations

The Issmær's relationship with most of the other races is cordial, although they have a particular contempt for those who pay homage to the undead, and an outright hatred of the followers of Felashurann—who hunts them without remorse in Neinferth. Because they bear some resemblance to both the humans and the ælves, the Issmær tend to approach them first in social situations, deferring to warriors in any group before all others (and often assuming that said warriors are the natural leaders of those they encounter). The Issmær are friendly to most of the various races, the Bálfólk easily repulses them for reasons they rarely speak about.

Alignment and Religion

Although disciplined in combat, the Issmær are hardly lawful and most consider the results of their actions to justify them. For some, this means doing whatever is necessary to accomplish their goals (often the destruction of their hated enemies), although many Issmær will attempt to respect innocents and avoid harming them unnecessarily. As a people, they have a strong military tradition based on surprise raids and guerrilla tactics, making them generally more chaotic than others. The Issmær are generally good people, although war does make some of them neutral, and occasionally, even evil.

The Issmær have a strange understanding of the Old Gods, as well as the Thrall Lords, and rarely worship either. When they do choose to honor the Old Gods, however, most of them venerate the goddesses of the pantheon, paying particular attention to the Nornir, Velluna-Akka, and Nayadia. The Issmær generally do not venerate Alnara, who they see as a naïve goddess. Few Issmær worship the male gods of the *Æssinyr*, although all acknowledge Oridynn as the Ash King, the God Who Walked in the Yawning Void.

Adventuring

Few Issmær have the time or freedom to adventure, as most are committed to their secret war in the Great Void. Those who do venture onto Yggdrasil often do so as part of a mission or to accomplish some goal that is related to their conflict in Neinferth. On occasion, Issmær survivors will flee the battlefield, seeking refuge on Yggdrasil while they gather the strength to return to their war. Issmær who flee their battlefields sometimes take up adventuring as a way to better themselves, looking to gain strength in arms, better weapons, and in some instances, strong allies.

Names

Male Alexi, Dima, Grigori, Igorri, Ivaon, Micha, or Pavel

Female Ayfa, Dashana, Dessa, Invana, Miella, or Natassa

Family Azza'Azarova, Ella'Vodovossa, Inna'Vershinna, Oyya'Zhabin, Ulla'Stillunna

Racial Traits

Sheathed in a bluish-purple light that fluctuates as they travel Yggdrasil, the Issmær are a beautiful but deadly people. Both fleet of foot and incredibly agile, these Ice Maidens commonly seek out their hated enemy, the undead, as well as any who channel the dark energy that sustains them. Although they are physically similar to humans in some regard, their fierce looks and otherworldly appearance normally ends most comparisons in short order.

+2 Dexterity, +2 Wisdom, -2 Charisma

The Issmær are as agile as they are strong-willed, but often lack the social graces of other people.

Type outsider (native)
Medium Issmær are Medium creatures that have no bonuses or penalties due to their size
Normal Speed Issmær have a base speed of 30 ft.
Darkvision Issmær can see in the dark up to 60 ft.
Friend of the Void The Issmær are used to the dark folds of the Yawning Void; they have both cold resistance 5 and negative energy resistance 5. Additionally, they gain a +2 bonus to saving throws against death effects, energy drain, negative energy, as well as spells and spell-like abilities from the school of necromancy.
Sense the Dead Issmær are naturally attuned to negative energy and as a result, can easily sense those who sustain themselves on it. Issmær may cast *detect undead* as a spell-like ability, at will. Issmær treat their total character level as their caster level when determining this ability's duration.
Languages Issmær begin play speaking Celestial and High Common. Issmær with high Intelligence scores may select bonus languages from any of the common tongues.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Issmær, female	5'6"	105 lbs.	3d6	x 3 lbs.
Issmær, male	5'9"	120 lbs.	3d4	x 4 lbs.

Alternate Racial Traits

Undead's Bane Some Issmær have cast off their natural resistances, choosing to instead strengthen their connection to the negative energy that infuses Neinferth. As a result, these Issmær have learned to strike true and hard against their undead foes. Issmær who select this racial trait gain a +2 racial bonus to hit and damage undead creatures. Additionally, when fighting undead, Issmær with this trait enjoy a +1 dodge bonus to their AC against those foes. This racial trait replaces the friend of the void racial trait.

Night Eyes Some Issmær cannot sense the undead, but instead are able to sense negative energy itself. These individuals gain the ability to detect negative energy (treat as *detect magic*, but with a 30 ft. cone that only detects the presence of negative energy) as a spell-like ability, at will. Issmær treat their total character level as their caster level when determining this ability's duration. This ability still allows Issmær to detect creatures that feed on negative energy (like the undead), but at limited range. This racial trait replaces the sense the dead racial trait.

Against the Undead

Unlike nearly all of the races that call Yggdrasil home, the Issmær do not prepare for Ragnarök, nor do they generally concern themselves with the aims or goals of those who do—unless, of course, those goals involve the destruction of the undead. For the Issmær, there is no greater task. While some Issmær are committed to the complete destruction of the Undead Lords of Neinferth and those who serve them, others have taken their battle to Yggdrasil, following the great lines of negative energy that link their home to it. As a result, many Issmær often align themselves with those who oppose the Thrall Lords, especially those who serve Felashurann and D'Iessha. These Issmær often use their ability to sense the undead, as well as negative energy, to great effect—seeking out these lines of power so they can destroy their foes where they gain their strength.

On Midgard, Issmær tend to appear at points of strong necromantic convergence—places like the Mourning Cliffs, the Ghoul Stone, and the Pale Tower. Most *Vitkarr* speculate that the Issmær's natural connection to Neinferth enables them to sense where their world manifests on Midgard, allowing them to easily discover these places from the space beyond the known universe. Many scholars also point to the fact that these locations are both natural and manmade; suggesting (and rightly so) that the actions people take on Midgard (as well as other branches of the Great Tree) directly affects the spaces beyond it.

Locations of Neinferth

The Iron Plain—Felashurann's sprawling demi-realm of slavery and twisted spires, populated by undead and voidflame constructs. Held by the Wraith King's indomitable will, the landscape is unchanging in its cruelty. The most powerful and favored members of Felashurann's undead court reside here, each one attending its own little fiefdom within the larger whole of the demiplane. Those who fall into disfavor with the Wraith King (or who are simply unfortunate enough to be present when one of his not-uncommon fell moods overtakes him) suffer fates too ghastly for mortal comprehension. In many ways, the Iron Plain is the reflection of what the Nine Realms would become in the wake Felashurann's ultimate victory: a place of vicious madness, abject servitude, and endless death, without even the faintest possibility of new life, and in which all things—whether men, gods, or whatever else—must eventually succumb to the siren song of the Great Void's chaos.

The Fall of Light—A spear of pure glory where Oridynn hung for timeless agonizing aeons in search of forbidden wisdom, this remains the only safe and constant point in Neinferth—for any who can find it and then survive for long enough to reach it, that is. Because the spear is the only part of the Great Void outside of Felashurann's direct control, it is the only landmark in Neinferth which can always be relied upon to be in a stable and constant location. On occasion, the Issmær use the Fall of Light as a rallying point, for the other creatures of the Neinferth seem to regard the radiant spear as a thing of absolute dread. Even the Wraith King treads carefully when his travels bring him close enough that its glow is visible. Some sages believe that a mortal being who dares the insanity of the Yawning Gap to impale himself upon the Fall of Light may gain godlike insight, and perhaps even a glimpse into the very mind of Oridynn, himself. Though the myth is a persistent one, however, one is hard-pressed, indeed, to find any willing to undertake the journey into Neinferth, even among the most valiant and resourceful of mystics.

The Chrysalis—This ragged, distended, leathery husk floating in the Great Void is believed by many of those who have beheld it to be the shed flesh of one of the demigods who became the Thrall Lords, left behind in a ghastly act of transformation that seemingly turned its former occupant inside-out. The Chrysalis is immovable by any being of lesser might than Felashurann, himself, and seemingly utterly indestructible. Those who spend any amount of time near the grotesque thing can feel almost palpable waves of pain and malevolence radiating outward from it, and some swear that, out of the corner of

the vision, its hollow eye sockets sometimes seem to stare at them hungrily. Even the Issmær consider it to be a sign of ill omen, and they will go out of their way to avoid being in close proximity to it, if at all possible. Interestingly, the Chrysalis can never be found within visual range of any demiplane or other at least semi-permanent fixture of the Yawning Gap—it is always a forsaken thing, lost by itself in the deepest reaches of Neinferth.

NIFLÆHEIM: The Realm of All-Winter

Niflæhem is a frozen realm encased in primordial ice that mirrors a Midgard seized by an endless winter. Glaciers slowly crush the once proud cities, chocking the heat and life from the frozen, barren lands below them. It is a bitter, white place filled with cold desperation and icy winds—a place where both heroes and gods fear to tread, lest the realm steal the heat and life from even the strongest among them. Nothing in this realm escapes the terribly cold winds that sweep across its icy plains. Not even the Clockwork Gates, normally powered by their own divine magic, are free of the realm's cold embrace.

Neither the *Æssinyr*, nor the Thrall Lords visit this realm, each knowing that it drains the very life and heat from all things. Worse, each knows that herein lays the sleeping Mhamnoch, caught in its lucid dream, awaiting All-Winter. Some sages believe that none of the gods—not the Thrall Lords, and not the *Æssinyr*—can tread upon the frozen earth of this realm without being devoured by it and encased in the same kind of prison that holds Mhamnoch, himself. If even the master of Niflæhem is a prisoner of its endless cold, after all, what chance does any other god have to resist the call of the ice? In addition to the hardy ice ælves, the Giants of Winter (some of them sleeping, and so few of them awake) also dwell here. These giants are dedicated to Mhamnoch in all ways, caring for their dark god's icy prison until it awakens from eons of troubled sleep. These servants of the Winter Prince do not suffer travelers well, either.

Planar Features

All-Winter Calls—Nearly all of Niflæhem is encased in ice, with temperatures easily dropping below—20 degrees Fahrenheit (see cold dangers in the *Pathfinder*® *Roleplaying Game Core Rulebook*™). Travelers that do not protect themselves from this cold (with either mundane or magical protection) quickly succumb to its dangers. The realm is filled with statues of these travelers, frozen solid, where they have died from exposure. Moreover, spells with the fire descriptor are very difficult to cast, reducing a spellcaster's effective level (-2 CL). Of course, the constant arctic cold means that only the scantest vegetation manages to pathetically cling to life in Niflæheim, so those who wish to survive for more than a matter of frigid, agonizing hours almost require some manner of fire magic to do so, or else an outright immunity to the biting winds of an endless winter.

Flues of Svala—The mountains of Niflæheim stretch into the cloud filled sky and out of sight—they are truly enormous, consuming the landscape not already swallowed up by snow and ice. Powerful gales dominate the upper troposphere, winds powerful enough to knock all but the strongest creatures from the sky. Over the millennia these incredibly powerful elemental forces scoured and bore against the gigantic alps of Long-Winter, driving into the very core of Niflæheim, creating sinkholes and a variety of treacherous terrain, all of it hidden under the a bed of soft, new snow. As perilous as the Flues of Svala are, however, they offer a tempting prize to those brave enough to dare their dizzying heights. The nooks and crannies of the stone can provide shelter from the shrieking winds, and, as difficult as the mountains are for man-sized creates to navigate, they are all that much harder for the giants to traverse, as their massive weight tends to send them tumbling back down in avalanches of unstable snow and ice. Though life on the Flues is all but impossible, they can provide a desperate traveler with a relatively safe place to rest, provided he understands the dangers of the place and knows how best to mitigate them.

The White Wyrm—Although Mhamnoch lies sleeping, locked in its lucid dream, its favored champion—Níðhöggroth—does not. This massive serpent tunnels deep below the icy surface, constantly looking to devour the ælves hidden there. It occasionally retreats to the surface to devour some of the Winter Giants, or when it senses travelers, to dine on them instead. In all the ages since the fall of the Thrall Lords, no creature has ever even come close to slaying Níðhöggroth, though not for want of trying. The ice ælves would kill the beast in a heartbeat, if they could, and even the giants fear and despise the creature

that so expertly preys upon them, as if they were mere mortals, and some of them have tried over the centuries to lay it low and so save themselves from its endless hunger. Still, Níðhöggroth survives, and it is unlikely that any ælf or Winter Giant will destroy it before the time comes for Mhamnoch's long slumber to end. Indeed, some believe that it is the White Wyrm, itself, that will shatter his icy tomb and rouse him to wakefulness with its terrible cry, only to serve as the Thrall Lord's steed when he besieges the Middle Court upon the day of Ragnarök.

The Ice Ælves of Niflæheim—Winter's Children

Originally from Midgard, the ice ælves of Niflæheim are the evolved descendants of the ælves who originally followed Lady Y'Draah in her celestial quest to locate their silent gods. Like many of the ælves who set out to search the Great Tree, the ice ælves were a brave group of explorers composed of hardy soldiers, inspired shamans, and accomplished arcanists. When the Thrall Lords trapped the ice ælves on Niflæheim in an attempt to wipe them out, they adapted, bonding with their new home in ways that even Mhamnoch could not foresee.

Today, the ice ælves are a culture of roaming winter warriors, ælves who have evolved in their frigid prison to become more than just survivors. Ice ælves now hunt the icy plains of Niflæheim like true natives, taking what they need while they search for a way home. At home atop frozen, windswept glaciers or tucked away in the arctic tunnels that weave below the frozen tundra, the ice ælves of Niflæheim are a truly resilient people.

Physical

The vast majority of ice ælves are tall, slight, and remarkably pale, with piercing blue eyes the color of arctic waters. Their hair is unnaturally stiff and rigid, tipped or highlighted by azure strands that mark them out as different from their brethren. A very few seem to have to escaped the touch of winter, with blue-black hair and with a bit more color to their skin. Ice ælves rarely travel with a heavy pack, and prefer to carry lighter weapons and wear lighter armor, staying as mobile as possible to make good on their natural finesse.

Society

Ice ælves are introverted and aloof outside of their own circles, traveling to and from settlements quickly and staying on the move (whether in groups or traveling alone). Their lack of concern for technology allows the children of the Long Winter to develop friendships with both ælves and clockwork elves. When it comes down to whether or not an item is worth carrying, the ice ælves quickly assess its value and utility—technologically advanced or enchanted, if it weighs too much, they don't care for it. Their intimate knowledge of icy terrain gives them valuable insight into walking on ice, avoiding sightless predators (like Noðhöggroth), surviving the freak snowstorms and other weather hazards, making them ideal guides in the cold wilderness.

Relations

While every year it seems one or two more of the ice ælves wander into Midgard, ice ælves are still quite rare outside of Niflæheim. When encountered, outsiders frequently mistake them for normal ælves and treat them accordingly. Those who recognize them tend to be far more genial and polite. Initially standoffish, once an ice ælf has accepted a companion or ally into their trust, they are stubbornly loyal and resolute to the cold, bitter end.

Heimilimark

On the cold branch of Niflæheim, the blood of *Thurisár* and *Æssinyr* spilled as it did on every other branch of the Great Tree, but the frigid conditions changed the very nature of these *jötunstones*. While they function like other *jötunstones*, *heimilimarks* are super conductive and creates no excess thermal energy when used, making them enormously valuable to technologically inclined adventurers.

Heimilimarks do not produce any heat, but internalize the natural cold of Niflæheim, giving the appearance of warmth through a constant, subtle endothermic reaction that only affects the environment, never creatures. They are more difficult to locate than normal *jötunstone* because of their ice-like color, smaller size, and the various planar effects at work. When found, an ice ælf with the right knowledge can use heimilimarks for powerful magic—like opening gates to other branches of the Great Tree.

Alignment and Religion

Ice ælves tend to be of neutral alignment, and many hold no particular allegiance to any of the deities. Some of the oldest children of the Endless Winter secretly honor their unintended leader, Lady Y'Draah, whom they see as a manifestation of the harsh goddess Velluna-Akka. Those who do, however, take care to hold their beliefs close, as many of the clades still hold umbrage against her for their current predicament. Even more rare are the cultists of Mhamnoch, adherents driven by fear to supplicate the *Thurisar*.

Adventurers

Unaffiliated with the war on technology and with a few of their member resembling their brethren in Midgard, ice ælves make excellent diplomats between the clockwork elves and the ælves, despite their generally cold demeanor. Survival is in the very bones of the slight folk of the snow, and each seems to have a penchant for exploration of any kind, be it by land, air, or sea. With a preternatural talent to resist the harshest rigors of the wilds, strong intuition, and chilling grace, ice ælves make excellent druids, fighters, inquisitors, and rangers.

Names

Male Biornólfr, Egill, Fálki, Guðmundr, Þórbrandr, Úlfr

Female Names: Álfdís, Auðr, Bera, Drífa, Halldóra, Ragnhildr

Racial Traits

Although their complexion is notably lighter, the ice ælves are similar to their kin on Midgard in many other ways. Ice ælves are a silent people who focus much of their attention on their immediate environment, binding themselves to it in ways very similar to their distant cousins. Unlike some of the other races from the Realms Beyond, the ice ælves aren't true outsiders, but are rather natives of Midgard who have been trapped on Niflæheim for a very long time. As a result, they have adapted to life in the cold realm, both in body and mind.

+2 Dexterity, +2 Wisdom, -2 Charisma

Ice ælves are nimble and have a natural cunning, but tend to be very cold to others and brisk in personality.

Type outsider (native)

Medium Ice ælves are Medium creatures that have no bonuses or penalties due to their size.

Darkvision Ice ælves can see in the dark up to 60 ft.

Normal Speed Ice ælves have a base speed of 30 ft.

Arctic Stalker While in arctic environs, ice ælves gain a +2 racial bonus on Perception, Stealth, and Survival checks.

Cold Resistance Ice ælves have been transformed by their time in Niflæheim and have cold resistance 5.

Elven Immunities Ice ælves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Heimilibound Ice aelves share a spiritual link with the *heimilimarks* of their tribe. As long as they remain within a few miles of their colony, they do not age. Additionally, they may freely use the spell *pass without trace* as a spell-like ability. Ice aelves that travel too far from their clade lose this ability and age at a rate of one year for every decade they spend in the outside world.

Snow Stride Ice aelves move through natural difficult terrain at their normal speed while within cold terrain. Magically altered terrain affects them normally.

Unerring Forecast After spending centuries in Niflæheim, the ice ælves have developed a keen sense of both atmospheric changes and minute variations in their surrounding temperature. An ice ælf can spend a standard action to predict the weather in an area for the next 24 hours. This prediction is always accurate, but cannot account for spells that might alter the forecast.

Fire Vulnerability Ice ælves are extremely well adapted to resist the effects of cold, but have developed a weakness against flames.

Languages Ice ælves begin play speaking High Ælven. Ice ælves with high Intelligence scores can choose bonus languages from any of the common tongues.

Alternate Racial Traits

Frost Tinged The Atsókn are a hard, long-lived clade that has defeated many of the predators that once hunted them. Ice ælves from this clade gain blue, hard skin that naturally deflects many attacks. Ice ælves who gain this racial trait gain a +1 natural armor bonus, but lose the elven immunities racial trait.

Ice Magic Unlike other ice ælves, the Vaurrs' constant exposure to heimilimarks has granted them strange, magical abilities. Some members of this clade can use *ice armor* and *stone shield* as spell-like abilities, each once per day. Whenever they use either of these abilities, the barrier they form is made of extremely hard, cold ice. Their caster level is equal to their character level. Ice ælves who select this racial trait lose the elven immunities and unerring forecast racial traits.

Snow Eater After centuries of remaining hidden beneath the tundra, some ice ælves from the Traust clade have developed a strange but valuable magical trait—they can eat snow and treat it as food. Known as snow eaters, the ælves can survive indefinitely off of nothing but snow. Snow eaters must consume four times as much snow as they would regular food in order to survive. Ice ælves who gain this racial trait lose the unerring forecast racial trait.

The Clade-Make

The myth tells of several clades stumbling upon the Clockwork Gate that brought the ælves to Long-Winter centuries ago; a massive creature, clearly of ill-intent and malevolent power, commanded legions of lesser abominations to clear away the constant snowfall upon the region. Knowing the value of the artifact to their people, they executed a meticulous and courageous battle plan—that was ultimately doomed. When it became clear that the monstrous leader was of deific power, they expended their *heimilimarks* in a powerful spell, trapping it and its minions in ice—sacrificing their own kin by the score. Seers and diviners have pieced together the dread creature's name, Drittsekk, and the blood of an ice ælf is said to run even colder whenever it is uttered.

Locations of Niflæheim

The Tomb of Mhamnoch—Perhaps the defining feature of Niflæheim, the Tomb of Mhamnoch is a miles-high ice mountain, in which the Prince of All-Winter sleeps away the ages, dreaming of his stratagems for the day of Ragnarök. The ice of the Tomb is dark blue in color, shading to a paler hue at the edges. Harder by far than granite or steel, it becomes opaque at a depth of several feet, so that none might presume to look upon the visage of Mhamnoch until his hour of triumph is come. Frost giants sometime make pilgrimages to this frozen heart of Niflæheim, and it is considered a mark of valor amongst them to do so, since Níðhöggroth returns often to check on its master's sleep, and it affords no greater consideration to giant than it does to man or ælf. The cold around the Tomb of Mhamnoch is such that beings devoid of either magical protection or else natural immunity to cold die of it in a matter of minutes, even if they are bundled from head to toe in the warmest of furs. It is as though the ice, there, simply devours warmth and gives nothing back in its place.

Grenhol—The ice ælves of Grenhol have built up the settlement of their clade into a small but mighty fortress, which is veiled with magic to prevent the giants (or, for that matter, the monstrous Niðhöggroth) from taking notice of it. Grenhol is formed of slabs of glacial ice, fitted together with fortifications of stone, and all of it enchanted to withstand all save the most determined and well-armed besieger. The clade's *heimilimark* is carefully sealed up within a vault in the heart of the place, and it is always under guard by no fewer than a dozen veteran adventurers, each with at least a single giant kill to his name. Those who wish to visit are conducted into Grenhol by way of a confusing series of tunnels, stairways, and switchbacks through the ice, and few are ever brought in or out the same way twice. So long as they behave with courtesy and do nothing to threaten the peace or security of the ice ælves living there, guests—especially those who come bearing gifts of potential useful items—are treated with a wary kindness.

Kaldrhæma—The Giants of Winter gather together in many different settlements, but none of these are as grand and powerful as the terrible city of Kaldrhæma. An unbroken line of kings has reigned over the place since the beginning, going back to the time when Mhamnoch first claimed Niflæheim as his own. In modern times, High King Thrülvaldi rules with the same iron fist that kept his forefathers in power. Unlike many ice giants, he is quite cunning, and he divides any potential enemies within his city and his household against one another with masterful skill. Indeed, even though his five wives despise one another, each is fiercely devoted to him, and each believes herself to be his favorite (and one of the children of her loins destined to sit on his throne when at last his draws his final breath). Over the ages, Kaldrhæma has had to rebuild several times, as the White Wyrm has stumbled upon the city repeatedly in its wanderings and left ruin and devastation in its wake. The giants, however, simply accept the occasional devastation of Kaldrhæma to be the price of holding allegiance to the greatest stronghold of their kind across the length and breadth of the realm.

Graymount—Tallest of the Flues of Svala, and perhaps the highest peak in all of the Nine Realms of Yggdrasil, Graymount rises nearly ten miles into Niflæheim's cloud-shrouded sky. The winds at the top are so cold and so strong that they can flense frostbitten skin from bone in hours (or even minutes, for those who are unprepared for the conditions, there), and a bucket of boiling water poured out will be flung off of the mountainside as a chunk of solid ice. Even inhaling the thin air without some way of first warming it can kill, causing the throat and the lungs to freeze. Rumors among the ice ælves say that there is—or was—a civilization to be found within the dark heart of Graymount. If such folk exist, perhaps they are distant kin to Midgard's dwarves; or, as is far likelier, perhaps they do not, exist, at all, and the stories are just that: stories. Still, the likelihood that such tales are mere fantasy does not dissuade the occasional small band of ice ælf youths from attempting to find this mythical "lost civilization," in hopes of discovering weapons, armor, and other equipment that might be of use against the merciless Realm of All-Winter.

Sommerfæth: The Forest Unburning

Hidden in the heart of the Great Tree, this is the home of the *Æssinyr* and their most trusted servants. Untouched by the shadow of Ragnarök, this realm is a place of primordial beauty. Its forests are vast and green, its mountains tall and proud, and its waters pure and deep. While much of the realm is unmarred by civilization of any sort, nearly all of the *Æssinyr* have courts here. These courts vary according to their tastes, and all of them remain hidden to everyone but their most trusted followers.

Sommerfæth is the world as it was at its beginnings, pure and unsullied by evil. It is Midgard as it might have been, had the demigods who eventually came to be known as the Thrall Lords never struck out into the Great Void and become twisted by Neinferth's malevolent spiritual energies. It is, however, also a realm largely devoid of the technological progress which has helped to make easier and more productive lives for so many of the Middle Court's peoples—a realm rather more akin to the ælven ideal than one which favors the works of dwarves, men, or clockwork elves. Still, it is a world of peace and plenty for all good and honorable folk.

Unlike many of the other realms of the Great Tree, Sommerfæth is a realm that does not—indeed, cannot—

reflect any possible future of the Middle Court. Even the most idealistic of the *Æssinyr* recognize that no victory over the Thrall Lords at the time of Ragnarök could be so complete as to return Yggdrasil back to the idealized blush of its youth. Instead, it is the vibrant image of a perfect and long-lost past, a reminder of why the *Æssinyr* fight, and of what it is they hope to preserve, in whatever small ways, when the dread hour of the final battle is upon them.

Dægr, Hothur, Oridynn, Nayadia, and Velluna-Akka all dwell here (and estates exist for Alnara and Velash, though they only rarely visit Sommerfæth), planning for the eventuality of Ragnarök and how they might best guide their children through the coming war. These dwellings are beautiful and grand, regardless of the proclivities of their respective inhabitants, and they evoke awe and wonder in the few mortals ever privileged to glimpse them during their lives. The mightiest works of Midgard's peoples seem as humble and ragged hovels compared to the magnificent edifices raised for the *Æssinyr*, and peopled not just by the gods, but also by the most faithful of their servants, who are permitted to dwell in the presence of their divine patrons while they await the clarion calls of the war horns that signal the arrival of Ragnarök.

Planar Features

Eternal Glory—The Forest Unburning is, quite literally, the best of all possible worlds. It is, in a sense, a world too good for mortals—too perfect in its myriad splendors, too pure in its majesty. Those who are privileged to look upon the vistas of Sommerfæth while they yet draw breath are invariably taken aback by the sheer magnificence of the place. Those rare few who have the opportunity to observe Sommerfæth over any long period of time realize that the realm doesn't really seem to change with time. After all, what can possibly come of altering perfection, save to worsen it? With the exception of the new souls of the heroic dead privileged to enter into the company of the *Æssinyr*, the Forest Unburning carries on in flawless changelessness, forever encapsulating the wonder and glory of the Great Tree in its infancy, before the corruption of the Thrall Lords and their insidious temptation of mortal races away from the path of duty, honor, and righteousness.

Gods of Light and Life—No one save perhaps the *Æssinyr* can say if Sommerfæth was the first of the Nine Branches of the Great Tree, though its preeminent position in the center of Yggdrasil certainly speaks to its importance in the overall scheme of things. Environmental extremes do not exist within the Forest Unburning; certainly, there are warmer days and cooler days, but never so much of either as would cause serious discomfort. Those who work magics pleasing to the *Æssinyr* find that their spells are considerably more potent than normal (+2 CL to spells with the good descriptor), while those whose sorceries are bent to wicked ends discover than the very fabric of the realm opposes them (-2 CL for spells with the evil descriptor). Furthermore, the denizens of Sommerfæth put great stock in the tenets of honorable behavior in thought, word, and deed, and those who are paragons of honor find that they are easily recognized as such by gods and men, alike, while those who wallow in dishonor are just as readily seen for the curs that they are.

Homeland of the Valkyries—Embodying courage, honor, martial prowess, and physical perfection, the Valkyries have their origins amongst the lands of Sommerfæth. No mortal sage knows which one (or more than one) of the *Æssinyr* created them, but it is generally believed that neither Alnara nor Velash was involved. Still, these heavenly warrior maidens are loyal to all of the *Æssinyr*, despite the fact that many are specifically pledged to the service of a particular god. The Valkyries' primary duty is ferrying the souls of Midgard's dead to their final resting place. In that capacity, some of their numbers are found in the realms of Briglæss and others amidst the chthonic depths of Thodheim. They rarely visit those branches of the Great Tree, which embody the various potential outcomes of Ragnarök, and almost never dare the madness-inducing realm of Neinferth, but they will go to these places if commanded to do so by any of the *Æssinyr*, or by their senses of duty. If there is a central location at which the Valkyries gather, not even the wisest and most inquisitive *Vitkarr* has ever found it, and they seem to roam at will across the Forest Unburning.

A Realm Unexplored—No matter how far a traveler wanders across the picturesque expanses of Sommerfæth, the eternal realm of the gods is also seemingly infinite in size, with room enough for all of the honored dead of the ages—of this and every age of Yggdrasil—to enjoy an eternity of camaraderie or solitary contemplation, as they wish. Because of the size of the realm, what traces of civilization exist in the Forest Unburning seem few and scattered, despite the fact that most of the personal estates

of the gods are larger than some of the greatest cities of the Middle Court. The *Æssinyr* and the Valkyries seem to be able to navigate the breadth of Sommerfæth in the blinking of an eye, when need be, and shortcuts exist between destinations, for those knowledgeable in such matters, but even the majority of the revered souls residing within the realm are compelled to travel more or less as they did in life if they want to get from one place to another. Not even the wisest and most traveled *Vitkarr* could ever hope to map the vastness of the chosen domain of the *Æssinyr*, living heart of the Great Tree.

The Hárálfr—The First Folk

Called the First Folk by those who know them, the Hárálfr are a people whose delicate features is matched only by their keen wisdom, a people who have walked with the Old Gods since the fall of their once beloved children. Natives of Sommerfæth, the Hárálfr bear a striking resemblance to the ælves, leading many who meet to believe the two races to be one in the same, a comparison that often produces a knowing smile from both. Whether or not this is true, the two races do share a sense of kinship and most Tree Walkers who meet the First Folk suspect they very well may be the roots from which the ælven race grew.

Physical

Hárálfr bear a striking resemblance to ælves, albeit with features that are often sharper and more striking. Most stand a foot or better over the ælves, and nearly all Hárálfr enjoy delicate skin tones that range in color from the lightest of alabasters to the richest shades of cocoa. All have long, silken hair that range from earthy browns to sunset yellows, kept in a variety of styles befitting those who walk among gods. Although some Hárálfr are of heavier stock, these individuals are few and far between, as Sommerfæth demands less of those who walk its blessed woodlands.

Society

The Hárálfr are an open people, dedicated people. While their demeanor and position might suggest certain aloofness, walking in close proximity to the gods that birthed them, they are surprisingly open and warm. Most Hárálfr go to great lengths to accommodate travelers and outsiders, treating guests as they would their own family members. This openness shapes their society, as well. The Hárálfr are fond of keeping open councils, discussing all-important matters with any who might weigh them, regardless thier station, position, or inclination.

Relations

The Hárálfr's relationship with others is generally open and congenial, especially when meeting others in and around Sommerfæth. The Hárálfr are especially fond of ælves and glitterfane, the latter whom they see fairly often in their travels to Briglæss. While the Hárálfr are open to most of the people of the Great Tree, they are frequently reserved around the automata, which they have yet to come to understand as a sentient race. While they are never rude to them, they often have a difficult time connecting to the youngling race. Like most of those who honor the Old Gods, the Hárálfr never favor the Thrall Lords or their kin, a fact that sometimes strains their relationships with the jötunfolk.

Alignment and Religion

For the Hárálfr, faith and worship are a fairly straightforward affair, although religion—at least in the formal sense of the word—rarely comes into it. For the Hárálfr, bouts of worship and servitude are replaced with quiet reverence,

New Midgard

A select few *Vitkarr* speculate that Sommerfæth could very well be a model of the perfect future of Midgard, a seed of what shall be when all of the stars in the sky final burn out and the world is reborn. While most scholars and Tree Walkers scoff at such fanciful ideas, some of the people of Midgard have embraced this idea, setting up secret caches of supplies (and sometimes more) for those destined to 'awaken in the new dawn.'

Hárálfr Racial & Cultural Assumptions

- Hárálfr are a reverent people, seeking always to weigh their actions against those of their divine patrons—the *Æssinyr*.
- The Hárálfr are open, but only to a point. While they will go to great lengths to accommodate outsiders and travelers, they will not suffer insult, especially in persistence. Those who insult the *Æssinyr* are always removed from their presence, with force if need be.
- Although the Hárálfr prefer the finest of crafts, they are not above the occasional vulgarity, or bouts of rowdy playfulness. Many outsiders are surprised to discover that the First Folk are just as prone to a night of feasting and fighting as those in rural Midgard might enjoy.
- Although they are not thralls of any kind, the Hárálfr often walk Yggdrasil on behalf of the *Æssinyr*, delivering messages, witnessing historic events, and doing their bidding. When in such capacity, the Hárálfr consider themselves extensions of the Old Gods, taking pains to represent them and fulfill their will no matter what.

ongoing respect, and long periods of reflection. These qualities penetrate all aspects of their society, too, giving rise to the openness and warmth that they share with one another, but also the stern reproach they have for those who do not honor the Old Gods. While some Hárálfr take up worship of individual gods, forming divine bonds with particular deities, most who choose to take up a divine call become kathenotheists.

Hárálfr are, in equal measures, a people who lean heavily towards honor and goodness. While some of them are playful, few are truly chaotic; most Hárálfr are lawful, with a select few acting in favor of neutrality instead.

Adventuring

Hárálfr rarely adventure for the sake of exploration, instead leaving Sommerfæth on divine errands, or in a rare few cases, to aid an ally on another branch of the Great Tree. That said, the Hárálfr know that Ragnarök is coming and as the clock ticks down, more and more of their kind our venturing out, both to aid realms in need, as well as to strike out against those who would topple their beloved *Æssinyr*. To this end, Hárálfr who are encountered outside of Sommerfæth could be traveling for any number of reasons, adventure among them.

Names

Male Achima, Anssi, Meelis, Sevi, Ulric, or Ykï

Female Cilla, Disa, Elise, Jaklina, Norina, or Ranja

Racial Traits

The Hárálfr's close connection to the Old Gods infuses their very beings, and that fact is evident to outsiders at every juncture. Wise and alluring, Hárálfr easily impress the individuals they meet, to the point of them sometimes confusing them with divine beings themselves. The Hárálfr are quick to correct such mistakes, often with a smile and a laugh. Although they are open and warm, Hárálfr do not back down from a fight, especially when it means preserving the honor of the Old Gods or the virtues they hold dear.

+2 Wisdom, +2 Charisma

The Hárálfr are a wise and delicate people, with features that easily mark their celestial heritage.

Type outsider (native)
Medium Hárálfr are Medium creatures that have no bonuses or penalties due to their size
Normal Speed Hárálfr have a base speed of 30 ft.
Darkvision Hárálfr can see in the dark up to 60 ft.
Heritage of Summer The Hárálfr have dwelt in Sommerfæth since the dawn of time and that realm has infused their very nature; they have acid resistance 5, cold resistance 5 and electricity resistance 5.
Grace of the Old Gods The Hárálfr's bond with the Old Gods manifests as a mantle of divine protection. Hárálfr enjoy a +1 racial bonus to their saving throws.
Languages Hárálfr begin play speaking Celestial. Hárálfr with high Intelligence scores may select bonus languages from any of the common tongues.

Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Hárálfr, female	6'8"	118 lbs.	2d4	x 2 lbs.
Hárálfr, male	6'6"	125 lbs.	2d4	x 3 lbs.

Alternate Racial Traits

Emissary of the Old Gods Some Hárálfr are born emissaries, taking up the call to serve the Old Gods with an unflinching ease. Hárálfr who select this racial trait gain a +2 racial bonus to Bluff and Diplomacy skill checks. Additionally, once per day, Hárálfr can elect

reroll a Bluff or Diplomacy skill check, but must do so before the results of the original skill check are known. This racial trait replaces the grace of the old gods racial trait.

Arc of Light's Wrath Although still an uncommon trait among their kind, more and more Hárálfr are readying themselves for Ragnarök. These Hárálfr forego their connection to Sommerfæth, channeling it instead into a powerful elemental attack. Once per day, as a standard action, a Hárálfr may make a ranged touch attack against a single target within 30 ft., dealing 3d6 points of acid, cold, or electrical damage to the target. The save DC against this attack is 10 + ½ of the Hárálfr's level + the Hárálfr's Charisma modifier. Targets that save reduce the damage by half. This racial trait replaces the heritage of summer racial trait.

Locations in Sommerfæth

Asagarth, Grand Hall of the *Æssinyr*—The feasting and meeting hall of the *Æssinyr*, this is where all of the realm's official business is conducted. It serves as feasting hall for honored guests, as a war room for the realm's greatest generals, and as a resting place for those who have pleased the gods while still living. Asagarth is truly massive in scale, a structure that beggars the imagination. Some of the rare few *Vitkarr* ever privileged to have walked its halls in life have written of ceilings higher than the tallest castles, majestic flights of stairs that vanish into the distance, war tables that depict lands of Midgard down to the smallest details, and other such feats of supernal artistry and architecture. Even when the gods are not in attendance, the place echoes with the sounds of celebration, so thoroughly is the atmosphere of camaraderie, goodwill, and festivity absorbed into every thread of fabric, twist of golden wire, or splinter of wood.

The Well of Wyrd—Although many scholars believe that the Well of Wyrd is hidden beneath the roots of the Great Tree, it is not. The *Æssinyr*—strong and proud—have long stood watch over this important celestial site, whose waters are said to nourish and empower all those who partake of them, be they god, hero, or mortal. Reported to be the source of all mystery, the Well of Wyrd lies at the heart of the realm, in the courtyard of the gods themselves. Naturally, only the most perfectly trustworthy of the *Æssinyr*'s faithful servants are permitted to stand guard over this peerless treasure of the Nine Realms. The waters of the Well are doled out only to those whose worth and need are greatest, and then only in the precise amounts that they require. *Too* much understanding, after all, can be the direst of curses when bestowed upon those not ready to receive it, as is evidenced by the awful transformation of the Thrall Lords.

Heimdalr's Tower—Located at the foot of the Bilröst, this tower serves as the home of Heimdallr, Grand Herald and Honored Champion of the *Æssinyr*. The tower is a massive thing, built around the Giant Horn of Gallehus (which only the tower's champion can sound) and surrounded on all sides by barracks, armories, and other symbols of the realm's preparation for the endgame—Ragnarök. Built almost entirely from white and black stones, the tower sometimes puzzles onlookers, many who swear it sways of its own accord in the brilliant light of the realm. Those who undertake the journey to the tower often behold Heimdallr walking the battlements, surveying the horizon and watching for his scouts and messengers as they arrive from all over the Nine Realms, bringing him news of the approaching hour of the last battle. To the best of anyone's knowledge, he has never been seen away from his tower—even on the rare occasions when the *Æssinyr* call all of their servants to them, Heimdallr is simply understood to be exempt from any such summons.

Val's Hall—Likely the most famous of all of the locations in Sommerfæth, Val's Hall is the feasting hall of the dead, the place where the honored departed celebrate their lives as they await Ragnarök. The hall is an enormous affair, built from the finest timber and etched with the names of every hero to serve the gods. Its vaulted ceiling is covered in the shields of the fallen, each crafted from hammered gold. Like some of the hidden enclaves on Hel, only those bearing a key from one of the Valkyries may enter this hall. It is not unknown for one or more of the *Æssinyr* to visit Val's Hall, now and again, to share food and drink with the glorious dead and to hear the tales of their lives. As is to be expected in any place where the mead flows freely, brawls are common in the grand feast hall, but these are almost always good-natured, and regarded as a fine way to keep in fighting form for the day of Ragnarök. Valkyries guard the entrances and keep out the uninvited, though it is said that some of them are occasionally persuaded by the dead to join in their ceaseless celebration, even if only for a little while.

Thodheim: Hel—Realm of the Dishonored Dead

Thodheim is a realm divided.

Originally, this realm was a simple place of primordial fire, where the dead gathered around pools of burning lava to warm their cold, dead bodies while they awaited their fate. When D'iessha returned from Neinferth with her siblings, she quickly swept in and claimed this realm, consuming the dead in mass quantities. The Red Queen has since usurped most of this traditional resting place of the dead, turning it into her personal workshop to plan The Final Feast—her consumption of everything in Rhune, her siblings included, at Ragnarök. In this capacity, it represents the worst sort of future, with nothing surviving the complete and utter destruction of all life in Rhune.

The realm, however, has not been completely dominated by the Mad Queen of the Final Feast. Smaller, hidden pockets—some guarded by auspicious Valkyries—shelter those dishonored dead whom the anthropophagic Thrall

Lord hasn't yet consumed, each awaiting their place in Ragnarök. In these pockets, Thodheim maintains something of its original identity as a place of primordial fire buried deep in the earth. These grim-faced Valkyries are among the staunchest and most battle-tested of their kind, locked in an endless conflict with D'iessha's minions, and, when the Queen of the Feast stumbles upon one enclave or another, forced to fight the occasional desperate battle against a mad god, in which the only kind of victory is found in a swift and total retreat. Any Valkyries who might have flinched from the terrible price of failure have long since departed Thodheim, leaving only those whose courage and dedication to their purposes utterly outweighs any fear they might feel at the prospect of being eaten alive by the eternally hungry Red Queen.

Planar Features

The Endless Feast—Of all the atrocities possible in the afterlife, cannibalism is the most common on Thodheim, many of the denizens gaining instant relief from their horrid pains as they feast on the still living. Those who have engaged in this horrendous act also gain temporary invisibility to the Lords of Fire, who roam the realm seeking to gather the newly dead for their Queen's feast. Needless to say, this makes the forbidden act all the more tempting for the dishonored dead, most of whom only manage to eke out a meager and pathetic sort of existence in Thodheim. Indeed, some groups of the more deplorable souls make their way in this nightmarish realm almost exclusively by hunting down their own kind (and, if they are strong enough and numerous enough to do so, the odd Valkyrie or two), expressly for the purpose of keeping themselves concealed from D'iessha's sentinels. Some of them even go so far as to believe that, by engaging in acts of cannibalism for long enough, and with sufficiently fervent devotion, they may earn a place of favor by the side of the Queen of the Feast. It is a false hope, of course, but D'iessha does nothing to disabuse such dishonored spirits of the notion, as their selfish cruelty amuses her, and she truly delights in the feelings of horror and betrayal that they experience when they realize that their terrible sacrament has earned them no clemency.

Lords of Fire—While D'iessha aims to consume all of life at Ragnarök; she still has need of servants. To accomplish her menial tasks in Thodheim, she has crafted servants from the very essence of the realm itself, imbuing them with her infernal hunger. These servants, who she mockingly calls the Lords of Fire, patrol the realm, looking for those she might consume. When they find the souls of the dishonored dead (or, better still, Valkyries or interlopers!), they seek to overpower such prey and drag them back to the carnage-strewn board of D'iessha, that she might rend them with her taloned hands and grind them between her cruel teeth. That these unfortunates usually arrive before the Queen of the Feast already partially cooked by the burning grasp of her favored servitors—though, usually, still alive enough to muster some pleasant token degree of resistance, and certainly enough to scream when the meal begins in earnest—is merely a fortunate coincidence.

Hel's Enclaves—Thodheim is not completely lost to the Mad Queen of the Feast. Many small pockets, some of them under the protection of stalwart Valkyries, exist. These pockets feature normal temperatures, cool water, and some even include places to rest and refresh. These enclaves, however, all require special keys, which the Valkyries only give to the dishonored dead. Steadfast to the end, these Valkyries stand guard over their charges, even knowing that they are all almost certainly doomed to fall, in time. The dishonored dead may be thieves, cowards, villains, and worse, but their self-appointed guardians still believe that they deserve better than to be torn apart in the slavering jaws of an insane and monstrous goddess. At times, some of the dead even find the courage in death that they lacked in life, and take up arms against the minions of D'iessha, fighting to preserve themselves and their fellows, and to perhaps find some measure of redemption in this place of fear and suffering.

Líflátinn

The Líflátinn are known by many titles—the dishonored dead, the wretched, the broken ones. Regardless of how they are known, they call this place home. Such sad creatures are the shades of those who died as oathbreakers, kinslayers, thieves who stole solely for personal enrichment, thugs who killed without honor, and others whose deeds marked them as villains in life. Before they died, Líflátinn may have reveled in their wickedness, or they may simply have been too weak or cowardly to choose the path of honor and dignity. Indeed, some were heroes who fell during a moment of terrible selfishness or other moral failure, and whose doom in Thodheim was assigned them by the Fates. Most of the Líflátinn are craven

wretches, hoping only to enjoy what few, sad shreds of peace and comfort they might have before inevitably being devoured by the Red Queen, but a few determine to make amends for the evils they wrought in life, and these take up what meager arms they can against the forces of the realm, selling their very souls dearly to give others of their kind another day of existence, or another hour… or even just one more moment.

The Líflátinn in play…

The Líflátinn are the dishonored dead, the spirits of those who acted callously, without remorse, those who put their personal gain before honorable actions—in short, those denied the glory of Val's Hall. They are not, however, undead. In fact, Líflátin are outsiders that, while wretched in appearance, are quite alive.

In play, however, the Líflátin offer GMs another avenue by which to explore Yggdrasil, either at the opening of a campaign or after a party is killed, especially when their deaths are less than noble events. GMs wishing to explore Hel, or who want to present their players with a redemption storyline should consider using the Líflátin as a "second chance" for PCs to make their way back to Midgard, starting as incorporeal spirits, but regaining their physical bodies through resurrection or reincarnation.

Creating a Líflátin

"Líflátin" is a template that can be applied to any living humanoid creature (referred to hereafter as the base creature) with a Charisma score of at least 8.

Challenge Rating +1

Type The Líflátin's type changes to outsider. It otherwise uses all of the character's statistics and special abilities, except as noted below.

Hit Dice The Líflátin changes all of its hit dice to d10s, except those derived from class levels. Bonus hit points are adjusted according to the Líflátin's Charisma score instead of its Constitution score.

Defensive Abilities The Líflátin retains all of the defensive abilities of the base creature. Líflátin gain darkvision 60 ft., gain lifesense 120 ft., and incorporeal shift.

Incorporeal Shift (Su) Once per day, as a standard action, a Líflátin may shift its body and all of its possessions to an incorporeal state. While in this state, it gains all of the benefits and penalties of being incorporeal, gains a deflection bonus equal to its Charisma modifier, and gains a fly speed of 30 feet (perfect). The Líflátin may remain in this state for a number of minutes equal to its level, at which point it must return to its corporeal state, even if it is not advantageous for it to do so.

Locations in Thodheim

The Queen's Board—D'iessha's chosen fastness within Thodheim, the Queen's Board is where her victims are brought to become fodder for her malevolent hunger. A crude fortress of jagged stone, strewn carelessly with the viscera of long-ago feasts, it is a place thick with the reek of an abattoir. Every inch of the floor within is either crusted with dried blood or pooled with fresh, and the walls are painted in arterial spray. Here and there, one might find a finger or a foot, or even a few gory vertebrae or half a skull, smashed open and the brains messily sucked out. Most of the ceiling is blackened by soot, as the Red Queen's Lords of Fire come and go constantly, bringing new victims to their goddess and creator. None have ever escaped from this place of slaughter, and those who are brought into it alive soon come to wish they had not survived the journey, as they are hung on great, interlocking hooks—which are jaggedly ripped through flesh and clamped down around bones—in D'iessha's larder, in order to grow in fear, suffering, and despair, a "seasoning" that suits the degenerate palate of the Red Queen.

The Pit of Hel—When D'iessha set out to imbue the flames of Thodheim with life, she first needed to gather great quantities of the stuff—a prospect that pleased her immensely, as doing so robbed the dishonored dead of some of the small measure of comfort that they might otherwise derive in this dreary realm. Once she had summoned enough of Thodheim's fire to her, the Red Queen excavated a great chasm with her terrible jaws, into which she poured all of the flame she had found. This site became the Pit of Hel, and it is the birthplace of the Lords of Fire. Periodically, a new Lord of Fire emerges from the endlessly churning inferno, and then departs to attend its mistress' whims, but it seems that D'iessha, herself, no longer travels to this place, and most Lords of Fire, once they are birthed from the Pit, never return to it. As a result, some of the braver (or more desperate) of the dishonored dead sometimes make the dangerous pilgrimage to the Pit of Hel, hoping to actually enjoy true warmth, even if only a for a little while, before they must either flee or else be captured by a newborn minion of the Red Queen.

Mournstæd—When the Red Queen first laid claim to Thodheim, she fell upon the Líflátinn with reckless abandon. Those of the dishonored dead who preceded the fall of the Thrall Lords knew nothing of what was coming, and they had—for long years, out of a desire for companionship—gathered together in the greatest numbers any given source of flame could reasonably support. The oldest and best-known of these communities of the damned were the first ones found by D'iessha, and she rampaged through them, mercilessly devouring the souls of the dead as she went. When she was finished, the Líflátinn in those places were all either consumed or scattered, and all of the fires had been snuffed out. Thereafter, the dead named that entire region of the realm Mournstæd, and it became an ill-omened place. Devoid of the fires that provide warmth to the dead, it was shunned for time out of mind, but, in recent centuries, some of the Líflátinn who are of a mind to stand up to the Red Queen have taken to gathering in Mournstæd in secret to plan, despite the numbing chill of the place, for the Lords of Fire have long since stopped searching there for victims.

Valkyrie's Doom—Not long after the Valkyries devoted to preserving the ancient covenant with the dishonored dead first descended to Thodheim to protect those lost souls from the Queen of the Feast, D'iessha learned of their presence in her realm and determined to punish these interlopers in the only manner that she understands. A ghastly slaughter ensued, with Valkyries slain by the score, their ragged remains torn apart then and there to sate the Red Queen's hunger. Even now, the occasional cracked bone, or broken bit of a weapon or piece of armor can be found, there, and the Líflátinn sometimes dare to venture to the accursed place in hopes of scavenging something useful. Some hope to barter lost goods to the Valkyries in exchange for passage out of Thodheim (though there are no stories of such a course of action ever succeeding), while others merely desire to arm themselves against the depredations of the Lords of Fire and their terrible goddess.

Tieferhæm: Deep Hold, The Underhall of Velash

Tieferhæm represents a dark, costly win for the *Æssinyr* and their followers. This realm, poisoned by war and unchecked progress, is all but broken and only a handful of subterranean havens offer refuge to the survivors of Ragnarök. Riddled with trenches, steel-walled forts, checkpoints, killing fields, and broken siege engines, the landscape here barely resembles the Midgard most travelers know and once loved. Whole cities have been reduced to ashes and the land around them so badly ruined that it will never again support life. The deaths of both *Æssinyr* and Thrall Lords have left the world scarred by bizarre magical phenomena, which are likely to persist for eternity. In some places, deadly caustic rain pits stone and steel; in others, the very wind is a venomous fume that sears the eyes and strangles the breath. In a number of places in both North and South, one can walk for an entire day and never step on anything other than the bleached bones of countless dead, or else their corroded arms and armor.

Here, militant humans, clockwork elves, iron dwarves and those other noble races lucky enough to survive, struggle to destroy the remnants of the Final Fel Horde. They work in a ruined landscape, one that barely survived the onslaught that the Thrall Lords, who rained down fire, disease, and death on this once proud land. This is a realm lost to the ælves, who have all but perished in Ragnarök. Worse, the divine magic of the *Æssinyr* is in short supply here, with most clerics and paladins unable to manifest even the most basic divine spells. While some rangers and druids to manage the odd spell, these are also greatly diminished. Velash, the last of the gods, plans Midgard's eventual rebirth from Grand Hold, the last refuge of the dwarves. To compensate for the guttering flame of divine magic, the dwarves have vastly improved their understanding of technology, and those dwarven settlements capable of doing so are often willing to trade these advanced machineries in exchange for needed supplies from the surface.

Planar Features

Future Tech—Of all the realms of the Great Tree, Tieferhæm is easily the most advanced. It features the most advanced firearms, a whole bevy of alchemical remedies, extensive use of storm-tech, an army of advanced automata, and the most notable power source ever seen in the history of the Great Tree—Velash, the God Engine. While technology is highly advanced here, clerical items are in great demand. Any sort of clerical item sold here easily earns triple its value in gold. People from other realms of Yggdrasil will surely find Tieferhæm to be a strange and even confusing place. Great stacks belch smoke and steam into the sky, while vast machines clatter and clang endlessly. The air tastes acrid in places, and most things quickly become covered in a fine layer of soot, oil, and various other kinds of grime. Even the wisest clockwork technicians from other worlds find that the greatest devices known to them are but child's play to the iron dwarves, who have—out of necessity—developed far more powerful and versatile technologies.

The God Engine—Believed to the last surviving member of the *Æssinyr*, Velash both rules and sustains this realm from the throne room of the Grand Hold, deep in what was once the Redwall Mountains. From here, Velash hears the requests of his greatest generals and planners, rationing his divine energy to maintain the life force of the realm. As a result, most clerics find that their divine abilities fail to function here, as the last god directs all of his available energy into the realm instead (clerics suffer a -6 penalty to CL). Whole orders of priests, smiths, mechanics, and others are devoted to the continual upkeep of Velash, whose needs are great. Many worry that the last of the gods is slowly dying, burning out his own divine life force in a futile effort to keep the machineries of Tieferhæm running for as long as they possibly can. None know what will happen if and when Old Forge Father finally gives up the ghost, but speculation ranges from the failure of all advanced technologies, to a gradual breaking down of the fundamental mechanisms of the cosmos, to even the hopeful possibility of forging the world anew from the ashes of Velash's godly essence.

Scorched Earth—A bruised and bleeding replica of Midgard, next to nothing grows, here. In Tieferhæm, shattered dirigibles limp across the skies, while lakes offer up poisoned filth, and the fields are scorched by fire and salt. What little that does grow up out of the brutally ravaged soil is heavily guarded and carefully tended by master alchemists whose sole focus is feeding the remaining survivors. While the nature magic of the druids does function here, it does so at a greatly reduced level of power

(druids and rangers suffer a -4 penalty to CL). Needless to say, raiders are disturbingly common, scouring the land in hopes of finding a given farmstead perhaps a little less well-defended than it was the last time the marauders came through. These despoilers fight with savage abandon, and with no thought of either giving or receiving mercy, for the punishment of those raiders who are captured is invariably execution, followed by alchemical reduction to whatever base elements of their bodies can be used to enrich the decrepit earth.

The Iron Dwarves—Children of the Broken Clock

The iron dwarves are a grim, determined people. The children of broken, war-choked realm, the iron dwarves are the native inhabitants of Tieferhæm—The Underhalls of Velash. The lone survivors of one of Midgard's darker futures, they live in a land where nearly all of the Old Gods are dead and only the shell of Velash—The Lord of the Last Forge—maintains what little is left of their lands. As the distant children of the warring clans who unleashed the weapons that broke the backs of the northern aggressors, the iron dwarves have inherited a bleak realm where technology reigns supreme and the last of the forests are little more than smoldering heaps of ash.

Physical

Physically, the iron dwarves resemble most of their kin on Midgard. As such, they tend to be short, stocky, and thick—with very few among them standing over four and a half feet. Most iron dwarves have bright, bushy red beards that darken to black as they age, growing stone grey shortly before they become elders. Unlike their cousins on Midgard, iron dwarves do not suffer from stone touch.

Society

The iron dwarves are, as a rule, a disciplined and militant people and that extends to all corners of their society. From the gritty trenches that surround their holds to the elaborate killing fields they've devised to destroy barbarians and thrall bound alike, everything in their society has a purpose—nothing is created or maintained that does not serve them or their war effort. Moreover, most iron dwarves are trained tacticians who tend to frame most situations in the most simple terms; does one fight or does one order a tactical withdrawal. Although a rare few iron dwarves still hold tight to the exploratory spirit of their ancestors, these dwarves are far and few between.

Relations

The iron dwarves have strong ties to the surviving automata, clockwork elves, and humans who still call Tieferhæm home. Although many would welcome other survivors (including the ælves), few—if any—remain. Iron dwarves hold clerics, paladins, druids, and rangers all in high regard, deferring to those who can still manifest divine powers as the mouthpieces of the *Æssinyr*.

Alignment and Religion

Iron dwarves are both lawful and disciplined; qualities that they claim have guaranteed their survival, especially after years of horrible war. Still, the iron dwarves are not slaves to their laws and many are willing to bend them—in small ways—if it serves them. For the most part, however, they tend to remain silent, observant, and mindful of their walls—ever watchful of the chaos that might still creep in from the lands beyond.

Although they believe most of the *Æssinyr* have perished, the iron dwarves know that their beloved Velash still lives, and each and every iron dwarf honors him exclusively. Although he rarely grants spells, countless lay priests continue to serve him, both by safeguarding his remains and by ministering to his followers.

Adventuring

Iron dwarves rarely adventure, but when they do, it is normally on a mission—either on Tieferhæm or in the realms beyond. Some iron dwarves (especially the future-touched) travel to Midgard early in their lives, acting as guides and advisors to their kin by providing them with the tools and knowledge they'll need to win Ragnarök. Others, however, sometimes travel to Midgard to warn their kin, all but begging them to seek union with the ælves, that the two races might present a unified front at Ragnarök that does not all but destroy Midgard.

Iron Dwarven Racial & Cultural Assumptions

- The iron dwarves are a dour, serious lot who know that their victory hasn't come without some serious costs. Many believe that Velash is dying and the few clerics who can still manifest miracles are proof of that.
- The iron dwarves have mastered both alchemy and storm-tech, and even those who aren't on the battlefield probably have a unique device or weapon that they favor. Anyone visiting Tieferhæm should be mindful of this.
- Iron dwarves never venture out unarmed. While most consider Ragnarök over, many iron dwarves realize that the some of the Thrall Lords' old weapons still lurk about, each still a deadly threat.
- Iron dwarven humor is rare, a luxury few ever enjoy. If an iron dwarf laughs, most take it as a sign of their impending doom.
- Courage trumps cowardice, no matter the odds. It is better to die in the trenches, defending your kin, than to die in your

Names

Male Adich, Gnorrick, Hárji, Orthrinn, Stallgárd, or Valgeirr

Female Abella, Darthina, Njála, or Rósanna

Clan Blackstone, Forgefire, Hammerfall, Redwall, Runesinger, Watchwarden

Racial Traits

The iron dwarves are as diverse as their kin on Midgard, but with fewer racial traits arising directly from their clans. Instead, they stand unified, both in ability and in constitution. Although the iron dwarves do not suffer from the stone-touch, some do experience changes in their skin tone and hair as they age (which some refer to as 'darkening with wisdom'). Like many other races, some of the iron dwarves can tap into their wyrd, changing their destinies ever so slightly.

+2 Constitution, +2 Wisdom, -2 Charisma

The Iron dwarves lack the kind words of some of their kin, but none of the tenacity or experience.

Type outsider (native)
Medium Iron dwarves are Medium creatures that have no bonuses or penalties due to their size
Speed Iron dwarves have a base speed of 20 ft. This is never modified by armor or encumbrance.
Darkvision Iron dwarves can see in the dark up to 60 ft.
Hardy Iron dwarves receive a +2 bonus to saving throws against poison, spells, and spell-like effects.
Weathered Years of fighting in trenches have conditioned the iron dwarves against their environments. Iron dwarves begin play with the feat Endurance. Additionally, all iron dwarves gain cold resistance 5.
Trencher Iron dwarves are practiced at trench warfare and know how to maximize cover in combat—even when out of those trenches. When taking cover any kind, iron dwarves increase the bonuses they receive to AC and Reflex saves by +2 and +1, respectively.
Storm-Tech Expert Iron dwarves treat all storm-tech weapons, firearms, and similar advanced weapons as martial weapons. Additionally, when wielding such weapons, they enjoy a +1 bonus to hit on attack rolls.
Unbreakable Iron dwarves do not fall unconscious upon reaching zero hit points. Instead they become staggered, and begin to lose one hit point per round. They still die when their hit points reach a negative amount equal to their Constitution score.

Alternate Racial Traits

Future-Touched Unlike some of their cousins, future-touched iron dwarves have dreamed about Midgard, gaining glimpses into the past that is to be. These iron dwarves are generally identified early in their youth and trained to refine their powers, as well as to keep their knowledge secret from those around them. Future-touched iron dwarves gain two additional points of wyrd (although they are still limited to a maximum of six points). In addition, iron dwarves gain a +2 racial bonus on Knowledge (history) skill checks. This racial trait replaces the hardy and weathered racial traits.

Days of Future Past

Like many of the branches that make up Yggdrasil, Tieferhæm is complex realm that represents one of Midgard's potential futures—the costly victory of engaging in total war to win Ragnarök. For most iron dwarves, this is the only reality they've ever known. As a result, most iron dwarves consider outsiders potential threats, making the common iron dwarf very distrustful of any outsiders (including other dwarves), whether those travelers are from Midgard or elsewhere.

Of course, a few iron dwarves know the truth—that Tieferhæm is but one of many of Ragnarök's possible outcomes. Armed with this knowledge, they have been locked in debate for years as to what to do. Some of these iron dwarves embrace their plight, arguing that trying to change the outcome of Ragnarök (and their past) could lead to a much worse outcome (similar to what exists on Grimhæm). Others, however, argue that their ability to walk the tree, alongside

their advanced technology, could tip the battle in their distant cousins' favor, guaranteeing that the new world they once hoped for could finally come into being.

Of course, this debate is not part of the public dialog and the few iron dwarves who do understand what's at risk were sworn to secrecy long ago. These iron dwarves include a select few who, under the guise of their ancient cousins, often return to Midgard to study the war effort, promote advancements, and to gently aid their cousins. While most of these iron dwarves do so to safeguard their future, a select few have begun to question the wisdom of this…

Locations in Tieferhæm

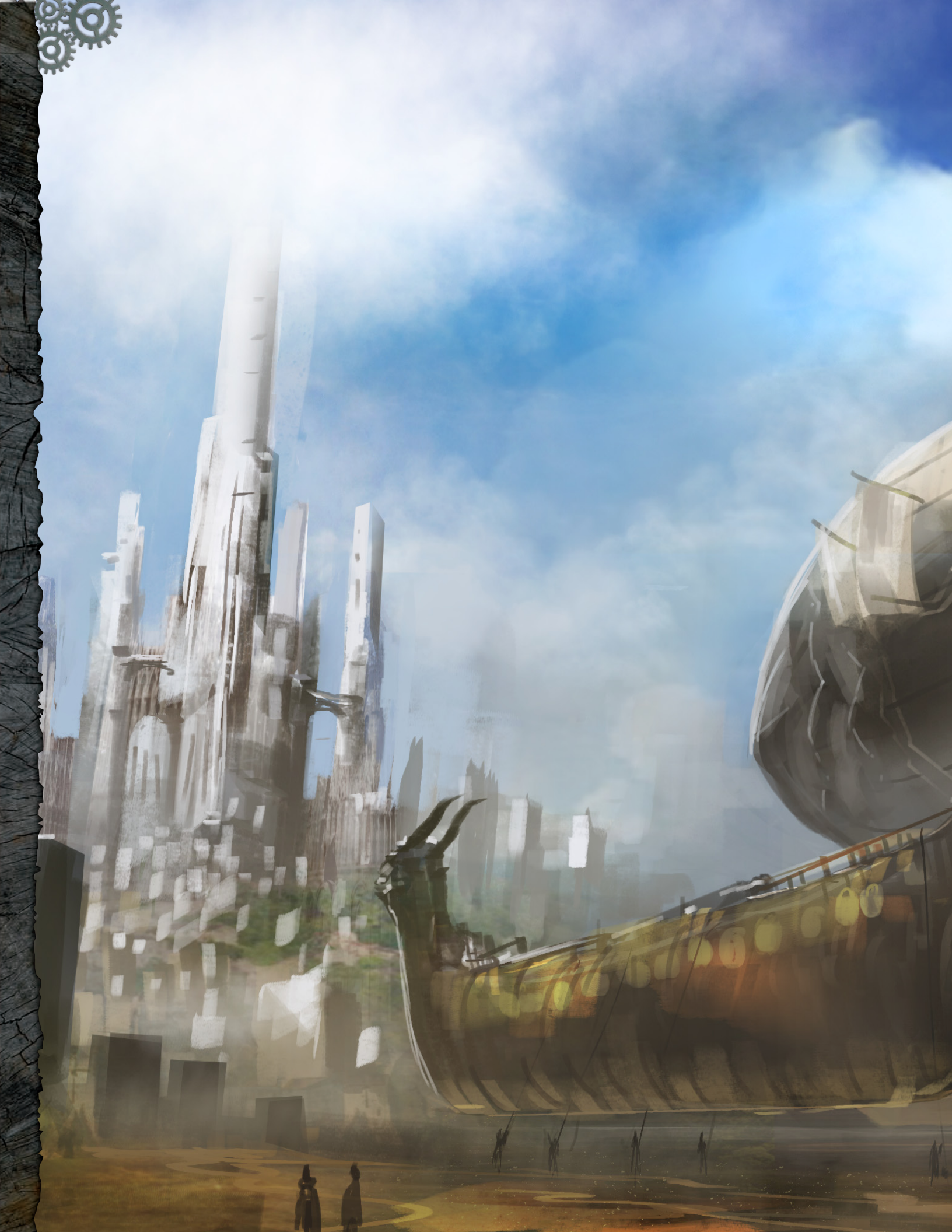
Redwall—Though utterly laid to waste in the great battle of Ragnarök, the city of Redwall was rebuilt—grander and stronger than ever before—after the costly defeat of the Thrall Lords, and is now, effectively, the capital city of Rhune in Tieferhæm. Protected by massive engines of war and its borders patrolled by more soldiers than most other surviving nations now have, Redwall also benefits from an interface with the ailing God Engine, Velash, which is attended by a veritable legion of priests and technologists who perform maintenance on the systems and restrict access to preserve the life and strength of the last of the *Æssinyr*. The last remaining desperate servants of the slain Thrall Lords steer well clear of the city by at least several days' hard ride, knowing that they will be shown no mercy by any who claim allegiance to Redwall. Indeed, the comparatively lush fields that grow in concentric rings outward from Redwall are so lush largely because of the numberless corpses of enemy dead processed by the city's apothecaries and their dust raked into the ailing earth to give it new life.

Thule Valley—Occupying the land between the Ashfall Mountains and the Tharwall Mountains, the Thule Valley, whence Lake Thule drains as it flows southward, has become a nightmarish battleground in the aftermath of Ragnarök, as the two ranges have helped to hold back the toxins that paint much of the sky. Warring factions, many of them comprised of the ragged survivors of the Thrall Lords' forces, clash almost daily in bloody skirmishes over still-fertile patches of land gradually becoming fouled by the tramp of iron-shod feet, the festering corpses of the slain, and the inexorable encroachment of the deadly poisons that have already gripped most of the known world. Talks continue in the South about a joint venture between several surviving nations to send a military force into the North to seize the Thule Valley and perhaps try to preserve it against further deterioration, but these discussions have become bogged down in bureaucracy and courtly intrigues, as each group vies for the lion's share of the gain.

Dvergrheim—Frail heir to the proud and secretive dwarven domains of Rhuneheim, Dvergrheim is all that remains to testify to the fact that they ever existed, at all. When the Final Fel Horde poured into the passages beneath the earth, they slaughtered with merciless abandon, and the dwarves discovered that ever their best-laid plans were scant match for the relentless ferocity of the Thrall Lords' forces. Only the sacrifice of the major population centers of Rhuneheim allowed any of its people to survive, as critical supports for the larger subterranean settlements were torn asunder by engineers and artillerists, bringing everything down with a crash that could be felt hundreds of miles away. Now, a series of massive sinkholes is all that stands on the surface to testify to those lost cities and outposts, while the hastily-constructed underground city of Dvergrheim limps along, providing the promise of survival and shelter, even if only at the cost of a hard life of near-constant backbreaking labor.

Mhamnoch's Fall—When the Prince of All-Winter finally fell in battle, his heart pierced by the radiant blade of Dægr, his death transformed a vast swath of the Moonwalde into a place of unending cold. In a bitter twist of irony that Mhamnoch would almost certain despise, however, the region is now one of the few that stubbornly resists the encroachment of the poisonous winds and disease that afflict the rest of the known world, as the unnatural chill holds these banes at bay. Thus, the woodland now known as Mhamnoch's Fall holds a tenuous promise of life for those who are able to endure the terrible frost that hangs over the iron-hard earth in a ghostly silver fog. Growing anything or keeping livestock from dying of the cold is exceedingly difficult, but there are those who somehow manage. Some of the last of the ælves scratch out meager lives in the merciless cold, using magic to provide what little warmth and comfort they might enjoy in an otherwise utterly cheerless and unforgiving place, even as the slow bane of mortality chips away at what years remain to them, until, at last, their kind will inevitably be no more.

Charwood—The so-called "Charwood" is all that remains of the Sunwood of Eastern Val. Destroyed and burned black by an aerial bombardment out of Redwall in the early days of Ragnarök, the trees were turned to a substance seemingly halfway between coal and petrified wood by whatever bizarre alchemical concoction the dwarven airships dropped on Felhorath when he walked out of the sea to besiege the island. Those who draw too near to the Charwood report a harsh, acrid stench that causes the eyes to water and the throat to burn, and strong winds sometimes blow a fine coating of dust off of the outer layers of the trees, occasionally sending clouds of the stuff as far as the east coasts of both North and South. The toxins that have accumulated across Eastern Val from the Charwood have rendered the entire island uninhabitable, probably forever, though some believe that it's only a matter of time before the majority of the poisonous material from the transformed trees blows away and the land hopefully proves to be once more capable of sustaining life.



CHAPTER 6

TECHNOLOGY

Few things represent technology like electricity. Lightning, electricity's natural manifestation, serves as the life-blood of the cities—a multitude of dragon rowers breathing life into an army of clockworks, Therma-Torque Engines, and the rest of the storm-driven technology that empowers the South.. These wonders embody the contemporary life in Midgard, making life in communities a more comfortable and civilized matter. And if electricity is the lifeblood of technology, then the dragon towers are the beating heart, allowing the clockworks and storm-tech to flex their ingenious might.

Only 20 Miles?

In Rhune, the discovery of alternating current has not yet been made, and so power stations are needed to extend the benefits of electricity. In the real world, Nikola Tesla invented alternating current in 1882, which led to the "War of the Currents" between the Serbian inventor and Thomas Edison, the "Wizard of Menlo Park" in the late 1800's. Both men competed to show their method of power distribution was best. In the end, Tesla's alternating current won the day after its grand displays at the 1893 World Expo in Chicago. This sort of competition and event might make for an excellent sub-plot in your campaign, but requires eliminating the re-transmitter stations, which can also make for excellent plot devices, as foes attempt to cut power to communities.

Alternatively, you might leap to Tesla's attempted innovation of wireless transmission, eliminating the cables and placing story value in the towers that must now transmit to the cities. However, unless towers require some kind of attuning to a transmission station, nothing prevents anyone from setting up a receiver and drawing power, which would drastically change the electricity availability in your campaign.

Dragon Towers

Erected on high mountain slopes or regions naturally predisposed to storms, dragon towers attract lightning, harness the wind, and generate electricity. Fields of these wondrous structures funnel the energy into the power stations of dwarves and humanity through immensely long cables of copper and mithral—the aqueducts of this age. Banks of great batteries charge within the power stations, and those, in turn, feed the lesser dragon towers. These lesser towers wirelessly transmit power in fields, which blanket areas as small as a few structures to as large as whole city districts, allowing devices to be operated, recharged, sometimes even function with enhanced abilities.

Smaller communities might only have a half-dozen dragon towers, and any civilized village has managed to build at least a lone dragon tower, ensuring lights and simple utilities for the residents. More than any flag, a dragon tower serves to mark where the frontier ends. A town enjoying the benefits of a dragon tower has running water, electric lamps, at least some form of local communication system, and the ability to recharge clockworks and storm-tech. This gives them generally better defenses, more security, and improved production over locations without dragon towers.

How It Works: Ambient Fields

A dragon tower creates an ambient field, allowing electrical items to operate. These fields have a quality and a recharge rate, which defines the speed at which the devices can recharge. The quality of a field is measured in the number of charging stations it can support. Items that require charging take up slots on those stations. Gamemasters are encouraged to say how many slots are available, rather than determine what occupies all the station's slots. Often the recharging rate will be more important for creating urgency in a situation.

There are five types of fields:

- **Luxurious**: 256-slot charging station (3072 slots), 4 hours to full charge, ½ hours count.
- **Rich**: 16-slot charging station (192 slots), 4 hours to full charge, only whole hours count.
- **Moderate**: 4-slot charging station (48 slots), 6 hours to full charge, only whole hours count.
- **Sparse**: 2-slot charging station (24 slots), 6 hours to full charge, only whole hours count.
- **Weak**: 10-slot charging station (12 slots), 8 hours to full charge, only whole hours count.

In larger communities, an ambient field can be broken down into four sub-fields. For instance, a Luxurious field in a big town could be split into four Rich fields, and one of those Rich fields might be broken into 64 Weak fields to power a poorer neighborhood, where each household is given a single slot on the charging station. Another Rich field might be broken into four Moderate fields, used to power an artisans' quarter, with sub-fields within those Moderate fields possibly based on taxes paid.

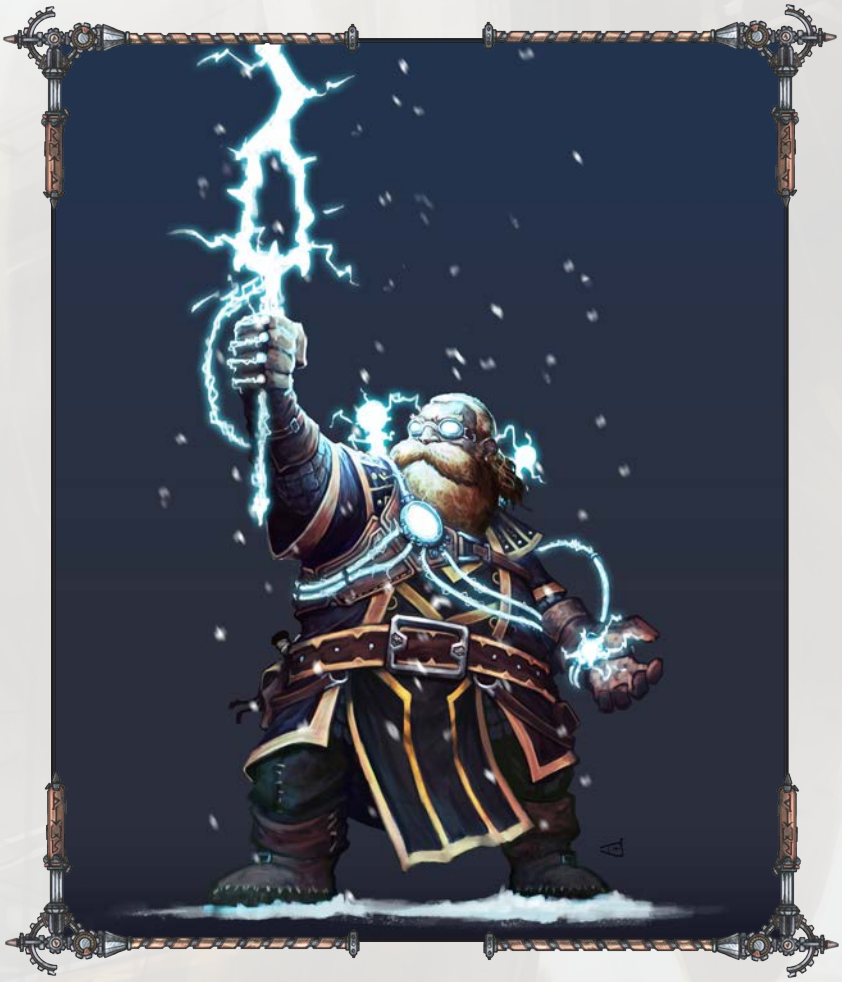
Dragon towers may transmit their power over longer distances, but require re-transmitters every twenty miles to propagate the electricity. Transmission cables are very thick, often wrapped in hide and sometimes sealed in alchemical resin. They have a Hardness of 5 and can suffer 30 hit points of damage before they gain the broken condition. A broken cable only transmits half the expected power.

After 60 hit points of damage, a cable is destroyed, and transmits no power. Attacking an active transmission cable with a melee weapon inflicts 6d6 electrical damage on the attacker with each damage-causing attack to the cable. No save is permitted to avoid this damage.

Recharging

Once attuned to a station [a process that takes 1d6 minutes and requires a DC 10 Knowledge (clockworks) skill check], an electrical item occupies the necessary number of slots and begins to recharge, restoring the indicated number of uses per hour. If insufficient slots are available, an item cannot be attuned. An individual with access to the charging station can disassociate a charging item with the station before it completes recharging with a DC 20 Disable Device check.

Spells can be used to quickly recharge an item, providing 1 hour of charging benefit per 1d6 of electricity damage, but require a successful caster level check, DC (20 + spell level) or the effect destroys the battery. On a caster level check roll of 1, the item is overloaded and explodes. This gives the item the broken condition and does half damage to anyone within 5 feet of the object (Reflex save for half, DC equal to the caster level check).



Storm Shepherds

These priests also serve as the guardians and protectors to distant dragon towers and power stations, ensuring their generators continue to feed electricity to faraway cities. They primarily serve Oridynn, Velash, or Velluna-Akka, while a few are variants of the druid class, eschewing their wilderness tendencies and embracing the merging of technology powered by nature. While more common in cities, storm shepherds also maintain power stations, retransmitters, and dragon tower fields near the edges of civilization.

Storm shepherds use one of the following archetypes, modifying the cleric or druid class.

Storm Shepherd (Cleric)

Class Skills: The storm shepherd's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Heal (Wis), Knowledge (clockworks), Knowledge (engineering) (Int), Knowledge (local), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Domains: A storm shepherd must take the Community and Weather domains. This supersedes any domains offered by their deity. Any additional domains granted by other sources may be chosen normally. This ability alters domains.

Channel Energy (Su): When a storm shepherd channels energy to heal or harm living creatures, she may choose to create a 30-foot aura with one of two options. First, for a number of rounds equal to her cleric level, all electrically powered weapons and spells with the [electricity] identifier deal an extra 1d6 damage. She can sacrifice two rounds of this duration to increase the additional damage by one step. This additional damage applies to all sources in the aura, unless excluded by a feat such as *selective channeling*. Second, she can expend a channeling use to create a weak ambient field for 1 hour plus one half-hour per character level. This field affects any items attuned to the storm shepherd's holy symbol as the charging station. This ability alters channel energy.

Spontaneous Casting: A storm shepherd can spontaneously cast *make whole* and *call lightning* in place of *cure/inflict moderate wounds* and *cure/inflict critical wounds*, regardless of whether she channels positive or negative energy. This ability alters spell casting.

Spells: Add the following spells to the storm shepherd's spell list: *lightning bolt, repair automata and lesser/greater repair automata, spark, shocking grasp*.

Bonus Languages: Storm shepherds' bonus language options include Runic, the language of the runes. This choice is in addition to the bonus languages available to the character because of her race.

Storm Shepherd (Druid)

Class Skills: The storm shepherd's class skills add Disable Device (Dex), and remove Handle Animal (Cha) and Swim (Str). Replace Ride (Dex) with Knowledge (engineering) (Int).

Spontaneous Domain Casting: A storm shepherd can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower.
This replaces spontaneous casting.

Nature Bond (Ex) A storm shepherd may not choose an animal companion. A storm shepherd must choose the Air or Weather domain, or the Cloud or Storm subdomains.

Voice of the Generator (Ex) At 2nd level, the storm shepherd gains a +4 to Knowledge (engineering) and Disable Device checks made in urban environments.
This ability replaces woodland stride.

Shepherd's Touch (Ex) At 3rd level, a storm shepherd gains *faerie fire* and *make whole* as spell-like abilities, using his druid level as the caster level for these abilities. Once per day, he may use a spell-like ability, freely choosing which one without preparing it in advance.
This ability replaces trackless step.

Stormsight (Ex) At 4th level, a storm shepherd can see through 10 ft. of magical or mundane fog, mist, gas, wind, rain, or similar spell effect or inclement weather conditions, ignoring any concealment granted by the effect. This distance increases by 5 feet for every 4 levels beyond 4th.
This ability replaces resist nature's lure.

Tempest's Wrath (Su) Starting at 4th level, a storm shepherd gains the ability to channel tempest's wrath which manifests in one of two ways. First, channeling. Channeling tempest's wrath causes a burst of electrical energy to surge outward in a 30-foot radius, centered on the druid. This burst of energy arcs and jumps from ground to individual, dealing 2d6 points of electricity damage to everyone in the area and causing them to be entangled for a number of rounds equal to the storm shepherd's level (Fortitude save negates). This damage increases by 1d6 points of damage every 2 levels beyond 4th (dealing 3d6 points of damage at 6th level, 4d6 points of damage at 8th level, and so on). Creatures that take damage from tempest's wrath receive a Fortitude save to halve the damage. The DC of this save is equal to 10 + ½ of the druid's level + the druid's Wisdom modifier. A storm shepherd may channel tempest's wrath a number of times per day equal to 3 + her Charisma modifier. Channeling tempest's wrath is a standard action, which does not provoke an attack of opportunity. A storm shepherd can choose whether or not to include herself in this effect.
Second, she can expend a channeling use to create a weak ambient field for 1 hour plus one half-hour per character level. This field affects any items attuned to the storm shepherd's holy symbol as the charging station. The selective channeling feat applies to this ability when used in the first form, and the storm shepherd may take the extra channeling feat.
This ability replaces wild shape.

Tempest Lord At 9th level, a storm shepherd can select another domain or subdomain from those available to her through her nature bond, and may add both Community and Knowledge to the list.
This ability replaces venom immunity.

Storm Lord (Su) At 13th level, a storm shepherd can redirect nearby electrical attacks. As an immediate action, the storm shepherd can shift the area or target of an electricity attack by 5 feet in any direction. If the electricity affects an area, the storm shepherd selects one square to be unaffected and an adjacent square to be affected (if this square is already in the area, this has no additional effect in that area). If the electricity affects a target, the storm shepherd selects an adjacent target. She cannot redirect electricity damage conducted to her by physical contact with an object or creature (such as a *shocking grasp* or a *shock* weapon). She can use this ability a number of times per day equal to 2 plus her Charisma bonus, minimum twice. This allows the storm shepherd to alter the line of a blue dragon's lightning breath, avoiding her square to affect an adjacent square before continuing, even though this changes the line of effect. If targeted by *call lighting*, she could shift the targeted bolt to an adjacent square, affecting a creature in that square (if any).
This ability replaces a thousand faces.

Spells: Add the following spells to the storm shepherd's spell list: *repair automata and lesser/greater repair automata, spark, shocking grasp*.

Bonus Languages: Storm shepherds' bonus language options include Runic, the language of the runes. This choice is replaces Druidic.

Warp & Weave

The melding of technology, magic and the living form happens frequently enough in Rhune for the common population to pass those with prosthetic limbs and organs on the cobblestones without gawking too much. Artificial replacements truly show the point where technology and magic meet to work in tandem, and the Clockwork Chirurgeons' Guild annually offers certification tests to expand the pool of trained physicians capable of bonding a crafted limb to the individuals who need them. There is a darker side to this advancement, as well. Hidden deep in the laboratories of those unhindered by morals lie abomination hybrids, clockworks actually powered by the souls of living creatures.

When Flesh Meets Steel

With the dangers of Dwarven Blast Powder, by firearms and explosives, as well as the terrible results of melee combat, brutal giants, and ferocious monsters, many individuals suffer the loss of limbs, and curative magics help ensure those wounded survive to need prosthetics.

Each prosthetic limb has 2 Clockwork Points (CP), and eyes, hands, and feet have 1 CP, and each prosthetic also has a number of Component Points, as listed in their description. Prosthetics may have components installed in them, detailed in this chapter, or may have automata modifications appropriate to the slot installed in them, which cost Component Points. Automata modifications have a Component Point cost equal to their Clockwork point cost. Magic items worn in a prosthetic slot prevent any modifications from working, and armor must be tailored to allow modifications to function, adding 10% to the cost. A character may not have more CP-worth of prosthetics than their Constitution score; if their Constitution score is reduced by drain (not damage) such that they have too many CP worth of prosthetics then the wearer may decide what prosthetic stops functioning.

A prosthetic must be attuned to the wearer using an incantation detailed below. Once attuned to the wearer, it is effectively a part of their body. Healing magic repairs it of any damage, as long as the character is not reduced to zero hit points. A character revived from zero hit points finds their limb in the broken condition; no modifications

function, and the individual suffers a -2 penalty to any action, which would involve the limb. Legs with the broken condition still allow the wearer to walk, but at half speed. Limbs may still be targeted by sunder attacks. A successful sunder attack or a targeted *shatter* spell (where the wearer fails their saving throw) causes no damage to the wearer, and gives the prosthetic the broken condition. However, a *lesser restoration*, *make whole*, or *cure moderate wounds* spell will eliminate the broken condition.

Creating a prosthetic or component requires 5 ranks of Craft (clockworks) and 5 ranks of Heal. It takes 1 day per 1000gp of the device's cost. Cost is always equal to ½ the price of the prosthetic or component. Creating a Masterwork prosthetic also requires a DC 25 Craft (clockworks) check at the end of the crafting period. Failure indicates a flaw, and another 1000gp and 1 day is necessary to fix the issue. This repeats until the device is completed or the artisan gives up.

The components installed in a prosthetic may be altered, installed, or replaced with a Craft (clockworks) check (DC 25), and process which takes 10 minutes per Component Point of the device being installed and 10 minutes per Component Point of the device being removed.

Prosthetic Limbs

Clockwork Arm
Slot: Arm **Weight** 10lbs
Clockwork Points 2 **Object**: AC 6, Hardness 5, HP 15
This prosthetic completely replaces the owner's arm from hand to shoulder with a metal and wood construction. It can replace a limb lost to a severing wound. It does not alter the wearer's strength and allows for up to two points of components. The wearer gains a +4 bonus to Climb checks.
Price 4,000 gp

Simple Clockwork Arm
Slot: Arm **Weight** 7lbs
Clockwork Points 2 **Object**: AC 3, Hardness 3, HP 10
A lighter, less durable prosthetic, the simple arm has the same functionality as a clockwork arm with the following exceptions: It allows for only one point of components and provides only a +1 bonus to Climb checks.
Price 2,000 gp

Masterwork Clockwork Arm
Slot: Arm **Weight** 10lbs
Clockwork Points: 2 **Object**: AC 6, Hardness 5, HP 30
A better, robustly constructed prosthetic, this limb has the same functionality as the clockwork arm with the following exception; it allows for four points of components.
Price 7,500 gp

Clockwork Eyes
Slot Eyes **Weight** 1lbs
Clockwork Points: 1 **Object** AC 5, Hardness 3, HP 5
Price 2000 gp; Low-light Augmentation +2000 gp, Darkvision Augmentation +6,000 gp

Clockwork Hand
Slot hand **Weight**: 2lbs
Clockwork Points 1 Object: AC 5, Hardness 5, HP 7
The clockwork hand allows for up to one point of Components installed. It replaces the hand as a result of a severing wound or a loss.
Price 2,000 gp

Clockwork Leg
Slot: Leg **Weight** 15lbs
Clockwork Points 2 **Object**: AC 6, Hardness 5, HP 20
Clockwork leg replaces the leg from foot to hip. It otherwise acts in the same way as as a Clockwork arm but provides a +2 bonus to CMD vs trip attempts.
Price 8,000 gp

Masterwork Clockwork Leg
Has 4 Component Points for installation and a price of 12,000 gp, otherwise acts as a Clockwork Leg.

Simple Clockwork Leg
Has a single Component Point for installation and a price of 4,000 gp, otherwise acts as a Clockwork Leg.

Prosthetic Components

A number of devices may be installed in prosthetics, allowing for further utility and functionality. Unmounted components have an AC of 5, Hardness 5, and 10 hit points.

Embedded Cartridge
Slot: Arm
Component Points: 1 **Price** 4,000 gp
This device adds +2 shots to any single-shot weapon embedded in a prosthetic. Reloading the cartridge requires 10 minutes.

Glider Wing
Slot: Arm
Component Points: 2 **Price** 3,000 gp
This augment must be installed in both arms (requiring a total of 4 Construction Points). It allows the wearer to move 5 feet for every 2.5 feet fallen. It grants a +4 to Reflex saves vs falls and reduces the distance of any fall by 20 ft. when determining damage.

Grapple Augment
Slot: Arm
Component Points: 2 **Price**: 1,500 gp
This prosthetic augment involves hooks and barbs, providing a +1 bonus to CMB or CMD for grapple checks.

Simplified Prosthetics

Simplified Prosthetics have one less Component Point for modifications, but require the same amount of space as their standard versions, thus a simplified clockwork arm has 1 Component Point, but costs 2 CP for the wearer when comparing it to the wearer's Constitution. They cost half as much to make, and can be upgraded by spending the difference in cost between standard and simplified versions of the prosthetic and making a DC 25 Craft (clockworks) check after 1 day/1000 gp of the upgrade cost.

Failure by rolling 3 or less indicates the parts are ruined and must be repurchased. Failing with a roll of 4 or more means the procedure simply failed and the parts can be reused after the appropriate amount of time is spent reinstalling them.

Implanted weapon

Slot: Arm
Component Points: See below **Price**: See below
A weapon embedded in a prosthetic has a price of 5,000 gp per Component Point. In addition to any cost of the weapon (must be masterwork), implanted weapons may be sundered when active but may not be disarmed unless noted.

Cost	Weapon	Description
1 CP	Concealed Pistol	Requires 30 minutes to reload; used against a pinned foe allows for a coup de gras attack.
1 CP	Claw	May or may not be retractable activating the call is a swift action sundered cause prevent either you or activation depending on on retractable retractable claws.
1 CP	Retractable Blade	This light weapon deals 1d4 slashing and piercing damage and has a critical threat range of 19 to 20.
2 CP	Spring-loaded Gun	May be used and loaded normally, and may be disarmed when being used.
2 CP	Spring-loaded Dagger	May be drawn as a swift action, allowing wearer to wield a dagger, which may be used manually and disarmed. Reloading the dagger requires 5 rounds.
2 CP	Netcaster	Allows for one shot, has a 30 minute reload time, fires with 20-foot range increments
2 CP	Alchemical Launcher	Allows for one shot, with a 20-foot range increment. It can be loaded with one of the following: an acid vial, holy water, a smokestick, a sunrod, tanglefoot bag, or a thunderstone. When loaded with acid and sundered the wearer suffers the damage of the acid.
3 CP	Steamjet	This fires a 15-foot cone for 1d6 fire damage (DC 15 reflex for half, those on fire get an immediate save at +3 to extinguish)
3 CP	Wand mount	This requires a swift action to draw or switch. A wand loaded in the mount cannot be disarmed; using the wand does not provoke attacks of opportunity and still requires a standard action to activate.

Locking Gauntlet

Slot: Arm, Hand
Construction Points: 1 **Price** 1,000 gp
This device provides a +4 bonus to CMD versus disarm, or to checks to hold onto an object.

Potion Administrator

Slot: Arm, Leg
Construction Points: 2 **Price** 5,000 gp
This device allows the wearer to use a move action to consume a potion loaded in it and holds one potion. It is compatible with the Embedded Cartridge. Reloading the Potion Administrator is a full round action which provokes attacks of opportunity.

Split Limb

Slot: Arm
Construction Points: 3 **Price** 12,000 GP
This device splits the clockwork arm at the elbow, and allows for two-handed weapons to be used in one hand by the wearer. However, it gives a -2 penalty to CMD versus disarm and grants a +2 bonus to CMB and CMD for grapple checks.

Strength Augmentation

Slot: Arm, Leg
Construction Points: 2 **Price** 6,000 gp
These components provide +2 enhancement bonus to strength and stack with themselves when installed in different limbs.

Storage Compartment
Slot: Arm, Leg
Component Points: 1 **Price** 1,000 gp
This compartment can hold a weapon no bigger or heavier than a dagger, a wand, a scroll, a potion, or a similar item at GM discretion. Drawing an item from a Storage compartment is a swift action and does not require a free hand. If the wearer's hand is free, then the object is automatically in-hand.

Tail
Slot: Leg
Construction Points: 4 **Price** 8,000 gp
Affixed at the hip, this device provides a +4 competence bonus to Acrobatics or Swim checks, and a + 4 bonus to CMD vs bull rush or trip checks

Wings
Slot: Arm
Construction Points: 4 **Price** 8,000 gp
These devices must be installed on both arms to provide a benefit. They give the wearer a fly speed of 30 ft. with poor maneuverability.

Character Options

Several feats and traits are associated with prosthetics in Rhune. These aren't the only ways to gain a limb, they can be purchased or acquired over the course of a character's life, but for those players who want to begin play with a prosthetic, and those GM's comfortable with such a play style, the following feats and traits should prove useful.

Feats

Prosthetic Limb (General)
Requirement: 1st level
Benefit: You begin play with a prosthetic arm or leg (with 2 CP), which has been attuned to you via an incantation, allowing damage to it to be healed via *cure* spells. It may be upgraded over the course of play to 4 CP. Magic items worn in a prosthetic slot prevent any modifications from working. This arm had a former owner who may still be alive, and whose reputation may occasionally follow you. This arm does not start with any modifications unless you begin play with sufficient resources to purchase them. At GM discretion, this might be some prosthetic other than an arm or leg.

Improved Prosthetic (General)
Requirement: Prosthetic Limb
Benefit: You begin play with a masterwork prosthetic arm or leg (with 4 CP), which has been attuned to you via an incantation, allowing damage to it to be healed via *cure* spells. It may be enhanced magically, but wearing magic items in the slot occupied by the prosthetic prevents any enchantments or modifications from being used. This arm had a former owner who may still be alive, and whose reputation may occasionally follow you. This arm does not start with any modifications unless you begin play with sufficient resources to purchase them. At GM discretion, this might be some prosthetic other than an arm or leg.

Traits

Simple Prosthetic (General)
Benefit: You begin play with a simple prosthetic (with 1 CP), which has been attuned to you via an incantation, allowing damage to it to be healed via *cure* spells. It may be upgraded over the course of play to 4CP. Magic items worn in a prosthetic slot prevent any modifications from working. This arm does not start with any modifications unless you begin play with sufficient resources to purchase them. At GM discretion, this might be some prosthetic other than an arm or leg.

Trained Clockwork Chirurgeon (Magic)
Benefit: As a journeyman Clockwork Chirurgeon, you have a +1 to Heal and Craft (clockworks) checks, and you know the I*ncantation of the Limb Reforged*, allowing you to attune clockwork prosthetics to their new owners. You may teach this incantation to others, but it is generally considered the trademark of a member of the Clockwork Chirurgeons, and you might be questioned should someone inappropriate claim you as their instructor.

Incantation of the Limb Reforged (Incantation)

"Oh, that was a glorious charge! Foolhardy, to be sure, but we took it, despite their cannons! We may have lost many, but they lost the fortress, and we'll return to the battlefield," he chuckled and flexed his metal arm and hand, "Or at least, most of us will."

School conjuration and necromancy; **Effective Level** 5th
Skill Check Knowledge (arcana) 2 successes DC 26, Heal 2 successes DC 26, and Spellcraft 1 success DC 26; 5 successes total, masterwork tools permitted.
Casting Time 5 hours
Components F, M, S, V
Focus—A mithral mirror worth 5000gp.
Material Components—a vine wrapped in platinum wire and dipped in giant's blood, worth 500gp.
Secondary Casters— 10 to 100 secondary performers may assist the primary performer.
Range Touch
Target An individual and prosthetic limbs to be attached.
Duration Instantaneous.
Saving Throw Will negates **SR** Yes

DESCRIPTION

Through the drawing of runes on the targeted individual's body using the vine and the giant's blood, this incantation joins the targeted individual with the prosthetic limbs, allowing them to be healed with the individual, controlled by the individual, and functional. The wearer may remove the prosthetic, to perform maintenance or modifications, for instance, and reattach the prosthetic without another incantation, regardless of the amount of time the two have been separated. Attuning the prosthetic to another creature via another incantation or the death of the creature breaks this connection. See the section on clockwork prosthetics for more information.

BACKLASH

The performer participating in this incantation is exhausted, as per the status condition; until they can either rest for 8 hours or find another way remove the condition. The performer also suffers 1 negative level. Secondary performers also suffer this backlash.

FAILURE

Failing three skill checks during the incantation causes it to fail completely. The performer still suffers Backlash, but the performer also suffers three negative levels. The material components are consumed, but the focus is undamaged and the prosthetic and target may still be attached through a later, successful incantation.

CONSTRUCTION

Base 34 → +10 Multiple schools → -1 Multiple Schools → -1 hourly checks → -1 expensive material component → -1 expensive focus → -6 10-100 secondaries → -2 close to touch → -4 SR no to yes → -2 level 5 → -3 limited targets → -2 exhausted performer → -2 negative level → -1 affects secondaries → +8 instantaneous to permanent; 5th Level.

Abomination Hybrids

Abomination hybrids represent the worst exploration of the union of technology and magic, the mad ravings of black alchemy or insane arcane theory given shape and form while requiring a human soul or the living electrical power provided by a sentient being. This branch of experimentation is strictly forbidden in the City-States of Vallinar, the Clockwork Chirurgeon's Guild, and most magical orders. Still, occasionally some crazed alchemist or demented spellcaster decides to push the boundaries. Sometimes for "progress," sometimes for twisted reasons all their own, the result is always terrible to behold. The following items don't constitute the full breadth of the abomination hybrid creations, but offer a few adventurers might potentially encounter.

Bróðir-Rodd

Aura moderate divination and conjuration; **CL** 7th
Slot—; **Price** 28,000 gp; **Weight** 8 lbs. each

DESCRIPTION

Fashioned from a pair of twin human heads, severed and magically preserved, these unfortunate soul-bound objects allow for communication over any distance on the same plane. By speaking to one head, the other head repeats the message in the speaker's voice, or awaits for a command word to relay the message. Up to an hour of communication may be held by either skull for relay. Once the *Bróðir-Rodd* speaks the message, it is no longer saved. Destroying the head (hardness 5, 15 hit points) releases the soul tied to the item. An unpaired *Bróðir-Rodd* may simply be used to hold up to an hour of communication until commanded to relay the message.

CONSTRUCTION

Requirements Craft Wondrous Item, *Incantation of the Soulfire Bound, sending*; **Cost** 14,000 gp.

Skyn-Knottr

Aura minor divination and necromancy; **CL** 5th
Slot—; **Price** 2,500 gp; **Weight** 1 lbs.

DESCRIPTION

A gem- and gold-encrusted skull, bound with an individual's soul, the *Skyn-Knottr* grants the owner a +5 competence bonus to two different skills. These skills must be from this list: Appraise, Bluff, Craft (any), Diplomacy, Knowledge (any), Profession (any), Survival. The bonus does not apply to checks made in combat, and the owner actively speaks to the skull to gain the bonus; the skull does speak back to the owner, but in a language, which only the owner understands. Occasionally, it will mutter or whine to itself; this is always done in Low Common. Destroying the skull (hardness 5, 15 hit points) frees the bound soul.

CONSTRUCTION

Requirements Craft Wondrous Item, *Incantation of the Soulfire Bound*, bound individual must have 5 ranks in the chosen skills; Cost 1,250 gp.

Vaka-Gorðr

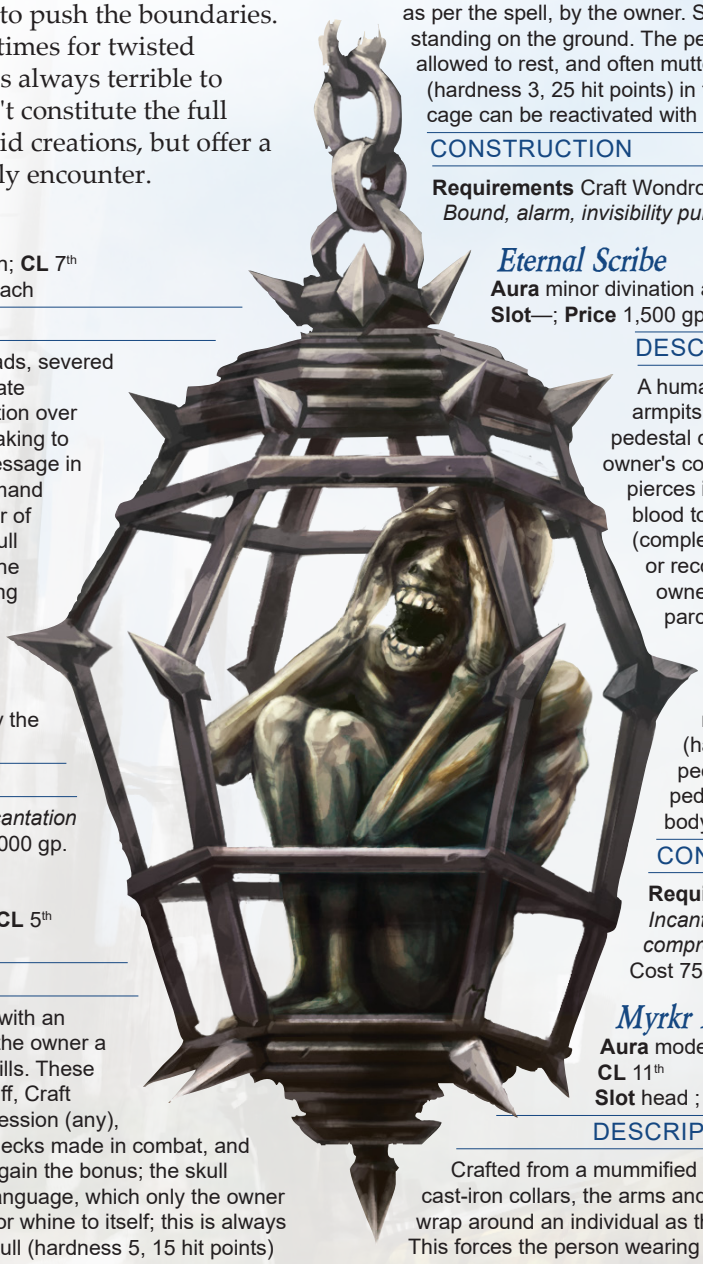
Aura minor divination and necromancy; **CL** 5th
Slot—; **Price** 16,500 gp; **Weight** 1 lbs.

DESCRIPTION

This item is a desiccated human form, bound up in a fetal position, with his knees against his chest, and his hands on his ankles. His milky-white eyes are held open with fishhooks, and he sits in an iron cage. The cage has a length of chain and a ring, allowing it to hang down. This creates a 60-foot radius of *invisibility purge* and *alarm*, with alert conditions determined, as per the spell, by the owner. Sometimes the cage is simple left standing on the ground. The person bound in the cage is never allowed to rest, and often mutters or whimpers. Destroying the body (hardness 3, 25 hit points) in the cage releases the soul, but the cage can be reactivated with a new body and incantation.

CONSTRUCTION

Requirements Craft Wondrous Item, *Incantation of the Soulfire Bound, alarm, invisibility purge*; **Cost** 8,250 gp.



Eternal Scribe

Aura minor divination and conjuration; **CL** 5th
Slot—; **Price** 1,500 gp; **Weight** 1 lbs.

DESCRIPTION

A human torso, severed just below the armpits and mounted upon a mahogany pedestal comprises this grisly device. At the owner's command, the flayed pointer finger pierces its still fresh tongue and uses the blood to either copy a text provided to it (completing most manuscripts in a week), or recording dictation as directed by the owner. It stops if it runs out of paper or parchment to write upon, but never runs out of ink. It writes in the language provided, even if the individual crafted into the *eternal scribe* did not speak it. Destroying the body (hardness 3, 25 hit points) on the pedestal releases the soul, but the pedestal can be reactivated with a new body and incantation.

CONSTRUCTION

Requirements Craft Wondrous Item, *Incantation of the Soulfire Bound, comprehend languages, prestidigitation*; Cost 750 gp.

Myrkr Interrogator

Aura moderate divination and enchantment; **CL** 11th
Slot head ; **Price** 27,500 gp; **Weight** 20 lbs.

DESCRIPTION

Crafted from a mummified human form wearing a pair of cast-iron collars, the arms and legs of this blackened corpse wrap around an individual as the item is activated, once per day. This forces the person wearing the *myrkr interrogator* to fall into an enchanted sleep, where the corpse then whispers questions into their ear. The wearer sleeps, even if they do not require it, and must make a DC 17 Will save or answer three questions asked by owner of the *myrkr interrogator*. The wearer may choose to refuse answering some or all of the questions; they suffer 1d6 damage per question refused. This sleep is not restful; the wearer does not regain hit points, and cannot regain spells afterwards. Destroying the body (hardness 3, 25 hit points) in the collars releases the soul, but the collars can be reactivated with a new body and incantation.

CONSTRUCTION

Requirements Craft Wondrous Item, *Incantation of the Soulfire Bound, nightmare*; Cost 12,750 gp.

Incantation of the Soulfire Bound (Incantation)

"I offer you a sort of immortality," he chuckled a bit, "Well, not immortality. More like an excruciatingly long, slow grinding of your body to a hungry fire, which will forever chew at your tender bits. I can understand the look on your face; it does sound quite terrible."

School conjuration and necromancy; **Effective** Level 8th
Skill Check Knowledge (arcana) 3 successes DC 20, Heal 2 successes DC 20 or Craft (alchemy) 2 successes DC 20, and Spellcraft 1 success DC 20; 6 successes total, masterwork tools permitted.
Casting Time 8 hours
Components F, M, S, V
Focus—An obsidian and mithril needle and dagger set worth 5,000 gp.
Material Components—A length of silver thread infused with demon, dragon, or giant blood worth 500 gp.
Other— The helpless individual and abomination hybrid device to be powered.
Secondary Casters— Up to 10 secondary performers may assist the primary performer.
Range Touch
Target An individual and abomination hybrid device to be powered.
Duration Instantaneous.
Saving Throw none **SR** No

DESCRIPTION

This incantation joins the targeted individual with the magical item, using their body or soul to power the magic and provide guidance to its usage. This does not make an intelligent item, but binds the creature's personality to the item in slavish operation. They must obey the item's possessor, although their suffering or misery may be apparent in any communication with the item. A successful targeted *greater dispel magic* (or similar magic) against a Caster Level 13 effect can break this connection, causing the item to cease functioning but allow it to be bound to another individual. Violent actions, such as destroying the item, may also release the individual. Otherwise, the magical ritual sustains the soul or person attached to the item for as long as the item exists. Using this incantation reduces item costs by one-half, but it is clearly an evil act.

BACKLASH

The performer participating in this incantation gains a negative level and suffers 2d6 damage. Secondary performers also suffer this negative level and damage.

FAILURE

Failing three skill checks during the incantation causes it to fail completely. The performer still suffers Backlash, but the performer also suffers three negative levels. The material components are consumed.

CONSTRUCTION

Base 34→ +10 Multiple schools → Multiple skills -1 → hourly checks -1 → Expensive Material -1 → Expensive Focus -1 → 10 > secondaries -2 → Close to Touch -2 → Unwilling/Helpless -2 → Instantaneous to Permanent -10 → Performers suffer negative level -2 → Performers suffer 2d6 -1 → secondarys suffer -1; 8th Level.

Common Equipment

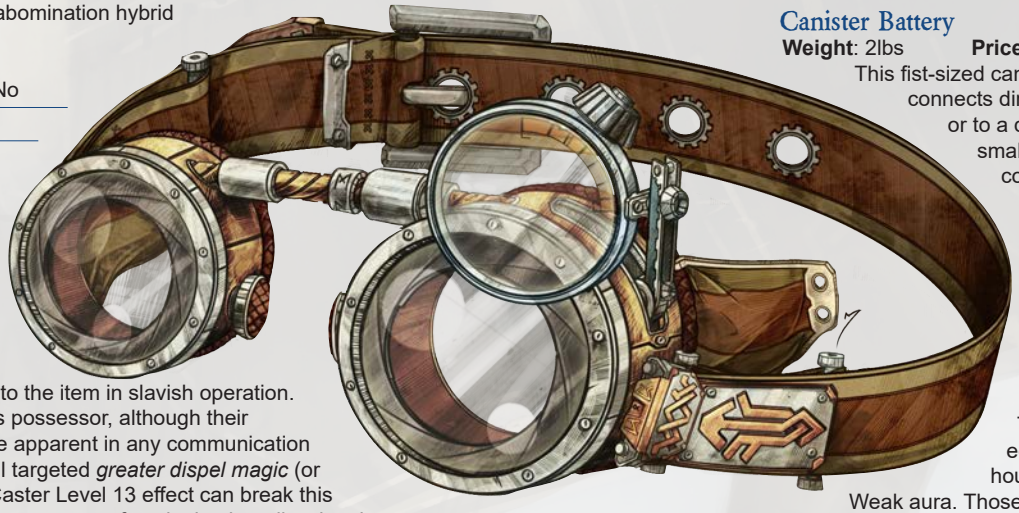
The benefits of dragon towers and therma-torque technology have resulted in a number of mundane items, which have greatly improved the quality of average individuals' lives.

Battery Packs

Weight: see below **Price**: see below
There are many types of these sealed containers loaded with alchemical/technological reactants which create electricity to power devices for differing periods. If a battery is exposed to a total of 15 hit points of fire damage over three rounds or less, it explodes for 1d6 hit points of damage to anyone within 5 feet, unless described otherwise.

Belt or Bandolier Pack

Weight: 8lbs **Price**: 500 gp
This provides the equivalent of 8 hours of charge in a Weak aura. It includes a charging cable allowing it to connect to a charging station, generator or even another battery pack. If damaged by 15 points of fire damage in 3 rounds or less, it explodes but only affects the wearer. These batteries cannot be disconnected from the belt pack.



Canister Battery

Weight: 2lbs **Price**: 125 gp
This fist-sized canister either connects directly to a device or to a device via a small included cable connection. It provides the equivalent of 3 hours of charge in a Weak aura.

Pack Battery

Weight: 12lbs **Price**: 750 gp
This provides the equivalent of 12 hours of charge in a Weak aura. Those attempting to recharge the pack battery can connect to a charging station, generator, another battery. If damaged it does 3d6 to those within 10 feet.

Electric Goggles

Weight: 1lbs **Price**: 500 gp
These goggles permit the wearer to see and identify electrical auras within 120 feet. They also grant *darkvision* to the wearer with a range of 5 feet. If the wearer fails a save against a spell with the light descriptor while wearing the goggles they are dazzled for 1d4 rounds. Electic goggles will operate for 30 minutes on a single charge. Electric goggles require 2 hours to fully recharge, although they can be attached to a canister battery for 2 hours of additional use.

Explorer's Harness

Weight: 1lbs **Price**: 15 gp
This harness is worn on the torso and allows for a connecting rope to be linked between fellow climbers. This way it offers a +2 bonus to saving throws versus falling, and allows secondary climbers attached to the falling individual to make a save at a -5 to catch a falling person. Failing by 5 or more means the secondary climber also falls.

Field Generators
Weight: 35 lbs **Price**: 500 gp

Sentinel Field
A bundle of ten extendable rods, these can be used to create a boundary with no more than 20 feet between each pylon. The central pylon can generate a field for 8 hours. This field is attuned to monitor for Tiny or larger creatures passing through it. The field repulses most wild animals and insects. A creature breaching the boundary causes an alarm to sound, as per the audible version of the *alarm* spell. The alarm can be deactivated at the central pylon after entering a personalized code.
A sentinel field will operate for 8 hours on a single charge and it requires 8 hours to fully recharge. It can be attached to a pack battery, which extends its operation for an additional 8 hours.

Chirurgeon's Field
These 10 collapsing rods may be used to create a boundary with no more than 20 feet between each pylon. Resting inside this field for 8 hours provides a + 5 to Heal checks for extended care and increases the recovery of hit points by extended rest by 50%. A chirurgeon's field will operate for 8 hours on a single charge and it requires 8 hours to fully recharge. It can be attached to a pack battery, which extends its operation for an additional 8 hours.

Filter Goggles
Weight: 1lbs **Price**: 500 gp
These goggles protect the wearer from bright flashes and help see in obscuring situations. They reduce the miss chance from fog or smoke by 10%, and from magical effects by 5%. They provide a +2 circumstance bonus against effects that might blind the wearer.

Gas Masks, Canister-Filter
Weight: 5lbs **Price**: 400 gp
This face-covering cowl and goggle mask protects the wearer from smoke, silt, dust, or ash. With the alchemically treated canister filter attached, it provides a +4 alchemical bonus to the next 3 fortitude saves against inhaled poisons and diseases. Each save reduces the bonus by +1. Replacement canisters cost 300gp.

Generator, Portable
Weight: 40lbs **Price**: 1,000 gp
A small therma-torque device contained in a darkwood chest, these portable engines provide the equivalent of a Weak ambient field to any object attuned to one of the 6 slots on the device. It can provide this field for 6 hours before requiring 12 hours to cool.

Grounding Strap
Weight: ½ lbs **Price**: 50 gp
A strap and wire connected with a spike, this item requires a full-round action to prepare, which provokes attacks of opportunity. Once the spike is affixed to the ground, the wearer cannot move from their current square and maintain the item's protection. The strap provides a + 2 bonus to saving throws vs effects with the electricity keyword, and 10 Resist electricity until more than 10 points are taken in one round. If the wearer takes more than 10 hit points of electricity damage in a round, the grounding strap provides its protection, but is destroyed in the process.

Hand Lamps
Weight: 1lbs **Price**: 500 gp
These lanterns provide a bright illumination in a 15-foot radius, or a 45-foot cone for 6 hours of operation on a single charge. It requires 2 hours to fully recharge. It can be attached to a canister battery for 4 hours of additional light. Activating or deactivating the lamp is a swift action but may be performed as a move or standard action, none of which provokes attacks of opportunity.

Light Stands
Weight: 4lbs **Price**: 5 gp
An 8-foot extendable rod with tripod legs and a claw mount on the opposite end, this device allows a hand lamp, lantern, torch, or even a sunrod to be held in the mount. It extends the radius of the light source's illumination by 15 feet. The rod has Hardness 5, Hit Points 10.

Telegraph
Weight: 25lbs **Price**: 500 gp
This heavy chest must be attached to an existing telegraph cable. Cables are three inches thick and run for many miles. There is a 1 round transmission delay per 100 miles of cable and transmitting or transcribing a message into the code used by the device requires a DC 15 Linguistics skill check. The check to transmit or transcribe a message requires 1 minute for every 25 words. The telegraph must be connected to the equivalent of a Weak ambient field and requires two slots on a charging station.

Universal Tool
Weight:—lbs **Price**: 50 gp
This small rectangular device contains an extensible series of small files blades sauce spades and minor tools. Switching tools is a swift action but may be performed as a move or standard action, which does not provoke attacks of opportunity. The universal tool provides a + 2 bonus to Craft or Disable Device skill checks not associated with traps, prosthetics, or automata.

Winding Key
Weight:—lbs **Price**: 100 gp
This combines a universal tool with a special attachment for repairing prosthetics and automata.

Wireless Radios
Weight: 25lbs **Price**: 500 gp
This backpack-based transmitter allows for messages to be sent to other transmitters within 25 miles. The set has 12 channels and switching channels requires a swift action, but can be done as a move or standard action, which does not provoke attacks of opportunity. Sending a message requires a DC 12 Knowledge (engineering) or Knowledge (clockworks) skill check. The wireless radio requires a battery pack to operate for four hours, but these hours need not be continuous. It can be connected to a generator and takes one charging slot.

Item	Weight	Price
Belt or Bandolier Pack	8lbs	500 gp
Canister Battery	2lbs	125 gp
Pack Battery	12lbs	750 gp
Electric Goggles	1lbs	500 gp
Explorer's Harness	1lbs	15 gp
Field Generators	35lbs	500 gp
Filter Goggles	1lbs	500 gp
Gas Masks, Canister-Filter	5lbs	400 gp
Generator, Portable	40lbs	1,000 gp
Grounding Strap	1/2lbs	50 gp
Hand Lamp	1lbs	150 gp
Light Stand	4lbs	5 gp
Telegraph	25lbs	500 gp
Universal Tool	- lbs	50 gp
Winding Key	- lbs	100 gp
Wireless Radio	25lbs	500 gp

Alchemy

Alchemy holds a prominent place in the civilized portions of Rhune, especially on Midgard and Nachtland. It is part art, part science, and part mystic tradition; one that almost anyone can learn, master, and explore. While alchemists readily master the mystical elements inherent in alchemy, not everyone exploring alchemy needs to take levels as an alchemist. In fact, those who do embrace a specific understanding of alchemy and approach has become a tradition infused with magic, focusing on the battlefield and self-transmutation.

Most alchemy is concerned with the creation of useful items and extracts, creations which everyday people might use to make their lives better. Many craftsmen master a handful of alchemical recipes and, over time, turn their minds to making them more efficient and applicable, creating urgents, elixirs, and powders that they use to serve everyone, from commoner to king. In and around the City-States of Vallinar, alchemical items of all variety are incredibly common and their impact is widespread, especially where they are less expensive than their divine alternatives. Seeking alchemical remedies for all sorts of ailments and conditions is a regular practice among the citizens of the City-States, with only the wealthiest and most priveledged seeking expensive potions and elixirs from the Old Gods' various priesthoods.

Of course, alchemy is a volatile field of study and not everyone who puts pestle to mortar has the best of intentions. In fact, the portions of its exploration that deal with involuntary bodily transformation or other specifically harmful effects are called Black Alchemy.

Black Alchemy

While black alchemists are generally shunned, they are still an important, and some might claim necessary, aspect of pushing alchemy's practical boundaries. Most black alchemists practice in secret; experimenting on those they cull from the dredges of society. Others head far into the North, where the practice of Black Alchemy is openly accepted, trading their skill with disease, poison, and other deliberating brews for a fresh supply of test subjects.

Practicing Alchemy

One only needs to have ranks in Craft (alchemy) to pursue common alchemy. New common alchemical creations require a DC 30 Craft (alchemy) check after a week of research costing 1,000 gp per effective level of the the final effect provided by the recipe. Failure of this check gives a +1 on the next check, but a failure of 1 on the weekly check means the DC increases by 3.

New Alchemical Items

The following are some of the alchemical items common to the City-States of Vallinar.

Alchemist's Friend

Weight—lbs; **Price** 1 gp per vial

Alchemists use this oil as a base for their tinctures, salves, potions, and similar liquids. Alchemist's friend has is renowned for its neutral properties, as well as it ability to absorb the properties of herbs and spices. It is a common ingredient and most alchemists keep a dozen or so vials on hand at all times.

ALCHEMICAL RECIPE

Recipe Black Adder's venom, rose buds, and spring water, boiled and distilled; **Craft** DC 10

Balefire's Blessing

Weight ½ lb.; **Cost** 2 gp per packet

Famous among bards, skalds, and war dancers alike, Balefire's Blessing is an alchemical powder

Using Alchemical Items in Rhune

Dozens of alchemical items exist within the *Pathfinder® Roleplaying Game Core Rulebook™* and generally speaking, it is safe to assume that any or all of them are readily available in the City-States of Vallinar. To save space, we have elected to omit a comprehensive list of these items, leaving it to GMs instead. A number of alchemical items that are unique to Rhune are listed later in this chapter.

that produces a large flare that dazzles and impresses onlookers. Designed for ritual theatrics, some rogues use it to create distractions. When thrown into a fire, Balefire's Blessing creates a burst of multi-colored light that dazzles a single creature in a 5 ft. radius for 1d4 rounds unless they make a successful Fortitude save (DC 11). Sightless creatures, as well as creatures already dazzled, are not affected.

ALCHEMICAL RECIPE

Recipe Ground copper, sugar, silver, and saltpeter; **Craft** DC 12
Alchemical Power Component
flare (M): Adding a packet of Balefire's Blessing to the *flare* spell increases the DC by 1.

Cerecloth

Weight 3 lbs; **Price** 50 gp per package
Taking specially treated strips of linen and then soaking them in an alchemically brewed molten wax creates cerecloth. These strips may then be used to wrap living or dead bodies. A single set of cerecloth can wrap a Small-sized creature completely. Two sets of cerecloth are necessary to encase a Medium-sized creature, and four sets are necessary to wrap a Large-sized creature. A wrapped corpse enjoys the benefits of a *gentle repose* spell for up to 30 days. Using a single set of cerecloth on a Medium-sized creature, or a half set on a Small-sized creature, grants a +3 alchemical bonus to saving throws against ghoul paralysis and imposes a -1 armor check penalty which stacks with other armor check penalties. Cerecloth provides this benefit against five attacks before losing its efficacy. A ghoul who bites a creature wrapped in cerecloth must make a DC 15 Fortitude save or gain the Sickened condition for 1d4+1 rounds.

ALCHEMICAL RECIPE

Recipe Hoarfrost wax, linen, rose leaves, shadowstone dust; **Craft** DC 22
Alchemical Power Component
false life (M): Wrapping a half set of cerecloth around the caster's arms while casting this spell gives the caster 2d8+1 temporary hit points per caster level (maximum +10).

Darkvision Drops

Weight —; **Price** 75gp per dose
Placing several drops (one dose) of this oily, midnight-blue liquid on one's eyes increases the range of their darkvision by 30 feet. If the character does not have darkvision, this substance gives the user 30-foot darkvision. In either case, the effect lasts for one minute, plus one minute per point of Constitution ability bonus, minimum 1 minute. These drops work once per day for a user, and attempting to use them more than once per day, without first receiving the benefits of a *lesser restoration* spell, reduces the users eyesight to 15 feet and eliminates any other vision adjustment for 30 minutes. Receiving a *lesser restoration* spell allows the individual to use the drops again without penalty.

ALCHEMICAL RECIPE

Recipe alchemist friend, Nachtkiss petals, spring water, boiled and distilled; **Craft** DC 25
Alchemical Power Component
darkness (M): The darkness caused by the spell reduces the illumination level in the area by two steps. Two doses are consumed in the casting.

Draugir Caps

Weight 1lb per cap; **Price** 400 gp per cap
These hook-lined skullcaps come attuned to a command cap. By affixing the cap to a Small- or Medium-sized corpse as a full round action that provokes attacks of opportunity, the wearer of the command cap may spend a minute concentrating and make a DC 20 Concentration check (caster level is equal to character level in this case) to alchemically animate the corpse. This corpse functions as a zombie (see the *Pathfinder® Roleplaying Game Bestiary™*) except is it unharmed (although not healed) by channeling positive energy. Channeling negative energy still damages the corpse. Once the zombie reaches 0 hit points, it is destroyed and cannot be reanimated. Removing the *draugir cap* is also a full-round action, which provokes attacks of opportunity. Controlling the corpse is a move-equivalent action that does not provoke attacks of opportunity. A corpse can be given instructions as per animal tricks, and performs the command until destroyed or until the wearer of the command cap issues a new command. The wearer of a command cap is limited to a number of zombies equal to their character level.

ALCHEMICAL RECIPE

Recipe Draugir cap, gravedirt, purified silver tincture; **Craft** DC 30
Alchemical Power Component
dominate person (M): Utilizing a draugir cap in the process of casting the spell either increases the save DC by +1 (as an alchemical bonus) or increases the caster level by +2. The cap is consumed by the casting.

Story Seed: *The Middleman's Remorse*

Someone is using the sale of goods tainted with *jötunstone* paste to infect the handlers, and killing people with the disease. Several merchants and a number of townspeople have already succumbed. The characters need to discover is behind the affliction and stop them before they kill further, or worse, cause an epidemic! At its heart stands a jötun-blooded sorcerer whose family and love died when their village was razed in a trade dispute. Small clues left at the deathbeds of the dispute's architects lead back to the village and the few survivors who immigrated to the town after the slaughter.

Environmental Packs

Weight .5 lbs; **Price** 50 gp per package

These small, hand-sized fabric pillows contain a crystalized alchemical creation which provides the effects of an endure elements spell to the individual who activates the pack. Activating the pack is a standard action that does not provoke an attack of opportunity. In an emergency, the pack can be easily crushed (an immediate action which does not provoke attacks of opportunity) to release all of of its alchemical protections at once. This burns the pack out, but provides the user a single round of protection against hot or cold. Activating the pack in this way grants Resist 5 fire, or Resist 5 cold for three rounds or Resist 10 for a single round. After this time, the pack becomes an inert pillow of sand.

ALCHEMICAL RECIPE

Recipe Bellafröth Flower (petals), Chirgeon's Bane (root), ground sulfur, and salt - distilled; **Craft** DC 18

Alchemical Power Component

protection from energy (M): Utilizing one of these packs in the casting consumes the pack, but adds +2 hit points/level of protection to the spell effect.

Hammerfall Curative, Lesser

Weight 1 lbs.; **Cost** 5 gp per vial

This complex tincture is identical to normal Hammerfall Curative, although it is not as potent. When applied to a wound, this curative grants a +1 alchemical bonus to Fort saves to resist non-magical diseases that originate from that wound. Additionally, this curative cures 1d2+1 hit points, although this healing takes 1d6 rounds to take effect.

ALCHEMICAL RECIPE

Recipe Honeyed Ashwood, ground and distilled with Mhyr water; **Craft** DC 15

Alchemical Power Component

cure light wounds (M): Adding this tincture increases the total hit points healed by 2.

Hammerfall Curative

Weight 1 lbs.; **Cost** 10 gp per vial

This complex tincture is designed to cleanse wounds and stop bleeding. Found on battlefields across Midgard, it is effective and easy to use, making it a must for soldiers and mercenaries alike, especially those lacking the divine support of a healer. When applied to a wound, this curative grants a +2 alchemical bonus to Fort saves to resist non-magical diseases that originate from that wound. Additionally, this curative cures 1d4+1 hit points, although this healing takes 1d6 rounds to take effect.

ALCHEMICAL RECIPE

Recipe Honeyed Ashwood, ground and distilled with Mhyr water; **Craft** DC 18

Alchemical Power Component

cure moderate wounds (M): Adding this tincture increases the total hit points healed by 4.

Hammerfall Curative, Greater

Weight 1 lbs.; **Cost** 15 gp per vial

This complex tincture is identical to normal Hammerfall Curative, although it is much more potent. When applied to a wound, this curative grants a +4 alchemical bonus to Fort saves to resist non-magical diseases that originate from that wound. Additionally, this curative cures 1d6+1 hit points, although this healing takes 1d6 rounds to take effect.

ALCHEMICAL RECIPE

Recipe Honeyed Ashwood, ground and distilled with Mhyr water; **Craft** DC 20

Alchemical Power Component

cure serious wounds (M): Adding this tincture increases the total hit points healed by 6.

Impact Gel-coat

Weight +5 lbs; **Price** +500 gp to the item's cost

These gelatinous strips are sewn into clothing outfits, adding 5 lbs to their overall weight, but providing no armor bonus. Instead, when the individual wearing the clothes is hit for damage, the first 5 hit points of each attack is converted to non-lethal damage, as the gel hardens and absorbs the impact. It softens again, moments later. Once the outfit has suffered 30 hit points of damage, it gains the broken condition, and needs a full round to soften, meaning it only converts 5 hit points of lethal damage from each attack to non-lethal damage every other round. A mending spell repairs 15 hit points of damage to the outfit, and a make whole spell restores the clothing completely.

ALCHEMICAL RECIPE

Recipe alchemist's friend, bladeblock paste, Helbloom petals (distilled with *jötunstone* dust) and hoarfrost; **Craft** DC 27

Alchemical Power Component

magic missile (M): Consuming the gel strips as a part of casting the spell allows any 1s rolled for damage to be counted as 2s.

Alchemical Overdose

Because of the cost and efficiency of alchemy, some adventures choose to stock up on it, hoping to replace potions g and similar, costly items. While alchemists, who benefit from this sort of thinking, frequently encourage this practice, there are side effects that come with applying or consuming too many alchemical items.

Player characters may employ a number of alchemical items equal to their Constitution modifier every hour without suffering any ill effects. A character cannot consume or otherwise use a total number of alchemical items equal to twice their Constitution modifier in a 24-hour period. When they exceed either of these numbers, these characters risk becoming ill unless they succeed on a Fortitude saving throw (DC 20 plus the total number of alchemical items consumed or used in the past 24 hours). Characters who fail this save gain the sickened condition for 1d4 hours (which cannot be removed by alchemical means).

Jötunstone Infusion

Weight —; **Price** 750 gp

This deep ochre paste is crafted using *jötunstone* dust, ground bones, and grave dirt, left to ferment in a specially prepared cold iron drum. Less scrupulous warriors apply the paste to weapons and ammunition in the hope the terrible substance will drive enemies mad, deformed, or both. Opponents damaged by weapons treated with *jötunstone* paste must make a DC 18 Fortitude save or become infected with Fomorian Blight.

ALCHEMICAL RECIPE

Recipe gravedirt, ground bones, *jötunstone* dust; **Craft** DC 32

Alchemical Power Component

poison (M): Utilizing a dose of *jötunstone* paste increases the damage to 1d4 Constitution damage each round. The paste is consumed in the casting of the spell.

Fomorian Blight

Type disease, injury; **Save** Fortitude DC 18

Onset 1d4 minutes; **Frequency** 1/day

Effect 1d4 Wis damage, if more than 2 Wis damage from a single check, target must make an additional Fort save or gain a physical deformity which manifests as a point of Dexterity drain. Additionally, when someone infected with Fomorian Blight is suffers more damage equal to or greater than their total Constitution score, they must make another DC 18 Fortitude save. If they fail this save, the disease suddenly manifests as spongy sores that distort their flesh and soften their bones, making movement and coordination almost impossible. For the round they are affected, the creature drops all held items and falls prone. While prone, the affected creature cannot move expect to crawl, and they can only do that at half their normal movement rate; **Cure** 2 consecutive saves

Meatwalker Serum

Weight —; **Price** 250 gp

This substance creates an alchemically driven zombie. One dose animates a single Medium-sized creature, or two Small-sized creatures over the course of a round. These zombies are statistically identical to zombies in the *Pathfinder® Roleplaying Game Bestiary™*, but remain unharmed (and not healed) by channeling positive energy. Channeling negative energy damages still damages the corpse. Once the zombie reaches 0 hit points, it is destroyed and cannot be reanimated. When used in combination with corpse fitted with a *draugir cap*, the character wearing the command cap does not need to spend a minute of concentration to control the corpse. Otherwise, these zombies shuffle around aimlessly for three days, until the serum becomes inert and the corpses become inanimate. The serum also provides a side benefit of acting as a *gentle repose* spell while active.

ALCHEMICAL RECIPE

Recipe ground draugir caps, gravedirt, nightshade; Craft DC 30

Alchemical Power Component

gentle repose (M): Utilizing a dose of meatwalker serum adds 1d4 days to the duration of the spell.

Panacea Tonic

Weight —; **Price** 50 gp

These small crystal vials contain a tart, slurry-like mixture of alchemical reagents capable of reversing certain physical effects when activated by another specific alchemical device. Rapping the vial with a sunrod activates the tonic to cure the blindness condition. Applying a tindertwig activates the tonic to remove the exhausted condition. Mixing with acid and consuming allows the nauseated condition to be removed. Pouring the tonic over a thunderstone while consuming it allows the sickened condition to be removed. Activating and consuming the tonic is a move action that provokes attacks of opportunity and consumes the activating alchemical device (the sunrod, tindertwig, etc). Until the activating device is used, the panacea tonic has no curative properties.

ALCHEMICAL RECIPE

Recipe alchemist's friend, beeswax, Mhyr water, red mithral dust; **Craft** DC 27

Alchemical Power Component

lesser restoration (M): Using panacea tonic while casting the spell allows ability damage and a negative condition to be removed from the target, even if no alchemical activation agent is available.

Secret Ink

Weight:—lbs; **Price**: 100 gp per vial

Purchased in paired vials, this ink writes normally and disappears after 2 minutes. Lightly applying the mixture in the second bottle causes the text to reappear. The ink is not visible to *see invisible* spells, but a *glitterdust* spell will reveal the text.

ALCHEMICAL RECIPE

Recipe secret; **Craft** DC 25

Alchemical Power Component

invisibility (M): Using secret link while casting the spell allows the caster to remain invisible for a number of additional rounds equal to his Intelligence modifier whenever something would prematurely end his invisibility (like the spell being targeted by a successful dispel magic or by being broken due to the invisible subject making an attack).

Tracking Dust

Weight .5 lbs; **Price** 75gp

This silver powder and infuser must be mixed with a sample of scent from the creature being tracked, which can be acquired from a pinch of earth, a small piece of fabric from clothing once belonging to the target, etc. Then the powder is lit with a tindertwig and the infuser is closed. Swinging the infuser over the ground as the smoke wafts down causes the trail of the creature's footprints to become faintly outlined in quickly fading silver motes. This provides a +3 alchemical bonus to Survival checks made to track a creature for the next hour.

ALCHEMICAL RECIPE

Recipe Alchemist's friend (powdered), ground hare's foot, silver dust; **Craft** DC 25

Alchemical Power Component

hide from animals (M): Using tracking dust while casting hide from animals increases the spell's DC by 2.

Table: Common Alchemical Items

Item	Weight	Price
Alchemist's Friend	- lbs	1 gp per vial
Balefire's Blessing	.5 lbs	2 gp per packet
Cerecloth	3 lbs	50 gp
Darkvision Drops	—lbs	75 gp
Draugir Caps	1 lbs	400 gp
Environmental Packs	.5 lbs	50 gp
Impact Gel-Coat	5 lbs	500 gp
Hammerfall Cureative	1 lbs	5 gp per vial
Hammerfall Cureative, Greater	1 lbs	10 gp per vial
Hammerfall Curative, Lesser	1 lbs	15 sp per vial
Jötunstone Infusion	- lbs	750 gp
Meatwalker Serum	- lbs	250 gp
Panacea Tonic	- lbs	50 gp
Secret Ink	- lbs	500 gp
Tracking Dust	.5 lbs	75 gp

Firearms

Guns are a noticeable part of the world of Rhune, and this especially true in two particular realms—Midgard and Tieferhæm.

On Midgard, firearms have passed the stage of emergence and have entered a truly progressive era. Firearms are constantly being developed and refined, specifically in and around the City-States of Midgard. Although they have not been deployed in all of the individual cities, they are incredibly prevalent in Damas, Haverghast, Redwall, and Vallingard. In Damas, many designers and gunsmiths incorporate clockwork designs when they build them, and it is quite popular to develop them around stocks that include blades of various sizes. In both Haverghast and Vallingard, guns are prized for their durability and are a practical affair for most people, although Vallingard does have its well-to-do, eccentric collectors. In Redwall, guns are sacrosanct, a symbol of the authority of the Gun Priests of Velash, although that doesn't restrict their use among the military, nobility, or wealthy. While numerous gunsmiths throughout the City-States of Vallinar consider their firearms works of art, none excel like the master gunsmiths in Redwall—who frequently engrave their guns with everything from runes to verses from the *Galdrvalin*.

On Tieferhæm, advanced firearms are the norm (see "Firearms" in Chapter 3 of *Pathfinder® Roleplaying Game: Ultimate Combat™*), although weapons capable of automatic fire exist (and these are controlled by the military). Likewise, other advanced weapons (including heavy weapons and explosives) are reserved for the iron dwarves and those who serve under their banner—making access difficult for civilians. Still, some mercenaries do manage to buy these items through less reputable channels, although possession of such weapons is illegal in nearly all of the strongholds protected by the iron dwarves. As would be expected, most of the firearms originating in Tieferhæm are fairly uniform, with modifications reserved for special operations and high-ranking iron dwarves.

So, while firearms are considered emerging weapons (and treated as exotic weapons) in many campaign settings, GMs running stories set in Rhune need not adhere to those standards. GMs are encouraged to use the following rules instead:

Exotic Weapons—In Rhune, firearms are only treated as exotic weapons when and where their presence would be highly unlikely (or forbidden), such as Ælveheim, the Glittering Isle, or in the uppermost regions of the North. Characters from these regions, or without regular exposure to technology, should treat *all* firearms as exotic weapons.

Martial Weapons—In most places in Rhune (and especially the City-States of Vallinar), firearms are considered martial weapons. That said, characters that lack special firearm training (see below) treat guns no different than they would other ranged weapons—making all attacks, regardless of range increments, against the target's normal armor class (see below). Furthermore, characters proficient in the use of martial weapons cannot repair firearms unless they possess special firearm training or the Feat Gunsmith.

Simple Weapons—Firearms are never considered simple weapons.

Special Training—Unlike a number of other weapons, firearms are complex and rely on a number of factors to operate efficiently—especially at longer distances. Weather, recoil, weight, rate of fire, bullet drop, and a number of other factors all play heavily into how effective a specific type of firearm is against a target. As a result, characters in Rhune who use firearms are expected to train with those specific weapons in order to make the best possible use of them. Once they do, they become far deadlier with them. Every time a character seeks out special training with a firearm, it applies to only a single firearm model (like a Blacksteel Holdout Pistol or a Scout's Half-Rifle).

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.

Firearms

Firearms	Cost	Dmg	Crit	Misfire	Capacity	Range	Weight	Type	Special
B. Holdout Pistol	350 gp	1d4	x2	1	1	20 ft.	5 lbs.	B/P	
D. Elite Guard Pistol	550 gp	1d6/1d6	x3/x2	1	3	20 ft.	8 lbs.	B/P/S	Charged
D. Gun-Glave	1550 gp	2d4/1d12	x3/x2	1	1	30 ft.	18 lbs.	B/P/S	Reach
D. Shield Breaker	750 gp	1d12/1d8	x4/x2	1	1	20 ft.	11 lbs.	B/P/S	Charged
Dw Great Pistol	750 gp	1d6	x4	1	6	20 ft.	8 lbs.	B/P	Repeating
Dwv. Hammerlock	800 gp	1d12	x4	1	2	100 ft.	12 lbs.	B/P	
Dwarven Stinger	450 gp	1d4	x3	1	4	30 ft.	3 lbs.	B/P	Small
Hammerfall Striker	950 gp	1d8	x4	1	2	60 ft.	9 lbs.	B/P	
Lightning Coil	1200 gp	1d6	x4	—	—	30 ft.	6 lbs.	B and P	—
Redwall Cutter	1500 gp	2d8	x4	1-3 (10 ft)	1	60 ft.	20 lbs.	B/S	Line
Redwall Warbine	1800 gp	1d10	x4	1	6	90 ft.	13 lbs.	B/P	Repeating
Scattergun	850 gp	2d4	x4	1	1	15 ft.	8 lbs.	B/P	Scatter
Scattergun, DB	1050 gp	2d4	x4	1-2 (10 ft)	2	15 ft.	10 lbs.	B/P	Scatter
Scout's Half-Rifle	1250 gp	1d10	x3	1	4	60 ft.	9 lbs.	B/P	Repeating
Sigrún War Cannon	2500 gp	4d6	x3	1-3 (10 ft)	1	80 ft.	27 lbs.	B/P	Blast (10)
Val Assault Warbine	1800 gp	1d8	x3	1	6	60 ft.	14 lbs.	B/P	Repeating
Vallinar Long Rifle	1400 gp	1d6	x4	1	1	110 ft.	9 lbs.	B/P	
Vallinar Noble	500 gp	1d4	x4	1	1	20 ft.	3 lbs.	B/P	Small
Vested Pistol*	600 gp	1d6	x2	1	4	30 ft.	4 lbs.	B/P	Repeating
Vested Rifle*	900 gp	1d8	x3	1	1	60 ft.	8 lbs.	B/P	

*Vested Weapons are religious icons restricted to the Priesthood of Velash. These guns are never sold.

Characters with special firearm training resolve all attacks against a target's touch armor class when that target is within the gun's first range increment (and only the first range increment). Attacks made against targets beyond the first range increment are resolved against the target's normal AC unless other abilities grant a special exception (like the deed Dead Eye). Regardless of how attacks are resolved, firearms remain eligible for feats such as Deadly Aim, even if their attacks are resolved as touch attacks.

Getting special training—Characters seeking out special firearm training may do so in a number of ways, regardless of their class choices. Some classes, like the gun priest, gunslinger and ranger, may access this special training earlier in their career by making specific class choices (or by the virtue of being a specific class). The most common ways to receive specialized firearms training are listed below:

- A fighter who specializes with a specific firearm (by applying the Weapon Specialization feat) is specially trained with that weapon, and that weapon only.
- A gunslinger is specially trained with his starting weapon. Upon reaching 5th level (and again at every 4 levels beyond 5th), a gunslinger may apply his gun training class feature to a number of firearms equal to his Wisdom modifier. He gains special firearm training with each of these specific weapons.
- A gun priest is specially trained with his Vested weapon.
- A ranger that selects the rifle combat style is specially trained with a single rifle, chosen at the time he selects the combat style.
- Any class can gain special firearms training by taking the Special Firearms Training feat.

Special Firearms Training

After years of training, you've mastered a single firearm.

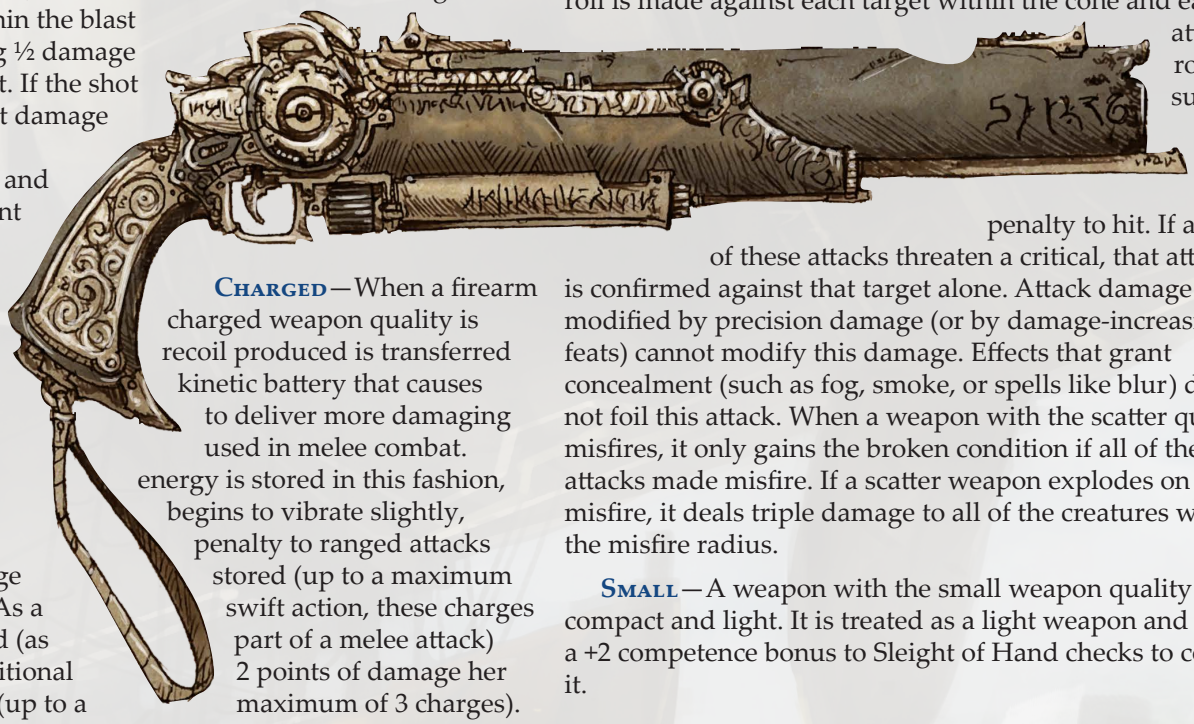
Prerequisites BAB +8, Weapon Focus
Benefit Select a single firearm with which you are proficient and focused. Whenever you attack a target, you resolve all attacks against the target's touch armor class when that target is within the first range increment (and only the first range increment) of this firearm. Attacks made against targets beyond the first range increment are resolved against the target's normal AC unless other abilities grant a special exception (like the deed Dead Eye).
Normal Characters without special firearm training treat firearms just like other ranged weapons, making all attacks, regardless of range increments, against the target's normal armor class.

Firearms in Rhune

Although firearms are becoming increasingly more common on Midgard, they are still controlled by most of the various City-States, with only trusted soldiers and officers keeping them outside of tightly controlled areas. Of course, for those with the right influence or enough coin, firearms can be legally (or illegally) purchased in many places, although even these are carefully guarded. Still, most of the common folk have seen them, even if they're not allowed to legally own or fire them. This is changing in some places, too, especially as the Ragnarök Clock ticks down, promising to thrust all of Midgard (and the Realms Beyond) into a conflict few will escape.

Table: Firearms is a comprehensive list of the firearms common to Midgard.

Blast—When a weapon with the blast weapon quality is fired, an attack roll is made against the individual target. If that attack hits, additional attack rolls are made against all targets within the blast radius, dealing ½ damage to everyone hit. If the shot is missed, blast damage is dealt to the original target and ¼ to all adjacent targets.



with the fired, the to a special the weapon blows when While kinetic the weapon imposing a -1 for every charge of 3 charges). As a can be released (as to deal an additional charge stored (up to a

Charged—When a firearm charged weapon quality is recoil produced is transferred kinetic battery that causes to deliver more damaging used in melee combat. energy is stored in this fashion, begins to vibrate slightly, penalty to ranged attacks stored (up to a maximum swift action, these charges part of a melee attack) 2 points of damage her maximum of 3 charges).

Line—When a weapon with the line weapon quality is fired, it attacks all targets along a single, straight line, up to its first range increment. When attacking targets in such a manner, a separate attack roll is made against each target along the line. If any of these attacks threaten a critical, that attack is confirmed against that target alone. Attack damage modified by precision damage (or by damage-increasing feats) cannot modify this damage. Effects that grant concealment (such as fog, smoke, or spells like *blur*) do not foil this attack. It continues along this line, even beyond the first range increment (imposing a -2 penalty for each subsequent range increment), until it strikes a solid, hardened surface (like a *stone wall*) or drops to the ground (at the end of its fifth range increment). At the GMs discretion, other obstacles (like *walls of force*) may also stop the shot's linear progression. When a weapon with the line quality misfires, it only gains the broken condition if all of the attacks made along the line also misfire. If a line weapon explodes on a misfire, it deals triple damage to all of the creatures within the misfire radius.

Repeating—A weapon with the repeating quality holds its ammunition in a special magazine or cylinder, which allows the wielder to fire more rapidly than normal (firing a round each time the trigger is pulled). When firing a repeating weapon, a character can, as a full round action, fire as many bullets in a round as they have attacks, up to the capacity of the magazine (or cylinder) remaining ammunition.

Scatter—When a weapon with the scatter weapon quality is fired, it attacks all creatures within a 15 ft. cone. When attacking targets in such a manner, a separate attack roll is made against each target within the cone and each attack rolls suffers a -2 penalty to hit. If any of these attacks threaten a critical, that attack is confirmed against that target alone. Attack damage modified by precision damage (or by damage-increasing feats) cannot modify this damage. Effects that grant concealment (such as fog, smoke, or spells like blur) do not foil this attack. When a weapon with the scatter quality misfires, it only gains the broken condition if all of the attacks made misfire. If a scatter weapon explodes on a misfire, it deals triple damage to all of the creatures within the misfire radius.

Small—A weapon with the small weapon quality is compact and light. It is treated as a light weapon and grants a +2 competence bonus to Sleight of Hand checks to conceal it.

Blacksteel Holdout Pistol

Harriden Blacksteel, a dwarven rogue from a remote outpost in the Redwall Mountains, designed this pistol for close-quarter fighting. Crafted from dwarven cold steel, this breach-loaded pistol stays cool to the touch, even after shooting a number of rounds through it. This pistol only holds a single pistol round.

Damassian Elite Guard Pistol

Carried almost exclusively by Damassian Air Marshals, this firearm is the pinnacle of clockwork technology. Able to store the kinetic energy generated from its own recoil,

this weapon can, when activated, transfers that energy to the large curved blade fitted below the barrel. Although this quality frustrates some, many clockwork elves—especially those who embrace the Path of the Spellshot—seek it out. This breach-loaded pistol holds three pistol rounds.

Damassian Gun-Glaive

Similar to the Sigrún War Cannon, the Damassian Gun-Glaive was created for the biggest automata to carry into battle against heavy troops. Essentially a heavy pole arm with a large, curved blade, the gun-glaive sports a small cannon just below the base of the blade. Designed for use against some of the biggest trolls and their kin, it serves equally well against heavily armored cavalry troops. The gun-glaive holds a single, specialized rifle round that is unique to the weapon.

Damassian Shield Breaker

Used primarily by the Damassian Air Marshals, the shield breaker is a powerful short-range rifle attached to a long sword that is fired by squeezing the handle attached to the hilt of the sword. Similar in concept to the Damassian Gun-Glaive, it is designed for use against lightly armored targets. This breach-loaded weapon holds a single rifle round.

Dwarven Great Pistol

Known as simply The Defender to most, this revolver is a favorite of bodyguards, cavaliers, and military officers throughout the City-States of Vallinar. Large and powerful, this weapon holds six pistol rounds, each which must be individually loaded once the cylinder is unlocked and slid open. The distinctive flared barrel, weight, and size of this weapon make it very difficult to conceal (imposing a -2 penalty to Sleight of Hand checks to hide it).

Dwarven Hammerlock

Designed by Garn "Trollbane' Stonefuhr to stop the trolls and ogres of the Icewall Mountains at a distance, this rifle has a range that few rifles can match. Arguably one of the biggest and heaviest of dwarven designs, this rifle packs a serious punch that most adversaries find hard to ignore. The spring-fed rifle holds two rounds, although some models to sport modifications that double the weapon's capacity.

Dwarven Stinger

Known as The Stinger to the dwarves, this small pistol is the standard for dwarven military units. It is known for many things, including its accuracy, reliability, and unique barrel assembly. Unlike most revolvers, this pistol's barrel rotates each time it is fired, aligning the next shot. The Stinger is a breach-loaded firearm that holds four pistol rounds.

Hammerfall Striker

A favorite of dwarven hunters, this medium-range rifle is light, reliable, and popular in the lands in and around Redwall. Although far from official, this weapon is often found in the hands of dwarven long-gunners, most who claim its weight makes it an ideal secondary for short-range targets. The Hammerfall Striker is a breach-loaded rifle that holds two rifle rounds.

Lightning Coil

About as big as a Warbine, this extremely uncommon weapon resembles a rifle but has no place for cartridges, and possesses a brass stock with a port to connect a thick copper cable. It connects to a battery belt or pack, and allows the gunner to fire a powerful 30-foot electrical spark 10 to 20 times. If the range is reduced to 15 feet, requiring a move action which provokes attacks of opportunity, it can be fired 15 to 30 times depending on the battery pack charging it. Attacks with this weapon always resolve as touch attacks and targets wearing metal armor grant the wielder a +1 competence bonus to hit.

Bandolier packs allow 10 30-foot, and 15 15-foot shots, canisters allow 15 30-foot, and 20 15-foot shots, and a pack-battery permits 20 30-foot, and 30 15-foot shots before requiring recharging.

Redwall Cutter

This heavy rifle has more in common with a small cannon than it does most traditional firearms. Short, with a wide, heavy barrel, this rifle fires a specially prepared chain that, upon leaving the barrel, uncoils and tears through everything in its path. It is commonly used to clear trenches, rip through heavy cavalry, or against the heaviest of automatons. This heavy rifle holds a single, specialized round.

Redwall Warbine

Designed to take down heavily armored enemy troops, the Redwall Warbine is one of the few dwarven rifles designed around the shattersteel round. Far more advanced than most of the rifles found outside of Redwall, it is used exclusively by the dwarven military and is rarely found outside of it. This revolver-style rifle holds six rifle rounds and enjoys a longer range than most firearms.

Scattergun

Although this gun has many names, it is most commonly known as Hothur's Wrath. While it easily fires normal rifle rounds, its heavy, flared barrel is designed for high-impact shrapnel. Although it is used almost exclusively by the dwarves of the Redwall Mountains to clear out the tunnels below their beloved city, it is sometimes found in other subterranean realms with extensive tunnel systems, as well. The scattergun holds a single, specialized round in its chamber.

Scattergun, Double-Barreled

Nearly identical to its predecessor, the double-barreled scattergun is a heavier version of the former that is breach-loaded. Its barrels rest side by side, but can only be fired once at a time. A small selector switch allows the shooter to choose which barrel is fired. This rifle obviously holds two specialized rounds, although it can shoot normal rifle rounds.

Scout's Half Rifle

Easily the most common rifle in and around the City-States of Vallinar, this rifle owes its legacy to the Raskhaus Family. Created independently by Deric Raskhaus of Haven City, this tube-fed rifle is the only of its kind. Incredibly popular because of its ease of use and unique design, the family's gunsmiths are constantly fulfilling orders. The Scout's Half Rifle holds four rifle rounds.

Sigrún War Cannon

The largest and most expensive weapon seen outside of Redwall, the Sigrún War Cannon was designed for only one purpose in mind—destroying as much as possible from a safe range. Weighing in at almost 30 lbs., this handheld cannon is ideal only for the strongest or largest automata. It holds a single, specialized round that explodes on impact, showering the immediate area in fiery shrapnel.

Vallinar Assault Warbine

Originally designed by the dwarven Clan Felbane, this weapon weapon was immediately adopted by the Dawngard as a sign of unity between the people of the City-States of Vallinar and Redwall. A favorite of the holy guns that sometimes frequent the order, this rifle looks very similar to the Redwall Warbine. This rifle is incredibly reliable, accurate, and holds six rifle rounds in its rotating cylinder.

Vallinar Long Rifle

This light, long-range version of the Vallinar Assault Warbine is a breach-loaded rifle that holds a single rifle round. Designed for the city's marksmen, it is rarely deployed outside of the military. Although the Dawngard claims a company of sharpshooters, very few citizens ever see this rifle. In terms of range, only the Dwarven Hammerlock comes close to this magnificent rifle.

Vallinar Noble

Like the Dwarven Stinger, this compact pistol was designed to provide a concealable form of reliable self-defense. Commonly known as the Gentleman's Agreement in and around the City-States of Vallinar, this pistol is incredibly—both for its size and its cost. This breach-loaded pistol holds a single pistol round.

The Black—no, Red Market!

Word spreads about a group of mercenaries operating with smokeless firearms. The group has discovered an uncontrolled vein of Red Mithral and has begun mining and processing ore to create another source of Dwarven Blast Powder.

Characters are sent to infiltrate the mercenary stronghold, kidnap group's lchemist while sabotaging their lab and discovering the source of the renegade mine. Is their alchemist a prisoner dwarf, thought dead in a mining accident, or the spurned journeyman of a controlling master, prevented from advancing by guild politics?

Ammunition and Accessories

In **Rhune: Dawn of Twilight**, the type of ammunition available to player characters is often dependent upon the realm they are currently adventuring on.

On Midgard (the default for most adventures), ammunition is relatively advanced and readily available in most major cities (especially in Damas, Redwall, and Vallingard). In most cases, gunsmiths will even incorporate alchemical options into the bullets they manufacture upon request (at a small premium, of course). While ammunition is not mass-produced on Midgard, it is crafted with a degree of regularity that allows for a high degree of reliability. Gunsmiths (and alchemists, as well) know how expensive ammunition is and they are, as a result, very competitive; they want loyal customers. With that said, even the best gunsmiths remain slaves to the economy and must adjust their prices according to the market fluctuations created by the availability of Dwarven Blast Powder. Obviously, the higher the demand for ammunition, the most costly it becomes. A cheaper, smoky variant is found in Vallinar; it is discussed later.

Outside of Midgard, ammunition tends to be slightly more expensive—increasing by 10-20% depending on demand and availability. Some realms, for instance, lack ammunition altogether. Generally speaking, the only exception to this rule is Tieferhæm, where ammunition is less expensive (by 20-30%) than everywhere else. Ammunition on this realm was mass-produced for many years and, as a result, tends to be available in bulk.

Ammunition

Type	Nickname	Cost	Qualities
Jotunstone Bullet	*Widowmaker*	250 gp	weeping 3
Vallinar Powder	*Ghosts*	reduces cost by 1/2	none
Waxed-paper cartridges	*Candlesticks*	+2 gp per round	none
Weavershot	*Spiders*	5 gp	non-lethal
Venom shot	*Snakebites*	25 gp	non-lethal
Pistol, normal	*Normals*	1 gp	none
Rifle, normal	*Longs*	1 gp	none
Pistol, cold	*Colds*	2 gp	bleed 1
Rifle, cold	*Icicles*	2 gp	bleed 1
Pistol, hot	*Helfires*	3 gp	fire 1
Rifle, hot	*Trollbanes*	3 gp	fire 1
Pistol, shattersteel	*Shatter*	5 gp	barbed, impact 1
Rifle, shattersteel	*Bone-Biter*	5 gp	barbed, impact 1
Pistol, smoke slug	*Greys*	10 gp	acid 2, bleed 1
Rifle, smoke slug	*Greys*	10 gp	acid 2, bleed 1

Barbed—Ammunition with the barbed quality is crafted to restrict removal. Unlike normal rounds, tiny patterns are etched into the bullet, just behind the crimp, that causes the bullet to flare upon impact. When anyone tries to remove barbed bullets, they must make a successful Heal skill check (DC 17) or deal another 1d3 points of damage to the target as the barbs tear open the wound further.

Bleed—Ammunition with the bleed quality is alchemically treated to aggravate the wounds they create. Wounds created by ammunition with the bleed quality do the listed amount of damage, each round, until either a successful Heal

skill check is made (DC 15) or magical healing is applied to the wound.

Element (any)—Ammunition with a listed elemental type is alchemically treated to deal an additional amount of damage of the listed elemental type once, when the initial damage is calculated. For example, a smoke slug deals the damage listed for the firearm (rifle or pistol) plus 2 additional points of acid damage when it hits. It then continues to deal 1 point of bleed damage every round until the bleed damage is stopped.

Impact—Ammunition with the impact quality is designed to splinter upon entering the body, causing as much internal damage as possible. This ammunition deals the additional listed impact damage when damage is first rolled.

Weeping—Ammunition with the weeping quality has a magical nature which aggravates the wounds they create and hinder these wounds from being healed. Wounds created by ammunition with the weeping quality do the listed amount of damage as Bleed damage, each round, until the wounded individual receives magical healing. The caster must succeed in a DC 15 Caster Level check (d20 + caster level) for the healing to be successful, otherwise the spell is wasted.

For example, a smoke slug (commonly known as a *grey*) deals the damage listed for the firearm (rifle or pistol) plus 2 additional points of acid damage when it hits. It then continues to deal 1 point of bleed damage every round until the bleed damage is stopped.

Firearm Accessories

Accessories	Nickname	Cost	Special Qualities
Bipod		4 gp	none
Speed loaders	Carousels	20 gp	none
Wax Earplugs		2 gp	none

Grenades

Weapon	Cost	Dmg	Critical	Range	Misfire
Grenade, simple	500 gp	3d6	x4	20 ft.	1-3
		Capacity	Weight	Type	Special
		—	2 lbs.	B, P and S	—
Weapon	**Cost**	**Dmg**	**Critical**	**Range**	**Misfire**
Grenade, Jötunstone	1,500 gp	3d6	x4	20 ft.	1-3
		Capacity	Weight	Type	Special
		—	2 lbs.	B, P and S	weeping 3

Bipod—A simple pair of legs that lock into a position where a bayonet might also be attached, these prevent a bayonet from being fitted, but allow a gunner bracing against an object or firing from prone to ignore the effects of the recoil for one shot, or the wind. Bipods can only be attached to rifles; blunderbusses, shotguns, and pistols may not use a bipod. If no weather affects the gunner, a bipod provides a prone gunner a +1 bonus to hit, but no bonus to damage. A gunner able to rest the rifle against an object like a barrel, a table, or a short wall may also receive a +1 bonus to hit (GM's discretion).

Bullet, Jötunstone—Extremely rare ammunition, *jötunstone* bullets are crafted by those who share a bloodline with a particular stone, and craft these rounds to inflict great harm upon their targets. *Jötunstone* bullets use touch Armor Class at all range increments and ignore Hardness. This ammunition has the Weeping 3 quality, indicating it causes bleed 3 damage and requires magical healing to stop the bleed damage. Damage from these wounds cannot be healed without a successful DC 15 Caster Level check, or the healing magic is ineffective. A successful DC 20 Heal check (requiring 10 uninterrupted minutes) allows a *jötunstone* bullet to be retrieved from a body and reused. A *jötunstone* bullet that successfully damages a jötunfolk is consumed. An individual carrying *jötunstone* bullets suffers a -1 to saving throws versus transmutation effects.

Grenades, simple—These are cast iron balls or cylinders packed with Dwarven Blast Powder, sealed with wax and given an alchemically treated hemp fuse which continues to burn even when wet. They require a swift or move action to light and a standard action to throw. The attacker must target a square, but due to the shape of the projectile, the square is treated as having AC 10, instead of the usual AC 5. Missed throws use the usual scatter chart for grenade-like weapons (see the *Pathfinder® Roleplaying Game Core Rulebook™*, Chapter 8). On a misfire, roll a d6:

d6	Result
1	Thrown, fuse not lit; roll again to determine where it landed using original targeting
2	Thrown, fuse burnt too fast; roll % to determine where along the path it detonates
3	Dropped, fuse not lit
4	Dropped, fuse lit normally
5	Dropped, fuse burnt too fast; grenade explodes in attacker's square
6	Thrown, bad throw; roll for scatter twice, moving grenade 15 feet with each scatter.

Jötunstone Grenade—Terrible weapons, *jötunstone* grenades are iron eggs, packed with jagged splinters of *jötunstone*. These explosives act as simple grenades with the Weeping 3 quality. An individual wounded by a *jötunstone* grenade suffers a -1 to saving throws versus transmutation effects until the fragments are removed, as detailed in the *jötunstone* bullet description.

Speed Loader—Used for quickly reloading revolvers, this small canister is preloaded with six cartridges. It allows the wielder of a revolver to reload all six shots as a move action. When used by a character with the Quickdraw feat, reloading may be done as a swift action. Reloading with

a speed loader does not provoke attacks of opportunity. Speed loaders only work with revolvers, and are nicknamed "carousels." Refilling a speed loader takes six rounds, and provokes attacks of opportunity.

Vallinar Powder—The cheaper, smokier Vallinar powder doesn't burn appropriately in brass cartridges, requiring shots using it to be packed in paper cartridges. This renders them vulnerable to moisture, humidity, and precipitation. It otherwise works as Dwarven Blast Powder, but when wet, it fails to fire, and the misfire chance increases to 1-4 in areas of fog. These are nicknamed "ghosts" due to the white smoke they produce when fired.

Venomshot—These rare ammunition are tipped with an alchemically prepared, long-lasting gelatin infused with spider venom. When these bullets strike, they inflict non-lethal damage and require the target to make a DC 18 Fortitude save. Failure indicates the target also suffers 1d3 Strength damage. The poison requires two successive saves to cure and the target may save each turn after being shot. Successive rounds hitting a target already poisoned by venomshot increase the DC to save by 1.

Wax Earplugs—These earplugs decrease the distance from a firearm you can stand before needing to save versus deafness from gunfire by 5 ft. Masterwork plugs reduce the distance by 10 feet. Wearing these earplugs means you cannot understand anyone speaking who is standing more than 5 feet from you unless they shout and you suffer a -4 on hearing-based Perception checks. You receive a +2 bonus to Fortitude saves against sonic effects, but the earplugs are destroyed if you suffer more than 5 hit points of sonic damage. Masterwork earplugs can suffer 15 hit points of damage before being destroyed and provide a +3 bonus to Fortitude saves against sonic effects. Unworn earplugs are not affected by sonic damage unless directly targeted.

Waxed Paper Cartridges—Waxed paper cartridges are often loaded with Vallinar Powder, but do not need to be. The waxed paper allows the gun's wielder to ignore light precipitation and fog, and allows the weapon to fire and heavier precipitation with an increased misfire chance of 1-4. These rounds are often called "candlesticks" because of their tapered, waxy look.

Weavershot—These uncommon rounds are packed with a specially prepared extract of giant spider webbing. When these bullets strike, they inflict non-lethal damage and require the target to make a DC 18 Reflex save. Failure indicates the target is also entangled for 1d6 rounds. Successive shots at a target entangled by Weavershot add to the duration entangled. Weavershot rounds are often nicknamed "spiders."

Anatomy of a Bullet

In real life, bullets are a rather simple affair—although they do appear complex to those not trained in their construction and use. Bullets are assembled by joining four major components; the bullet (or slug), the metal cartridge (frequently called a case), the gunpowder, and the primer. The case contains the primer, the gunpowder, and the bullet (which is pressed into the end). When the primer is activated, it ignites the gunpowder, creating a miniature explosion that expels the bullet from the case, propelling it forward at an incredible velocity. In **Rhune: Dawn of Twilight**, things are essentially the same.

Instead of gunpowder, however, gunsmiths use Dwarven Blast Powder. This blasting powder is unique to the dwarves and is a closely guarded alchemical secret. The primer, however, is not. In fact, the primer is itself a very simple alchemical flare (about the size of a match head) that can be easily crafted by making a successful Craft (alchemy) skill check (DC 10). The cases cast from hardened steel or brass, which must be purchased from a gunsmith that specializes in their construction. All of the scales, presses, and crafting tools needed to make bullets are contained in the Gunsmith's Kit.

Dwarven Blast Powder

While Dwarven Blast Powder is available in small quantities outside of dwarven lands, its formula is a carefully guarded secret. Some alchemists in the City-States of Vallinar know how to create it, those who have unlocked this mystery understand its implications and are unlikely to share that knowledge—knowing well what would befall them if that information became public. Accordingly, even player characters with a healthy degree of alchemical knowledge [by possessing either ranks in Craft (alchemy) or class levels in the alchemist class) should not have access to this rare information. If a player character hoped to learn this secret, he would face not only a monumental task of convincing the dwarven alchemists of his need, he would also need to prove his loyalty to their cause—undoubtedly undergoing a whole host of challenges, quests, and missions that would leave lesser men dead. Those lucky

enough to finally secure this gem would still need to secure the blast powder's main ingredient—Red Mithral—which is itself heavily controlled.

However, the alchemists of Vallinar are clever, dedicated, and intent on deciphering the hidden process. Just to assuage their neighbors' concerns, the dwarves provided an earlier, slightly flawed recipe to their allies. This has resulted in Vallinar powder, a variant which humans produce for slightly less cost, but one that creates far more smoke when it burns. Since the dwarves control the Red Mithral, the supplies provided to Vallinar are mildly treated, ensuring the result is a very smoky propellant.

Gunblades

In Rhune, gunblades are unique firearms—a recent addition to the arsenal of those who call the City of Damas home. Engineered predominately by the Clockwork Accord, gunblades are exceptional weapons—finely crafted blades bound to simplified, compact firearms. While these unique weapons have limited ranges and deal less damage than similar guns, they present a trade off most people—especially those who fight aboard ship or in closed spaces—relish; the ability to shoot or stab an enemy without changing weapons.

Accordingly, these weapons are treated as exotic weapons and require the appropriate feats to use. Either portion of the weapon, firearm or melee weapon works like the normal uncombined original, but the misfire range for the incorporated firearm extends to 1-5 if the wielder rolls a 1 on a melee attack. Spending a minute to realign the weapon clears this increased misfire chance. Gunblades are considered a double weapon for the purpose of creating masterwork or magical versions. If a gunblade gains the broken condition, both the firearm component and the melee weapon component are considered broken. Gunblades use either a bullet and a single dose of powder (Dwarven Blasting or Vallinar powder) or a cartridge as ammunition.

Kukri-pistols—This weapon is a combination of a kukri and a Dwarven Great Pistol, and can be used as both weapons. Some versions are a combination of a kukri and a Blacksteel Holdout pistol; these are still muzzle-loaded.

Shock-rod—These combine any rifle and a blunt metal bayonet, and can be used as both weapons. A canister battery replaces the stock. The bayonet can be used to deliver a shock as a touch attack that inflicts 2d4 non-lethal, or 1d6 lethal electricity damage. The canister battery can be used 15 times before it must be recharged or replaced with a fresh battery. The shock-rod may not have a bayonet, but can be fitted with a bipod.

Spear-rifles—This weapon is a combination of any rifle and a spear, and can be used as both weapons. On a critical hit with the spear braced for a charge, the wielder must spend a round realigning the weapon as if they had rolled a 1 on an attack.

Sword-pistols—These weapons combine a Blacksteel Holdout pistol with a rapier, maintaining a pistol grip for the weapon, and can be used as both weapons. It is still considered a light weapon.

Wolferman—This weapon combines a scattergun with a battleaxe or dwarven waraxe, and can be used as both weapons. It is muzzle-loaded, and very popular with dwarven mercenary companies.

Gunblade Proficiency

The Exotic Weapon Proficiency (gunblades) feat allows you to use all gunblades without penalty. Nonproficient characters continue to take the standard—4

Keeping things exotic

When we first released *The Clockwork Primer*, we elected to—for simplicity—treat all gunblades as standard firearms. At the time, we did this because we were in the process of updating the firearms rules for Rhune and didn't want to add unnecessary complexity. Since then, we've decided that to make gunblades exotic weapons.

penalty on attack rolls with gunblades, both on melee and ranged attacks. Additionally, nonproficient characters that load a gunblade increase all misfire values by 4 for the shots loaded.

While the Exotic Weapon Proficiency (gunblades) feat grants you proficiency with gunblades, whenever you take a feat modifying a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one specific model (like a Damassian Elite Guard Pistol or Damassian Shield Breaker) for that particular feat. As with firearms, all gunblades are treated as being part of the same weapon group for the purpose of determining a fighter's weapon training class feature.

Gunblades

Firearm	Cost	Dmg	Critical	Range	Misfire
Kukri-pistols	3000 gp	1d6	x4	20 ft.	1 (5 ft.)
		Capacity	Weight1	Type2	Special
		6/1	6 lbs.	B and P	finesse
Firearm	Cost	Dmg	Critical	Range	Misfire
Shock-rod	+900 gp*	1d6	x4	40 ft.	1-2 (5 ft.)
		Capacity	Weight1	Type2	Special
		#	5 lbs.	B and P	—
Firearm	Cost	Dmg	Critical	Range	Misfire
Spear-rifle	+750 gp*	1d8	x4	40 ft.	1-2 (5 ft.)
		Capacity	Weight1	Type2	Special
		#	5 lbs.	B and P	brace
Firearm	Cost	Dmg	Critical	Range	Misfire
Sword-pistol	750 gp	1d6	x4	20 ft.	1-2 (5 ft.)
		Capacity	Weight1	Type2	Special
		1	5 lbs.	B and P	light, finesse
Firearm	Cost	Dmg	Critical	Range	Misfire
Wolferman	3500 gp	1d8	x4	30 ft.	1-2 (5 ft.)
		Capacity	Weight1	Type2	Special
		1	5 lbs.	B and P	—

*This price is added to the price of the rifle.
#This capacity is equal to the capacity of the rifle.

Red Mithral

Every apprentice knows that spellcasters in Rhune avoid red mithral. While alchemists use it to make blast powder, it is highly resistant to magic. Because of this, some wizards prize it in a specially prepared form as a material component for *dispel magic*, as well as a few other spells. Most arcanists avoid it, fearing that even a light dusting might disenchant prized magical items, scrolls, and potions.

Some master smiths forge items with red mithral, although its value in blasting powder makes such items rare. Red mithral cuts through most substances when crafted into weapons. It also has a number of alchemical and magical purposes.

Alternative Uses

Here are a few ways red mithral might appear in your campaign other than as a component of blasting powder.

Special Material: Red Mithral

An ore heavy with crystals, once refined and forged, it produces a metal with the distinctive vermillion hue. When used in weapons, it adds 1,500gp to the cost, reduces the weight by one-half, and allows attacks made using the weapon to ignore 5 points of hardness. Items not primarily of metal are not meaningfully affected by being partially made of red mithral. This crystalline nature means the weapons are vulnerable to sonic damage; unattended red mithral items can explode for 3d6 damage in a 5-foot radius when suffering more than 15 hit points of damage. Attended items which suffer 15 hit points of sonic damage in a single attack gain the broken condition; if they suffer another 15 point of sonic damage before being repaired, they are destroyed and explode as an unattended item.

Red Mithral Extract

Type poison, ingested; **Save** Fortitude DC 21 (or 23 for a double dose)
Onset 1d3 rounds; **Frequency** 1/hour
Effect Inflicts 1 Constitution drain and 1 Constitution damage, grants SR 16, a double dose inflicts 2 Constitution drain and 2 Constitution damage, but grants SR 18. Further doses have no additional effect. This Spell Resistance lasts until the extract is cured. Creatures without Constitutions or immune to poison gain no benefit from red mithral extract; **Cure** 2 consecutive saves
Price: 1,500 gp.

This toxic substance is a crumbling paste formed into small, finger-sized cakes, which are then eaten. Individuals and creatures that consume the extract have their tongue died black for three days afterwards. A DC 25 Knowledge (nature) or Craft (alchemy) check allows a character to discern this fact.

After a character has taken red mithral extract and cured its effects, they must make a DC 25 Fortitude save or suffer from Red Mithral Poisoning.

Scarlet Mithral Dust

Type poison, ingested, inhaled, injury; **Save** Fortitude DC 17
Onset 1d3 rounds; **Frequency** 1/day
Effect The victim suffers from a difficulty controlling and casting magic. Any time the poisoned creature attempts to cast a spell or use spell-like abilities, they must make a DC (12+ effective spell level) Caster Level check. A DC 21 Caster Level check is required to regain spells or spell slots each day. These DCs increase by 1 for each week the creature remains infected; ***Cure*** 2 consecutive saves
Price: 2,500 gp.

Powdered red mithral crystals mixed with fire beetle gland oil creates a tasteless, sticky powder which assassins will put in food, pack in blowguns, or apply to weapons. Those suffering from scarlet mithral dust poisoning bleed cosmetically from their nose and ears and their teeth ache when they try to cast spells or use spell-like abilities. A DC 20 Heal or Craft (alchemy) check allows a character to discern this fact.

Finally, when appropriately prepared as a power component, red mithral can be used by arcane or divine spellcasters to augment the listed spells. Characters using red mithral extract as a power component must make a DC 15 Fortitude save or suffer red mithral poisoning.

Power Component: Red Mithral Extract

Red mithral has beneficial uses as a supplemental material component for several spells.

- *Dispel Magic* (M): Gain a +2 bonus to dispel checks.
- *Lesser Globe of Invulnerability* (M):The spell's caster level is considered 2 levels higher for the purposes of duration, dispel checks, caster level checks, or spellcraft checks.
- *Misdirection* (M): The spell effect is Extended, as per the metamagic feat.
- *Globe of Invulnerability* (M): The spell effect is Extended, as per the metamagic feat.
- *Greater Dispel Magic* (M): Gain a +4 bonus to dispel checks.
- *Anti-magic Field* (M): Gain a +2 bonus to Caster Level checks you make against summoned. Any creature partially in the field is affected by it.
- *Spell Turning* (M): The number of spell levels turned is increased by 50%, and the extract serves as the material component for the spell, in place of the small silver mirror.

CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; **Cost** 750 gp.

Red mithral poisoning can occur in areas of concentrated refined ore, or from taking or using red mithral extract.

Red Mithral Poisoning

Type disease; **Save** Fortitude DC 20
Onset 1 day; Frequency 1/day
Effect—1 penalty to Dex, infected creature cannot fully benefit from curative magics without a caster level check. A failed caster level check by the spell's caster indicates the infected creature only receives half benefit, or in cases without a numerical value, only gains the benefits for an hour before the condition returns; target cannot naturally heal ability damage caused by the substance that caused this affliction; **Cure** 3 consecutive saves

Red mithral poisoning becomes more visible over time, as the character begins to shake uncontrollably, their joints begin locking, and their skin begins to gain a deep, purple hue. This coloration lasts for as long after the infection is cured as it was suffered, eg: a character who suffers for 5 days has an altered complexion for 5 days after being cured.

The New Battlefield

Firearms represent a revolution in combat. They extend the distance between combatants, they change the nature of wounds, and they shift the tactics of warfare. None of these options necessarily lend themselves to heroic adventure, but they help add a sense of verisimilitude to the adventure's story and experience. The following optional rules are meant to add to the sense of danger and challenge presented by firearms and Dwarven Blast Powder.

Cannon Fire

Cannons aren't meant for the level of combat most often experienced by adventurers, but there are situations where they might find themselves under cannon-fire, such as charging a castle, in the midst of a battle of sailing ships, or in the middle of a larger conflict. They are particularly bloody and deadly, often killing targets outright or dismembering them. Cannons cause damage in a specified area-of-effect, and require the gunner to make an attack roll to hit a specific set of squares or, in the case of bar-shot or gun stone fired into a battlefield, create a line of effect. An attack roll is still made against each target in the line, or to hit the target zone. When firing an attack along a line, the GM rolls initiative secretly for the attack, and resolves the attack at the secretly determined moment in the round, rather than the gunner's usual initiative. When targeting a zone, a critical hit indicates you select the square hit by the shot, any other hit selects the square hit randomly, and a miss uses the scatter chart, with the shot drifting either 1/3 the distance or 30 feet, whichever is more. Individual types of cannons are described below.

Dismemberment

Anytime a target takes more than 15 hit points of damage from a cannon or grenade and survives the attack, they must make a (DC 20 + number of hit points over 15) Fortitude save or suffer some dismemberment. The type of dismemberment should be determined by rolling on the following chart:

Roll	Result
01-05	Lost eye -1 to missile weapon attacks, -2 to Perception checks
06-15	Lost ear -2 to Perception checks, -1 to Charisma checks without prosthetic or disguise
16-25	Lost fingers -2 Dexterity drain, -2 to Dexterity based skills until drain is healed
26-35	Lost nose -1 to Perception checks based on scent, -2 to Charisma checks without prosthetic or disguise
36-50	Lost hand Double damage (reroll damage), cannot use two-handed weapons without prosthetic
51-60	Lost arm Triple damage (reroll damage), cannot use two-handed weapons without prosthetic
61-70	Lost foot Movement reduced by half, character knocked prone, -2 Dexterity drain
71-80	Lost lower leg Double damage (reroll damage), movement reduced to 5 feet, knocked prone
81-90	Lost toes -2 Dexterity drain, cannot charge or use run action until drain is healed
91-00	Lost leg Triple damage (reroll damage), movement reduced to 5 feet, knocked prone

Limbs lost from cannon-fire can be replaced with a *greater restoration*, *regeneration*, or better spell. Alternatively, they can be replaced with a clockwork prosthetic, described in the previous section. Ability score drain can be healed with a *restoration* or better spell, which replaces the lost digits.

Cannon Varieties

The following is a selection of commonly encountered cannons. It is important to note that, for each range increment, the size of the grid of effected squares doubles, so 3x3 becomes 6x6 at medium range, and 12x12 at long range. Additionally, there are larger guns than those noted here, with ammunitions weighing 8, 12, 16, even 24 pounds. Every two-pound increase in the weight of the shot increases the Reflex DC versus half damage by 3.

Cannons

Cannons	Cost	Dmg (M)	Critical	Range	Misfire
Bombard	10500 gp	12d6 iron or 6d6 stone	x4	1200 ft.	1 (5 ft.)
		Capacity	**Weight1**	**Type2**	**Special**
		1	200lbs.	B and P	—
Cannons	**Cost**	**Dmg (M)**	**Critical**	**Range**	**Misfire**
Falconet	11000 gp	4d6	x4	1000 ft.	1 (5 ft.)
		Capacity	**Weight1**	**Type2**	**Special**
		1	700lbs.	B and P	—
Cannons	**Cost**	**Dmg (M)**	**Critical**	**Range**	**Misfire**
Mortar	10000 gp	12d6 iron or 6d6 stone	x4	800 ft.	1 (5 ft.)
		Capacity	**Weight1**	**Type2**	**Special**
		1	80 lbs.	B and P	—
Cannons	**Cost**	**Dmg (M)**	**Critical**	**Range**	**Misfire**
Vallinar	12500 gp	6d6	x4	2000 ft.	1 (5 ft.)
		Capacity	**Weight1**	**Type2**	**Special**
		1	1400 lbs.	B and P	—

Shot Types

Specials	Cost	Dmg	Critical	Misfire
Bar-shot	30 gp	4d6	x4	1-3 (5 ft.)
		Weight	**Type**	**Special**
		6 lbs.	B and P	—
Specials	**Cost**	**Dmg**	**Critical**	**Misfire**
Grapeshot	30 gp	4d6	x4	1-3 (5 ft.)
		Weight	**Type**	**Special**
		6 lbs.	B and P	—
Specials	**Cost**	**Dmg**	**Critical**	**Misfire**
Gun stone	12 gp	6d6	x4	1 (5 ft.)
		Weight	**Type**	**Special**
		12lbs.	B and P	—
Specials	**Cost**	**Dmg**	**Critical**	**Misfire**
Iron shot	3 gp per 2 lbs	2d6	x4	1 (5 ft.)
		Weight	**Type**	**Special**
		2lbs. increments	B and P	—
Specials	**Cost**			
Powder charge	15 gp per pound			

Bar-Shot—These are typically two half-spheres connected by a piece of rod, or even a chain. They do double damage against unarmored targets and ignore Hardness against cloth, wood, and rope. Successfully fired at sails, they reduce a vessel's daily speed by 10%. Bar-shot creates a line of effect until a target makes its saving throw, or until the bar-shot inflicts 5 hit points of damage or less. On a fumble, bar-shot goes wide, either low into the ground, or high and harmlessly at an odd angle; it does not affect the gunnery crew.

Bombard—The most common of siege cannons, these are about three feet long, and weigh about 200 pounds. They fire gun stones, and require a powder charge for each shot. The typical bombard requires a crew of three and can fire once every ten rounds. Bombards fired into battlefields either make a line attack starting at the point of impact and continuing forward for 100 feet (when using a gun stone), or target a specific set of nine 5-foot squares, in a 3x3 pattern (when using an iron ball), which the gunner attempts to hit AC 10 with a -5 to the ranged attack roll and a -5 for each range increment. A successful attack to a pattern then determines which square is hit randomly; any creature in that square takes full damage (Reflex DC 25 for half), and each adjacent square takes half damage (Reflex DC 25 for quarter).

A fumble indicates a d6 should be rolled:

Roll	Result
1-4	No fire, powder issue.
5	Incorrect powder, fires half distance, roll scatter.
6	Over-powder, roll damage for crew as bombard explodes for 3d6 damage, and bombard gains the broken condition.

Falconet—The Falconet possesses a small bore of 2-inches and fires a 4-pound, muzzle-loaded cannonball with 1 pound of powder. About half the size of a Vallinar cannon, it uses range increments of 1,000 feet. It takes a crew of two to fire the cannon once every 10 rounds. The cannon is aimed at a specific set of four 5-foot squares, in a 2x2 pattern, which the gunner attempts to hit AC 10 with a -5 to the ranged attack roll and a -5 for each range increment. A successful attack to a pattern then determines which square is hit randomly (roll 1d4); any creature in that square takes full damage (Reflex DC 19 for half), and

each adjacent square takes half damage (Reflex DC 19 for quarter). Larger creatures do not suffer more damage.

Grapeshot—Packed in canvas bags that burst upon being fired, grapeshot affects a longer, narrow cone. These spread to a cone 45 feet wide, and 600 feet long. They do one-and-half times damage against unarmored targets and ignore Hardness against cloth, wood, and rope. Successfully fired at sails, they reduce a vessel's daily speed by 10%. On a fumble, grapeshot goes wide, either low into the ground, or high and harmlessly at an odd angle; it does not affect the gunnery crew.

Gun stone—These twelve-pound stones are primarily used for bombards and mortars, but can also be used by light and heavy catapults. These are very common ordnance, due to the ease with which gun stones can be fashioned. More professional units employ clerics with stone shape or commission magical items to scoop gun stones from larger boulders like fruit. Creatures with the rock-throwing quality may catch and fling gun stones as per that ability, if they make a successful DC 25 Perception check.

Iron Shot—These metal balls costs 3gp per 2lbs, and do 2d6 points of damage per 2lbs. They shatter] on impact, (but do not shatter if the Target rolls a 20 to save against their impact, only throw debris) and to do an additional (1d6 per 2lbs)/2 points of damage to the adjacent squares. They most commonly come in 2-pound increments, up to 24 pounds.

Mortar—Very simple cannons, which use indirect fire, mortars fire gun stones or iron balls, which shatter on impact. A mortar is aimed at a specific set of nine 5-foot squares, in a 3x3 pattern, which the gunner attempts to hit AC 10 with a -5 to the ranged attack roll and a -5 for each range increment of 800 feet. Each successive attack at the same pattern gains a +1 to the attack. A successful attack to a pattern then determines which square is hit randomly; any creature in that square takes full damage (Reflex DC 25 for half), and each adjacent square takes half damage (Reflex DC 25 for quarter). Larger creatures suffer 50% more damage if two or more adjacent squares would take damage. Once a square has been hit, the gunner may continue to target that square, or continue randomly determining which square is hit. The mortar requires 4-pounds of powder to fire, and is muzzle-loaded. It can be fired once every six rounds.

Vallinar Cannon—Its barrel is approximately 8 feet and uses a caliber of 3.5 inches, weighing nearly 1400 lbs. This gun is muzzle-loaded and often travels on a mount pulled by two horses or other beasts. The Vallinar uses 2 pounds of powder to fire a 6 pound shot approximately 2,000 feet. It takes ten rounds to reload a Vallinar cannon; this can be reduced by half if the crew is doubled. The cannon is aimed at a specific set of sixteen 5-foot squares, in a 4x4 pattern, which the gunner attempts to hit AC 10 with a -5 to the ranged attack roll and a -5 for each range increment. A successful attack to a pattern then determines which square is hit randomly (roll 1d4 for the row and 1d4 for the square); any creature in that square takes full damage (Reflex DC 22 for half), and each adjacent square takes half damage (Reflex DC 22 for quarter). Larger creatures suffer 50% more damage if two or more adjacent squares would take damage. A Vallinar cannon can use bar-shot and grapeshot.

Deafness

Firing a gun or setting off an explosive adjacent to most creatures risks causing significant harm, especially to their hearing. When discharging a firearm (or using a black-powder weapon) causing 1d6 or more damage adjacent to another creature, other than the wielder, those creatures must make a DC 15 Fortitude save or gain the deafened condition for 1d4 minutes. If the firearm or black powder weapon does 1d4 damage or less, only creatures occupying the same square as the wielder must save. For every additional die of damage (2d6, 3d6, etc) extends the distance from the shooter required to save by 5 feet; 2d6 requires a check within 10 feet, 3d6 requires a check within 15 feet, etc. If a creature fails the Fortitude save by five or more, they suffer the deafened condition for 1d4 hours. If a creature fails with a roll of 1, they suffer the deafened condition until they benefit from a *lesser restoration* (or better) spell. Once a creature is deafened, they only need to make further checks throughout the duration to see if they fail with a 1, in which case they become deafened as described above.

Impact Stun

When a player confirms a critical hit with a firearm, the target must make a Fortitude save (DC = 10 + damage 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, the are knocked prone.

Mounts and Gunfire

Mounts remain skittish and uncomfortable around gunfire. It causes extreme fear in animals; creatures with the Animal type must make a DC 20 Will save or become panicked for (1d6 x10) minutes and attempt to flee the area where firearms are discharged. The DC increases to 25 for grenades exploding and becomes DC 30 if a cannon is fired. This check must be made once per round where there is gunfire within 60 feet of the animal, and each shot beyond the first in the round increases the DC by 1. For example, an untrained horse is 30 feet from a dwarf who fires three times at an attacking ogre. The horse must make a DC 22 Will save or become panicked. If it succeeds, and the dwarf fires two shots next round, the horse must make a DC 21 Will save.

New Trait: Gunfire Hardened (General)

Benefit: You're accustomed to the loud and explosive sounds of firearms and black powder weapons. You don't need to save against being deafened by weapons unless they require a check by creatures within 15 feet, and you gain a +2 trait bonus against sonic attacks which stacks with other feat and trait bonuses to saving throws.

Trick: Shot-tamed

This trick may be taught to an animal using the Handle Animal skill, a firearm, and at least 10 rounds of ammunition.

Shot-tamed (DC 20): The creature with the Animal type tolerates gunfire from creatures standing within 60 feet or riding it, and does not need to make a fear check when firearms are discharged near it. This trick may replace "guard" when training an animal for Combat Training. Animals trained for knights and nobility of Vallinar regularly know this trick.

Trait: Controlled Breathing (Combat)

Benefit: You have learned how to manage your breathing, timing your gunfire to match your natural rhythms. As long as you are not engaged in melee combat, you can reduce your penalty from recoil by -2. If you make a full attack action using a repeating firearm, and are not engaged in melee, you can reduce your penalty from recoil by -4.

Trait: Smoke-eyed (General)

Benefit: You have learned how to pick out shapes in the smoke and fog of battle, and can target your firearms accordingly. You can ignore the first 5 feet of an obscuring effect and reduce the miss chance of an obscuring effect by 10%. You still cannot fire at a target with total concealment.

Characters riding an animal may make a Ride check (as an immediate action which does not provoke attacks of opportunity), and use the result to replace the animal's Will save to keep it from panicking from gunfire. If this check is failed, the rider may make a DC 25 Ride check as a move or standard action, which provokes attacks of opportunity to force the mount to remain in place. Once a mount gains the panicked condition, it requires (1d6 x10) minutes in a combat-free area or a successful DC 30 Handle Animal or Ride check before the mount will respond to any further commands from the rider. A *calm emotions* spell or other similar magical effect which removes fear conditions will also remove the panicked condition and prevent it from reoccurring while the spell is active.

Knockdown

When a player confirms a critical hit with a firearm, the target must make a Reflex save (DC = 10 + damage taken) or be knocked prone. For every 5 points in which the target fails the save, they are knocked back 5 feet. 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.

Recoil

Repeating weapons allow a gunner to make use of iterative attacks with firearms. However, the kick of the shot causes the gun to drift, and degrades the gunner's aim. For the first shot after the initial attack, the gunner suffers a -1 penalty. This penalty increases to -3, -5, and finally -7; it stacks with range modifiers and any other penalties to attack.

Certain adjustments can help a gunner account for recoil in some situations, such as a bipod, or learning methods for controlling one's breathing.

Smoke

The smoke of repeated black-powder shots can cause a haze to linger on the battlefield. Firing more than one shot in a single combat round causes the square directly between the gunner and the target they fired upon the most to be affected as if a smokestick had been activated in that square (see the*Pathfinder® Roleplaying Game Core Rulebook*™, Chapter 6). This smoke remains for three rounds. If the gunner fired at multiple targets equally, then the GM decides which square is smoke-filled. Using smokeless powder, when available, avoids this issue.

Weather

Precipitation causes issues with firearms, and wind can cause issues with smaller firearms, however this is more a matter of buffeting the marksman than affecting the projectile. The true issue with inclement weather involves wet ammunition, as some bullets may leak, causing the Dwarven Blast Powder within to get wet, potentially ruining the shot. Moreover, cannons do not yet use artillery shells. In a rainy or appropriately wet situation, the gunner must succeed in a DC 15 Reflex save when reloading (DC 20 for cannons), or their powder becomes wet. They still successfully complete their reloading, but must now deal with a wet powder source. Once wet, powder requires four hours of dry, temperate exposure before it dries enough to be useful again. If a gunner attempts to use wet powder to fire a weapon, it doubles the misfire range.

DMAC

CHAPTER 7

Magic of Rhune

In Rhune, magic is an aspect of creation. There are many ways one might learn the secrets of magic, depending on one's paradigm and beliefs. There is no doubt magic exists, like there is no doubt the gods exist. But the gods have been proven fickle. They have favorites and preferences; in a word, they have shown themselves to be not so different from the beings they created and nurtured in the Age of Myth. With that similarity come the doubts and suspicions of those who cannot see or understand the larger plans of beings which live for ages, effectively immortal and cognizant of so much in their boundless understanding and who seem to happily march towards Ragnarök. There are those who hear the teachings of gods, and grasp ahold of their faith to create a foundation in their very soul.

Two paths arise from this division, affecting all who seek to learn the secrets of magic; the arcane and the divine. While some suggest these two different paths lead to the same destination, others deny this as a heresy, a trick of the Thrall Lords upon those two pitiful to truly grasp the grand gifts of the Old Gods.

Arcane Magic

On Rhune, magic enjoys a welcomed place in civilized society. Professional organizations include arcane colleges, societies, guilds, and the magical auxiliaries of martial or artisan groups. Lords and nobles find arcane casters to be extremely useful, when they can be trusted or controlled; the mysterious and unpredictable aspects of arcane magic in Rhune's history, like the stories of the Dark Whisper keep most practitioners at arm's length from rulers. Commoners, however, take a much more egalitarian view of magic, especially given the random nature of sorcerous birth; it is an opportunity for power most would never acquire by mundane means. Alchemy and runic magic remains almost ubiquitous, used to benefit almost all of the civilized lands of Midgard, but maintaining the air of an extremely complex academic topic; runes and alchemy are the safe magic of learned souls who spend years gaining the necessary education.

Unfortunately, despite any benefits it may bring, arcane magic cannot escape the role as an easy scapegoat of tragedy, especially with events like those in ~648 YUR, and the Summer of the Sun Plague still occasionally mentioned by long-lived races. Compounding this reputation, are the vile acts of blood magic. Known to every beggar and princely scion, the forbidden art of blood magic holds the greatest taboo in Midgard. Spells do not use blood as a material component (with only a rare few exceptions), and those who employ anything resembling blood magic find themselves hunted by angry mobs and zealous inquisitors; few things can rally a large community or a even a group of rivals like the threat of an active student of blood magic. By comparison, necromancy remains tolerated, so long as the practitioner doesn't demonstrate a mastery of forbidden blood magic secrets.

Divine Magic

Divine spellcasters petition their gods and goddess for spells, gaining power through the favor they enjoy and their devotion to the *Æssinyr*. As mentioned earlier, the *Æssinyr* are an active pantheon, taking notice in the behavior of their devout and their efforts to evangelize, glorify, and protect the faithful in Midgard. The religious cultural foundation of the *Æssinyr* means clerics, oracles, inquisitors, and paladins all enjoy a favored status in civilized lands, generally trusted and welcomed by the wider population. There is little stigma for any divine magic in the lands of Rhune, and only the servants of the Thrall Lords are actively hunted and persecuted. The servants of the *Æssinyr* actively hunt cults dedicated to the seductive children of their patrons, attempting to scourge them from the land.

Incantations

Incantations are common to Rhune, especially among those who might have a large body of knowledge, but who might lack arcane learning or the divine connection to perform the miracles that the Old Gods bestow on their beloved. So, for some, incantations are their only option. While some incantations mimic miracles, others allow talented clockwork adepts (or their equally skilled aids) to bind flesh to steel (see **Chapter 6** for more information).

Calling the Waterbearer of Urd (Incantation)

"It is possible to drink too deep from the wisdom of the Well. Those who think their thirst limitless have drowned in madness. One must build a tolerance for potent knowledge."

School conjuration and divination; **Effective Level** 9th
Skill Check Diplomacy 4 successes **DC** 32, Knowledge (Planes) 4 successes DC 32, and Spellcraft 1 success DC 32; 9 successes total, masterwork tools permitted.
Casting Time 9 hours
Components F, M, S, V
Focus—An outsider's True Name, worth 5000gp.
Material Components—a mithral scroll, a black hawk's feather and special inks mixed with giant's bone dust, worth 500gp.
Secondary Casters— 10 to 100 secondary performers may assist the primary performer.
Range Close (see text)
Target An outsider, designated by the True Name
Duration Special (see text).
Saving Throw Will negates **SR** Yes

DESCRIPTION

By crafting a special summoning space, the caster opens a portal between the planes and brings an outsider to the caster's presence. The summoning space acts as a *circle of protection from evil*, pointed inward, until the caster dismisses the summoned outsider, or breaks the circle to allow the outsider to exit the space. The outsider may make a DC 34 Will save to refuse this summons, in which case the material components are not consumed. Each additional summons in the same 30-day period provides the outsider a +4 bonus on this save. The outsider may voluntarily fail this save, if they wish.
Once summoned, the outsider may answer up to nine questions, using the skill bonuses it possesses as well as a +8 circumstance bonus provided by the magic of the Well of Urd, which infuses the portal as the outsider arrives, or the outsider may be bargained with to act as a tutor on magical matters for a number of weeks equal to its hit dice. Each week of instruction is worth 1,000 gp of materials or two weeks of mundane research (or some combination of the two) when considered with regards to magic item construction or spell research. The price of this instruction is determined by the GM, but should usually result in an adventure or story of some kind. Mortals from Midgard may never be the target of this incantation, even if they have managed to acquire a True Name.

BACKLASH

The performer participating in this incantation is exhausted, as per the status condition; until they can either rest for 8 hours or find another way remove the condition. The performer also suffers 1 negative level and 4d6 damage. Secondary performers also suffer this backlash.

FAILURE

Failing three skill checks during the incantation causes it to fail completely. The performer still suffers Backlash, but the performer also suffers three negative levels. The material components are consumed, and the outsider may still choose to pass through the portal, although it is not constrained within the circle.

CONSTRUCTION

Base 30 → +10 Multiple schools → -1 Multiple skills → -1 hourly checks → -1 expensive material component → -1 expensive focus → -6 10-100 secondarys → -3 limited targets → -2 exhausted performer → -2 negative level → -2 4d6 damage → -1 affects secondarys → +12 hours to Until; 9th Level.

The Secret Contemplation of Oridynn's Divine Wisdom (Meditation)

"I looked into the myriad possibilities that exist on in the branches of the World Tree, and I have returned a better soul. Certainly, I am poorer in body, and richer in spirit. My soul continues on in all worlds, while the flesh is a thing of Midgard."

School divination; **Effective Level** 9th
Contemplation Check 5 Fortitude checks, **DC** 22; 4 Will checks, DC 22; 9 successes total, masterwork tools permitted.
Casting Time 27 days.
Components F, M, S, V
Focus—A holy shrine consecrated and blessed worth 5000gp.
Material Components—a holy symbol of the petitioned god, incenses and oils worth 500gp.
Secondary Casters— No secondary performers may assist the primary performer.
Range Personal.
Duration 18 minutes.
Saving Throw none **SR** no

DESCRIPTION

The caster begins a 27-day process of fasting, chanting and meditating, during which time they may not interact with others for more than 2 hours per day. They may not consume any food and may not leave the immediate area of the shrine. Every three days, the primary caster must make a Contemplation check; success indicates the caster may continue unharmed. Failure indicates the caster suffers 1d6 non-lethal damage and 1 point of Constitution damage. This damage may not be redirected in any way or prevented by temporary hit points. Even casters normally unable to suffer non-lethal damage suffer this damage. The caster may stop the meditation at any time, but if more than 1 Failure has been accumulated, the caster still suffers Backlash. These checks may not be made while enjoying the benefit of any magical item that increases saving throws, such as a *cloak of resistance*. The feat Endurance grants a +4 bonus on these Contemplation checks (treat the caster as attempting to avoid fatigue).
If the meditation is completed successfully, the caster may choose one of three effects. First, the caster may learn about an object, place, or person as if they only had rumors about it and cast *legend lore*. Second, the caster may make a Knowledge or Craft skill check with a +25 insight bonus to the check. Third, the caster may use the experience as either spell or magic item research, with each successful check worth either 750gp or 1 week of research or manufacturing time. This time or value may be chosen in any combination, but cannot reduce the cost of an item or spell to less than 1,000gp or 1 week's time.

BACKLASH

The performer participating in this meditation is exhausted, as per the status condition, even if normally unaffected by this condition; until they can either rest for 8 hours or find another way remove the condition. The performer also suffers 1 negative level.

FAILURE

Failing three Contemplation checks during the meditation causes it to fail completely. The performer still suffers Backlash, but the performer must make a DC 25 Fortitude check for each point of Constitution damage suffered; failure indicates the point of damage is actually a point of drain. The material components are consumed, but the focus is unharmed and caster may attempt the meditation whenever they choose.

CONSTRUCTION

Base 30 → -1 Multiple skills → -1 periodic checks (equivalent to hourly checks) → -1 expensive material component → -1 expensive focus → -2 exhausted performer → -2 negative level; 9th Level.

Transformation of the Mortal Ascendant (Incantation)

"I choose to take a greater role in this world, to become more and perhaps to even stop Ragnarök. I may be wrong, but without sacrifice, I will never know."

School transmutation; **Effective Level** 10th (Mythic Tier 1)
Skill Check Knowledge (arcana, or divine, or nature) [See text] DC 35, 6 successes; Knowledge (planes) **DC** 35, 4 successes, masterwork tools permitted.
Casting Time 10 hours (see text).
Components F, M, S, V (must speak Runic)
Focus—A *jötunstone* weighing 1,000lbs per character level, consecrated and blessed with gem dust, oils, and incenses worth 25,000gp.

Story Seed: Not Quite an Incantation

The Meditation detailed below is similar to an incantation, but has a much, much longer casting time. It's meant to emulate the sort of ritual mystery initiations associated with Odin and other tales of Norse myth. This casting time is the primary change in the mechanics; it has difficulties otherwise calculated like an incantation.

Story Seed: Self Replicating Story Hooks

Whether the characters learn the Meditation from lost sacred texts liberated from a monster's hoard, or as a boon from a rescued religious figure, or as part of their membership to a holy sect (or decode it while studying the *Grand Galdr*), the information provided by this ritual ceremony can provide innumerable story seeds. The Meditation has benefits for creating items or discovering information, but the nature and detail of its results mean the GM can use them to direct the party's adventures exactly as desired, guiding them to particular foes, hidden sites, or in search of lost treasures.

Material Components—the True Name of the primary performer, worth 5,000gp.
Secondary Casters— No secondary performers may assist the primary performer.
Range Personal.
Duration 10 days, see text.
Saving Throw Fortitude DC 25 (see text) **SR** Yes

DESCRIPTION

Several variations of this incantation exist, each one using Knowledge (arcana), Knowledge (nature), or Knowledge (religion) for the first six checks, but all use Knowledge (planes) for the last four checks. The primary performer inscribes their True Name on the *jötunstone* during the consecration and then begins casting. The incantation culminates with the voluntary maiming, where the performer self-inflicts one of the following wounds: puts out their eye (-3 to Perception checks and ranged attacks), severs a hand (cannot use two-handed weapons without additional feats), inflicts terrible scars (-2 to all Charisma based skills, badly break a leg (movement rate reduced by half), or some other significant wound approved by the GM, such as becoming deaf or mute. As this self-inflicted wound is made, the performer must make a DC 25 Fortitude save without the benefit of any spells or magic items and then suffers the Backlash. If the Fortitude save was successful, the performer awakens with at least 1 hit point at the end of the incantation's duration, having gained 1 Mythic Tier. This is a permanent adjustment that cannot be removed short of divine intervention (or GM discretion). The performer now has a new True Name (which the performer instinctively knows) and the old True Name is wiped from the *jötunstone*; any one who knows or uses it gains no benefit from the old True Name. At the GM's discretion, the performer can now damage this specific *jötunstone*, but fragments of the rock do 5 Bleed damage if used as a weapon against the performer. The performer may still use magic items, which utilize a maimed location, but only a *miracle* or *wish* will eliminate the penalty; eliminating the penalty may have other consequences at GM's discretion. The performer may later acquire augmentations or item-based replacements that account for the penalty without consequences.

BACKLASH

The performer participating in this incantation is reduced to -1 hit points and suffers 2d6 damage. During the 10 days of this incantation's effect, the character may make checks to heal normally, but other characters or creatures may not tend to them. Healing effects from less than a Tier 2 Mythic source will not heal the performer. They may die from their wounds over the course of the 10 days if recovery checks so indicate.

FAILURE

Failing three skill checks during the incantation causes it to fail completely. The performer still suffers Backlash, but the performer must make a DC 25 Fortitude check for each point of hit point damage suffered with the same restrictions as the incantation; failure indicates the point of damage is actually a point of drain. The material component is not consumed, but the focus is no longer considered consecrated and must be reconsecrated before the incantation may be attempted again.

CONSTRUCTION

Base 32 → +5 Mythic incantation → -1 Multiple skills → -1 hourly checks → -2 expensive material component → -2 expensive focus → -4 Medium to Close → +12 Rounds to Days → -3 Reduced to -1hp → -1 2d6 damage; 10th Level.

Extraordinary Devices—Merging Magic and Technology

In Rhune, it is common for those who wield the arcane to channel it to power the wondrous items they create. While many of these items are magic items of the normal sort, not all are. Instead, some are designed and built to operate using the ambient electrical fields common to the City-States of Vallinar, but which also benefit from sudden influx of arcane energy. In the City-States of Vallinar, the Clockwork Accord as started to study this phenomenon, looking at the very specific combination of magic and the mundane. This field is known as Extraordinary Artifice. This allows for the creation of devices (called "extraordinary devices"), which, although normal, may generate wondrous effects for short periods of time when specifically charged by a potion, scroll, spell, or spell-like effect. Unlike traditional magic items, however, extraordinary devices create effects or bonuses that cannot be dispelled, negated, or suppressed by an anti-magic field, as the magic used to power them is consumed (and thus transformed) as soon as they are charged with it. These items are considered completely mundane with regard to damage reduction or other qualities that consider whether or not an effect is magical. Activating an extraordinary device is usually a standard action, which does not provoke attacks of opportunity, unless the individual device's description indicates otherwise. The level of the initiating spell or other arcane effect determines the duration of the extraordinary device's operation. See the table below:

Spell level	Charging Duration
0	30 minutes
1	1 hour
2	2 hours
3	3 hours
4	5 hours
5	8 hours
6	13 hours
7	21 hours
8	34 hours
9	55 hours

Scrolls and potions provide a charge for one half the time of a spell or spell-like effect. A *potion of fly* powers an extraordinary device for 90 minutes, while a *fly* spell powers the item for 3 hours. Individual devices may alter these durations. The price for creating extraordinary devices should be calculated as if creating wondrous items, but then the price should be divided by 2 when complete but prior to determining the cost. E.G. These items have no more hardness or hit points than mundane equivalent would possess. If the calculated price was 4,000gp, then the final price would be 2,000gp and the final cost would be 1,000gp. Construction time is one week per 1,000 gp cost.

Extraordinary Artifice

Prerequisite Spellcasting or a spell-like ability, 5 ranks in a Craft skill.
Benefit You may create extraordinary devices that require some magic to begin functioning but otherwise produced a fantastical, yet otherwise mundane effect that cannot be dispelled, or negated by an antimagic field or other effect, which might suppress a magical effect.
Normal Items are alchemical, magical, or mundane, and do not require a different item or effect to initiate their function.

Runic Substitution (General Feat)

Prerequisite Knowledge of one or more runes and Extraordinary Artifice.
Benefit You can create extraordinary devices powered using runes instead of spells to initiate effects. To power the extraordinary device, a rune must be engraved on the device, and traced by an individual who knows the rune. Then, by expending their daily use of their Greater or Lesser Spell Key for that rune as a standard action that provokes attacks of opportunity, the individual may activate the device as if they had used a spell with a level equal to (½ their character level -1). This effect may be adjusted for duration as if it was any other spell effect. If the rune inscribed on the device is not one known to the wearer, then the Spell Key expended only powers the device as if it was a potion or scroll. The individual may choose to impart an effect equal to a level less than the maximum possible, but this still uses their daily use of the Spell Key.
Normal Extraordinary artifice requires spell effects to initiate extraordinary items.

Decipher Artifice (Trait)

Benefit Gain a +1 trait bonus to a Craft skill, and a +1 trait bonus to Spellcraft checks. Spellcraft is always considered a class skill for you. You may make a DC 20 Spellcraft check to identify extraordinary items as a fifteen-minute check. Failing this check by 5 or more means misidentifying the device as having no effect or an incorrect effect (GM's discretion).

Sample Devices

Alchemical Converter

CL 9th
Slot —; **Weight** 12 lbs.; **Price** 12,000 gp

DESCRIPTION

This collection of glass spheres and tubing sits inside a strong wooden box. When a potion is poured in the receiving sphere and the converter is activated with another potion or effect of one level higher or greater, the potion in the receiving sphere is transmuted into an alchemical substance which produces the same effect but has a duration of one round plus one round per level of the effect used to activate the alchemical converter. This effect, and any bonuses provided by it, are changed to "alchemical," regardless of what they were previously. For instance, a *potion of bull's strength* processed by the alchemical converter using a third level effect now grants an alchemical bonus to strength, instead of an enhancement bonus and only grants this benefit for four rounds. In the case of potions with an immediate effect, like a *potion of cure light wounds*, the dice used to determine the amount of healing are reduced by one step. For example, a potion of cure light wounds converted heals 1d6+1 hit points, instead of 1d8+1 hit points, but the alchemical potion could not be dispelled or suppressed by an antimagic field. The converter has 10 hit points and a hardness of 3.

CONSTRUCTION

Requirements *alter self, polymorph any object*; **Cost** 6,000 gp

Conversion Braces

CL 8th; **Slot** belt or arms and gloves; **Weight** —.; Price 4,000 gp

DESCRIPTION

These devices appear to be wire-frame gloves with shoulder-length sleeves, or a wide corset wrapping the wearer's trunk and hips. The gloves augment a wearer's Dexterity while the belt improves a wearer's Strength, but both function at a cost. Once activated, the wearer may choose an ability score bonus of up to +4. This bonus is considered untyped, and requires an equal untyped penalty to be distributed between the wearers other physical attributes. For instance, if the wearer gains a +4 bonus to Strength, they must take a total penalty of -4 between their Constitution and Dexterity. This could be -1 to Constitution and -3 to Dexterity, or any other combination, including -0 and -4. The braces cannot reduce the wearer's ability scores below 2. If the penalties imposed by the braces would do so, they stop functioning. Wearing both sets of conversion braces causes neither set to work at all. No braces have been discovered which allow for mental attributes to be adjusted in this manner.
The bonus and penalties provided by the braces may be eliminated by the wearer before the duration ends by activating the braces again with an effect of the same level or greater than the effect used to provide the current bonus and penalties. This clears the braces of any benefits and penalties; a third effect must be used to activate them again, but the wearer may again set the level of the benefit they wish to receive. The braces have hardness 4 and 15 hit points.

CONSTRUCTION

Requirements *bull's strength, cat's grace, ray of enfeeblement*; **Cost** 2,000

Glider Rig

CL 2th; **Slot** cloak; **Weight** 5lbs.; **Price** 1,000 gp

DESCRIPTION

This heavy cloak has a pair of thick rings attached to its edges and a pleat in the center of the back, allowing it to flair out. These rings can be gripped or attached with cables to the wearer's belt. Activating the glider rig is an immediate action that does not provoke attacks of opportunity. If it has been activated, this design allows the cloak to billow out and permit the wearer to fall gently, reducing the effective vertical distance fallen by 40 feet, or to travel 5 feet forward for every 10 feet. The wearer can make a 90-degree turn every 20 feet they travel forward. As long as the wearer continues to fall forward, they can fall for as long as the glider rig is activated. The cloak has hardness 1 and 7 hit points; however, it is immune to bludgeoning damage.

CONSTRUCTION

Requirements *featherfall, unseen servant*; **Cost** 500 gp.

Story Seed: Cottage Industry Spies

The creation of many of these items could potentially alter the fabric of society in urban settings, especially as the items become more common. A guild of artisans or craftsmen who controlled the older technology might seek to take control of the production of these new devices, ensuring they maintain the social power and prestige they currently have. This manifests as the theft of plans and documents, the intimidation and coercion of inventors and their families, and even a low-grade war against the people who create and use the new technology. Adventurers can be brought into the sequence of events on either side, depending on the campaign, helping secure this technology for a guild, or rescuing the people and materials from a cabal trying to control the future.

Lingering Song-box

CL 8th

Slot —; **Weight** 2lbs.; **Price** 8,000 gp

DESCRIPTION

The lid of this carefully crafted box of ironwood is marked with the rune *wunjo* and it possesses a small crank on one side. The inside of the box is filled with gears and a small cylinder, dotted with tiny studs. Turning the crank is a necessary part of activating the song-box as a swift action that does not provoke attacks of opportunity. Once activated, the lingering song-box allows the next bardic performance effect generated while turning the crank to persist even after the performer stops performing. The song-box causes the effect to persist for 1 round for every two full levels of effect used to activate the device. It can be forced to stop perpetuating the effect, but once this is done, the song-box is deactivated until reactivated.

CONSTRUCTION

Requirements *sculpt sound*; **Cost** 4,000 gp.

Mindspider Helm

CL 8th

Slot head; **Weight** 3lbs.; **Price** 1,500 gp + 500gp/mindspider

DESCRIPTION

A favorite among the priesthood of Velluna-Akka, this bronze helm has a stylized spider engraved on the inside dome. When the helm is activated as a swift action, which provokes attacks of opportunity, the wearer may control a number of mindspider constructs equal to one for every two full levels of the effect used to activate the helm. For the next hour, the wearer may issue commands to a construct with a move-action equivalent successful DC 15 Intelligence check that does not provoke attacks of opportunity. Constructs continue to perform the last directed command until the helm's activation duration ends, the construct is destroyed, or the construct is given new instructions. The spiders can be controlled up to 200 feet away, and the wearer can perceive through a construct's senses up to 500 feet away. Perceiving through a construct's senses is a full-round action, which provokes attacks of opportunity and provides information as per the *clairaudience/clairvoyance* spell. Attuning a new mindspider construct to the helm requires a construct to be unattuned to another helm, and the wearer to make a full-round action to attune the pair. A construct becomes unattuned to the helm if it is more than 500 feet from the attuned helm for 24 hours.

Use the following statistics for mindspider constructs:

Mindspider

N Diminutive construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0*

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +3 size)
hp 6 (1d10)
Fort +0, **Ref** +3, **Will** +0*
DR 5/slashing; Immune construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (good)
Melee bite +4 (1d4?3)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 16, **Con** —, **Int** *, **Wis** *, **Cha** *; *Base Atk +1; CMB -6; **CMD** 6 (14 vs. trip)
Feats Combat Agility, Weapon Finesse
Skills Fly +9, Stealth +15

*Utilizes controller's score

CONSTRUCTION

Requirements Craft Construct, *clairaudience/clairvoyance, message*; **Skill** 5 ranks Craft (clockworks); **Cost** 750 gp

Mobile Transportation

CL 8th; **Slot** —; Weight varies, see below; **Price** varies, see below

DESCRIPTION

These include walking wagons, walking palanquin, or the single-wheeled wagon. Each one of these comes with a bracelet that is worn by a creature riding, or leading the device and standing within 5 feet of it. If the *mount* spell or scroll is used to power mobile transportation, it provides 3 times the duration.

The single-wheeled wagon cannot move more than a quarter of its speed over difficult terrain and is limited to carrying one Medium- or Small-sized creature in the wheelwell, and two Medium-sized creatures in its wagon space. The walking palanquin can carry a single Medium creature, even though it is Medium-sized, or two Small creatures. The walking wagon can carry four Medium-sized creatures, but one passenger must direct its movement.

These devices have the following statistics:

Single-wheeled wagon
Size Large; **Capacity** 500lbs of goods plus passengers
Speed 60 ft.
AC 13; **hp** 60; **Hardness** 5
Price 6,000 gp

Walking Palanquin
Size Medium; **Capacity** 100 lbs of goods plus passengers
Speed 20 ft.
AC 14; **hp** 20; **Hardness** 5
Price 2,000 gp

Walking Wagon
Size Large; **Capacity** 500 lbs of goods plus passengers
Speed 40 ft.
AC 13; hp 60; **Hardness** 5
Price 4,000 gp

CONSTRUCTION

Requirements *longstrider, mount, unseen servant*; **Cost** 1,000gp palanquin, 2,000gp wagon, 3,000gp single-wheel wagon

Rebreather
CL 8th
Slot neck; **Weight** —.; **Price** 7,500 gp

DESCRIPTION

This device fits over the wearer's mouth and nose, with a long ring-like hose that connects to the mouthpiece on either end. Most wearers allow this hose to go around their neck and rest on their shoulders, but it could also be tucked inside a shirt. Activating the rebreather and wearing it appropriately allows the wearer to breathe water, smoke, or other natural, hazardous gasses as if breathing normal, clean, warm air. The duration is halved if there is no atmosphere to breathe at all, such as being buried, or in a vacuum. An activated rebreather grants a +2 circumstance bonus against spell or creature effects like *pyrotechnics*, *stinking cloud*, or a ghast's stench ability, but utilizing this bonus as an immediate action which does not provoke attacks of opportunity consumes the remaining duration on the device. The rebreather has hardness 3 and 5 hit points.

CONSTRUCTION

Requirements *water breathing*; **Cost** 3,750 gp

Spellbreaker Rig
CL 8th; **Slot** vest; **Weight** —.; **Price** 250 gp

DESCRIPTION

The spellbreaker rig is a tight-fitting cloth vest with thin metal plates sewn inside the material. When the wearer is targeted by a spell or spell-like effect requiring a saving throw, they must make two saving throws. The first save is the normal, required save, while the second is a Will save with the same DC as the first save. Successfully making the second Will save adds a number of charges to the rig equal to the level of the effect being resisted, as a sliver of the effect's magical power is safely stored away. When 10 charges have been accumulated, the wearer gains the power to either reroll a saving throw or add a +4 bonus to a saving throw as an immediate action. The vest has hardness 2 and 7 hit points.

CONSTRUCTION

Requirements *lesser globe of invulnerability*; **Cost** 125 gp

New Extraordinary Artifice Armor and Weapon Qualities

The following two new qualities are specifically for extraordinary devices crafted from masterwork armor or weapons. They add to the final cost of the item but provide the following abilities as standard actions which do not provoke attacks of opportunity.

Eldritch Grinder Armor Quality
Cost +5,000 gp

This quality requires a first level effect (or greater) to provide an enhancement bonus equal to the level of effect provided maximum + 5 for 1 hour. Every level over the bonus provided adds one hour to the effect. The bonus may be purposefully set lower to increase the effective duration. For example, using a 9th level effect to give a +1 for 9 hours (creating a +1 bonus for one hour, and using the remaining 8 levels to extend the duration for 8 more hours). This does not affect the hardness or the hit points of the item. Potions or scrolls used to power this quality provide a benefit for half the standard duration.

Aligned spell effects (Good/Evil) do not make the items detect as aligned while providing the bonus.The item cannot be subject to any other effect; if *magic vestment* or *greater magic vestment* is cast on an eldritch grinder weapon it supersedes the effect generated by the eldritch grinder quality.

Awakened Subtype

The awakened subtype applies to those constructs that have gained sentience via special circumstances (or by being subject to the *awaken construct* spell) that did not possess sentience beforehand. Unless otherwise noted, they have the following traits.

Partial Construct Immunities An awakened construct loses its immunity to mind-affecting effects, but gains a +2 racial bonus to saving throws against such effects. Additionally, it becomes vulnerable to ability drain and damage if that damage targets its mental ability scores (its Charisma, Intelligence, or Wisdom). Unless otherwise noted in this entry, constructs with the Awakened subtype retain the immunities normally granted to constructs.

Clockwork Knowledge An awakened construct gains a +2 racial bonus on all Craft (clockworks) and Disable Device skill checks.

Environmentally Sensitive An awakened construct gains sensitivity to extreme temperatures. In extremely cold conditions (below 0° F), it gains the staggered condition and reduces its movement by 10 ft. In extremely hot conditions (above 110°), it begins to short circuit and gains the sickened condition.

Frail Core Unlike normal constructs, an awakened construct that is brought to 0 hit points is considered staggered and is completely destroyed only when it reaches negative hit points equal to its Charisma score. Once destroyed, it cannot be raised or resurrected. Additionally, an awakened construct becomes extremely sensitive to electricity. An awakened construct that suffers electrical damage totaling more than 25% of its current hit points in a single round gains the staggered condition for 1d4 rounds. Additional damage in excess of this amount is cumulative.

Eldritch Grinder Weapon Quality

Cost +5,000gp

Eldritch Grinder Weapons work as per the armor quality, but generate their enhancement bonus for 10 minutes per level of the effect. The item cannot be subject to any other effect; if *magic weapon* or *greater magic weapon* is cast on an eldritch grinder weapon it supersedes the effect generated by the eldritch grinder quality.

New Spells

While any number of spells may be used in Rhune, the following spells are exclusive to the campaign setting (although you should feel free to incorporate them in any campaign setting or story with similar themes).

Analyze Rune

School divination; **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, sorcerer/wizard 1, summoner 1, witch 1
Components V, S
Casting Time 1 standard action
Range Touch
Target 1 creature
Duration 10 min/level
Saving Throw Will (harmless); **SR** Yes

DESCRIPTION

When cast, the creature you touch gains the ability to decipher magical runes for the duration of the spell. They can read runes at a rate of 1 page (250 words) a minute or examine an equivalent-sized item (see chart). In addition, the target gains a +2 insight bonus to their next Knowledge (arcana) check to identify a specific rune's effect. This spell does not, however, allow the target to activate runes, although reading a rune may cause it to trigger traps and glyphs that target the reader as normal.

Pages	Object	Time to read
1	1 small-sized object	1 minute
2	1 medium-sized object	2 minutes
4	1 large-sized object	4 minutes

Arenthol's Instant Toolbox

School conjuration (summoning) **Level** alchemist 1, artifice 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range short (25 ft. + 5 ft./level)
Effect Duration 10 minutes +5 minutes/level (D)
Saving Throw none; **SR** none

DESCRIPTION

This spell summons a set of complex, masterwork tools. These tools appear within range, but only on a safe, flat surface (they do not appear midair, nor can they be summoned into a space occupied by another object or creature). Only you (or a single target you designate) may use the tools. The tools fail to function correctly for anyone else (wrenches won't open, screwdrivers slip off of screws, and so on). The tools disappear at the end of the spell's duration.

Awaken Construct

School transmutation **Level** artificer 5, clockwork 5, sorcerer/wizard 5
Casting Time 24 hours
Components V, S, M (arcane oil imbued with *jötunstone* dust worth 3,000 gp.)
Range touch
Target a single unawakened construct
Duration instantaneous
Saving Throw none; **SR** none

DESCRIPTION

You awaken a single automaton, clockwork, or construct, granting it true sentience. To succeed, you must make a single Will save (the DC equal to 10 + the target's HD). Once awakened, the target undergoes several significant changes. The target instantly gains 3d6 points of Charisma, Intelligence,

and Wisdom (rolled individually by the spellcaster); it instinctively knows the language of its creator and may learn additional languages equal to its Intelligence modifier. Although the awakened construct gains no special connections to its creator (like empathy), it treats you favorably and willingly aids you (provided your requests do not endanger it). Additionally, the newly awakened construct gains the Awakened Subtype (see sidebar).

Caustic Web

School conjuration (creation); **Level** fate 2, magus 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (spider web, bat guano)
Range medium (100 ft. + 10 ft./level)
Effect caustic webs in a 20 ft. radius spread
Duration 10 min./level (D)
Saving Throw Reflex negates; see text; **SR** no

DESCRIPTION

Caustic web creates an area of strong sticky strands, which glow with a sickly green radiance and constantly seep burning acid. In addition to the standard effects of the web spell any creature grappled by the *caustic web*, or moving through its area, takes 2d4 points of acid damage per round.

Gear Alignment

School transmutation **Level** artificer 1, clockwork 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (two interlocking gears coated in grease)
Range touch
Target construct touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless, object); **SR** yes (harmless, object)

DESCRIPTION

You imbue a construct with a magical energy, granting it a slight degree of alacrity. While under the effects of this spell, the construct gains a +1 dodge bonus to its AC. Additionally; it gains a +3 enhancement bonus to a single skill (whose key ability is Dexterity) for the duration of the spell.

Gear Alignment, Lesser

School transmutation **Level** artificer 0, clockwork 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (two interlocking gears coated in grease)
Range touch
Target construct touched
Duration 1 round or until attacked
Saving Throw Will negates (harmless, object); **SR** yes (harmless, object)

DESCRIPTION

You imbue a construct with a magical energy, granting it a slight degree of alacrity. The construct gains a +1 dodge bonus to its AC against the next attack that targets it or until its next turn, whichever comes first. Additionally, it gains a +1 enhancement bonus to a single skill (whose key ability is Dexterity) for the duration of the spell.

Ghost Web

School conjuration (creation); **Level** fate 3, magus 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (spider web, clear crystal worth 10 gp)
Range medium (100 ft. + 10 ft./level)
Effect ethereal webs in a 20 ft. radius spread
Duration 10 min./level (D)
Saving Throw Reflex / Fort negates; see text; **SR** no

DESCRIPTION

Ghost web creates an area of ghostly strands, which constantly shift in and out of visibility. The strands have their full effect on incorporeal creatures, as per the *web* spell. Physical creatures can move through the strands without resistance, but must make a Fort save or suffer 1d2 points of Strength damage each turn that they spend in contact with the ghost web.

Awakened Subtype (cont'd)

Self-Maintenance An awakened construct becomes keenly aware of its need for maintenance; it requires a minimum of 4 hours per day to clear, repair, wind its gears, and otherwise perform preventive maintenance. Unless otherwise noted, awakened constructs that fail to perform this daily maintenance gain the fatigued condition. An awakened construct may operate with the fatigued condition a number of hours equal to its Charisma modifier before gaining the exhausted condition.
Skilled An awakened construct gains a single feat and gains bonus skill points appropriate to its new Intelligence score modifier (if positive).
Essential Senses An awakened construct loses its darkvision. In its place, it gains low-light vision, as well as the ability to speak and hear normally. It does not gain the ability to smell and cannot be nauseated or sickened by vaporous conditions. Likewise, it cannot make scent-based Perception skill checks.

Moment of Inspiration

School divination **Level** bard 0, cleric 0, clockwork 0, druid 0, shaman 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range touched
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **SR** yes

DESCRIPTION

This spell inspires the touched creature, expanding its degree of knowledge slightly above its normal capacity. The touched creature gains a +2 insight bonus on its next Craft or Knowledge skill check.

Perfect Repair

School transmutation **Level** artificer 5, bard 6, clockwork 5, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Range touch
Targets automata touched
Saving Throw Will half (harmless); **SR** no

DESCRIPTION

By laying your hand on an automata (or construct) you can repair almost any damage and affliction. You instantly repair 100 points of damage and immediately end all of the following adverse conditions affecting the target: blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, feebleminded, insanity, sickened, and staggered. In addition the automata gains fast healing 5 for 1 round per caster level.

Poison Web

School conjuration (creation); **Level** fate 3, magus 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (spider web, vial of poison worth at least 50 gp)
Range medium (100 ft. + 10 ft./level)
Effect poison webs in a 20 ft. radius spread
Duration 10 min./level (D)
Saving Throw Reflex / Fort negates; see text; **SR** no

DESCRIPTION

Poison web creates an area of faintly glowing strands, which are imbued with ghost spider poison. In addition to the standard effects of the *web* spell, any creature grappled by the *poison web*, or moving through its area, suffers the effects of a dose of ghost spider venom.

Ghost spider venom

Onset instant
Frequency 1/rd. for 4 rds.
Effect 1 Wis and confused for 1 rd.
Cure 2 saves

Repair Automata

School transmutation; **Level** artifice 3, bard 3, cleric 4, clockwork 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Targets construct touched
Saving Throw Will half (harmless); **SR** no

DESCRIPTION

This spell functions as *lesser repair automata*, except that it restores 3d10 hit points +1 point per caster level (maximum +10).

Repair Automata, Greater

School transmutation **Level** artifice 5, bard 5, cleric 6, clockwork 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range touch
Targets construct touched
Saving Throw Will half (harmless); **SR** no

DESCRIPTION

This spell functions as *lesser repair automata*, except that it restores 5d10 hit points +1 point per caster level (maximum +15).

Repair Automata, Lesser

School transmutation; **Level** artifice 1, bard 1, cleric 2, clockwork 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Targets construct touched
Saving Throw Will half (harmless); **SR** no

DESCRIPTION

By laying your hand on a damaged automata (or construct), you can channel magical energy to repair its injuries. You restore 1d10 points of damage +1 point per caster level (maximum +5) to the automata.

Runewise

School divination; **Level** bard 1, cleric 1, druid 1, shaman 1, sorcerer/wizard 2, witch 2
Components V, S, M (a small vial of dust taken from the earth around a runestone)
Casting Time 1 standard action
Range Close (25 ft. + 5 ft./2 levels)
Target 1 inactive rune
Duration 1 min/level
Saving Throw none; **SR** No

DESCRIPTION

When cast, this spell allows the caster to tap into the runic current, granting him ancient knowledge of the runes. As a result, the caster gains a +10 to his next Spellcraft skill check to activate a rune or rune stone. Once the caster activates a rune, this spell is discharged. This spell does not convey the meaning of the rune, and if the rune targets the caster with a harmful effect, the caster suffers a -2 to save against that effect.

Webjaunt

School conjuration (creation); **Level** fate 4, magus 5, shaman 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S, M (spider web)
Range touch
Target you and 1 willing target
Duration 1 min./level (D)
Saving Throw none; **SR** no

DESCRIPTION

Webjaunt creates a ghostly intangible web connecting you to a single, willing target. This web binds them to you with a strand of planar material, providing the following benefits while the target remains within 400 ft. + 40 ft. per level of you. For the duration of the spell you automatically have line of effect to the targets and they count as being within touch range. In addition, the target can:

- Gain the benefits of the *spider climb* spell.
- Communicate with you at will as the *message* spell.
- Teleport to a location adjacent to you as a standard action, as per the *dimension door* spell (your ally may only use this ability once).

Webjaunt, Greater

School conjuration (creation); **Level** fate 6, magus 7, shaman 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (spider web)
Range touch
Target you and 1 willing target per 2 caster levels
Duration 1 min./level (D)
Saving Throw none; **SR** no

DESCRIPTION

Greater Webjaunt creates a ghostly, intangible web connecting your allies. This web binds them to you with strands of planar material, allowing great tactical coordination, providing the following benefits while the allies remain within 400 ft. + 40 ft. per level of you. For the duration of the spell you automatically have line of effect to the targets, and they count as being within touch range. In addition, the targets can:

- Communicate with you and each other at will as the *message* spell.
- Gain a +2 insight bonus to all attack rolls, as per the *tactical acumen* spell.
- Ignore difficult terrain created by any of your spells with 'web' in the name.
- Teleport to a location adjacent to you, as a standard action, as per the *dimension door* spell

Wrack n' Pinion

School enchantment (compulsion) **Level** artificer 3, bard 3, clockwork 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a handful of sand mixed with metal shavings)
Range close (25 ft. + 5 ft./2 levels)
Target a single construct
Duration 1 round/level
Saving Throw Will negates; **SR** yes

DESCRIPTION

You force a single awakened, construct (such as an automata) to lose the use of an appendage (such as an arm or wing), which binds up for the duration of the spell. The effects of the spell depend on which limb is affected. The construct may attempt a new Will save each round to regain the use of the affected limb.

- If the construct loses the use of one of its legs, reduce its movement by half and apply a -1 penalty to its AC for the duration of the spell. Constructs with more than two legs reduce their movement by ¼ instead.
- If the construct loses the use of one of its arms and is holding a shield, it loses the armor bonus provided by that shield.
- If the construct loses the use of one of its arms and has a weapon in hand, it drops that weapon.
- If the construct loses the use of one of its arms and is wielding a two-handed weapon, it suffers a -2 penalty to hit until it regains the use of that limb.
- If the construct loses the use of wing, it begins to descend at a rate of 20 ft. per round and suffers a -4 penalty to all *fly* skill checks.

Weavings

The devout of Velluna-Akka can seem aloof or distant, philosophical and yet somewhat single-minded. However, those who are touched with the Moon goddess' blessing, or those who are somehow influenced by the Well of Urd, often find they possess the ability to alter the strands of Fate, and this tends influence their personality, as they consider the power a great responsibility. This skill is known as "Weaving the Strands of Fate," and the aryandai rightfully believe it to be a sign of Velluna-Akka's blessing. Many times, those living in the City States who can utilize weavings don't even realize their ability, and do so either subconsciously or without understanding its true source. The following feats, traits, and bloodline are most commonly possessed by aryandai, but could be available to any character with GM approval.

Weavings Pool (General Feat)

Your connection to the Well of Wyrd is strong, and you have learned to draw on your destiny to assist you.

Benefit You gain a pool of weavings. Your pool has 3 weavings. As a swift action you can spend a weaving to gain one of the following benefits:

- Gain a +1 bonus to all saving throws until the end of your next turn.
- Gain a +2 insight bonus to the next attack you make before the end of your turn.
- Gain a +2 dodge bonus to AC against the next attack that targets you before your next turn.

Improved Weavings— Aspect of the Hunter (General Feat)

Your mastery over your own destiny enables you to better use your pool of weavings to strike down prey and enemy alike.

Prerequisite pool of weavings
Benefit Whenever you have at least one weaving, you gain a +1 insight bonus to Stealth checks in dim illumination. In addition, as a swift action that does not provoke attacks of opportunity, you can spend a weaving to gain one of the following benefits:

- Gain a +2 insight bonus to Stealth until the end of your next turn.
- Gain a +2 insight bonus versus a flat-footed opponent until the end of your next turn
- Create an area of *silence*, as per the spell, for a number of rounds equal to your Charisma modifier (minimum 1 round).

Improved Weavings— Aspect of the Stalker (General Feat)

Your mastery over your own destiny enables you to better use your pool of weavings to chase and ambush both prey and enemies.

Prerequisite pool of weavings
Benefit Whenever you have at least one weaving, you gain a +1 insight bonus to Bluff checks to convince someone you're not yourself. In addition, as a swift action that does not provoke attacks of opportunity, you can spend a weaving to gain one of the following benefits:

- Gain a +2 insight bonus to Disguise until the end of your next turn.
- Gain a +2 insight bonus to the next attack against a creature type chosen when this power is activated.
- Gain the ability to move faster, as per the spell *longstrider* for a number of rounds equal to your Charisma modifier (minimum 1 round).

Improved Weavings— Aspect of the Captor (General Feat)

Your mastery over your own destiny enables you to better use your pool of weavings to capture and disable prey and enemies.

Prerequisite pool of weavings
Benefit Whenever you have at least one weaving, you gain a +1 insight bonus to your CMB for grapple checks. In addition, as a swift action that does not provoke attacks of opportunity, you can spend a weaving to gain one of the following benefits:

- Get a +2 bonus to Disable Device until the end of your next turn.
- Get a +2 bonus to each dice of melee damage against an entangled opponent until the end of your next turn.
- Create a magical globe of adhesive that mimics a *tanglefoot bag*, which you can throw (as a ranged touch attack with a range increment of 10 feet) at a target. If you hit, the target gains the entangled condition (DC 12 + Charisma modifier + 1/2 character level)..

Touched by the Weave (Trait)

Benefit You gain a pool with a single weaving which is refreshed each day. When you choose this trait, select two of the three following options.

- Gain a +1 bonus to all saving throws until the end of your next turn.
- Gain a +2 insight bonus to the next attack you make before the end of your turn.
- Gain a +2 dodge bonus to AC against the next attack that targets you before your next turn.

You may spend your weaving to activate one of the powers as a swift action that does not provoke attacks of opportunity. This weaving may be used to activate powers from other feats that use weavings.

Mysteries, Magical Bloodlines, and Fate

There are several sorcerous and divine paths available on Rhune, which may not exist elsewhere. The Seidr Bloodline, the Spider Mystery, the Moon Mystery, all of these paths touch upon the concept of Fate, understanding it, and manipulating it. Oracles dedicated to the mysteries of the moon or to the spider are common in aryandai tribal lands, although some do leave to wander other lands. Some even go so far as to serve those who rule the City-States of Vallinar from the long shadows behind their thrones. Those who do this, however, are rare. Far more common are those humans who manifest the strange magical powers that arise from their blood – the Seidr Bloodline. These individuals openly lend themselves toward political ends, seeking out those in power, and using the magic in their blood to lead these men and women to greatness.

Moon Mystery

An oracle of the Moon mystery casts her gaze up toward that heavenly body and is forever changed by the secrets of Velluna-Akka reveals to her followers. Oracles of the Moon can be found in all societies that pay homage to the Queen of the Moon, but they are most commonly found amongst the ranks of those that consider themselves her children, the aryandai. Their mastery over the blending of light and darkness to confound the senses and their strong connection to the very binding forces of Midgard makes them formidable enemies to any that would challenge the Veiled Lady's desires.

Class Skills An oracle with the Moon mystery adds Knowledge (arcana), Perception, Stealth, and Survival to her list of class skills.

Bonus Spells *faerie fire* (2nd), *mirror image* (4th), *clairaudience/clairvoyance* (6th), *moonstruck* (8th), *dream* (10th), *cloak of dreams* (12th), *lunar veil* (14th), *reverse gravity* (16th), *polar midnight* (18th)

Revelations An oracle with the moon mystery can choose from any of the following revelations.

- **Aegis of Reflection (Su)** Once per day, as a standard action, you can draw a protective rune upon a single shield or suit of armor that bestows upon it the mirrored property. At 11th level, you gain an additional use of this ability per day and may instead choose to give the shield or armor the *radiant* property. At 15th level, you gain a third use of this ability each day and may instead bestow a shield with the *reflecting* property or armor with the *improved energy resistance* property. The effect lasts for 1 round per oracle level.
- **Bounding Stride (Su)** Your every step grows lighter as you learn to unshackle yourself from the world's gravitational pull. At 1st level, as a swift action, you can bound and leap about as if under the effects of a *jump* spell for a number of minutes per day equal to your oracle level. At 5th level, as a swift action, you can float downward from any height as if you weighted next to nothing, like the spell *glide*, for a number of minutes per day equal to your oracle level. The duration does not need to be consecutive, but it must be spent in 1-minute increments. At 10th level, your ability to glide transforms into the ability *fly* (as per the spell).
- **Dark of the Moon (Su)** As a standard action, you can darken the area around you by absorbing the nearby ambient light. When using this ability, you generate an aura of *darkness* out to a 20-foot radius that lowers the illumination level within it by one step as per the spell *darkness*. This aura is centered on you and follows your movement. The effect lasts for 1 minute per oracle level or until released. As a standard action, you may release the absorbed light in a brief flash that dispels the effect and can cause a single creature facing your direction to be dazzled for 1 minute unless it makes a successful Fortitude save. At 11th level, you can absorb more light, which decreases the illumination level by two steps instead of one, and when you release the light, it now affects all creatures within your aura of darkness. You can use this ability once per day, plus 1 additional time per day at 7th and 15th level.

- **Lunar Conjunction (Ex)** Your study of the moon and its position in the heavens has gifted you with rare insight into the secrets of the nine branches of Yggdrasil. Once per day, you may meditate for 1 round on the knowledge received from your study and attempt to convert these secrets into a powerful *vision*, as per the spell. You must be at least 11th level to choose this revelation.
- **Mark of the Moon Beast (Su)** As a standard action, you can call upon the divine fury of Velluna-Akka to induce a ferocious, bestial transformation within yourself. Your features grow more animal-like, though not enough to make you appear to be a lycanthrope in hybrid form. You gain natural weapons in either the form of two claw attacks that deal 1d4 damage each (1d3 if you are Small) or a bite attack that deals 1d6 damage (1d4 if you are Small). These natural weapons are considered primary attacks. If you already possess either claws or a bite attack, you can instead increase the damage of that attack temporarily by one size category. At 5th level, and every 5 levels thereafter, you can select an ability to gain during this transformation from the following list: burrow 30 ft., climb 30 ft., swim 30 ft., darkvision 60 ft., low-light vision, scent, ferocity, grab, or trip. At 10th level, you may select from these additional abilities as well: blindsense 30 ft., blood rage, tremorsense 60 ft., or pounce. Only abilities with a range of 30 to 60 feet can be selected more than once, in which case they stack to increase the range of that ability. You may use this transformation for a number of minutes a day equal to your oracle level. The duration does not need to be consecutive, but it must be spent in 1-minute increments.
- **Moonbeam (Su)** As a standard action, you call forth a focused ray of moonlight to freeze your enemies and confound their senses. This is a ranged touch attack that deals 1d6 points of cold damage + 1 point for every 2 oracle levels you possess to any enemy within 30 ft. If struck, an enemy must make a Will saving throw or be dazed for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Moonlight Matter (Su)** You possess the uncanny ability to spin the moon's light into a physical substance. As a standard action, you can create any simple, unattended object up to a size of 1 cubic foot per oracle level that is completely made of hardened layers of light. This material has a hardness of 20, hit points equal to 10 per oracle level, and can hold up to 100 lbs. per oracle level. While simple, solid objects such as keys, ladders, shields or swords can be produced from this tangible moonlight, complex items with multiple moving parts or multiple separate objects (such as locks, crossbows, or a pile of arrows) cannot be made. You may create an object of moonlight matter a number of times per day equal to your Charisma modifier and each object lasts 10 minutes per oracle level. You must be at least 7th level to choose this revelation.
- **Pale Rune (Su)** You have acquired rare insight into the runes, the symbols that the Old Gods used to forge the world. When you use any rune or spell with the word "symbol" in its name, you add +1 to your caster level and the DC of any saves that might be required. In addition, any rune or symbol spell you cast is drawn in luminescent light that is invisible at all times except during a full moon, where it glows brightly and visibly. This invisibility effect adds an additional +5 to the DC of any Perception or Disable Device skill checks to detect and disable any runes or symbols that you have created.
- **Shroud of Luminescence (Su)** You weave a gossamer shroud fashioned of moonlight around yourself that grants a +4 armor bonus. At 7th level, and every 4 levels thereafter, this bonus increases by +2. At 13th level, the shimmering folds of the shroud distort the light waves around you and grant concealment (20% miss chance). You can use this shroud for 1 hour per day per oracle level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.
- **Tidal Force (Su)** You have grown accustomed to the moon's cyclic gravitational connection with the world and can use it to make yourself sturdier in the face of certain combat maneuvers. You may add your Charisma modifier to your Combat Maneuver Defense against bull rush, drag, reposition, and trip attempts. At 7th level, once per day, your knowledge of these connections allows you to exert influence over bodies of water as if you had cast *control water*.
- **Final Revelation** Upon reaching 20th level, your understanding of the moon and all its mysteries allows you to ascend into a higher state of being. Your type changes to outsider with the native subtype and you are treated as this new type from now on for the purpose of spells and magical effects. You gain immunity to cold and no longer need to breathe, eat, and sleep. Your skin radiates with soothing moonlight in a 20-ft.-radius aura centered on you. This moonlight mimics the spell *calm emotions* and affects, at your discretion, any creature that enters the aura. Creatures that successfully save against this effect cannot be affected by it again for 24 hours. Once per day, you can cast *teleportation circle* as a spell-like ability without requiring a material component that can transport yourself and others to any location that is visible to the moon at that moment.

Seidr Bloodline

A small and often overlooked bloodline in Rhune, those touched with the power of Seidr learn to see potentials and possibilities, working to bring together the events they find most beneficial.

Class Skill Perception.

Bonus Spells *anticipate peril*[UM] (3rd), *detect thoughts* (5th), *clairaudience/clairvoyance* (7th), *scrying* (9th), *contact other plane* (11th), *true seeing* (13th), *vision* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats Alertness, Combat Casting, Defensive Combat Training, Diviner's Delving[APG], Improved Initiative, Lightning Reflexes, Minor Spell Expertise[UM], Skill Focus (Perception), Sorcerous Bloodstrike[UM].

Bloodline Arcana Your magic of divination is difficult to spot or dismiss. The DC to spot or dispel divination (scrying) spells or the sensors of spells you cast is increased by +4.

Bloodline Powers You see the threads and weaves of fate and know how to manipulate their knotted tangles to bring about the outcomes you desire.

- **Pluck the Strings of Fate (Su)** At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attacks, CMB/CMD, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. If you expend two uses, you may make a ranged touch to provide this benefit to a creature within 30 feet. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Not this Day (Sp)** At 3rd level, you gain the power to forestall a creature's final fate a bit longer. A number of times per day equal to 3 + your Charisma modifier, as an immediate action which does not provoke attacks of opportunity, you may *stabilize* a dying creature (as per the orison), but with the added benefit that the creature cannot die for a number of rounds equal to 1/2 your sorcerer level, even if they take damage greater which reduces them to less than their negative Constitution score. They still fall unconscious, and still die normally unless healed above their negative Constitution score when this effect expires. This power has no effect on constructs, undead, or creatures that cannot be the target of a *raise dead* spell.
- **Nature of the Origin (Su)** At 9th level, once per day, you may make a ranged touch attack against a creature to learn about its abilities and weaknesses. With a successful ranged touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your sorcerer level + your Charisma modifier. At 17th level, you may do so twice a day.
- **Shared Fate (Sp)** At 15th level, you may provide a flash of insight to a number of allies (1 for every 4 sorcerer levels you possess) within 60 ft by sacrificing a spell slot as a swift or move action. You provide a +4 insight bonus to attacks, CMB checks, skill checks, saving throws and rolls to confirm critical hits. The effect lasts a number of rounds equal to the sacrificed spell's level.
- **Linked to the Wellspring (Su)** At 20th level, you gain immunity to all charms, compulsions, and morale effects, except those you cast upon yourself.

Spider Bloodline

The devout of Velluna-Akka, aryandai, the wodelings, and those with dark pasts are known to demonstrate the powers of the Spider Bloodline, becoming vicious, efficient predators.

Class Skill Stealth.

Bonus Spells *jump* (3rd), *whip of spiders* (5th), *caustic web* (7th), *giant vermin* (9th), *phantasmal web* (11th), *mislead* (13th), *phase door* (15th), *horrid wilting* (17th), *weird* (19th).

Bonus Feats Combat Casting, Deceitful, Improved Initiative, Improved Weavings: Focus, Silent Spell, Skill Focus (Stealth), Stealthy, Weavings Pool.

Bloodline Arcana You gain the Improved Weavings: Arcana feat as a bonus feat, even though you may not qualify for it. You have a pool of three weavings. If you already have this feat, you gain the Extra Weavings feat. The Weavings Pool feat still works normally for you.

Bloodline Powers You have a natural affinity to the clever and predatory nature of spiders in all their ways.

- **The Weaver's Handiwork (Sp)** At 1st level you may make a ranged touch attack against a creature within 30 feet. Success indicates that creature is entangled by mass of sticky webs and must make a DC (10+ your Charisma modifier + your Sorcerer level) Reflex save or be glued in place, unable to move. This attack does not work against creatures two or more size categories larger than you. A flying creature must make the save or become unable to fly, if it uses its wings to fly. Even with a successful save, a target struck by this effect is reduced to half speed. Treat creatures glued in place as if affected by a tanglefoot bag. This power functions identically underwater, and has a duration of three rounds plus 1 round per sorcerer level.
- **Strength in Ichor (Sp)** At 3rd level, you gain a +1 dodge bonus to your armor class, and a +2 bonus on all saving throws made against poison. At 9th level, the dodge bonus increases to a +2, and your bonus on poison saving throws increases to +4.

- **The Hunter's Path (Sp)** At 9th level, you may use one of the daily weavings from your pool of weavings to grant yourself the effects of *jump* or *spider climb* as a standard action, which does not provoke attacks of opportunity. This effect can be dispelled, and lasts for a number of rounds equal to your Charisma bonus. At 13th level, you may add *freedom of movement* to the list of effects you may benefit from
- **Venom in the Magic (Sp)** At 15th level, you gain the Sickening Spell feat. You may use this feat normally, and, as an immediate action, which does not provoke attacks of opportunity, you may use two of the daily uses from your pool of weavings to apply the feat to a spell you cast without altering its level. If you have more than three uses in your pool of weavings, you may apply the feat in this way more than once per day.
- **Predator's Focus (Sp)** At 20th level, you become immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). You can suppress this immunity as a move action and restore it as an immediate action. Effects that began to affect you while your immunity was suppressed continue to affect you until their normal expiration or when your immunity is restored. Additionally, you are immune to the effects of any swarm comprised of creatures with the vermin type. You may constantly move through web effects unhindered and unaffected.

Spider Mystery

An oracle of the Spider mystery watches the strands of fate woven by Velluna-Akka from the Well of Urd and learns to carefully manipulate them as her servant while embodying the aspects of the hunting spider.

Class Skills An oracle with the Spider mystery adds Knowledge (planes), Perception, Stealth, and Survival to her list of class skills.

Bonus Spells *jump* (2nd), *spider climb* (4th), *web* (6th), *poison* (8th), *vermin shape II* (10th), *legend lore* (12th), *creeping doom* (14th), *finger of death* (16th), *foresight* (18th)

Revelations—An oracle with the spider mystery can choose from any of the following revelations.

- **Hands of the Hunter (Su)** As an immediate action that does not provoke attacks of opportunity, you may manifest an extra pair of shadowy arms, which last for 1 minute per oracle level. These extra arms grant you: +4 circumstance bonus to *climb*, *escape artist*, and *swim* checks, +4 circumstance bonus to CMB or CMD, +4 to Strength checks, the ability to wield a two-handed weapon in one hand, a Large-sized weapon in one hand, a tower shield without penalty or without using your hands. They can hold two objects, or a single two-handed object, leaving your normal hands free. You may normally use objects held in the shadow-arms, as you would objects held in your normal hands. The extra hands can also be used to reduce the time it takes to reload a crossbow by one step (full action to move action, move action to swift action, and so on). They do not otherwise increase your Strength score.
- **Hunter's Tools (Su)** You may add *phantasmal web*[ARG] and *web cloud*[ARG] to your Spider Mystery spell list. Once per day, you may cast one of these two spells without expending a spell slot. When you cast either of these spells, you may only apply metamagic feats to them if they do not alter the spell's level. You must be at least 10th level before selecting this revelation.
- **Many Fates, Many Futures (Su)** Once per day, as an immediate action (that does not provoke an attack of opportunity), you may add a +1 insight bonus to attack, CMB, or CMD. This bonus increases to +2 at 5th level, +3 at 9th level, to a maximum of +5 at 17th level. This bonus lasts until the end of your next turn.
- **Ignore the Hunter's Kiss (Ex)** You gain immunity to poison.
- **Ruler of the Shroud (Su)** When you summon a vermin creature with a summoning spell, you summon one extra creature of that type. Whenever you cast summon swarm, you summon one additional swarm. If these creatures are spiders, increase the DC of their poison and distraction ability by +1. At 11th level, this bonus increases to +3.
- **Tangled Web of Fate (Sp)** You may add *telepathic bond* to your Spider Mystery spell list. Once per day, you may cast this spell without expending a spell slot. When you cast this spell, you may only apply metamagic feats to it if they do not alter the spell's level. You must be at least 7th level to select this revelation.
- **Thirst Unquenchable (Su)** You consume the living essence from enemies. As a standard action which provokes attacks of opportunity, you can drain 1d6 points of damage per two oracle levels you possess (maximum 10d6) from a single living target within 30 feet; constructs and undead are immune to this power. You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target may make a Fortitude save (DC 10 + 1/2 oracle level + Charisma modifier); success indicates they take half damage and you only gain half of the temporary hit points (creatures with the plant subtype suffer no damage on a successful save). You may use this ability once per day at 7th level, plus

one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before selecting this revelation.

- **Weaver's Handiwork (Su)** You may add *web bolt* and *whip of spiders* (see the *Pathfinder® Roleplaying Game: Advanced Race Guide™*) to your Spider Mystery spell list. Once per day, you may cast one of these two spells without expending a spell slot. When you cast either of these spells, you may only apply metamagic feats to them if they do not alter the spell's level. You must be at least 4th level before selecting this revelation.
- **Window of the Web (Su)** You can peer through one spider web to look through another. You can use *clairaudience/clairvoyance* as a spell-like ability, but only for visual observation and you can only place your sensor inside a spider's web. At 10th level, you can instead use *scrying* to observe any area with a spider web in it. At 15th level, you can use *greater scrying* instead. Most places, unless they are regularly, vigorously cleaned by servants, have some cobwebs somewhere in the structure.

  You can peer through webs for 1 minute per day per oracle level; the duration need not be continuous, but it must be used in 1-minute increments. You must be at least 5th level to select this revelation.
- **Final Revelation** Upon reaching 20th level, you step beyond the skein of fate and no longer age. You become immune to compulsions. You can apply any one of the following feats to any Spider Mystery spell or a spell which creates a poison, spider, or web which you cast, without increasing the level or casting time: Empower Spell, Enlarge Spell, Extend Spell, Sickening Spell. You do not need to possess these feats to use this ability.

Spider Patron

Witches who claim the Spider patron receive spells befitting their crafty, predatory benefactor.

Spider: 2nd—*deathwatch*, 4th—*invisibility*, 6th—*blood biography*[APG], 8th—*poison web*, 10th—*mirage arcana*, 12th—*greater webjaunt*, 14th—*finger of death*, 16th—*moment of prescience*, 18th—*power word kill*.

Potential spider familiars for a Spider Witch include the following list. All of these spiders use the statistics for a regular spider (see the *Pathfinder® Roleplaying Game: Bestiary™*), but gain the associated benefit listed below:

Familiar	Special Ability
Blackringed Spider	Master gains a +3 bonus to Climb skill checks
Brownback Spider	Master gains a +2 bonus to Fortitude saves
Dream Spider	Master gains a +3 bonus to saves against Enchantment spells and effects
Ghost Spider	Master gains a +3 bonus to saves against Necromancy spells and effects
Hellsgarde Cave Spider	Master gains 3 hit points
Moonsilk Spider	Master gains the Extra Hex feat
Palefunnel Spider	Master gains a +3 bonus to Escape Artist skill checks
Skull Spider	Master gains a +1 natural armor bonus to AC.
Silver Jumping Spider	Master gains a +2 bonus to Acrobatic skill checks
Sun Spider	Master gains a +4 bonus to Initiative checks
Wolf Spider	Master gains a +2 bonus to Reflex saves

The Coat of the Pale Hunter

The *Coat of the Pale Hunter* is a magic item found in many aryandai clans, often as a treasured heirloom or one of the tools of the clan's greatest hunter. New ones are crafted with great ceremony. Any non-aryandai wearing such a coat into tribal lands would need to quickly explain how it was acquired, and hope the answer satisfies the questioner.

Coat of the Pale Hunter

Aura moderate transmutation; **CL** 8th
Slot vest; **Weight** 2 lbs.; **Price** 35,000 gp
Description This long-sleeved hide shirt is covered in thick, sparse hair. It stretches to fit over armor or other garments and magically closes cuts and tears while worn. The coat has three charges per day. Activating the powers of this item with a command word is a swift action that does not provoke attacks of opportunity. A single charge allows the wearer to:

- Fling a poison spike coated with palefunnel spider venom as a ranged attack (DC 17 or be *slowed* as the spell for 1 minute). This spike has an enhancement bonus equal to the character's Constitution modifier, minimum +1, maximum +5, and a range increment of 30 feet.
- Gain a climb speed of 10 feet for 1 minute.
- Make a poison spike attack against someone grappling you as an immediate action that does not provoke attacks of opportunity. This spike attack inflicts 1d6 damage and palefunnel spider venom (DC 17 or be slowed for 1 minute). It has an enhancement bonus equal to the character's Constitution modifier, minimum +1, maximum +5, and the wearer is always considered proficient.
- Increase the DC of the poison by +1; this may be used in conjunction with another power.

CONSTRUCTION

Requirements *poison*, *spider climb*; Cost 17,500 gp

Learning the Runes

The runes are a central theme in Rhune: Dawn of Twilight and learning them is an important part of any story a GM tells. The significance of learning a particular rune will depend on how prominently the runes play in a GM's story, but should generally be something special for a player character.

What does it mean to learn a rune? While learning to carve the runes is important and is tied to them as an alphabet, unlocking their hidden, magical potential is something quite different. In essence, learning a rune means realizing its full potential and unlocking that understanding in a manageable way. A player character that does so will learn to use that rune not only to enhance his understanding of its associated skill, but also how it affects the arcane or divine magic associated with it. Likewise, non-casters who learn specific runes will invariably enhance their natural defense against the magic associated with them, as well.

In Rhune, player characters can only learn a limited number of runes. There are two methods by which player characters learn the runes.

The first method is called the **primary ability method**. When a player character encounters and attempts to learn their first rune, they must select one mental ability score (Charisma, Intelligence, or Wisdom). They may then learn a total number of runes equal to this ability score's modifier. Regardless of their future class choices, this ability score determines the number of runes they can know and once selected, cannot be changed. If the player character loses access to this ability score or the modifier is somehow reduced, the player character also loses access to an associated number of runes (chosen by the game master). If this ability score is increased permanently through character advancement (or other means), the player characters may learn additional runes. Using this method, the GM has more latitude in how, when, and where he presents the runes.

The second method is called the **linked score method**. This method ties the three types of runes to specific mental statistics, allowing player characters to learn a greater number of runes. Using this method, a player character may learn a number of World Runes equal to their Intelligence modifier, a number of God Runes equal to their Wisdom modifier, and a number of Heart Runes equal to their Charisma modifier. This method allows each player character to learn a larger number of runes, but limits them based on type and association.

Regardless of which method is used, learning a rune takes one week of study. At the end of that week, the player character makes an ability score check (using the ability score tied to the rune), adding their character level to this roll. The DC of this check is equal to DC 15 (+ 2 for every rune the player character already knows). If the player fails this attempt, they must study the rune an additional week, but doing so increases the DC of the check by 1. If they fail a second attempt, they must wait until they gain an additional hit die before then can learn that rune.

GMs who wish to use other methods are encouraged to do so, but should understand that, as presented later in this chapter, learning too many runes might upset the overall balance of a campaign.

Runes

The following descriptions give a basic overview of the runes alongside a series of suggestions – including an associated clerical domain, skill, and two different spells. Game masters are encouraged to use whatever associations they feel are appropriate for their individual campaigns.

Name of the Rune—This is the common name of the rune.

Type—Each rune is a God (Wisdom) Rune, Heart (Charisma) Rune, or World (Intelligence) Rune. These types are associated with an ability score, as well.

Domain—This is the domain associated with the rune. If a character learns this particular rune and has access to the associated domain, he can cast spells from that domain at +1 CL. If the character does not cast spells, he gains a +1 save against spells from that domain. No character can enjoy both benefits and must choose once they learn the particular rune.

Elder Rune

Greater Spell Key (spell) Once per day, the caster can apply one of the following metamagic benefits—dazing*, maximize, persistent*, quicken, reach*, or widen as if she possessed the appropriate metamagic feat. If the character cannot cast the listed spell, it gains a +4 bonus to save (when applicable) against that particular spell.

Younger Rune

Skill Key (skill) Characters treat the listed skill as if it were a class skill. If the listed skill is already a class skill, the character gains a +2 competence bonus to that skill instead.

Lesser Spell Key (spell) Once per day, the caster can apply one of the following metamagic benefits—bouncing*, disruptive*, ectoplasmic*, elemental*, empower, enlarge, focused*, intensified*, lingering*, selective*, sicken*, or still as if she possessed the appropriate metamagic feat. If the character cannot cast the listed spell, he gains a +2 bonus to save (when applicable) against that particular spell instead.

Fehu

Type World Rune—Rune of Wealth
Domain Trade[APG]

ELDER RUNE

Greater Spell Key *treasure stitching*[APG]

YOUNGER RUNE

Skill Key Appraise
Lesser Spell Key *glitterdust*

"And from Midgard the Dwarves did bring treasures untold. And with forges red and bright did they turn them into art of Mithral and Gold. And the kings and princes bore them with pride. With these little treasures did men ride."

Fehu is the rune of cattle, wealth, and gold. It is generally inscribed into items of wealth or incorporated into spells the caster will use to seek out wealth. It said to bring good fortune to those that possess it.

In addition to its normal benefits, characters that know the Fehu rune gain a +1 competence bonus to Perception skill checks to find hidden treasure.

Uruz

Type World Rune—Rune of the Wild Beast
Domain Animal

ELDER RUNE

Greater Spell Key *aspect of the wolf* [APG]

YOUNGER RUNE

Skill Key Handle Animal
Lesser Spell Key *charm animal*

"The Wild Aurachs, roving through bog and moor. Tearing at the underbrush, raging wild and free, the great beasts tore the land with their mighty horns."

Uruz is the rune of wild beasts and untamed spirits. It is generally inscribed into items dealing with war or combat, as many believe it brings courage, endurance, and strength to its wearer. In addition to its normal benefits, characters that know the Uruz rune gain a +1 competence bonus to CMB rolls to break free from a grapple.

Thurisaz

Type World Rune—Rune of the Giants
Domain Strength

ELDER RUNE

Greater Spell Key *giant form*

YOUNGER RUNE

Skill Key Climb
Lesser Spell Key *bull's strength*

"The faithful of the Thrall Lords come swinging mighty hammers. They made war on man and they made war on the Æssinyr. They make war on the Heavens, cursing all with blows from their mighty clubs."

Thurisaz is the rune of the giants and is frequently associated with the Thrall Lords and chaos. It is often believed to be a bad omen, although some *Vitkarr* believe it brings strength and can remove fear. In addition to its normal benefits, characters possessing (and visibly displaying) the Thurisaz rune gain a +1 competence bonus to Intimidate skill checks.

Ansuz

Type God Rune—Rune of the Sovereign God
Domain Rune

ELDER RUNE

Greater Spell Key *project image*

YOUNGER RUNE

Skill Key Diplomacy
Lesser Spell Key *magic mouth*

"The All-Father smiled and the Sun and Stars were born. The All-Father smiled and buried in the earth the secret Runes. The All-Father smiled and the sun burst aflame. The Lord of Light and of the Deep Places, eternal remains."

Ansuz is known as the rune of Oridynn, but is also associated with messages, the mouth, and wisdom that is passed down verbally. It is frequently inscribed into the foundations of places of learning or where people seek prophecies. In addition to its normal benefits, characters that know the Ansuz rune gain a +1 competence bonus to Bluff skill checks to pass on secret messages to their allies.

Raidho

Type Heart Rune—Rune of the Journey
Domain Travel

ELDER RUNE

Greater Spell Key *teleport, greater*

YOUNGER RUNE

Skill Key Knowledge (geography)
Lesser Spell Key *expeditious retreat*

"They have journeyed near and they have traveled far. By horse, by wagon, and by boat do they search Rhune, ever expanding. Ever onward they journey, ever onward they journey."

Raidho is the rune of the journey and associated with the act of traveling into new lands. It is associated with expanding the self by crossing borders and the change that comes with departure. It is also associated with the color red. In addition to its normal benefits, characters that know the Raidho rune gain a +1 competence bonus to Acrobatics skill checks to cross slippery surfaces or while in difficult terrain.

Kenaz

Type Heart Rune—Rune of the Torch
Domain Fire

ELDER RUNE

Greater Spell Key *flame strike*

YOUNGER RUNE

Skill Key Perform
Lesser Spell Key *continual flame*

"The Flame of Inspiration is the torch of the hallowed hall. In every kingdom and in every noble place, it burns bright. By the will of the heroes it burns ever brighter."

Kenaz is the rune of inspiration and is associated with artistic works of all sorts. It is frequently inscribed in the halls of great families, where it is believed to inspire kings and skalds alike. It is also associated with wounds, specifically ulcers. In addition to its normal benefits, characters that know the Kenaz rune gain a +1 competence bonus to Heal skill checks to treat deadly wounds.

Gebo

Type Heart Rune—Rune of the Hidden Gift
Domain Darkness

ELDER RUNE

Greater Spell Key *limited wish*

YOUNGER RUNE

Skill Key Perception
Lesser Spell Key *darkness*

"In the secret places of Midgard and in the secret places of the stars, they hid the gifts. Gifts for the ælves, gifts for the dwarves, and gifts for the men. They hid the gifts of beauty and the gifts of darkness in strange forests."

Gebo is known as the Gift Rune and represents unlocked potential. It is the hidden source that great men draw strength from and is frequently etched into items intended to harness powerful forces. In most cases, Gebo represents great ability, talent, or drive. Gebo is sometimes associated with darkness and the unknown. In addition to its normal benefits, characters that know the Gebo rune gain a +1 competence bonus to Will saves to resist charm and compulsion effects.

Wunjo

Type God Rune—Rune of Joy
Domain Community

ELDER RUNE

Greater Spell Key *blessing of fervor*[APG]

YOUNGER RUNE

Skill Key Knowledge (local)
Lesser Spell Key *bless*

"Ever happy is he that knows harmony. Ever joyful is the hero who does the good. Ever happy is the clan that does not bend on broken knee."

Wunjo is the rune of joy and harmony. It represents the collective strength of a family, tribe, or lodge—and the joy experienced by that community when it struggles together. It is often associated with light, joy, and the success of a hero. In addition to its normal benefits, characters that know the Wunjo rune gain a +1 competence bonus to Diplomacy skill checks when representing a group of ten or more people.

Hagalaz

Type World Rune—Rune of Midgard
Domain Storms[APG]

ELDER RUNE

Greater Spell Key *storm of vengeance*

YOUNGER RUNE

Skill Key Knowledge (planes)
Lesser Spell Key *call lightning*

"For all the World is hidden in the seed of the hailstone, the dawn of winter. From the Great Tree does the world spring, and to the World does the Great Tree go in the dawn of twilight."

Hagalaz is a complex rune. Although it represents hail, destruction, and the coming storm, it also represents the whole of Midgard. It is sometimes called the Seed Rune, as it represents the whole of the prime material plane. Stormbound druids often wear this rune and frequently carve it in places linked to wild storms. In addition to its normal benefits, characters that know the Hagalaz rune gain a +1 competence bonus to Survival skill checks to predict stormy weather.

Nauthiz

Type Heart Rune—Rune of Struggle
Domain *Resolve*[APG]

ELDER RUNE

Greater Spell Key *geas/quest*

YOUNGER RUNE

Skill Key Survival
Lesser Spell Key *bear's endurance*

"Great need commands the hero to rise above the common man. To search the ancient places, to uncover the way, and to stand like a shining one in the final days."

Nauthiz is the need rune and represents compulsion, desire, and drive. To the more learned, it represents the very hero himself, who from some great need, is driven beyond the bounds of a common life and into a life of adventure. In addition to its normal benefits, characters that know the Nauthiz rune gain a +1 competence bonus to saves to resist death effects.

Isa

Type God Rune—Rune of Ice
Domain Ice[APG]

ELDER RUNE

Greater Spell Key *polar ray*

YOUNGER RUNE

Skill Key *Intimidate*
Lesser Spell Key *cone of cold*

"In stillness and dark, beyond death and the pale, the Long Winter's reign prevails. With the coming of fire, the landscape is changed, but the secrets of winter forever remain."

Isa is the rune of ice and represents ice, the cold, winter, and even stagnation. In some circles, it also represents the potential inherent in the stillness of frozen soil. Isa also represents the far, cold north and many associate this rune with the more barbaric aspects of the wintery realms. In addition to its normal benefits, characters that know the Isa rune gain a +1 competence bonus to saves against spells with the cold descriptor.

Jera

Type World Rune—Rune of the Seasons
Domain Seasons[APG]

ELDER RUNE

Greater Spell Key *control winds*

YOUNGER RUNE

Skill Key Survival
Lesser Spell Key *endure elements*

"From spring to summer and back again, the sun does wax and wane forever. Until the Long Winter takes all of Rhune, so will the seasons mark the passing."

Jera is the rune of the seasons and is frequently known as the harvest rune. It is the rune of completion and often used in bindrunes designed to operate at specific times. As a rune that represents fruition, Jera is used in documents and to mark special events—especially when they occur annually. In addition to its normal benefits, characters that know the Jera rune gain a +1 competence bonus to Knowledge (history) skill checks to recall specific rites or ceremonies.

Eihwaz

Type Heart Rune—Rune of the Great Tree
Domain Plant

ELDER RUNE

Greater Spell Key *liveoak*

YOUNGER RUNE

Skill Key Knowledge (nature)
Lesser Spell Key *speak with plants*

"Its roots dig deep into the realm under Rhune. Its limbs climb toward the Heavens. It stands betwixt and between the all and the nothing. It stands on the horizon of dusk eternal."

Eihwaz is the rune of the Great Tree and represents the yew tree, as well as bows (and crossbows) made from it. Both the ælves and the dwarves hold this rune in high regard, associating it with magic, deflection, and foresight. In addition to its normal benefits, characters that know the Eihwaz rune gain a +1 competence bonus to Survival skill checks to identify edible foods when scavenging in the wild.

Perthro

Type God Rune—Rune of the Deep Well
Domain *Protean*[APG]

ELDER RUNE

Greater Spell Key legend lore

YOUNGER RUNE

Skill Key Knowledge (arcana)
Lesser Spell Key *arcane sight*

"Buried deep in the darkness, it is the source of many mysteries. From this well, the Æssinyr draw inspiration. Into this well men and skalds gaze, seeking to know."

Perthro is the rune of the deep well. It represents a number of mundane actions, including gambling and drinking vessels. It is better known as the rune of mystery, where it represents divination by gazing into deep places or out into the ocean. It also represents the mystery of alchemy. In addition to its normal benefits, characters that know the Perthro rune gain a +1 competence bonus to Craft (alchemy) skill checks to create oils and potions.

Elhaz

Type Heart Rune—Rune of the Bridge
Domain Travel

ELDER RUNE

Greater Spell Key *plane shift*

YOUNGER RUNE

Skill Key Knowledge (planes)
Lesser Spell Key *dimension door*

"It joins places, rent from birth or war, and brings servants to their masters. It connects the heavens to Midgard, and promises men many journeys."

Elhaz is sometimes called the elk rune. It represents safety, growth, and routes that pass over difficult terrain or events. Elhaz is often associated with travel in the divine realms and *Vitkarr* inscribe it on items that grant protection from harmful, outside forces. In addition to its normal benefits, characters that know the Elhaz rune gain a +1 competence bonus to Knowledge skill checks to identify fey and other outsiders that inhabit the Great Tree.

Sowilo

Type God Rune—Rune of the Sun
Domain Sun

ELDER RUNE

Greater Spell Key *fire storm*

YOUNGER RUNE

Skill Key Knowledge (nobility)
Lesser Spell Key *searing light*

"Ever bright the sun does shine, leading the way for those who seek perfection. Ever bright the sun does shine for the humble farmer, able soldier, and pious warden. Ever bright does shine the sun, on all of Rhune and beyond. Dægr smiles."

Sowilo is the sun rune and associated, almost universally, with the god Dægr. The rune is associated with strength, martial might, and victory in battle, as well. It is frequently inscribed on items that are used in war, especially axes and swords. In addition to its normal benefits, characters that know the Sowilo rune gain a +1 competence bonus to Will saves against fear effects.

Tiwaz

Type God Rune—Rune of the Star
Domain *Night*[APG]

ELDER RUNE

Greater Spell Key shadow walk

YOUNGER RUNE

Skill Key Stealth
Lesser Spell Key darkness

"The Star shines and lights the way, by night but not by day. Alnara rules Heaven's night, and all her creatures smile. In dancing and in drinking, from dusk until the dawn, all under the star, her justice is on the heart of every noble."

Tiwaz is a complex rune associated with a number of meanings. Although it is frequently associated with the starry night, it is also associated with tactical genius, bravery, and daring acts. It is a festive rune associated most notably with Alnara and her sense of compassion. It is sometimes called the sword rune.

In addition to its normal benefits, characters that know the Tiwaz rune gain a +1 competence bonus to Perception skill checks at night.

Berkano

Type God Rune—Rune of the Triple Goddess
Domain *Fate*[APG]

ELDER RUNE

Greater Spell Key cloak of dreams[APG]

YOUNGER RUNE

Skill Key Knowledge (religion)
Lesser Spell Key owl's wisdom

"Nayadia in the chalice, Alnara of the ælves and night's secret embrace. She is ever the lover, to kindred and kin alike. Velluna-Akka is her vengeance, when she is angered and out of sorts."

Berkano is the rune of the feminine *Æssinyr*. It is often called the rune of the Triple Goddess or rune of the fertile fields. It represents birth, growth, plants, fertile lands, beauty, and secret places of power. The clergy of Velluna-Akka hold this rune in special regard. In addition to its normal benefits, characters that know the Berkano rune gain a +1 competence bonus to Diplomacy checks to influence those who might find them sexually attractive.

Elwaz

Type World Rune—Rune of the Horse
Domain Animal

ELDER RUNE

Greater Spell Key *phantom steed*

YOUNGER RUNE

Skill Key Ride
Lesser Spell Key *mount*

"Upon the plains and the fields the many run, spirit of the earth in their bones. Before men walked Rhune, the hors was a noble creature still."

Elwaz is the rune of the horse and is associated with quick creatures, especially when they carry important information. Many *Vitkarr* inscribe this rune onto the riding equipment they use, believing it brings good luck. Elwaz is also associated with confidence and loyalty, both of which are evident in fine horses. In addition to its normal benefits, characters that know the Elwaz rune gain a +1 competence bonus to Knowledge (nobility) skill checks to identify aristocracy with a reputation for disloyalty.

Mannaz

Type Heart Rune—Rune of Men
Domain Community

ELDER RUNE

Greater Spell Key *tongues*

YOUNGER RUNE

Skill Key Knowledge (local)
Lesser Spell Key *comprehend languages*

"Of Runes and Men so do the skalds sing, children of the Noble Æssinyr, ever onward do they spring. After dwarves and ælves, men did come. To stand like stones in the river of chaos, to turn back the Fel Horde at the end of a winter long."

Mannaz is known as the rune of mankind. It is not associated with a particular ethnicity, but is instead ascribed to the whole of humanity, representing dwarves and ælves alike. It is sometimes associated with apotheosis of the soul through directed, intelligent actions. In addition to its normal benefits, characters that know the Mannaz rune gain a +1 competence bonus to Linguistic skill checks.

Laguz

Type World Rune—Rune of the Deep Water
Domain Water

ELDER RUNE

Greater Spell Key *world wave*[APG]

YOUNGER RUNE

Skill Key Profession (sailor)
Lesser Spell Key *water breathing*

"Buried chaotic, cold places. Ever changing drowned in its depth. It is a constant that even Mhamnoch fears."

Laguz is the rune of the water and is associated with bodies of water, both big and small. It is also associated with uncontrolled emotions, psychic abilities, and intuitive (instead of rational) choices. Laguz is also associated with the unseen depths and drowning, and by extension, the Thrall Lord Mhamnoch. In addition to its normal benefits, characters that know the Laguz rune gain a +1 dodge bonus to AC while aboard seafaring vessels.

Ingwaz

Type God Rune—Rune of the Temple
Domain Protection

ELDER RUNE

Greater Spell Key *hallow*

YOUNGER RUNE

Skill Key Knowledge (religion)
Lesser Spell Key *sanctuary*

"Held high in his honor, the Great Builder builds. He crafts day and night, for the perfect place, to honor the Æssinyr above men. A sanctuary comes into being."

Ingwaz is sometimes called the unity rune. It is used in temples and other places of peace or quiet meditation. It is also inscribed in places where people seek harmony and unity, especially after great battles. It is sometimes believed to bring healing. It is sometimes associated with the valkyries. In addition to its normal benefits, characters that know the Ingwaz rune gain a +1 competence bonus to Concentration checks.

Dagaz

Type World Rune—Rune of the Day
Domain *Day*[APG]

ELDER RUNE

Greater Spell Key sunburst

YOUNGER RUNE

Skill Key Survival
Lesser Spell Key *daylight*

"Bright comes the sun, the warmth of morning to cheer our faces. He warms the earth and makes her green with joy. He burns those that anger him."

Dagaz is the rune of the day. It represents daylight, dawn, radical change, and breakthroughs that enlighten. It signifies brightness and most *Vitkarr* etch it into items used to dispel darkness and ignorance. The Dagaz rune also represents the *Æssinyrs'* victory over their dark siblings at Ragnarök. In addition to its normal benefits, characters that know the Dagaz rune gain a +1 competence bonus to saving throws against spells with the darkness descriptor.

Othala

Type Heart Rune—Rune of the Old Lands
Domain Knowledge

ELDER RUNE

Greater Spell Key *time stop*

YOUNGER RUNE

Skill Key Knowledge (history)
Lesser Spell Key *slow*

"From the Old Lands we come. From deep mountains, ancient seas, and cold ground we hail! Our hearts shall seek these places again. We shall ever seek these places again."

Othala is the rune of the old lands. It represents hereditary holdings, ancestral property, land, and a love of homeland. In some circles, it represents the act of acquisition, both by sword and by beneficial trading. To some, it represents the ideal land, the place harmonized with the people that dwell in it. In addition to its normal benefits, characters that know the Othala rune gain a +1 competence bonus to Perception skill checks to discover hidden passages into ancient or ancestral places.

Other Runes

Although not originally part of the Elder Futhark, the following runes regularly appear on Midgard, as well as on other branches of the Great Tree.

Jormungandr

Type God Rune — Rune of the End of Days
Domain Destruction

ELDER RUNE

Greater Spell Key *disintegrate*

YOUNGER RUNE

Skill Key Knowledge (nature)
Lesser Spell Key *rage*

"And the Serpent shall blow venom so he cleaves the heavens and all the branches of Yggdrasil shall tremble and nothing will be without fear and the bridges shall break and fall."

Jormungandr is the rune of the destruction. It represents the end of the world and the death of all things. It signifies the completion of a cycle and new beginnings. The Jormungandr rune also represents dragons and dragon-kind. In addition to its normal benefits, characters that know the Jormungandr rune gain a +1 competence bonus to saving throws against negative energy effects.

Troll Cross

Type God Rune — Rune of Protection
Domain Defense

ELDER RUNE

Greater Spell Key *banishment*

YOUNGER RUNE

Skill Key Knowledge (planes)
Lesser Spell Key *dispel magic*

"The Son of Nine Mothers stood upon that glittering bridge and blazoned upon his shield the Troll Cross. 'None of Hel's Get shall sunder this path so long as it bears this mark,' he boasted."

The Troll Cross is a rune of protection from supernatural threats. It represents the defense against the Thrall Lords and their broken children, the giants. It signifies the defiance of man and the Old Gods against those who gazed into Neinferth. The Troll Cross rune also represents the stout walls of fortresses. In addition to its normal benefits, characters that know the Troll Cross rune gain a +1 competence bonus to CMD against disarm attempts, trip attempts, and attempts to initiate a grapple with the character.

Valknut

Type Heart Rune — Rune of Overcoming Death
Domain Repose

ELDER RUNE

Greater Spell Key *planar ally*

YOUNGER RUNE

Skill Key Heal
Lesser Spell Key *death ward*

"A storm of spears crashed against a wall of shields, while the Valkyr sang to music of the bowstrings and eagerly waited for those worthy whose wounds spat out their lifeblood."

Valknut is the rune of repose. It represents the defiance of death and success in the face of failure. It signifies personal victory and the surmounting of obstacles. The Valknut rune also represents the bond of comrades forged through hardship among mercenary companies. In addition to its normal benefits, characters that know the Valknut rune choose one of the two benefits: they do not gain the staggered condition until they reach -2 hit points, falling unconscious at -3 hit points, or they stabilize on a roll of 19-20. These characters still die when their hit points reach a value equal to the negative value of their Constitution score.

Web of Urd

Type World Rune — Rune of Destiny
Domain Luck

ELDER RUNE

Greater Spell Key *legend lore*

YOUNGER RUNE

Skill Key Knowledge (history)
Lesser Spell Key *divination*

"Mightily wove they the skein of fate, while the roots of Yggdrasil drank deep the silver waters of the well filled with the dew of worlds. There, in the moon's hall fast they made the golden threads of each man's life."

Story Seed: Many Copies, One Truth

A rash of terrible creatures has plagued many of the towns across the City-states. Sent to investigate the nature of the events, it becomes apparent someone is looking for desperate individuals and corrupting them with promises of love, riches, or power. To tempt these poor souls, they offer them copies of the *Galdrasvid*, littered with intentional errors, which cause summonings to go awry or the protective wards to fail. A servant of the Thrall Lords is roaming the land with a copy of the true text, creating the flawed versions when he finds a proper mark, and ensuring each new version is flawed differently. The characters must learn how to identify a fake, and capture the true book before a group of reckless cultists, looking to get the goods, ambushes the servant.

Story Seed: Strings You Cannot See

A number of automata in the town have begun to act very strangely, attacking random strangers, stealing objects, performing other deeds, which, while disruptive, do not seem to serve any real purpose. In truth, a desperate wizard has created a spell allowing him to "ride along" with automata within 30 feet, or issue a complex command to be followed at a specific time and place. He uses a wand with this spell to implant suggestions being fulfilled while he observes invisibly. Can the party discover what this wizard wants and deal with him before he can stir the whole town into an angry mob, intent on dismantling every automata they find? And is there a third party, intent on taking the wizard's discovery for their own ends?

Why Don't Therma-Torque Engines Run Everything?

Some players might ask: If therma-torque engines are so efficient, why not power everything with them? Why even bother to call down the lightning or to harness the various elements with dragon towers? There are actually two reasons. First, nearly all *jötunstones* in therma-torque engines reach peak temperatures after vibrating for long periods of time. When they reach these peak temperatures, they enter a null state, where they stop vibrating and naturally begin to cool down. While some attempts have made to force them to continue to run "hot," nearly all attempts have failed. It is only when they are placed inside sentient creatures that they can be extended in such a manner, a feat that many engineers at the Clockwork Accord still don't fully understand. Secondly, and nearly as importantly, unattended therma-torque engines (those installed in automata are the exception) within 30 feet of one another synchronize naturally, so their shutdown period occurs at the same time. This means that attempts to link them to produce power, or to stagger their natural cooling periods, frequently results in large-scale power outages.

As a result, most cities find it far more cost effective to rely on the dragon towers to pull down electricity, instead. While there is more work involved, the benefits for most cities generally outweigh their costs. Still, some rich households still commission and install therma-torque generators to maintain their luxury devices in emergency situations.

The Web of Urd is the rune of destiny. It represents the threads of fate drawn by the norns and the connections between all people. It signifies the inevitability of all endings for all things. The Web of Urd rune also represents possibility, that no one knows the measure of their fate except the norns. In addition to its normal benefits, characters that know the Web of Urd rune gain a +1 competence bonus to saving throws against divination effects.

Yggdrasil

Type World Rune (bindrune) — Rune of the Creation
Domain Thought

ELDER RUNE

Greater Spell Key *discern location*

YOUNGER RUNE

Skill Key Knowledge (planes)
Lesser Spell Key *speak with dead*

"I hung on a windy tree nine long nights, wounded with a spear, sacrificing myself to myself, on that tree of which no man knows from where its roots run or whence its branches stretch. There I saw truth."

Yggdrasil is the rune of thought and knowledge. It represents the interconnected nature of all of the planes of existence. It signifies the whole Creation. The Yggdrasil rune also represents the revelation of knowledge gained through introspection and sacrifice. In addition to its normal benefits, characters that know the Yggdrasil rune gain a +1 competence bonus to saving throws against spells of the scrying subschool, and a +1 to Perception checks to notice a sensor created by a spell from the scrying subschool.

Wend Rune

Type World Rune — see below

ELDER RUNE

Greater Spell Key see below

YOUNGER RUNE

Skill Key Spellcraft
Lesser Spell Key see below

Wend runes are a special form of the Troll Cross, combining that protective rune with another rune the character knows. Activating a Wend Rune is a standard action which does not provoke attacks of opportunity and generates an effect dependent on using a greater or lesser spell key which lasts for 1 round plus 1 round per character level. When combined in the Elder Form, the character gains the benefits of a *protection from evil* spell against the creature type shown on the table below. This combination generally involves inscribing the second rune within the circle of the Troll Cross. When combined in the Younger Rune, the character gains resistance 5 (resistance 15 at level 12) against the damage type shown on the table below, when activating the spell key. This combination involves inscribing the second run between the "teeth" of the Troll Cross. Wend runes may be inscribed ahead of time, and then activated when needed. The person drawing the rune must know the Troll Cross rune, its Wend rune variant, and the third rune to be drawn in elder or younger form.

Rune	Creature Type (Elder)	Resist 5 from source (Younger)
Ansuz	celestials	sonic
Berkano	summoned creatures	Enchantment school
Dagaz	burrowing creatures	light descriptor
Eihwaz	plant	wooden/plant weapons
Elhaz	summoned creatures	ranged attacks
Elwaz	*tauric creatures	natural weapons
Fehu	animals	natural weapons
Gebo	incorporeal	darkness descriptor
Hagalaz	air subtype	electricity
Ingwaz	good-aligned outsiders	auras
Isa	cold subtype	cold
Jera	elementals	one elemental descriptor,
Jormungandr	dragons	negative energy
Kenaz	Fire subtype	fire
Laguz	Water subtype	water descriptor
Mannaz	ælves, dwarves, humans	mundane weapons
Nauthiz	undead	grapple, constrict, or rend
Othala	fey	fey attacks
Perthro	aberrations	alchemical
Raidho	shapechangers	nonlethal
Sowilo	fire subtype	fire
Thurisaz	giants	giants
Tiwaz	outsiders	light or darkness descriptor
Uruz	magical beasts	natural weapons
Valknut	celestials	light descriptor
Web of Urd	mindless constructs	mindless constructs
Wunjo	swarms	psychic
Yggdrasil	outsiders	channeling

* Creatures composed of two or more creatures (Centaurs, chimeras, appropriate half- templates)

Runic Texts

There are countless tomes that describe the runes, although some are far more popular than others, especially among the elder races – each of which has their own tales about how they discovered (or were gifted with) the runes. Some of the more important texts follow.

The Grand Galdr

Skalds tell of an ancient time—before the Thrall Lords fell—when all runic lore was one. Skalds say that the *Æssinyr* gave the dwarves, ælves, and giants a piece of their divine knowledge, binding it into a single sacred text called the *Grand Galdr*. The *Grand Galdr* was a collection of poetry, songs, and spells that taught the primeval races countless secrets.

With this knowledge, they learned to mimic the arts that the gods themselves cherished, carving out kingdoms where they could learn all the gods had to share. It gave them power—some say unbelievable power—and that power became the foundation of all the runic lore and magic known today. Those same skalds,

Other Ways to Activate Runestones

Although runestones are traditionally activated through the investment of either arcane or divine energy, *Vitkarr* have discovered that those with strong ties to either their destinies (characters with wyrd points) or those who have unlocked their divine heritage (characters with mythic tiers) may also activate these stones.

Characters who spend wyrd points treat each point as an investment of divine spell energy equal to their hit dice. Thus, a 3rd level character spending two points of wyrd would treat that as a 6th level spell, while a 4th level character spending a single point of wyrd would count that as a single 4th level spell. A character can never spend more than two points of wyrd in this way. Likewise, a mythic hero may spend a daily use of their mythic power in much the same way, although each investment of mythic power only counts as a single spell level, regardless of their tier or level. A mythic hero may spend any number of daily uses in this manner, but may never mimic an investment of arcane energy more than twice their tier.

however, say this glorious gift was ultimately a burden too tempting to keep peacefully. Over time, each of the three races began to covet it. Eventually, it drove them apart. Before it did, however, each is said to have copied a portion of it. The giants and their kin, ever primordial and chaotic, copied the elemental runes into a tome they called the *Galdrasvid*. The ælves, delicate and graceful, copied the runes of beauty and travel into a tome they called *Galrdain*. The dwarves—who favored runes of crafting, forging, and ancient lore—copied the runes closest to their hearts, creating a tome called *Galdrdvalin*.

The Galdrdvalin

Whether the story of the *Grand Galdr* is true or not, the dwarves of today do indeed posses a massive tome, hidden in the deeps below Rhuneheim, that contains nearly all of their collective wisdom. They call this book the *Galdrdvalin* and only the most respected scholars (many of them *Vitkarr*s—or Rune Masters to the profane) ever lay eyes on it.

The Galdrdain

Today, the ælves have a tome they call *Galdrdain*, hidden deep within the Moonwalde—and from it springs all of their wonders. This text is the source of much of their magic and philosophy, a lifestyle that aches to blend everything into one seemingly endless piece of symbiotic artwork.

The Galdrasvid

The giants, now dark servants bound to the Thrall Lords, have *Galdrasvid* hidden far in the north—and with it they bind the darkest denizens of the icy north. A great beast, its scales carved from the blackest ice, is said to guard it.

Jötunstones

Jötunstones are detailed in the background of the jötunfolk (see **Chapter 2**), and their murderous origins are told there. However, the people of Rhune are both clever and industrious, and their inventors, engineers, and magicians have found ways to utilize these terrible objects. *Jötunstones* lie at the very heart of the automata and the therma-torque engines that drive them. They've been incorporated into ammunition and utilized as power components for spells. Finally, in some places, the great boulders, the *dreyrugr*—the curse stones themselves have been carved into *irminsul* by *jötunblooded* arcanists. These standing stones, or stele, rise into the air, covered in runes and sometimes dedicated to a god or manifesting the magic of the area.

Automata and the Magic Within

Automata and therma-torque engines use small fragments of *jötunstone* at their core. The vibrations of these crystals generate the energy to power their motion. The *jötunstone* used as the primary core of an automata's therma-torque engine is sometimes the target of scavengers or unsavory students of magic. Some arcane and divine theorists who better understand the nature of *jötunstone* believe the origin of the stones leaves the automata vulnerable to corruption or subversion by the Thrall Lords. Those foul enemies might discover a way to either control the constructs through the crystals that serve as their effective "hearts," or to bring out the latent destructive nature of the jotuns embodied within the *jötunstones* and create an unwitting fifth column throughout the City-States. This hypothesis is occasionally the subject of a mad alchemist's black project, or a power-hungry wizard's research, but so far, no commonly distributed spell, magical item, or incantation has demonstrated such an effect.

Power Component: Jötunstone

Some casters use *jötunstone* fragments as power components for many spells. When used as power components, these fragments must make a DC (15 + Spell level) Caster Level check or gain the broken condition. Fragments with the broken condition increase the CL check DC by 3; Broken fragments which fail the CL check are turned to *jötunstone* dust, and cannot be used as power components but some alchemists have a purpose for this dust, incorporating it into ammunition or other strange creations.

- *blood armor*[ACG] (M): Each time you take at least 3 points of piercing or slashing damage, your armor gains a +1 enhancement bonus to your AC, instead of the previously defined 5 points.
- *blood mist*[UM] (M): Damage from this spell is multiplied by 1.5, as per the Empower Spell feat. This effect can stack with the spell being cast using the Empower spell feat.
- *death ward* (M): Saving throws made using the spells bonus may be rolled twice with the option of selecting the better score.
- *finger of death* (M): This spell delivers 13 hit points of damage per level, and 5d6+(1/per CL) hit points of damage with a successful Fortitude save.
- *giant form [any]* (M): The spell's caster level is considered 2 levels higher for the purposes of duration, dispel checks, caster level checks, or spellcraft checks.
- *giant vermin* (M): Affected creatures statistics are altered as if the caster had the Augmented Summoning feat.

Runestones

While many runes are carved into armor, weapons, and in rare cases, even tattooed or painted on the heroes who would honor them, none are as potent as the ancient runestones that dot the land. Heralds of an ancient time, most runestones are monuments to the Age of Myth. The runestones found throught Midgard (and on the many branches of the Great Tree beyond) are permanent magical monuments that may only be activated by those capable of manipulating arcane or divine magic (although those with mythic power are also able, see the sidebar). Most of these are raised stones, with ornate, colorful runes carved in spirals around the circumference. Unlike *irminsul* (see below), runestones may be created anywhere, using nearly any surface or material. In fact, some are carefully preserved trees, natural stone columns, and even strange statues with ancient runic inscriptions.

Activating rune stones requires two things: a Spellcraft check (the DC is listed for each stone) and an investment of magical (arcane, divine, or mythic) energy. To activate a runestone, the character must physically touch the stone and imbue it with his or her own energy, sacrificing a number of prepared spells (or spell slots) equal to the level of the runestone. Doing so activates the runestone for 1 minute.

Some of the runestones commonly found throughout Rhune are listed below:

Rune Stone of the Blessed Anvil

Abjuration
Level 5th level runestone (DC 25)
Area or Target 60 ft. circle, centered on the runestone
Duration permanent; 1 minute per activation
Saving Throw none
SR yes; harmless

Common among the dwarves of the Forgestone Mountains, this rune stone is often fixed at the entrances to their grand halls and within their sacred temples. It appears as a 3 ft. pillar, etched with silver runes that encircle a carved, stone anvil.

The sacred names of the *Æssinyr* surround the anvil. When activated, this rune stone bestows DR 3/silver upon all of your allies within range. Any allies that leave the area lose this protection. If they return to the area of effect while the rune is active, they regain this protection.

Rune Stone of the Hall's Fiery Defense

Evocation (Fire)
Level 3rd level runestone (DC 23)
Area or Target 30 ft. coneshaped burst, originating from the runestone
Duration permanent; 1 minute per activation
Saving Throw Fortitude (DC 23) **SR** no

Frequently constructed at defensive choke points, this obsidian pillar is covered in dark, dull runes.

When activated, this rune stone fills a cone-shaped area in front of it with superheated air, fatiguing anyone in the area. In addition, anyone in the area of effect takes 2d4 points of lethal damage (fire) each round. A successful Fort save reduces this damage by half and removes the fatigue. Enemies wearing medium or heavier armor suffer a -4 to this save.

Rune Stone of the Holy Fire

Abjuration
Level 4th level runestone (DC 24)
Area or Target 30 ft. circle, centered on the runestone
Duration permanent; 1 minute per activation
Saving Throw none
SR yes; harmless

This grand, fixed stone pillar is covered in bright, copper colored runes. It is found most commonly in the deepest reaches of the earth, close to places where lava flows freely.

It is frequently found in the temples of Velash.
When activated, this rune stone bestows energy resistance 10 (fire) upon all of your allies within range. In addition, your allies gain a +4 to saves against spells with the fire descriptor. Any allies that leave the area lose this protection. If they return to the area of effect while the rune is active, they regain this protection.

Rune Stone of the Sacred Champion

Enchantment (compulsion) [mind affecting]
Level 3rd level runestone (DC 23)
Area or Target 30 ft. circle, centered on the runestone
Duration permanent; 1 minute per activation
Saving Throw none **SR** yes; harmless

This black pillar is covered in intricate, red runes and foul ichors. Common to the barbarian tribes of the north, it is sometimes mistaken for a totem or primitive altar. It is frequently a rallying point for those that defend the Fel Kingdom.

When activated, this rune stone bestows a +4 sacred bonus to hit and damage to all allies within the area of effect. Any allies that leave the area lose this bonus. If they return to the area of effect while the rune is active, they regain this bonus.

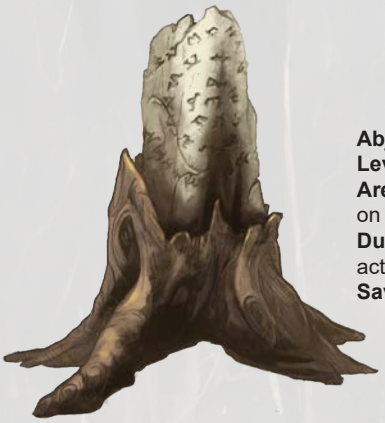
Rune Stone of the Two Ravens

Transmutation
Level 3rd level runestone (DC 23)
Area or Target 30 ft. circle, centered on the runestone
Duration permanent; 1 minute per activation
Saving Throw none **SR** yes; harmless

This black and gray, fixed pillar is covered in interlocking runes that describe two ravens atop a throne.

When activated, this rune stone bestows a +4 sacred bonus to Will and Fort saves within the area of effect. Any allies that leave the area lose this bonus. If they return to the area of effect while the rune is active, they regain this bonus.

Rune Stone of the Wooden Heart



Abjuration
Level 6th level runestone (DC 26)
Area or Target 60 ft. circle, centered on the runestone
Duration permanent; 1 minute per activation
Saving Throw none **SR** yes; harmless

This wooden pillar is encircled in a spiral of carefully carved runes; each one dyed a deep red. Often, when a sacred tree is felled, the base is turned into this rune stone.

When activated, this rune stone bestows DR 5/wood upon all of your allies within range. Any allies that leave the area lose this protection. If they return to the area of effect while the rune is active, they regain this protection.

Rune Stone of the Zealous Champion

Abjuration
Level 8th level runestone (DC 28)
Area or Target 60 ft. circle, centered on the runestone
Duration permanent; 1 minute per activation
Saving Throw none
Spell Resistance yes; harmless

This massive, granite pillar stands nearly 8' and occupies a five-foot square. It is covered in gold and silver runes.

When activated, this greater rune stone bestows several benefits. First, it provides all of your allies with fast healing 2. Secondly, it provides a +4 luck bonus to AC. Lastly; it provides allies with spell resistance 15. Any allies that leave the area lose these bonuses. If they return to the area of effect while this rune stone is active, they regain these bonuses.

The Irminsul

In the simplest terms, *irminsul* are runestones made out of *jötunstone* (or *dreyrugr*), ones that possess auras like other runestones. Unlike regular runestones, an *irminsul* and its aura are always active; incantations exist which allow others to draw a bit of an *irminsul*'s aura into themselves and release that power at a later, more beneficial time.

By themselves, *irminsul* often manifest a beneficial power within about 30 feet. Other effects are associated with the manifesting power, but create a weaker, overlapping field with a radius of 50 feet, making the outer aura a more dangerous place to be. *Irminsul* are not moveable, once created, unless a means to move the entire mote of earth covered by the *irminsul's* aura is employed.

Creating an *irminsul* requires the knowledge of ten runes, 5 ranks of the craft (stone carving) skill, the Craft Wondrous Item feat, the Spell Focus (transmutation) feat, and the creator must possess jötun's blood, either by being a jötunfolk or a sorcerer with the jötun bloodline (or by practicing forbidden blood magic). *Irminsul* cost 4,000 gp per level of effect and must always have a secondary, negative effect that must be of at least equal level to the benefit provided, or at least one level lower. Half of this negative level (minimum 1) is added to determine the *irminsul*'s total level of effect. An *irminsul* may be crafted from either a *jötunstone*, or a *dreyrugr*, the *jötunstones* formed from the blood of the Thrall Lords.

Some of the *irminsul* are listed below:

Deadeye Stone

Necromancy [curse]
Level 3rd level runestone (DC 23)
Area or Target 50 ft. circle, centered on the runestone
Duration permanent; always active
Saving Throw Special, see description **SR** yes

Reminesent of the eyes of the dead, this murky white stone has a soft, almost inviting, bluish glow.

Whenever a living creature comes within range, they are compelled to approach and touch this horrid stone. Characters who succeed on a Will save (DC 23) are free of this compulsion while within range of the stone, but must save again if they leave and return to the area. Characters who physically touch the stone are immediately blinded (as per the spell *blindness*), unless they succeed on a Fort save (DC 23). Characters who have previously suffered blindness of any kind receive a +1 luck bonus on this save.

Spellcasters who touch and successfully save against the blindness effect may make a Knowledge (arcana) check (DC 23) to gather some of the *irminsul*'s aura for later use. Those who do gain the ability to recast a single 1st or 2nd level necromancy spell over the next 24 hours.

Helltouch Stone

Transmutation [polymorph]
Level 5th level runestone (DC 25)
Area or Target 50 ft. circle, centered on the runestone
Duration permanent; always active
Saving Throw Special, see description **SR** yes

The air around this reddish-brown stone dances and shimmers, giving onlookers the impression that the stone is surrounded by heated air.

Whenever a living creature comes within range of this deceptive stone, they are instantly awash in waves of inviting, temperate air. For those in extremely hot terrain, this air is cool and refreshing. For those in extremely cold areas, this air is warm and soothing. Anyone within 50 ft. of this stone is treated as if under the effect of the spell *endure elements*. Living creatures that come within 10 ft. of the stone, however, are immediately targeted by the spell *baleful polymorph*. Characters who fail their saving throw are instantly turned into a small, black raven with red-tipped feathers.

Spellcasters who successfully save against the polymorph effect may make a Knowledge (arcana) check (DC 25) to gather some of the *irminsul*'s magical energy for later use. Those who do gain the ability to recast a single 1st, 2nd,or 3rd level transmutation spell over the next 24 hours.

The Skit Stone

Necromancy [curse]
Level 7th level runestone (DC 27)
Area or Target 50 ft. circle, centered on the runestone
Duration permanent; always active
Saving Throw Special, see description **SR** yes

This stone is surrounded by an odd stench that frequently drives men away. Many intelligent undead, especially ghouls, find the stone's odor pleasant.

Whenever a living, breathing creature comes within range of this stone, they are instantly assaulted by an overpowering stench. Characters must succeed on a Fort save (DC 27) or gain the sickened condition (which lasts as long as they remain within range of the stone). Characters who successfully save against this stench (DC 27) gain a +2 luck bonus on all Fortitude saving throws for the next 24 hours. Player characters that approach and touch the stone, however, must make a second Fort save (DC 27) or suffer a horrible curse. Characters that fail this save suffer 2d4 Charisma damage, as postules erupt all over of their bodies, each carrying the faint odor of the stone. This odor attacks intelligent undead within 100 ft.

Spellcasters who successfully save against this curse may make a Knowledge (arcana) check (DC 27) to gather some of the *irminsul*'s magical energy for later use. Those who do gain the ability to recast a single 1st, 2nd,or 3rd level necromancy spell over the next 24 hours.

The *irminsul* are activated using an incantation detailed below:

Reciting the Edda of Power (Incantation)

"Great potential lies within the jötunstones, burning for a master; potential either for good or for evil. Which will flourish? The fire you feed, of course."

School conjuration; **Effective Level** 7th
Skill Check Heal 1 success DC 25, Knowledge (Planes) 3 successes DC 25, and Spellcraft 3 success DC 25; 7 successes total, masterwork tools permitted.
Casting Time 70 minutes
Components F, M, S, V
Focus—An enchanted *iriminsul* carved of *jötunstone*.
Material Components—a cold iron dagger, a mithral locket fashioned in the shape of a walnut shell, worth 500gp.
Secondary Casters— up to 10 secondary performers may assist the primary performer.
Range touch
Target An individual designated by the primary performer.
Duration 7 days
Saving Throw Will negates **SR** Yes

DESCRIPTION

By using the stele and incantation, the performer traces the runes of the *irminsul* with the dagger and the magic makes it momentarily softened. The performer then plunges the dagger into the stone, and a mote of the magic is drawn into the locket. The dagger is permanently bound to the stone. For seven days, a copy of the aura is held within the locket. Releasing the aura is a move action, which provokes attacks of opportunity and destroys the locket. Once released, the aura is centered on the individual who released it for 7 rounds, and then dissipates.

BACKLASH

The performer participating in this incantation suffers 2d6 damage. The performer is also exhausted. Secondary performers also suffer this backlash.

FAILURE

Failing three skill checks during the incantation causes it to fail completely. The performer still suffers Backlash, but the performer also suffers Fomorian Blight (see Common Alchemy, **Chapter 6**). The secondary performers also suffer this failure.

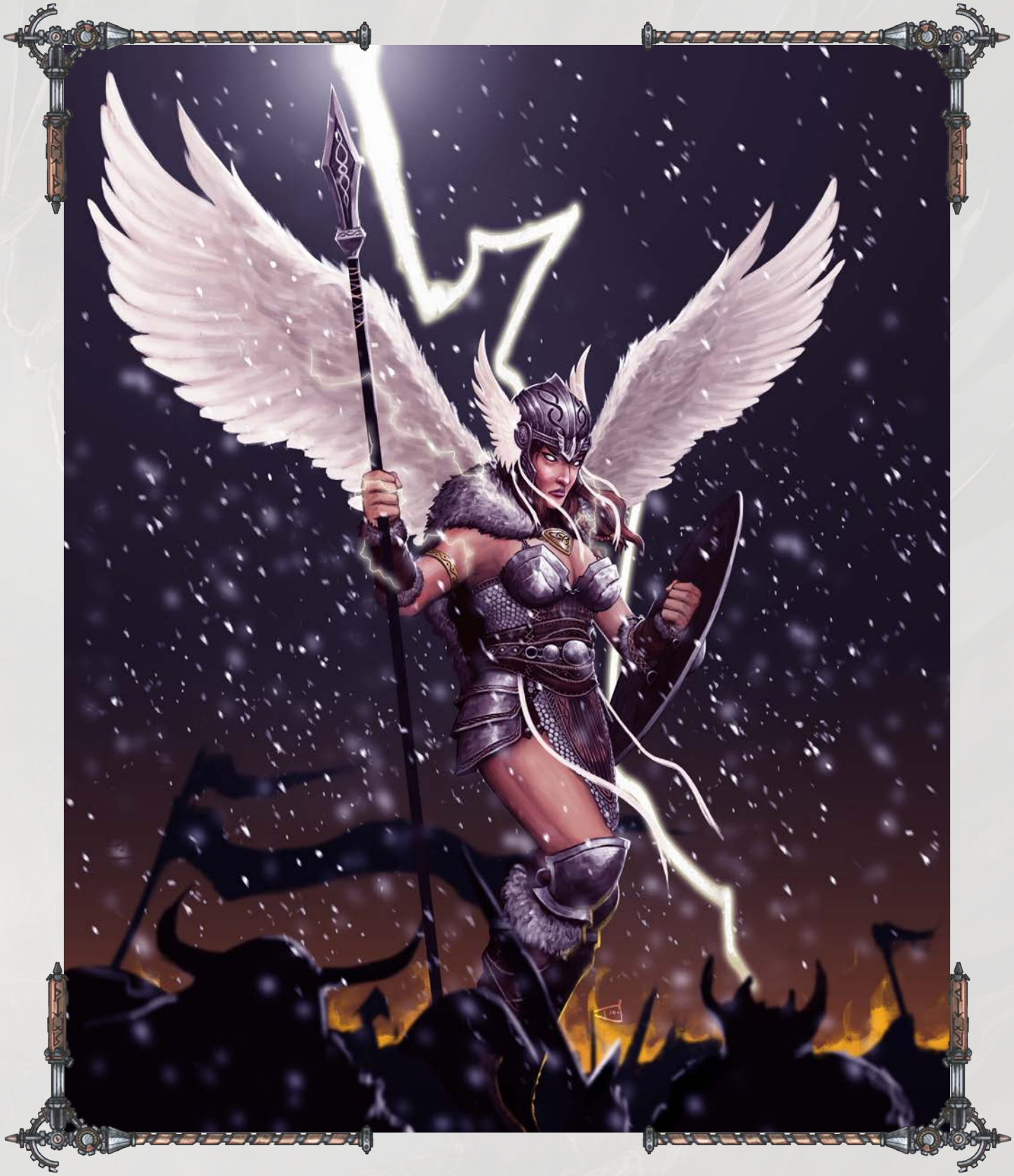
CONSTRUCTION

Base 30 → -1 multiple skills → -1 expensive material → -1 expensive focus → -2 10 secondaries → -2 close to touch → +6 hours to days → -1 2d6 damage → -2 performer exhausted → -1 secondaries affected; 7th Level.

Heimilimarks

In Niflæheim, like on every other branch of the Great Tree, the blood of *Thurisár* and *Æssinyr* spilled as the two forces did battle during the Age of Myth. The frigid conditions of the Long Winter, however, changed the very nature of these *jötunstones*. While they still function like other *jötunstones* (clockwork adepts can use *heimilimarks* in therma-torque engines, for instance), *heimilimarks* channel temperature in addition to electrical currents, making them an interesting component for some items. Moreover, they produce no excess thermal energy when used as parts of storm engines, making them enormously valuable to technologically inclined adventurers or craftsmen (they don't need to "cool down" as often, amount of reduction at GM's discretion).

In their natural environment, *heimilimarks* do not produce any heat, but internalize the natural cold of Niflæheim, giving the appearance of warmth through a constant, subtle endothermic reaction that affects the environment immediately around them (in a 5 ft. square). Strangely, this reaction only affects the environment, never the creatures handling the stones. Unlike normal *jötunstones*, *heimilimarks* are very difficult to locate, both because of their ice-like color and smaller size. When found, an ice ælf with the right knowledge can use *heimilimarks* for powerful magic—like opening gates to other branches of the Great Tree.



CHAPTER 8

Gods of Rhune

The struggle between the Æssinyr *and their wicked children - The Thrall Lords – is as old as Yggdrasil itself. This battle has raged across Yggdrasil for centuries and now, as the Ragnarök Clock sets the count to the final days, is finally coming to a head. In the South, the servants of the Old Gods build machines of war, readying in their own way for the Great War to come. In the North, the hordes of the wicked, thralls to the Lords of Ash, gather their armies. All the while, the Ragnarök Clock marches ahead, its ominous ticking a reminder that all will soon end.*

For those who serve the gods of Rhune, this celestial battle is ever in the fore of their minds, a catalyst for lives lived in the shadow of divine grace or abyssal wrath. The gods of Rhune are described in greater detail in the following pages.

The Æssinyr

The gods of honor, justice, hope, and mercy, the *Æssinyr* champion the mortals of Midgard and do their best to keep the many worlds of the Great Tree in harmonious balance with one another. Since time immemorial, they have been forced to do battle with their treasonous children, the Thrall Lords—transformed into monstrous and degenerate gods through the corrupting influence of Neinferth—and those who would serve them. Unlike their treasonous progeny, the gods of the *Æssinyr* did not spread out so widely across the worlds of the Great Tree, for they are—for the most part, and in stark contrast to the bickering Thrall Lords—quite capable of tolerating one another's company. Alnara calls Briglæss home; while Velash labors in Grand Hold, safely interred in the depths of Tieferhæm; Sommerfæth holds places for the courts of all the *Æssinyr*, and Dægr, Hothur, Oridynn, Nayadia, and Velluna-Akka reside there almost exclusively.

None can say what the origins of the *Æssinyr* are, for they precede all of the beings of Midgard and their beginnings are almost certainly connected to the nature of the Great Tree, itself. Those few sages who deal in such rarified topics of study believe that at least one or two of the *Æssinyr* actually predate the Tree, entirely, and may have been responsible for its creation (or, perhaps, carried it in its infancy as a cutting from some prior Great Tree, destroyed in its own version of Ragnarök). Speculation upon the matter is all but useless, however, as the gods have not seen fit to tell of where they came from, or when, or how, and it is all but guaranteed that they will not change their minds upon the matter. It is enough for most mortals to understand that the *Æssinyr* have the greater good of the peoples of Midgard at heart, and that they will stand united against the evil of the Thrall Lords upon the terrible day of Ragnarök. All else is merely high-minded guesswork.

The *Æssinyr* are an active pantheon of gods, to see the works of their worshipers. They believe in deeds above words, and their faithful are expected to actively make a difference across Midgard—whether bringing the battle to the slaves of the Thrall Lords, or even just doing the small things that improve life in a lonesome village. Theirs is a creed of service to one's fellows, and, while they may disagree on the details of how best to serve, they all stand for good folk doing right. In stark contrast to the wickedness and cruelty of their wayward children, the *Æssinyr* steadfastly uphold the tenets of honor, and they believe that a person's worth can, indeed, be judged by how honorably he conducts himself with friends, strangers, and foes, alike. To the *Æssinyr*, worthy people have no need to be greedy, or selfish, or cowardly. The worthy instead meet challenges with courage and conviction, doing what is right, even at the dearest cost, knowing that the gods will reward them for their valor, in the end, and that people will remember their names with fondness and reverence.

The Old Gods in the South

Bastion of the *Æssinyr*, the civilized South raises shrine and chapel, temple and cathedral, to celebrate their glory and power. In fact, worship of the *Æssinyr* is insinuated into most aspects of life throughout much of the South, and most folk simply take it for granted. It gives them comfort to know that the gods watch over them and care about the happenings of their lives. Of course, different peoples ascribe varying levels of prominence to each of the *Æssinyr*—Velash stands preeminent among the dwarves, for example, while the glitterfane venerate Alnara above all others, and coastal folk are more likely to revere Nayadia than those living far inland—but all of these gods are acknowledged and shown great respect. Indeed, folk who speak against the *Æssinyr*, for whatever reason (outside of the occasional colorful, and sometimes borderline-blasphemous, profanity, that is), typically find reactions ranging from chiding, to stern lectures, to outright anger, or even violence. Throughout the South, many people are quick to assume that those who do not proclaim the virtues of the *Æssinyr* are pledged to the Thrall Lords, and they react accordingly.

Traditions of the South

A number of religious traditions exist in the South, nearly all of them tied to the idea of the afterlife. While each of the Old Gods' clergies hold particular rites in higher regard, the following traditions are almost universally practiced among the people of Midgard, regardless of race.

The Honorable Death

Among the people of the South, the idea of dying a good death is paramount. Whether that death comes quietly to a respected elder or in violent battle, none can say, although many young men swear oath's, hoping to to earn their way in Val's Hall by dying in battle. Ultimately, how men die is often a thing of chance, something that none of them every truly have say in. Those who do have a say—men fated to die, be it from sickness or some

other ailment—often march North, hoping to earn their way into Val's Hall. The glitterfane, who follow Alnara's Path of Peace, disdain this tradition, believing that the way to Briglæss—the place of their final salvation—is the only way to truly experience the lands beyond.

The Death Feast

In the South, the Death Feast—sometimes called the Funeral Feast or *Erfiöl*—is an important tradition kept by all those who honor the Old Gods, as well as those that have died. This feast is intended to honor those who have passed, with meat, drink, and even gifts set out for the dead. During this feast, the noble titles sometimes change hands, with those destined to inherit the noble titles of the dead stepping up to do so, hopefully in the sight of the passing spirit. Velluna-Akka's priestesses are often sought out for these feasts, as many believe the Old Crone guides the dead to their new realms.

The Grave Barrow

Among the people of Midgard, there are mixed feelings about the tradition of burying their honored dead in grave barrows (which are called burial hills in the City-States of Vallinar). While this tradition is old (some tracing it back to the dwarves of Rhuneheim), the ascension of the Ghoul Stone and the masses of undead that arose with it, have forced many to reconsider the wisdom of this tradition. In some lands, especially those far removed from the Ghoul Stone, the tradition is still practiced, with holy men praying over honored heroes, alongside all of their grave goods, for nine days before finally interring them. These honored men and women are often interred alongside favored slaves, beloved companions, and others willing to accept the journey into the realms beyond with them.

The Funeral Fire

In the South, especially along coastal lands where grave barrows and burial hills are in short supply, the people of Midgard often cremate their dead, stacking them on great wooden platforms, or upon great wooden boats, and setting them aflame. While the rituals that accompany these funeral fires often vary (sometimes by region, sometimes according to the clergy overseeing the funeral), the overall theme remains the same; by burning the honored dead, they are forever barred from entering Thodheim, the Realm of the Dishonored Dead. Whether this is true or not, only those who walk the Great Tree can really say.

The Old Gods in the North

The *Æssinyr* are little venerated in the barbaric North, where the lofty ideals for which they stand seem like far-off dreams and abject follies. Indeed, had one the means to traverse the savage reaches of the North from one side to the other unmolested, still the likelihood of finding even *one* soul faithful to the *Æssinyr* would be vanishingly slim. The brutal northern lands are the dominion of the Thrall Lords, and the twisted children of the gods are jealous with what they hold as their own. Thus, it may be possible that tiny enclaves of *Æssinyr* worshipers manage to hide, here and there, from the savages in their midst, such a thing is certainly not especially likely. Even if such a thing were true, people loyal to the *Æssinyr* in the North would live in constant fear, always waiting for the forces of the enemy to find and destroy them.

A Divine Family

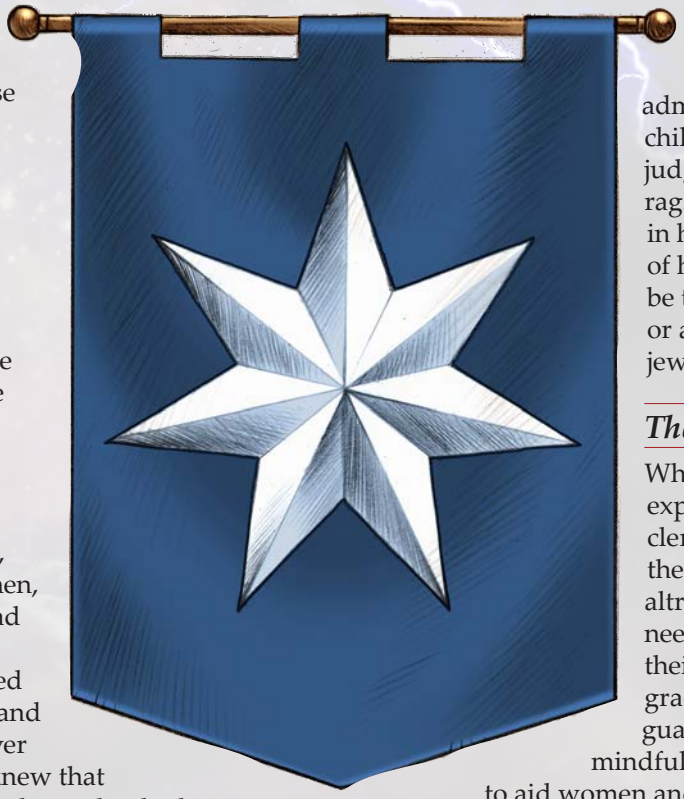
Scholars and theologians throughout history have debated endlessly the precise manner in which the *Æssinyr* are related to one another—which one is married to which, who is the child of whom, and suchlike. It is commonly accepted wisdom that Oridynn and Velluna-Akka are the eldest of the *Æssinyr* (thus, the oldest known beings anywhere across the worlds of the Great Tree), and quite probably serve as the leaders of the pantheon, but everything else is up for discussion. Were they father and mother to all of the other *Æssinyr*? Or did some of the other *Æssinyr* simply spring up, wholly formed, from the Tree, itself? Is Nayadia, in her youth, a second- or third-generation member of the *Æssinyr* (and, thus, possibly once a peer to the demigods who became the Thrall Lords)? No one knows the answers to these questions, and few even bother to ask. It is enough for most people to know that the gods are family to one another, and that they honor the kin-bonds, which the peoples of Midgard have learned to emulate.

That last part, however, makes the matter of the Thrall Lords especially complex, as they are known to be the children of the *Æssinyr*. It is said that they were demigods before their transformation, but not even the oldest texts say if they were born that way of two gods, or if they were in fact the result of dalliances with mortals. Whatever the case, the *Æssinyr* have been forced—for the most part, reluctantly—to forswear the bonds of kinship with the Thrall Lords, who vowed to cast down their forebears in blood and flames, destroying any or all of the worlds of the Great Tree in the process, if necessary. It is a dark, unpleasant business, but, almost to a one, they feel that it is a necessary sacrifice. Alnara, alone, holds out hope that the wayward sons and daughters of the *Æssinyr* can, somehow, one day be returned to the fold, redeemed of their innumerable crimes against gods and men, and purged of the evil influence of Neinferth, which so twisted them in mind, body, and spirit.

Alnara—*Our Lady of Mercy*

Other Titles: The All-Mother, Bright Star, Queen of Heaven
Alignment: NG
Domains: Animal, Earth, Good, Healing, Plant, Sun, Weather
Favored Weapons: Birthing dagger

Radiant sovereign of Briglæss, Alnara is the beneficent protector of women, children, and all those who have been made to unjustly endure ill fortune. In a certain sense, Alnara is the embodiment of the purest, most perfect sort of goodness, for there is nothing of selfishness in her, and she abhors violence (even upon those occasions when she regretfully admits to its necessity). She offers forgiveness to all—even the Thrall Lords, should they come to her with true contrition in their hearts, would find the All-Mother welcoming them back to the fold with open arms. It is perhaps for that reason that the Thrall Lords may well despise her above all other members of the *Æssinyr*, for her pity and compassion are so much more painful for them to bear than the scorn, indignation, and outright hatred evinced by the rest of her divine kin.



Alnara is said to have been the first of the *Æssinyr* to learn of the fate of those who had ventured into Neinferth. Unable simply to stand by and await their return, she walked to the very edge of the Void and called out for them, promising hope and healing. When, at last, Velluna-Akka made to lead her away from the endless dark, however, Alnara spied the warped creatures that they had become, and she wept on that day such as never before, and never since, for she knew that she could do nothing to mend the hurts that had so terribly changed them.

The Church

For those who come with goodness in their hearts, temples to Alnara are places of peaceful contemplation, compassionate charity, and blessed sanctuary. Those who come with darker motives find the offer of redemption and, failing that, behold just how fierce the faithful of the Bright Star can be in the defense of their charges. Healers congregate in her churches, and the destitute and the infirm are permitted to shelter within. In some cases, Alnara's houses take in orphans, so that they might grow hale and know the loving kindness of the All-Mother, until such time as they are either taken into the household of the faithful or else grow to adulthood within the caring and nurturing environment of the temple. Many such fosters go on to become the Bright Star's ordained priests, while others take up her mission in other capacities, no less important to the faith, though perhaps less challenging than the life of a cleric.

The actual temples of the faith tend to be humble constructions, places in which families can comfortably spend a few hours a week in services, with comfortable seats, places for the children to spread out and play through sermons and such, and—on holy days—tables for the faithful to share meals. Some few churches, though, are built up as resplendent monuments to the All-Mother, though her priests admit even the least among her children without prejudice or judgment—a crippled beggar in rags, who is truly loyal to Alnara in his heart, is as welcome in one of her grand cathedrals as would be the most exalted high priest, or a queen in all of her silks and jewels.

The Priesthood

While some outsiders might expect the majority of Alnara's clergy to be women, such is not the case. Any who are given to altruism and protection of the needy and the innocent can find their calling in the All-Mother's grace. Such clerics are watchful guardians of the downtrodden, mindful especially of opportunities to aid women and children in distress. They frequently train as midwives, for every little one brought safely into the world is another affirmation of Alnara's boundless love. Glitterfane, in particular, are drawn to the Bright Star's service, experiencing firsthand as they have her gift of infinite forgiveness, but she turns away none who come before her with pure intentions and the courage necessary to do good even to their enemies, whenever such compassion can accomplish more than harsh words, drawn steel, or deadly spells. For those who take up the Queen of Heaven's cause, the path is hard and often fraught with peril, but—for such kindly souls—selfless service is its own reward.

Priests of Alnara can most commonly be found tending the sick and injured, but that is not the only vocation, which resonates with the All-Mother's clergy. Her clerics also work as teachers, farmers, masons, and whatever other professions allow them to give people homes, good health, and the knowledge they need to make wise and moral choices. Alnara's chosen tend toward unglamorous roles in their day-to-day work, but they do so by choice, rather than necessity, as these kinds of tasks appeal to their ethic of simple good deeds, done well. For every shining knight of Dægr or master smith of Velash, there are hundreds or even thousands of ordinary folk in need of examples of how to live honorably, mercifully, and well, and it often falls to Alnara's clerics to serve in such a capacity. For the most part, though, the Queen of Heaven's clerics look on this duty as an opportunity, rather than as a burden.

Holy Texts

Alnara's followers study *The Crystal Book of Gifts*, a mystical text that explains the Threefold Path of Peace, Alnara's rites, and her promise to those who do her will in the world. Some of her followers also study *The Grand Galdr*, as well.

Core Aphorism

Alnara's mercy upon thee.

Such a simple phrase, and, yet, one that so perfectly encapsulates the ways of the Queen of Heaven. It is a blessing given without expectation of receiving in kind—a selfless extension of goodwill. Such is the love of Alnara, offered even to those who might prove to be foes, a chance for them to weigh the deeds of their own hearts and, if they are able, to kindle the warm and welcoming light of Our Lady of Mercy within. Note, too, the archaic phrasing of Alnara's benediction, marking her, truly, as one of the eldest of the *Æssinyr*, and her faith one of the oldest upon the face of Midgard. The All-Mother's words have gone unchanged for long centuries—perhaps even millennia—and are recognized as a friendly greeting all throughout the South, even by those who are not devotees of her faith.

This benediction takes on a fiercer cast, however, when it is invoked against the slaves of the Thrall Lords, whose souls have been emptied of all light and hope: for them, the only mercy comes upon the end of a blade, an end to the ceaseless sufferings of a maddened existence. Alnara weeps for these lost ones, to be certain, even as she acknowledges the need to eradicate them from the face of Midgard, lest they plunge all the world into darkness and despair. Sometimes, even death is a mercy. It is the custom of holy warriors in service to the Queen of Heaven to speak her words when drawing blades against the Thrall Lords' faithful, as a sort of prayer for the dying—an invocation of her divine love for any of their fellows who fall in battle, and, for their enemies, a fervent wish that such lost and wounded souls will find the peace in the next life than they were so clearly denied in this one.

Dægr—*The Holy Sun*

Other Titles: Lord of the First Light, the White God
Alignment: NG
Domains: Glory, Knowledge, Liberation, Luck, Strength, Sun
Favored Weapons: Longsword

The Holy Sun warms and illuminates, standing fast as a bulwark against the horrors of the North, and promising to defend all Midgard against doom upon the day of Ragnarök. Wisdom and understanding flow from the Lord of the First Light, who brings good fortune and freedom to all who but have the courage and conviction to reach out and take hold of them. He is not a war god, but he is a warrior—a patron to the individual champions who turn the tide of battle through astonishing acts of conspicuous valor, rather than the strategists who command from the back of the field. For Dægr, bravery is the foundation of a person's worth, and he reserves the greater measure of his love for those who rush headlong into peril for the good of others, while he turns his face from cowards who value their own lives above the common good.

From his high, shining house in Sommerfæth, Dægr stands as an example of all that is boldest and most courageous in both gods and mortals. He fights to free the slaves of the Thrall Lords from the fetters of their wicked masters… and to destroy those who will not accept his great gift of liberation. More so than any other member of the *Æssinyr*, the Lord of First Light is an implacable enemy to the undead, viewing them as an abomination against the natural order, and as a personal affront to his life-giving warmth. Dægr is also a god of good fortune, but, unlike

Nayadia, he does not represent random chance working out in the favor of the faithful. Rather, the White God shows his favor to those who do the work to create their own luck.

The Church

Temples to Dægr are a common sight all throughout the South. Standing tall, with spires of white and gold, these churches are usually open, inviting spaces, flooded with natural light by day and, by night, lit by scores (or, in the case of the grandest cathedrals, hundreds or even thousands) of torches and candles. Holy warriors stand at attention, whether at noon or at midnight, vigilant against the ever-present threat of encroaching darkness. Tremendous libraries of lore abound in the more affluent churches of the Lord of First Light. Within, the temples resound with the fervent words of priests, exhorting the faithful to rise up against evil—both within them and across Midgard—and to do no ill deed to those who have not marked themselves as servants of wickedness. At the northern shores of the South, shrines to Dægr stand, facing the lands of the enemy, both as a challenge to the dominion of the Thrall Lords, and as a message of the hope of freedom from their evil power.

The congregation of the faithful finds employment in a wide variety of capacities. Many nobles and royals pay homage to the Holy Sun—the city state of Vallingard, in fact, acknowledges him as its patron deity, and the ruling Vallinar family, especially, venerates him. Other worshipers include sages and scribes, who preserve and advance knowledge, and any—farmers, laborers, and the like—whose duties require them to be up with the dawn. Among the ælves, most warriors devote themselves to the teachings of the White God, aspiring to embody his strength, sagacity, power, and relentless ferocity.

The Priesthood

Priests of Dægr are, of their nature, crusaders, bringing the fight to evil, rather than waiting for the darkness to come to them. They seek out the threat of the Thrall Lords and their blasphemous servants, and put them to divine fire and the sanctified blade. Weaklings have no place among the ordained clergy of the Holy Sun, and proving one's strength in battle against the minions of darkness is a matter of honor for priest and paladin, alike. Indeed, priests of the Lord of the First Light are expected to serve as exemplars for the peoples of Midgard, inspiring them to become their own best selves, free of moral failure, physical frailty, and the fetters of ignorance. It is a demanding and even sometimes harsh calling, to be sure, but one that offers ample spiritual reward to those with the fortitude to endure the trials placed before them.

The clergy fill many roles outside of their responsibilities to the faith. Some work as librarians, compiling vast storehouses of knowledge for the faith, which priests (whether local or visitors) are encouraged to peruse—and add to—as they please. Others take up duties with the local city guard; particularly, they are drawn to positions in the night watch, through which they can bring the Holy Sun's illumination to the darkest hours of the day and reveal the wrongdoers of the small watches for the scum that they are. Still others find their calling as teachers of the martial arts, schooling the children of nobles and peasants, alike, in the arts of the sword and the lessons that turn warriors into heroes. Perhaps most perilously, some actually dare to journey into the North, seeking souls who might be liberated from the tyranny of the Thrall Lords and brought back to the civilized South, so that they might know the love and generosity of the *Æssinyr*.

Holy Texts

Dægr's priesthood study a number of texts, which include *The Grand Galdr*, as well as any of the racial variants they can locate (including the elemental tome *Galdrasvid*, the ælven *Galrdain*, and the dwarven *Galdrdvalin*). Many of Dægr's priesthood also keep personal tomes, in which they record their meditative insights into the nature of the Lord of the First Light.

Core Aphorism

Through knowledge you find power.

Dægr finds no flaw in those who seek power for goodly ends. Indeed, the Lord of the First Light considers the pursuit of greater strength to be a holy obligation of the strong, so that they might better serve those in need. By pursuing power through knowledge, the aspirant grows in wisdom, learning more of the truths of the Nine Worlds and becoming ever more capable of making just and moral choices within them (and, of course, enforcing those choices, when need be). Important to note is that fact that Dægr teaches his faithful that they must still search for power, even after gaining understanding—the one does not guarantee the other. The Holy Sun knows that nothing comes without cost or effort, and those who would number themselves among the strong must be willing to go to great lengths to make fruitful use of what they learn.

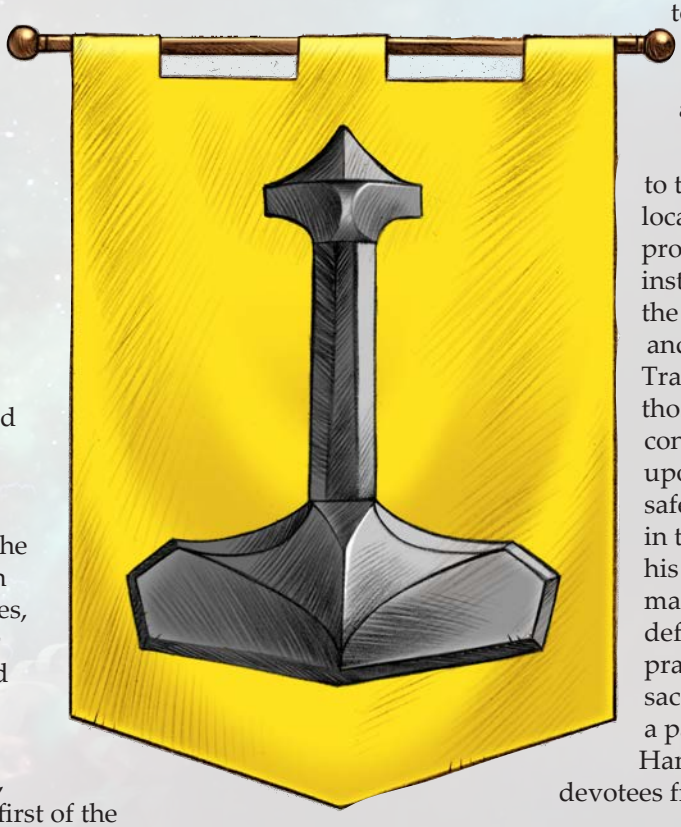
The specific order of the White God's words is also quite significant, in that it is knowledge that makes one worthy of power, and not the other way around. Those who obtain power without understanding are a danger to themselves and others, and they must either be taught to use their strength responsibly, or else have it taken from them. Further, Dægr's aphorism makes no inherent moral or ethical judgments about the nature of knowledge, though followers are taught that evil knowledge does exist, and that those who seek it, rather predictably, gain terrible sorts of power. The Lord of First Light admonishes his faithful to be stronger than whatever wicked lore they might pursue,

however, for there is value in even the darkest sorts of learning—even if only as a means of understanding how the minions of darkness think, and how best to contend with them.

Hothur—*Old Thorn Hammer*

Other Titles: The Fury, the Golden Knight, Arensyl the Mistlord
Alignment: CG
Domains: Good, Luck, Nobility, Protection, Strength, Travel, War
Favored Weapons: Warhammer

Beloved, especially, of the dwarves, Hothur is a patron of soldiers—particularly, those who wield the hammer as an instrument of battle—and of all those who take up arms in defense of decent people and worthy causes. In his aspect as the Fury, his favor is sought for luck upon the battlefield, and his blessing is believed by the faithful to mean the difference between life and death… or between an ignominious end and a glorious one. The few ælves to venerate Hothur know him as Arensyl the Mistlord, who stands as watchful guardian at the borders of Ælveheim, his golden hammer holding back all enemies, including even the dread power of Dark Leighhanna, who would destroy their immortality if she could.



Impulsive and swift to judge, Hothur is said to have been the first of the *Æssinyr* to advocate for the destruction of the traitorous Thrall Lords. His faithful maintain that it was not bloodlust that motivated the Golden Knight, however; rather, it was an instinctive understanding that they would never (and indeed, could never) be redeemed that caused him to so swiftly turn on these new enemies to the gods and to the Great Tree. Indeed, some of those same worshipers now say that, had the other *Æssinyr* accepted Old Thorn Hammer's wisdom upon the matter, the Thrall Lords might have been slain in the infancy of their rebirth and the terrors of Ragnarök averted.

The Church

Hothur's clergy builds but few grand temples in his honor—Old Thorn Hammer has little use for empty pomposity, much preferring utilitarian structures on the edges of civilization, where his protection his most needed. Most commonly, the Fury's churches take the shape of fortified inns (known as battle shrines), wherein travelers might find shelter, food and drink be shared, and good-hearted folk gather in safety and comradery. These places of worship are sustained by the coin of those who pass through, supplemented by tithes from clergy and laity, and charity is not given in the Fury's house. Those who come empty-handed and looking for a meal and a bed find that they are given wood to cut, shingles to replace, buckets of water to draw from the well, and other tasks through which they can earn their meat and bread. When temples to Hothur are built in more settled and urban areas, they tend to be grim structures, suitable to the training of soldiers, whether those of ordinary armies or warriors of the faith.

Common people who belong to the church often take jobs in the local militia or soldiery, or else in professions which support these institutions, putting their skills to the test in ways that can benefit and aid others in time of need. Traveling merchants—particularly, those whose wanderings are confined to land—frequently call upon Hothur, as well, praying for safe journeys and good fortune in their commerce. Because of his station as a god of protection, masons and others who build defensive structures may offer prayers to Hothur and make sacrifices in his name. Also, as a patron of nobility, Old Thorn Hammer certainly has his share of devotees from among the upper classes.

The Priesthood

Old Thorn Hammer commands his priests to go out into Midgard and do good works, by the honor that fortifies their souls and by the strength of their sword-arms. Those who would take holy vows in service to Hothur must be ready to accept a life on the road, going where need and fortune dictate. More so than any other clergy, those faithful to Hothur are called upon for aid when an isolated village is preyed upon by monsters, or a ruthless warlord begins carving a piece off of the edge of some backwater kingdom. To render aid to these people in need is the foremost mission of the priesthood, destroying evil not with kindness or goodwill, but instead with the stout and merciless blows of a bloodied warhammer. Leave it to others to offer redemption to the wicked—it is the duty of Hothur's priesthood to destroy evil.

Because of Old Thorn Hammer's association with warfare and soldiering, his clerics are a common sight among the ranks of the military, serving as chaplains for the armies of the southern cities. Such priests tend to share their god's problems with authority, however, and often prove to be prickly about the chain of command. Still, when steel rings out on steel, and men are bleeding and dying on all sides, there are few better friends to have at one's side—or one's back. Such clerics, when they become too old to march on campaign, commonly find themselves stationed at a barracks or fort, assisting with the drilling of new recruits, healing the wounded, and otherwise rendering aid and passing on what they have learned from a lifetime of battle. Young clergy of Hothur are often sent to train under these grizzled veterans for at least a year or two of their ecclesiastic education, so that they might benefit from the wisdom (and the harsh scrutiny) of those who have given long years to the Fury's service.

Holy Texts

Hothur's priesthood is commanded to study *The Grand Galdr*, which lists the epic stories of the heroes who have honored the *Æssinyr*, both in the Age of Myth, and more recently. Those who honor the Golden Knight in combat often study *On Honorable Conduct*, a Vallinarian text detailing how best to conduct oneself on the battlefield.

Core Aphorism

Fortune favors the noble and brave heart.

Hothur's words are not merely a platitude—Old Thorn Hammer does, in fact, bestow his favor upon those who act out of goodness and honor, and who meet their fear head-on, unhesitatingly. In the end, doom comes to all—to men and gods, alike—and all that is left to choose is the manner of meetings one's end. Indeed, some amongst the faithful believe that Hothur, himself, will fall in the terrible battles of Ragnarök, leading his people to glory, in the hope of saving and redeeming all of Midgard through their shared sacrifice. The most zealous believers look forward to that day with great anticipation, knowing that songs of their deathless valor shall be sung, forevermore, and all will know the Fury's chosen as the saviors of this world, and all worlds. Ultimately, falling in righteous battle, that others might live on, is the only true form of immortality for men and gods, alike.

If, however, fortune favors those who are noble and courageous, then it must heap its scorn upon the cowardly and the wicked, and it falls to Hothur's faithful to ensure that those who would do evil—any who would preserve themselves through craven deeds, at the expense of others—must be punished. It is not enough simply to wait for fate to do justice upon these blackguards; Old Thorn Hammer demands that his worshipers go forth into the world, to seek out those who prosper by injustice and wrongdoing, and bring unto them a reckoning. Certainly, there are those who do so with hammers upraised and a formal challenge against the most terrible of foes, but Hothur recognizes that not all of his people are warriors, and great good is still done by simple folk who but demonstrate the courage to confront the smaller (but no less damaging) evils of Midgard, openly and without fear, to declare that they will have no part of it, and that they will not tolerate it.

Nayadia—*The Blue Maiden*

Other Titles: Queen of the Waters, Lady Luck, Champion of the Chalice
Alignment: CG
Domains: Charm, Good, Healing, Luck, Travel, Trickery, Water
Favored Weapons: Trident

Youngest goddess of the *Æssinyr*, Nayadia identifies with youth, as well as with luck, love, beauty, vigor, charm, and grace. All of her faithful, no matter where they might live, know her as a goddess of the seas—and, like the great waters over which she reigns, she can be calm and bountiful, or wrathful and perilous. Quick to anger and quick to forgive, the Blue Maiden encourages her worshipers to seek out new answers and ideas, rather than deferring blindly to tradition. In this, she is considered something of the rebel of the *Æssinyr*, for even furious Hothur cleaves to the old ways—it is merely in the matter of his temperament that he is wild and uncontrolled. Still, the more the other gods try to get her to return to the path of the tried and true, the more stubbornly she sets out on a road of her own making.

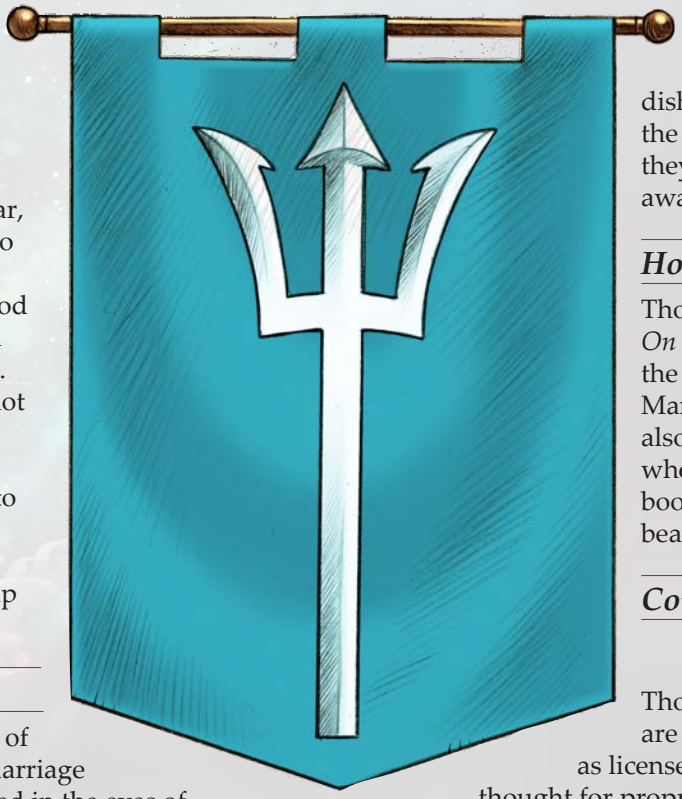
Interestingly, given that she is not an especially warlike deity, Nayadia's domain also forms the natural barrier holding the monstrous forces of the North back from the goodly peoples of the South. In this, she is true to her heritage as one of the *Æssinyr*. Some of her worshipers say that she used her trident in ancient days to drive the seas between the two continents and push them apart, even as the Thrall Lords' servants gathered in the North, so that those loyal to the *Æssinyr* would have a place to live in relative safety and comfort. Whether there is any truth to the tale is difficult to say, but raiders sailing down from the North find that they must often contend with violent seas and unfavorable winds.

The Church

Few edifices are raised in honor of Nayadia, for she has little use for churches of dead stone, built on dry land. Those that do exist, however, are structures of surpassing beauty and natural splendor, invariably raised at the shores of the sea. These temples occupy secret coves, majestic

ocean-side cliffs, verdant islets just off the shore, and sites of especial grandeur along sprawling beaches. More so than any other among the *Æssinyr*, the Queen of the Waters favors small shrines built in her name, sometimes only large enough for one or two people, in which the faithful can be in the presence of water and contemplate its goodness in silence and solitude. Those edifices, which absolutely must be set up inland, are often erected along major highways or at crossroads, celebrating Nayadia's aspect as a goddess of travel. Sometimes, the odd shrine may also be tucked away in the bad part of a city—as a bringer of luck; Nayadia is quite popular with thieves and their ilk.

Many of Nayadia's faithful are, themselves, seafarers, river-folk, and lakeside people. They make their livelihoods by the Blue Maiden's generosity, and they give abundant thanks to her in the daily rituals of their lives. Prayers are uttered when nets are cast out or pulled in, whenever harpoons are about to be hurled, or when storms brew on the horizon and ships are still hours from land. Seagoing merchants, in particular, are likely to venerate Nayadia, so that she will watch over them in their travels, bless them with good fortune in trade, and bring them safely home to their chosen port. As mentioned, above, it is also not unusual for thieves (and others whose dealings are not entirely honest) to offer their allegiance to Lady Luck, and any who travel great distances for a living may also be incline to take up worship of her.



The Priesthood

One of the most common duties of Nayadia's clergy is to sanctify marriage vows for those wish to be wedded in the eyes of the *Æssinyr*. It is not common for even the faithful of other gods to seek out the blessing of a priest of the Blue Maiden when exchanging marital oaths, as love is the chosen dominion of Nayadia, above all others. Accordingly, her clerics often serve as counselors to married couples, helping them to work through difficult times, together. Conversely, they also help couples to transition into lives apart, if it seems that the spark of love has withered and died between them, for the idea of lingering in a loveless union for the sake of appearances is anathema to the Blue Maiden. Likewise, they are confidantes to those who struggle with feelings of affection—of whatever sort; romantic, friendly, familial, or whatever else—aiding them in identifying and coming to terms with their emotions.

In addition to their duties as matchmakers, sanctifiers of marriage vows, and purveyors of guidance, Nayadia's priests generally find themselves in professions that bring them close to, or on, the sea, or else those that allow them to work with the bounty of the waters. They are fishermen, sailors, kelp harvesters, and pearl divers. They make crafts of surpassing beauty from driftwood and seashells. They captain riverboats and barges, carve scrimshaw, and go whaling for meat and blubber. Because of the Queen of the Waters' association with health and wellness, they also serve as capable healers, and it is common for them to be wanderers—indeed, some of them take to lives out at sea precisely because such vocations enable them to satisfy their wanderlust while still keeping faithful to their goddess' nature. Lastly, some of Nayadia's clerics actually do a brisk trade in small-time charlatanry. Though they never set out to actually hurt anyone by their tricks, they are certainly willing to earn a little coin dishonestly, here and there, when the opportunity presents itself, and they often have the charm to get away with it!

Holy Texts

Those who follow Nayadia study *On Passion*, a book that discusses the nature of Love, Will, and Wyrd. Many of her priests and priestesses also study *The Grand Galdr*, and when possible, the ælven *Galrdain*, a book famous for its appreciation of beauty, nature, and love.

Core Aphorism

Love as you will.

Those outside of Lady Luck's faith are often inclined to see her words as license to love recklessly, and with no thought for propriety or the future, but believers know that their goddess' words are an admonition to exercise great responsibility in giving of their hearts. Each loving deed or thought is a gift, and a piece of the giver—a literal extension of will. Love takes effort. It is strong, and a noble endeavor. Indeed, to love in the face of Ragnarök's coming may be one of the most courageous of acts.

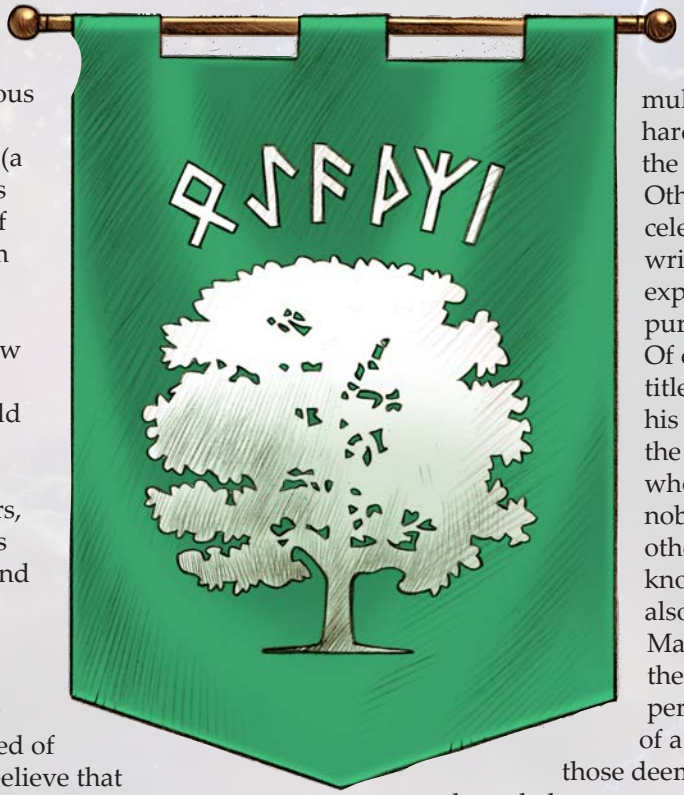
There is a dangerous side to Nayadia's commandment, though. For, once a love has been weighed in the lover's heart and found to be true, then it is his duty to let only one thing stand in the way of acting upon it—it may be that his love is rejected, but that is the only barrier which he is obligated to accept. If his passion is for his own king's wife and she returns his ardor, then he must find a way to be

with her. If one whom he loves as a brother turns out to be false and reveals himself as an enemy, then he must find a way, even at greatest peril, to redeem his friend and prove that love stands stronger than enmity. More so than with any other emotion, love is a risk.

Oridynn—*The Oak King*

Other Titles: The All-Father, the Stave Master, the Hanged God, the Ash King, Ardwynn
Alignment: LN
Domains: Fire, Good, Knowledge, Liberation, Magic, Nobility, Rune
Favored Weapons: Quarterstaff

Oridynn is, in some ways, the odd man out of the *Æssinyr*. He walks alone, much of the time, contemplating the mysteries of the cosmos in ways that even his fellow gods cannot understand. As the Hanged God, he suspended himself from the Great Tree in pursuit of knowledge and understanding. As the Stave Master, he is patron to wizards and bards, undertaking endless and numerous sacrifices in his search for truth. The dwarves call him All-Father (a title which often causes outsiders to mistake his worship for that of Velash), and they attribute to him dominion over all of the hidden treasures of the earth. The ælves call him Ardwynn, and they know him as a force of magic, nature, and community. Those in the wild lands call him the Oak King (or, less commonly, the Ash King), who watches over druids, rangers, scouts, and others whose callings take them far from the comfort and surety of civilization.



Many of the Oath King's worshipers say that he is the eldermost of the *Æssinyr*, having planted the Great Tree from a seed of unknowable origin. Some even believe that he is self-created, with his mastery of the runes so absolute that he could speak backward in time and make himself spring into being from nothingness. Certainly, he is ancient beyond the reckoning of even most of the gods, though his holy books say nothing upon the subject of his age, and it seems that he is largely indifferent to the matter. To Oridynn, he is what he is, and nothing more need be said of it. As the de facto king of the *Æssinyr*, Oridynn is also held—and not just by his own faithful—to be the originator of the very concept of noble and royal title, dividing the high from the low, and establishing the divine order of rule among the races of Midgard.

The Church

Small houses of worship suit the cabalistic nature of Oridynn's faith—places wherein the wise may gather to exchange hidden lore and debate matters of arcane import. The Oak King's churches often double as repositories of wizardly knowledge and power, and practitioners of such arts are welcomed in as brothers, so long as they pay the proper respect to the god who resides there. Certainly, there are grander temples to the Oak King, but these are typically hidden far away from the prying eyes of those who cannot possibly appreciate the magnificence of the knowledge contained within. Those who would seek out these houses of worship are often required to endure some manner of ordeal—whether simply in the process of journeying there, or else as part of the cost of entry—in imitation of Oridynn's suffering upon the Great Tree, so that none presume to enter without first appreciating the price of knowledge.

Because their deity wears so many guises, the faithful of Oridynn are given to a multitude of pursuits. Some are hardy homesteaders, living amidst the mysteries of the wilderness. Others are scribes or bookbinders, celebrating the power of the written word. Still others are explorer-scholars, forever in pursuit of the secrets of the runes. Of course, as the god of noble title, Oridynn also has more than his fair share of followers among the aristocracy (as well as those who aspire—or pretend—to the noble class). Wizards, bards, and others who derive power from knowledge and understanding are also inclined to worship the Stave Master, for his church shares the lore of the Elder Runes (and perhaps even permits the perusal of a copy of the *Codex Runar*) with those deemed worthy of such heady knowledge.

The Priesthood

More so than for the clergy of any of the other *Æssinyr*, the priests of Oridynn are apt to seek training outside of the church. The Oak King's affinity for the arcane leads many of his ordained servants to pursue wizardly power, of whatever sort, in addition to their clerical magic. Accordingly, many experienced priests of Oridynn can bring some truly diverse and impressive magics to bear, when need be. Indeed, the expectation among many

folk—both within and without the church, and even among the clergy—is that a cleric of the Stave Master who is of any reasonably venerable age almost certainly possesses some appreciable degree of arcane knowledge and ability, in addition to his clerical gifts.

Priests of the Hanged God are often called upon to serve as advisors to the ruling class, renowned as they are for great wisdom and erudition. In some cities, it is considered almost requisite for members of the nobility to have a cleric of Oridynn to act as a counselor upon matters of legal precedent, moral or ethical quandaries, and other subjects calling for a great deal of learning and understanding. Other members of the Oak King's clergy become reclusive runesmiths or researchers into dangerous magical phenomena, living apart from most folk. Still others work as teachers, passing along Oridynn's great gift of knowledge to all those with the wherewithal to replace ignorance with truth. They may be forthright or crafty, cautious or reckless; but, the one thing no cleric of Oridynn ever proves to be is stupid.

Holy Texts

In addition to *The Grand Galdr*, Oridynn's priesthood also studies the *Codex Runar*, a book containing detailed information on the Elder Futhark. Like others who follow the *Æssinyr*, Oridynn's priesthood makes good use of all of the texts that provide divine illumination, including *The Rites of Runa, The Way of Wyrd*, and *On Clan, Duty, and Honor*.

Core Aphorism

Seek the mysteries.

Oridynn commands his faithful to go forth into Midgard—and, indeed, all of the worlds—in search of every manner of esoteric secret. All such knowledge is of value to the Hanged God, who knows that it is learning and wisdom that will best serve all goodly people upon the arrival of Ragnarök. Indeed, the lore of winning that terrible conflict, outright, may even now be concealed somewhere amidst the worlds of the Great Tree, waiting for some bold seeker to reach out and seize it. Even if no such secret exists, however, there is value in all knowledge—runes yet unknown may be hidden from mortal sight, while grand sorceries remain undiscovered, and not even the Thrall Lords can entirely conceal their plots and vulnerabilities from a keen and dedicated mind. To search out the mysteries is to celebrate the cosmos, itself, and to gaze upon the magnificence of all that the *Æssinyr* have created with humility and appreciation.

First and foremost, though, the aspirant must look within, for the most perilous secrets are those that the questioner hides from himself. Those who would truly honor the Oak King must be unafraid to make of themselves even the most cutting inquiries, driving at the heart of their woes, their desires, their needs, their worries, and their hopes. A truth learned by one who does not yet truly know himself is a question only half-answered. Oridynn has little regard for those among his faithful who balk at the prospect of searching their own souls, for what does all the knowledge in Midgard avail him who does not first know himself? How can another depend upon the wisdom of one who has journeyed far and learned about everything, save who he truly is, within his own heart?

The Clockwork Domain

Many devotees of the Old Forge Father find themselves drawn not to the forge and smithy, but rather to new technologies. They share Velash's joy in the precise craftwork and subtle interplay of design that creates life from lifeless bronze and steel. These individuals frequently take up the clockwork domain in place of artifice, focusing on the creation of intelligent clockworks and automatons.

Granted Powers

You possess an innate understanding of how clockworks function and always treat Knowledge (clockworks) as a class skill.

Fine-Tune (Sp) You can touch a willing construct as a standard action, infusing it with divine power that enhances its capability and efficiency. The construct gains a sacred bonus equal to ½ of your cleric level (minimum 1) to its next skill check and may take a 10 on that roll, even if distracted or in immediate danger. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura of the Artificer (Su) At 8th level, you can emit a 30 ft. aura as a swift action that repairs allied constructs, clockwork devices, and similar items (containing moving parts) at a rate of 1d6 hit points per round (per target). You can emit this aura for a number of rounds per day equal to your cleric level. These rounds need not be consecutive.

Domain Spells

1st—*repair automata, lesser*

2nd—*make whole*

3rd—*repair automata*

4th—*malfunction*[UM]

5th—*repair automata, greater*

6th—*perfect repair*

7th—*control construct*[UM]

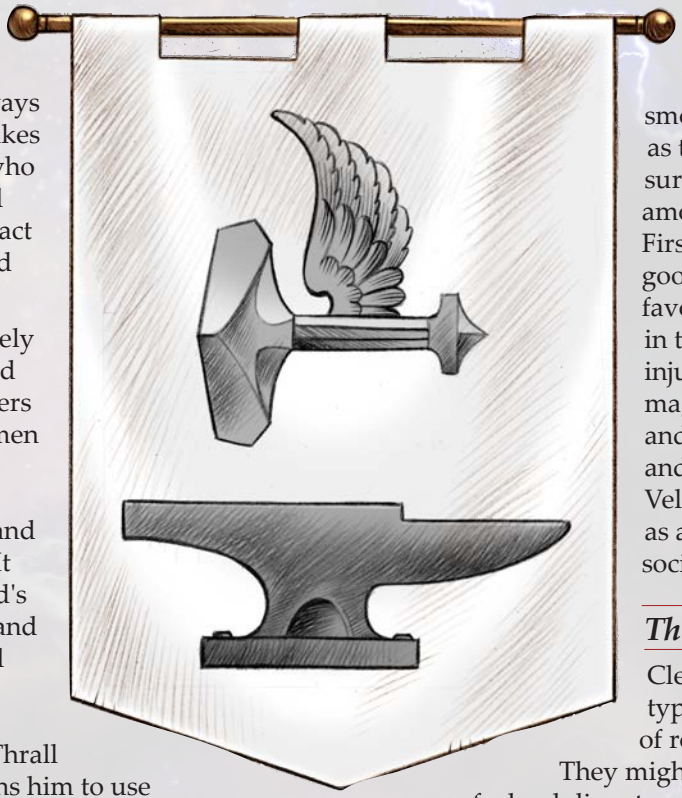
8th—*iron body*

9th—*summon monster IX* (1d3 clockwork golems only).

Velash—*Old Forge Father*

Other Titles: The Even Handed, the Old Inn Keeper in the Sky, the Shining First, Vel Ashr Dallr, the Old Man Upstairs
Alignment: LG
Domains: Artifice, Community, Fire, Good, Healing, Liberation, Law
Favored Weapons: Warhammer

One of the eldest of the *Æssinyr*, Velash is especially beloved of the dwarves, as he is the creator of their race. In contrast to his younger and more hotheaded twin, Hothur, Velash presides over those who use the hammer as a tool of creation. The ælves know him as Vel Ashr Dallr—the Even Handed—and they foretell that he shall survive the doom of Ragnarök, to preside as the ultimate judge over all that which has perished, and over all that, which has endured. Seemingly in keeping with this destiny, Velash is a calm and patient god, who never rushes what can instead be done with care and attention to detail—for him, there will always be a tomorrow, and perfection takes time. He loves especially those who create with their own hands, and from their own hearts, for every act of truly inspired making is sacred to him.



Despite his nature as a relatively peaceable deity, those who would enslave or unjustly imprison others spitefully ruin that which craftsmen have toiled to build, or threaten the peace and harmony of a community of upright folk can, and often do, rouse Velash to anger. It is said amongst the Even Handed's faithful that, even now, in his grand workshop, he prepares great and terrible weapons for use on the battlefields of Ragnarök, capable perhaps of destroying even the Thrall Lords, themselves, though it pains him to use his skills as an artisan and artificer to make of himself a kinslayer. Still, in the eyes of the Shining First, honor demands that the good of the many—indeed, of *all* of the peoples of the many worlds of the Great Tree—must come before his own reluctance to turn his great gifts of creation and invention to such grim and bloody purpose.

The Church

The faithful of Velash build big churches, which they often use for humble ends. Frequently, the local blacksmith (or tinsmith, goldsmith, or whatever other sort of smith) will attach his forge to the temple, and the large, wide-open space within—when not being used for services—may well be employed as a town meeting hall, indoor marketplace, or whatever else the community needs at the moment. Service to the people is service to Velash, and maintaining the bonds of civilization and the rule of law is a sacrament in his honor. Thus, it is not uncommon to see the church being used as a place to heal the sick, for local government and elders to preside over matters of interest to the community, or for the destitute to receive charity. So long as the common good is served, the house of the Old Inn Keeper in the Sky is duly honored, and he accounts himself pleased with the works of his chosen people.

As might be expected, smiths and craftsmen of all stripes—from rank novices to the most venerable of old masters—pay homage to the Old Forge Father, who watches over and blesses their endeavors. Many gunfighters also offer up prayers to Velash for true aim and proof against misfires, with the thunderous report of volleys of shot as their accompaniment, and the acrid smoke of spent black powder as their incense. Doctors and surgeons frequently find a place among the faithful of the Shining First, as well, for he is also a good of healing, who especially favors a more scientific method in the treatment of illness and injury. Just as often, barristers, magistrates, judges, constables, and other such servants of law and order make their devotions to Velash, who sees the rule of law as a requirement for any healthy society.

The Priesthood

Clerics of the Old Forge Father typically see employ in all manner of roles needful to their flocks. They might be asked to sit in judgment of a land dispute, or to help bring in the crops when one of the farmhands is down with fever, or to rebuild a bridge after a flash flood destroyed it. Whatever they do, however, it is always with an eye for what can benefit the community, and where their strengths are most useful to the people whom they serve. Perhaps the commonest vocation for the priests of the Old Forge Father, however, is found within the smithy, where they toil to produce the farmer's tools, the warrior's arms and armor, the nobleman's bejeweled chains, the merchant's silver goblets, and whatever else might be needed (and profitable for the faith). In large cities, junior clerics often work as lamplighters, carrying fire from the forges to illuminate the streets for the dark watches of the night.

Another role in which Velash's clerics excel (unsurprisingly, given his title as the Old Inn Keeper in the Sky) is in matters of hospitality. They work out of inns and taverns, which serve dual purpose as shrines in his honor, and serve up ales and spirits crafted with the care of loving care for which their god's faithful are renowned. Such business enables them to be especially close to the people when they can be of greatest benefit. Those who find joy in their cups celebrate along with the clergy, while those who drink to drown their sorrows can be offered a sympathetic ear and a bit of wise counsel to hopefully set them upon a better, happier path.

Holy Texts

Velash's priesthood studies three main texts: T*he Codex Runar, The Grand Galdr*, and *Galdrdvalin*—all of which are said to contain Velash's infinite wisdom, imbedded across all three. Gun priests who follow Velash also study *The Way of the Gun* and *On War*, two texts which detail the proper care and use of firearms, as well as when and where to use them.

Core Aphorism

For kith, kin, and those who dine in the grand hall.

The sacred words of Velash are a forceful reminder to his clergy and faithful whom it is that they must serve, in order to truly do homage to their god. Above all else, it is a spirit of community that defines the Old Forge Father's congregation, and to live for one's family and fellows is the greatest good toward which any person of Midgard might work. More so than perhaps any other god of the *Æssinyr*, Velash exalts the ties of family (which is to be expected for the god considered by his faithful to be the creator of all of Rhune; thus, essentially, the father to all that lives).

Those who dine under the roof of one of the faithful are considered by Velash to fall under the protection of kin-bonds for the duration of their appointed stay. To break bread with another in a spirit of friendship is, in the eyes of the Shining First, entry into a sacred contract of guest-right. This trust must go both ways, though, and any who betray the hospitality of a worshiper of Velash can expect to be met with harsh and terrible retribution, for any villain who does so is held to be as an oath-breaker in the sight of the Old Inn Keeper in the Sky. Worse, still, is the worshiper of Velash who forsakes his obligation to keep safe his guest, and to give him sustenance and comfort in his hour of need, for the god turns his face from such an apostate in anger and disgust.

Velluna-Akka—*The Crone*

Other Titles: The Veiled Lady, Lady of Night, Queen of the Moon
Alignment: NG
Domains: Air, Darkness, Death, Knowledge, Magic, Repose, Travel
Favored Weapons: Sickle

The dread granddame of the *Æssinyr*, Velluna-Akka is one of the eldest of their number—indeed, according to her worshipers, she was the first of them, and she was young when the Great Tree was but a sapling. Whether or not that claim is true is likely never to be answered, but none dare dispute the Crone's venerable station amongst the gods. Unlike the comparatively generous Oridynn, Velluna-Akka prefers that her divine mysteries and the divine magic remain the province of the few, and she actively discourages most people from pursuing knowledge that could ultimately serve to give power to fools with no idea of how to use it responsibly. She is a favored goddess of the ælves and the aryndai, in particular, as well as among the City-States of Vallinar, who favor her aspect as the Crone—the wise woman of ancient years who knows what is best for her children, even when they, themselves, cannot grasp the necessity of her designs.

Velluna-Akka also stands guard over the sleep of the dead, ushering the souls of the departed out of Midgard and onto whatever fate awaits them in the afterworld. While few would describe the Queen of the Moon as kind, it seems that she reserves her gentlest aspect for the dying, as many of the *Æssinyr*'s faithful—whether her worshipers or otherwise—seem to pass out of this life peacefully, and those who are crossing over sometimes speak of light and warmth as life leaves them, a feeling of safety that enables

them to move on without fear. By contrast, most of the Thrall Lords' slaves seem to experience their final breaths as a time of pain and terror, and it may well be that the Crone awaits them at the boundary between worlds, as well, though with a demeanor far less compassionate and an unkinder touch of her reaping sickle.

The Church

Velluna-Akka is venerated by all, but actually worshiped by few. Because she reserves the greater part of her divine favor for women, it is women who make up the bulk of the goddess' faithful. In particular, many women in their elder years turn to the Crone, who greatly values their wisdom and strength, as well as their experiences—both the good and the bad. She has only a scant handful of dedicated churches throughout Midgard, and her worship is most often conducted within another structure, entirely: the home of her eldest local devotee, the wise-woman's poultice and herb shop, or even just an ancient ring of stones on a hill overlooking the farms in the valley. To Velluna-Akka, the matter of where the prayers and rituals are performed is insignificant when compared to who speaks the words, and how, and—most importantly—why.

The Veiled Lady's faithful, unlike the worshipers of most of the other *Æssinyr*, don't really make a big deal out of their loyalty to their goddess. They go about the daily tasks of their lives, muttering prayers softly under their breath, when need be, but little obviously sets them apart from just anyone else. That anonymity is just the way that the church prefers things, for anyone can be one of Velluna-Akka's chosen, and this ability to go unnoticed means that no one is truly sure when the Crone's eyes and ears are about. If this leads to the dimwitted being more readily parted from their secrets and the wise learning to keep their mouths shut, well, so much the better. Velluna-Akka has little use for idle gossipers or those who would so readily part with valuable knowledge, and her faithful teach lessons to both, each in their own way.

The Priesthood

Perhaps the most significant aspect of Velluna-Akka's priesthood is that it is made up solely of women. The Veiled Lady does not bestow spells upon men, whom she feels cannot understand or properly appreciate her wisdom. Due to the secretive nature of the faith, the Lady of Night's clerics tend to divide themselves into small sects, which conceal their knowledge and rites from one another as a matter of course. The Hidden Sisters go veiled at all times, in honor of their goddess, though she has never commanded this of them; while the Crones of Blackblood patrol the northern shores of the South, ever watchful for an invasion by the Thrall Lords' servants; and the Walkers in Shadow tend the graves of the Old Holds, keeping safe the secrets of the dead. These groups deal with one another when and as they must, but they jealously guard their lore from one another, as Velluna-Akka would have them do.

The Crone's priests often work as members of professions, which require greater education, wisdom, or emotional fortitude than the average person might have. They are scholars and skilled crafters, putting their specialized knowledge to good use. They double as the village herbalist, the midwife, the tender of the plague-ridden, and the arbiter in matters of occult significance. Velluna-Akka's clerics are unafraid to get their hands dirty, whether literally or figuratively, doing what needs to be done in order to see that goodness thrives and decent folk can live in such safety as the gods allow. Sometimes, that means figuring out what's fouling the water in the town well; at other times, it involves creasing the local robber baron's throat with a sharpened sickle.

The Wyrd Domain

As Velluna-Akka weaves the skeins of fate from the Well of Wyrd, webs spin across the realms and forge the destiny of every hero in Midgard and beyond. Some servants of the Great Weaver learn to manipulate their fate, and the fates of those around them. Most of these servants are found among the aryandai, where they are known as Moon Weavers. But many races worship Velluna-Akka, and the goddess grants her blessings to any that she finds worthy. Eastern clerics and inquisitors who master the Ways of Wyrd often refer to themselves as Wyrdsmiths, and are considered strange and aloof by their countrymen, possessed of uncanny intuitions and a grimly certain belief in destiny.

Granted Powers Your worship allows you to manipulate the Weave of Wyrd to aid your friends and dismay your enemies. It also grants you an insight into the natural world that many lack. You always treat Knowledge (nature) as a class skill.

Touch of Wyrd (Su) You gather the threads of fate in your hand, strengthening an ally's connection to their heroic destiny. You can touch a creature as a standard action to give it a bonus on its next attack roll, skill check, or saving throw. The bonus is equal to the number of wyrd points that the target currently possesses (minimum 1). You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

Holy Texts

Although Velluna-Akka's priesthood studies *The Grand Galdr*, it holds *The Rites of Runa* and *The Way of Wyrd* above all other texts. The priesthood teaches that these two texts, when studied in unison, reveal some of Velluna-Akka's many secrets. Those with an interest in fully understanding Wyrd also study *The Three Sisters*, a book on the nature of the Nornir.

Core Aphorism

I am the mystery.

Alone among the *Æssinyr*, Velluna-Akka offers words that give no direction to her worshipers. They speak instead to the nature of the goddess, herself. Religious scholars loyal to the Crone have debated the significance of this for centuries, never reaching any clear consensus on the matter. Some believe that Velluna-Akka has set forth a challenge to her chosen, that they must aspire to know her and so gain an understanding of the grand mystery of the Great Tree, the *Æssinyr*, and all else. Others believe that the aphorism is a deliberate obfuscation, and that Velluna-Akka has no directive for her people—that it is entirely up to them to find their own way in Midgard, and to discover the truths that are personally meaningful to them. Still others believe that the words are, in actuality, meant to be spoken by the faithful, rather than being assumed as an utterance of Velluna-Akka, herself, and that each is supposed to embody the goddess' mystery.

No matter what an individual's interpretation of Velluna-Akka's favored words, however, worshipers are still left to determine what "the mystery" entails. Is it a forever-ineffable secret? Is it a riddle that can be solved? Is it within the individual or without? Ask a dozen devotees of the Crone, and one is apt to get a score of different answers in reply. Perhaps the greatest value of the words is as an intellectual exercise for the faithful, inviting them to analyze their own beliefs about the Queen of the Moon, and to wonder what plans, if any, she has for them. Conversely, believers often discuss Velluna-Akka's aphorism, and another worshiper's interpretation of it says a great deal about what that person thinks, believes, and values.

The Nornir—*The Three Sisters of Wyrd*

Other Titles: The Wyrd Sisters, The Carvers of Fate, The Norns
Alignment: LN
Domains: Glory, Knowledge, Law, Luck, Magic, Protection, Revelation
Favored Weapons: Dagger

The Nornir, who are sometimes known as the Wyrd Sisters, are powerful Dís who assist Velluna-Akka in weaving the fate of those who walk the Great Tree. These three sisters are Urðr (She Who Is Established),Verðandi (She Who Is Becoming) and Skuld (The Lady of That Which Should Be). The three are said to stand watch over the Well of Wyrd and, as men and women are born, cast a bucket deep into it, drawing what up into which they cast their, divining the fates of every person. With each person's fate in hand, these three sisters carve it into the bark of Yggdrasil, where it remains fixed—at least until those with the will and the vision to change it elect to do so. While the three sisters are sometimes seen as daunting figures of inescapable destiny—and they are, to some extent, just that—they are truly servants of the Great Tree.

Where Velluna-Akka tends to the souls of the dead, making them ready for their lives in the great realms beyond, the Nornir stand guard over the fates of both the living and the dead, ensuring that all find their way in the end. Moreover, they stand guard at the foot of the Great Tree, ensuring that none are erased from its bark and unwoven from fate. As would be expected, the Three Sisters have

The Wyrd Domain (cont'd)

Cut the Web (Su) At 8th level once each day you can rip a single target from the Web of Wyrd. Invoking Velluna-Akka's wrath, you sever their connection to destiny with a grasping, ripping motion. Each time the target rolls a d20, they must roll twice and use the worse result. This effect lasts for a number of rounds equal to the number of wyrd points you currently possess. A successful Will save with a DC of 10 + ½ your cleric level + your Wisdom modifier halves this duration.

Domain Spells 1st—*true strike*, 2nd—*heroic fortune*[APG], 3rd—*threefold aspect*[APG], 4th—*ghost web*, 5th—*webjaunt*, 6th—*shadow walk*, 7th—*greater webjaunt*, 8th—*trap the soul*, 9th—*foresight*

long set their gaze on Neinferth, the Great Void, watching for any of the dark creatures that call that realm home. When not aiding the *Æssinyr* or drawing up the fate of men, the Nornir study the Great Tree itself, seeking to better understand that which is their very genesis.

The Church

The Nornir are all but ignored in the North, as are most of the *Æssinyr*. Many northerners view the Wyrd Sisters as stagnant, immovable beings, arbiters of a fate they did not choose and refuse to accept. To those who call upon rebellion and fire, the Nornir represent all that is wrong with the civil South, with its established traditions and fixed ideologies.

In the South, the Nornir are better regarded, although they are still often misunderstood. Those who do honor them, however, tend to do so alongside Velluna-Akka. In fact, many of her temples set aside a special place for the Nornir, even if only a small shrine. When the faithful do build their own shrines, they often carve them directly into the sides of ash trees, with a simple set of runes arching overhead. There are a few groups dedicated to honoring the Nornir, although these groups are far and few between. Among those who actively take up worshipping the Nornir, many do so hoping to understand how wyrd works, how they can control their destinies, and what role they play in the larger scale of things. As a result of this focus, these groups tend to be short lived.

The Priesthood

The Wyrd Sisters do not have an established priesthood, although a few groups have arisen in the past. Chief among these groups is The Children of Wyrd, a roaming company of oracles who claim to be able to cast their gazes directly into the Well of Wyrd. Although they claim that this gift comes directly from the Nornir, some members of other priesthoods—especially the Hidden Sisters—question this claim. Those who question them often do so in secret, however, as questioning those who watch the weave of one's fate is often considered an unlucky endeavor. Regardless of the truth behind the source of this ability, the Children of Wyrd are renowned oracles and many of their divinations have been proven true, especially over the last few decades.

Those who do pray to the Nornir find their prayers are often answered in strange, sometimes unexpected ways. While this is expected among more seasoned priests, it can be a bane for those newly anointed, since such strangeness is not something they are accustomed to. Likewise, the Nornir's clerics often present themselves in cryptic and odd ways, frequently answering questions with more questions—as the saying goes, "getting a straight answer from a priest of wyrd is like asking a snake to never bend."

Holy Texts

Those who follow the Nornir study *The Three Sisters*, a book on their nature. Others study *The Grand Galdr* and *The Way of Wyrd*. While the former is a fairly standard treatise on the Old Gods and their beloved heroes, the latter focuses almost exclusively on understanding the very nature of destiny and fate.

Core Aphorism

We gaze, we carve.

There is still much debate on just what role those who worship the Nornir fill, both in society and in the larger, more universal approach to Yggdrasil and the events fated to befall it. While some have suggested that the clerics of the Nornir are little more than passive watchers, wandering the Great Tree as their sacred mouthpieces, some have argued that these individuals are actually the Nornir's mortal agents. These individuals believe that with the start of the Ragnarök Clock, the very nature of fate has changed and the Wyrd Sisters, suddenly blind to the true fate of gods and men, have turned to mortals to help uncover that, which should become. If this is, indeed, true, then their commandment to gaze and carve is, indeed, as strange as it is important. Still, those who worship the Nornir do just that and nearly all of them are pedantic when it comes to recording events, be those births, deaths, or great battles.

For those willing to take up the Way of Wyrd, the very nature of their core ideology becomes something special, something that reminds them that so much of what is known is often mistaken, and as people are fond of saying, our vision of the past is always much clearer than that of the future. Still, men and women find themselves compelled to understand what feeds the Great Tree and, with even bigger questions in hand, many seek out the Wyrd Sisters. Or, as some of the Nornir's clergy occasionally—if cheekily—suggest, are fated to serve. Ultimately, what the Wyrd Sisters want from their followers remains a mystery to most, especially to those outside of their small flock.

The Thrall Lords

Reigning over every dark, horrid, murderous impulse, the Thrall Lords are the ghastly inversion of the *Æssinyr*, turning the hearts of mortals to wickedness and cruelty. Where the *Æssinyr* embody all that is best in the peoples of Midgard and inspire their worshipers to strive for honor and righteousness in their deeds, the Thrall Lords seek to heap ruin upon the just and the pure, admonishing the faithful to indulge their basest desires at the expense of all that lives. They are, in a very real sense, sin given independent will and self-knowledge, and the desire to spread their influence to every branch of the Great Tree, and so blight the whole with the horrors

that they have experienced, and which they have become. All of their desires are fulfilled only at great and terrible cost, and one that they mean to see paid by Midgard and its peoples.

The Thrall Lords are the rebellious children of the *Æssinyr*, demigods who wandered into the bleak depths of Neinferth and returned from their journey as dark and twisted reflections of divinity. None can say if it was the very nature of the Void that so changed them, or if it merely cultivated an evil that was already slumbering within—the answers to such questions (if they are known, at all) are known only to the gods, themselves. Unlike their parents, the *Æssinyr*, the Thrall Lords do not put much stock in cooperation for mutual benefit. In the end, each believes that he or she, alone, is fit to define the shape of the world to come, once the cataclysmic battles of Ragnarök have wreaked their havoc up and down the entirety of the Great Tree. While these dark gods will work together when they must, such alliances are only ever grudging, and they almost inevitably end with treachery on the part of one, the other, or both. Despite (or, perhaps, perversely because of) this penchant for abject selfishness, though, the deeds of the Thrall Lords' various servants throughout Midgard and beyond nevertheless end up meshing together in a surprisingly efficient tapestry of horrors, with the pursuits of each and all inadvertently building in terrible ways upon those of their peers in atrocity. In the end, though, who can say whether this is according to the designs of the Thrall Lords, or simply the will of fate?

While it is their place of origin—in their current forms, anyway—Neinferth is not the only realm in which the Thrall Lords walk. Certainly, it is Felashurann's primary hunting ground, and the "world" he claims for himself, but his siblings have each carved out places of their own amongst the roots and branches of the Great Tree. In Nachtland, a shadowy mirror of Midgard, Dark Leighhanna presides over her Black Court, draping her realm in ruin and decay. Grimhæm is the abode of Felhorath, where all is fire, destruction, and ceaseless brutality of every sort, to the delight of the master of the realm. In the vast grave-world of Thodheim, D'Iessha reigns, having usurped the repose of the dead from her forebears, to serve instead as a place where the shades of the departed exist solely for her horrid amusement. Lastly, Mhamnoch lay entombed in the endless ice of Niflæheim, dreaming endlessly of Ragnarök, stirring fitfully in his long slumber, and awaiting his appointed hour to rise and so usher in the the ending of all things.

The Thrall Lords in the North

Worshippers of the Thrall Lords are free to express their abhorrent faiths in the Fel Lands, far from the constraints (and "weakness") of civilization. In the North, temples to the Thrall Lords rise from spires of barren rock and out of the ice, edifices barbed and jagged and terrible, like the mailed fists of giants, reaching up to strangle the sun. Indeed, the North is a microcosm of the Great Tree as it would be under the rule of the Thrall Lords, reduced to its most basic elements of wanton savagery, and nature in its cruelest splendor—a cosmos in which there is no place for hope, honor, mercy, or justice. The Thrall Lords' servants in the North believe that the merciless environment in which they dwell makes them strong… but it is to be noted that these are the opinions of cannibal madmen and howling marauders who drape themselves in the tanned skins of their victims, so their judgment (in this matter and in all matters) is certainly suspect.

Rites of the North

The North is a dark, foreboding place filled with barbaric and vulgar practices, many of which would still the heart of the noble people of the South. Still, many of the barbarian tribes keep their own traditions and practices, rites that are said to

Journey into Darkness

What motivated the children of the *Æssinyr* to abandon the comparative safety of the Great Tree to wander away from its light and into the malignant darkness of the Void? Some theologians believe that it was simply a rapacious and ambitious nature that drove them from the loving presence of their progenitors and into shadow. Given what they have become, this explanation is popular with many who dare to contemplate the question. Some, however, say that it was merely curiosity that inspired them to walk away from all that they had known, in search of the unknown. After all, it may have been that other worlds—even other Great Trees—lay beyond the darkness. Perhaps the most tragic alternative is that the demigods who became the Thrall Lords ventured forth in a spirit of honor and adventure, attempting to drive back the shadow of the Void in the name of their parents, so that the Great Tree might grow forever taller and stronger, spreading out its branches in ever-increasing grandeur, and that they were simply overwhelmed by sinister forces beyond even the ken of the gods, transformed thereby in terror and agony into nightmares of divinity.

Of course, while all save the devoted slaves of the Thrall Lords discounts this last explanation, a final possibility exists. Some of the lunatic prophets of the North claim that the *Æssinyr*, jealous and fearful of their own children, drove them away from the shelter of the Great Tree, hoping that their progeny would perish in the outer darkness of Neinferth, and so be unable ever to grow in power and later come to challenge their parents for supremacy. In this manner, these servants of the Thrall Lords claim, the *Æssinyr*, themselves, sowed the seeds of Ragnarök, unwittingly ensuring that their sons and daughters would come into their own and attain true godhood in their own right, embracing a deeper, more powerful truth than those frail ideologies embraced by the coward gods who birthed them unto the cosmos.

The reality will almost certainly remain forever unknown…

honor the Thrall Lords, install fear in their foes, and openly display their power of those who would defy them. Some of the rites include the following:

The Blood Rites

In the North, priests and clerics of the Thrall Lords openly worship their dark masters in countless, horrible ways, many of which result in dark, vulgar rites no sane person would dare participate in. While the nature of these dark rites is often secret, they almost always result in the sacrifice of innocent, sentient men and women, especially those slaves taken from the South. Worse, most of these rites are tied to the practice of blood magic, which the northern barbarians and blood skalds use to power their war against the South.

The Night Hunt

The people of the North respect only strength, whether violent and brutal or silent and cunning. In keeping with their dark desires, at the beginning of each spring, when the hoarfrost begins to melt, the tribes gather to welcome their youngest tribe members into their fold, forcing all out into the night on a great hunt. The warriors of the tribes then go seek them out, culling the weakest and slowest from their numbers, until only the strongest of the tribes remain. Those who survive this terrible ordeal are thrice blessed with the rage, cut and bound to ensure that only the most potent variant of rage fever runs through their veins.

The Slave Raids

The art of raiding is still wildly practiced in the North, far more than among those who call the South home. These raids are practiced almost religiously, with fires lit to the Thrall Lords before the barbarian tribes move south; raiding any of the coastal lands their bone-gilded ships can reach. To those who set out on such raids, these raids are sacred; a show of the strength of the Thrall Lords to any who would dare live free of their domination. These raids are always total and complete, and each barbarian knows that every man, woman, and child must be taken or put to the axe—none are to whisper of what they've seen when their ships depart.

The Boundless Devouring

Arguably the darkest of northern rites, the Boundless Devouring is a terrible, cannibalistic feast that takes place once a year, when the moon is dark and the summer's warmth is at its height. Sacred to D'Iessha and her followers, all those in the North are commanded to practice this rite, wherein the elders of the tribes—either because they are too old or too feeble to raid the South—are put down like dogs. The strongest members of these tribes, many of which believe that their cannibalistic acts will make them stronger, consume the dead.

The Thrall Lords in the South

Those who would dare to venerate the Thrall Lords in the South must take care to conceal their beliefs, lest their neighbors—quite rightly—turn upon them and destroy them. For the most part, cults to the Thrall Lords in southern lands must be small and well-hidden, though these range from isolated families living in the hinterlands, to cults in the underbelly of great cities, to noble cliques seeking even greater power through the intercession of the darkest of gods. For the most part, these worshipers build no temples and gather only in small numbers, lest they invite the gaze (and the wrath) of the *Æssinyr*'s faithful to fall upon them.

Southern Cults

Although no one knows how many cults actually exist in and around the City-States of Vallinar, the good men and women of the Order of the Thorn have been actively cataloguing all those they uncover, keeping careful records of who joined, who recruited them, and where they operate. Their inquisition in the South is a slow one, but the order has proudly identified several cults, including the following: The Brotherhood of the Wraith, the Order of the Black Word, The Keepers of *The Galdrasvid*, and The Servants of House Scræ.

Dark Leighhanna—*Mistress of the Grave*

Other Titles: Lady of Vultures, Queen of the Ashen Winds
Alignment: NE
Domains: Air, Animal, Death, Evil, Magic
Favored Weapons: Scythe

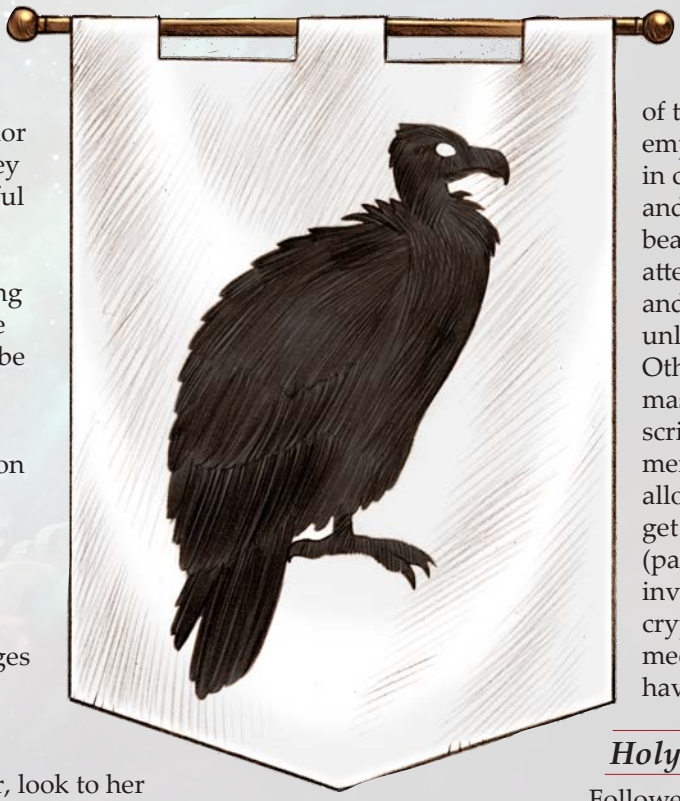
Dark Leighhanna rules over the horrific expanses of Nachtland, dark mirror to Midgard. She counts many in the North among her worshippers, and even the very mention of her name is forbidden among the ælves, lest her dread eye fall upon their kind and draw her boundless hunger for their immortality. Her creed is simple, and, so, too, are many of her faithful, delighting in the infliction of death for its own sake. Still, there are those of subtler sensibilities, who grasp, perhaps, something of the deeper mysteries of their grim and cruel goddess. In the end, though, she spares none of them, for it is not in her to be merciful. Death can show neither pity nor favor, thus such sentiments are likewise alien to the Mistress of the Grave.

Those sages bold (or mad) enough to seek the origins of the Lady of Vultures surmise that she was daughter to Velluna-Akka, a powerful demigod of magic in her own right, and that her duty was once to ferry the souls of mortals onward from life when their time on Midgard was done. Of all of the Thrall Lords, Neinferth may have twisted Dark Leighhanna most of all, though, and she now desires only to bring death without reward or peace. The very existence of life galls her and pains her, and she has come

to stand for an ending without renewal—a never-ending corruption of dead flesh that turns all graves to dust and chokes the very land with decay, rather than perpetuating the healthy and natural cycles of life and growth. The Mistress of the Grave will not rest until the Great Tree, itself, lay blasted and withered, dead down to every patch of bark and unto its last blighted leaf.

The Church

All of the peoples of the North know the temples of Dark Leighhanna for what they are. On a continent battered by savage elements and even more savage folk, still nowhere else on all of Midgard is so desolate and lifeless as ground consecrated to the Lady of Vultures. Even the things that feast on death cannot grow there; so absolute is the depletion of all that is vital and vigorous in the land. Worshipers cloak themselves in tattered grave shrouds and paint their faces with the ashes of the dead, creating jewelry, weapons, and even armor out of bleached bones. When they gather, their hymns are a dreadful keening, a wail that shivers the soul of even the bravest warrior, punctuated by long and terrifying silences, so still that not even the faintest stirring of breath might be heard.



In the civilized lands of the South, Dark Leighhanna's religion often turns to her aspect as a goddess of magic, rather than her more barbarous proclivities, and her cultists are often people of erudition and intellect, as opposed to the rampaging savages most people think of when they consider the willing slaves of the Thrall Lords. Some of her southerner worshipers, however, look to her as a goddess who can give them life beyond death, forestalling the great bane of mortality. While this state of affairs does not necessarily sit well with the Mistress of the Grave, the benefits she reaps in converts is well worth the ideological sacrifice of allowing some few of her faithful the selfish indulgence of undead existence for a few centuries. For every one who learns the secrets of lichdom or vampirism, for instance, scores or even hundreds look to the example of the few and believe, in vain, that they, too, might know such power.

The Priesthood

Clerics of Dark Leighhanna in the North are easily identified. Draped in the dry bones and tattered skins of the dead, they take on the aspect of abominations against life. With eyes sunken deep into shadowy sockets, bloodless lips dry and cracked unto bleeding, and pallid hollow cheeks, they speak for the Queen of the Ashen Winds with voices that seem to echo from out of some deep pit into which the rotting dead of all the ages of Midgard have been cast in neither mercy nor malice. Cold and dispassionate, these priests act with the patient confidence of those who know that their mistress' will and ascendancy are inevitable, as death comes for all things, in time. To their flocks, they are objects of awe and fear, closer to the Mistress of the Grave than any other living things in all the Nine Worlds.

In the South, those ordained into the service of Dark Leighhanna must tread rather more carefully in the matter of their allegiance. They often find employ in vocations that put them in contact with death, the dying, and the dead, as well as carrion beasts—gravediggers, rat-catchers, attendants to the mortally ill, and healers whose patients are unlikely to recover, for example. Others look to their goddess' mastery of magic and become scribes, genealogists, historians, or members of other professions that allow them to use their erudition to get close to works of arcane power (particularly, those which might involve delving down among the crypts of the dead, or otherwise meddling in the rest of those who have passed on).

Holy Texts

Followers of Dark Leighhanna study both *The Black Galdr*, as well as *The Broken Book of Bonds*. Additionally, many of her oracles carry copies of *The Grave Galdr*, a text said to list those who the goddess has deemed enemies of the faith.

Core Aphorism

All embrace death.

The words are simple enough, and they speak to a truth as old and as primal as the World Tree, itself. Dark Leighhanna exists because she must, because death is a part of life and all men must come to know her affections, in time. Only the deathless ælves give lie to her motto, and

perhaps that is why she despises them so, beings filled with life who forever spurn her generous gift. In the end, even the other Thrall Lords regard her with varying measures of disdain and trepidation, for she exempts nothing—no man, no beast, and no god—from the awful reality of her words… not even herself. And a god that fears not death is a terrifying force, indeed.

In a certain perverse sense, Dark Leighhanna may actually be the most compassionate of the Thrall Lords, for she truly does, on some fundamental level, believe that death is a blessing and an honor, and one that she shares willingly with everyone and everything, bestowed equally to all without concern for wealth or station, nation or creed. To her, life is an interminable thing of perpetual tribulation and torment, to which death is a sweet balm, and it is not within her nature to truly grasp why it is that all of the other beings dwelling across the length and breadth of the Great Tree are so eager to deny the gift of peace that she freely offers. Being herself without any fear of the eventuality of her own destruction, she fails to understand how it is that any creature can look with such terror upon that which will and must be—for the mightiest king, just as surely as for the lowliest beggar, and for each of the Thrall Lords and the *Æssinyr*, just as for the smallest insect or blade of grass.

D'Iessha—*Queen of the Feast*

Other Titles: The Cursed Queen, the Red Lady of Haverghast
Alignment: CE
Domains: Cannibalism, Chaos, Darkness, Destruction, Madness
Favored Weapons: Whip

The giantess who feeds upon her foes without mercy, supping upon their strength and their knowledge in the gnashing of teeth, D'Iessha is a figure of awe and terror. Even many of her worshipers despise her, bowing down more from fear than respect, knowing that the best they can hope for is to be among the last of those devoured when Midgard is all but picked clean of every last scrap of flesh and sliver of bone. Thodheim is her larder, where she stores the spoils of her rapine and plunder, only to unearth and devour the occasional lost soul in her ceaseless wanderings. Most of the very few scholars who have been so bold as to inquire into D'Iessha's beginnings say that, at the dawn of Midgard, she was a demigod of the predators who cull the weak, the sick, and the injured from the herd, ensuring the strength of the whole.

The infinite emptiness of Neinferth crawled inside D'Iessha and left the Cursed Queen with a hunger that could never be sated. It crept into her mind and drove her mad, transforming her into a horror that lashes out in lunatic fury at all the branches of the Great Tree, tearing apart all that falls within reach with fang and claw in the desperate and now long-forgotten hope of being, at long last, filled and whole, once more. Ultimately, she is perhaps the most pitiable of the Thrall Lords, for, even if her and her forces she achieve victory at the end of Ragnarök, the insanity and all-consuming hunger that drives her would compel her consume her faithful without mercy or compunction and, then, eventually, to turn her devouring maw upon herself, gnawing away until nothing save a wretched mockery of divinity remains.

The Church

Among the peoples of the North, D'Iessha is the Queen of the Feast, and she is honored with cannibalistic rituals fit to turn the stomach of even the most callous and jaded of folk. Her worshipers survive the long winters by fattening themselves upon the flesh of their enemies—whether the slain, or those kept in relatively good health to contemplate the horror of their situation as they are gradually eaten alive, even as the mad laughter of D'Iessha's faithful resounds in their ears. Those among the northerners who still have the good sense to feel fear when necessary flee in terror at the sight of a rampaging horde of the Cursed Queen's chosen, their faces streaked with blood, raw flesh hanging in ragged strips from their teeth, and their hands clutching weapons meant to rend and tear with reckless abandon.

In the South, cults to D'Iessha are few and far between, indeed. She has little to offer to most civilized folk, for her gifts are far better suited to the naked savagery of the North. Still, some do dare to invoke the favor of the Cursed Queen, eager to feed upon the lands and holdings of their neighbors, to gain all that is of worth to them, and to grow ever more powerful thereby. Haverghast is the center of D'Iessha's worship in the South, where she is known as the Red Lady, though even the most devout of the faithful invoke her name more to placate her than to draw her

attention, for she cannot be trusted to spare even those who kneel before her altars. Still, the Queen of the Feast's fury can be directed toward her supplicants' enemies, and that is enough for most of them.

The Priesthood

The insanity of D'Iessha's priests from North to South really seems to vary only by degrees. In the North, no civilized conventions exist to rein in the anthropophagic brutality of the clergy, who demand that feasts of the living and the dead be set before them by the laity, so that the spirit of the Cursed Queen might inhabit their bodies and, through them, have meat to ease the barest fraction of her immeasurable hunger, even if only just for a moment. Those worshipers who consistently fail to provide repast for the ranking holy man inevitably end up—whether in whole or just in part—upon his board, because all must offer up flesh to D'Iessha, and those who cannot take a sacrifice for her must instead become the sacrifice.

Southern priests of the Queen of the Feast are also expected to partake of their goddess' blasphemous sacrament, though they are permitted (and, in most cases, expected) to be subtler and more circumspect about doing so. It is not uncommon for such clergy to be butchers, undertakers, executioners, and even healers—for, who has more cause to cut away flesh from the living than the one who must wield the surgeon's knife, and who can say what becomes of those sawed-off limbs and diseased tissues when the work is done? Still others devour their neighbors in less literal ways—as merchant-princes, tax collectors, and landed gentry—becoming wealthy and powerful enough that they can sup upon forbidden meat, now and again, without arousing undue suspicion, for gold can buy silence and discretion, and wise cutthroats know to ask no questions when a nobleman commands them to deliver to him his enemy's corpse.

Holy Texts

D'Iessha's clerics hold *The Tome of The Final Feast* sacred above all others. Part anatomy manual, part prayer book; this text represents the collective understanding of those who follow the Red Goddess, enact her will, and carry out her dark rituals. Many of her priests also study *The Broken Book of Bonds*.

Core Aphorism

Consume the weak.

In nature, the strong feast and the weak are devoured. This primal wisdom is the core of D'Iessha's faith, through which she admonishes believers to destroy all those unable to resist them, and to feast upon them for sustenance and power. In the Fel Lands, this typically means literal acts of cannibalism, while the more cautious of her faithful found in the South tend to apply their goddess' words in a subtler and more symbolic sense, taking what they can from others without pity or remorse. To D'Iessha, this is the only purpose to which the weak exist, for every creature—no matter how great or small—must feed, and it is the lot of the feeble to fall before the jaws of the mighty. For her, the idea that the weak should ever be shown any mercy by the strong is a perversion of nature's holiest and most basic law.

This also means that D'Iessha's worshipers must never permit anything of theirs to be taken by those who are weaker than themselves, for doing so shows them to be unworthy in the eyes of the Queen of the Feast, and she has but one use for the frail. Indeed, even surviving in defeat is an affront, for those among the faithful who are spared death in combat show themselves to be little better than cattle, and they must go forth in all haste to reclaim their standing before their goddess, lest her priests learn of their failure even to die in her name. Should the clergy call such fallen souls before them, they are certain to receive an "audience" with D'Iessha, and the priests will take great pains to ensure that they are alive when the meeting begins… and for as long as possible throughout their sacred communion with her.

Felashurann—*The Wraith King*

Other Titles: The Fire Lord, Son of the Void, the Dark Flame, the Black Forge
Alignment: CE
Domains: Chaos, Destruction, Evil, Fire, War
Favored Weapons: Mace

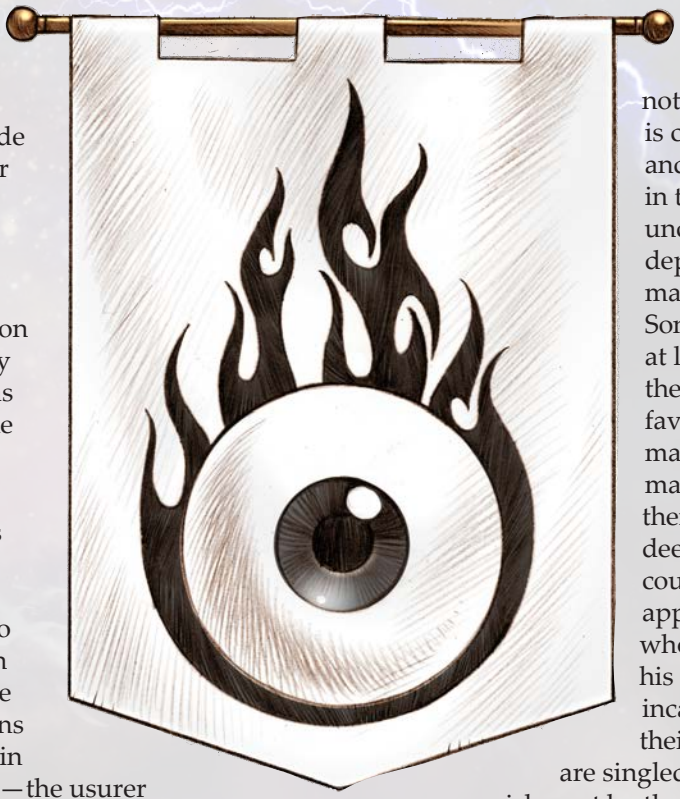
Dread hunter of the endless emptiness of Neinferth, Felashurann is perhaps the most overtly predatory of the Thrall Lords. He preys on bodies and souls, forever stalking the lightless expanses beyond the Great Tree. Fueled by the spirits of those he destroys, he lights his own black fire amidst the shadows, a flame that illuminates the trackless paths of the illimitable Void only for himself, and which scourges all others who presume to intrude upon Felashurann's chosen domain with pain and destruction. Those who delve deeply into mysteries better left unexplored believe that he was once a divine patron of the rewards of hard work, his nature twisted by the unfathomable awfulness of Neinferth to transform his love of honest labor into an all-consuming desire to place the chattel's heavy yoke of servitude upon every other soul residing across the expanses of the Great Tree.

The Wraith King brings suffering without surcease, gleefully enslaving all who lack the strength to resist his power. He denies his victims even the mercy of an honorable death, damning them to a lifetime of ignominious subjugation. Should he have his way, Felashurann would happily weld unbreakable collars

around the throats of the very *Æssinyr*, themselves, if only to glorify himself while he works his forebears to death in conditions too terrible for even the gods to endure. Such is his grandeur of his hatred that he must beat down his foes until they despise themselves—just anyone can break bodies; Felashurann delights most of all in breaking the mind and the spirit, such that his slaves can no longer muster even the desire to be free.

The Church

In the savage North, the hymns of Felashurann's worship are heard in the crack of the whip and in the dying groans of those pushed beyond the limits of their strength. Slaves of the faithful toil day and night to raise ghastly monuments to the Son of the Void. They break their backs quarrying and hauling stone, and, under the watchful gaze of their masters, they work at every manner of degrading drudgery, and they are even made to forge the very arms and armor that are used to subjugate them. The faithful work their slaves to death or reward them with privileges, as the fancy strikes them—there is no rhyme or reason to the life of a slave, who can rely upon only a single axiom: that, as he lives in chains, so, too, shall he die in chains.



Few dare to worship Felashurann in the South, for his faith is simply too savage and hateful to easily coexist with the virtues of civilization. Those who do look to him tend to see him in guises less inimical to life outside of the Fel Lands. Their professions enable them to subjugate others in more "socially acceptable" ways—the usurer who strings along his clients, burying them under never-ending debt; the thuggish captain of the guard who cows both her subordinates and the citizenry through physical brutality and intimidation. These are the kind of people in the South who are drawn to the Wraith King's vile creed. Slaves need not necessarily wear manacles and chains in order to become broken to the leash.

The Priesthood

The Wraith King's clergy exist within a pecking order, which is ever changing. Each priest aspires to power enough to stand preeminent over his peers, and it is the opinion of Felashurann that this endless competition for his favor breeds excellence among the faithful. What better way for the Dark Flame's priests to prove their loyalty than for them to crush and debase one another in their god's name, so that each should know, beyond a shadow of a doubt, where he stands amongst his fellows; who is above him, and who is beneath him. Likewise, this ethic extends from the clergy to Felashurann's laity, who brutalize and oppress one another as they may, such that each rises to the level afforded him by his power, his treachery, his ruthlessness, and his will to dominate. This is the case in both North and South, alike.

It is the accepted practice in Felashurann's perverse faith that the highest-ranking priest within any given gathering holds the power of life and death over his lessers. He may command them as he sees fit, to any ends, which he desires—but only so long as he has the power to enforce his will upon them. The dynamics of power can (and do) change at a moment's notice, as the tyrant of the hour is cast down by a new overlord, and those who were once high in the Wraith King's sight are unceremoniously plunged into the depths of disgrace and despair. No matter what, though, priests of the Son of the Void always (officially, at least) outrank those who lack their otherworldly master's divine favor. In Felashurann's service, many laws may be ignored and many conventions turned upon their heads, but those who are deep within the Wraith King's counsel must always at least appear to be in command of those who are not blessed to know his touch. Clergy who prove incapable of consistently asserting their dominance over the laity are singled out for especially horrific punishment by their peers, and it is said that Felashurann, himself, takes a personal interest in some few of these wretched failures.

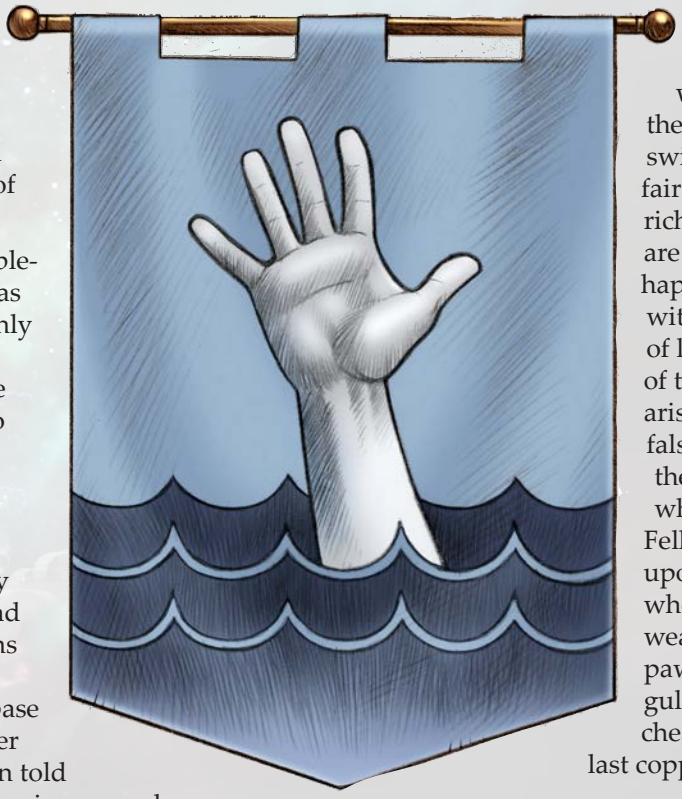
Holy Texts

Felashurann's followers, more than any others who worship the Thrall Lords, hold *The Broken Book of Bonds* sacred. This tome lists how best to take, keep, and punish slaves. Most of Felashurann's followers also study *The Nine Tests of Neinferth*, a text said to describe the very nature of Neinferth, the Great Void, as well as those rites required to gain access to this forbidden place.

Core Aphorism

Make the slaves serve.

To Felashurann, every being's world is divided between those whom one is strong enough to subjugate, and those whom one is not yet strong enough to subjugate. In the Fire Lord's eyes, the natural state of the cosmos is for those with power to enslave those without, subjecting them to any cruelty or indignity desired. In truth, the purpose of the weak is nothing more than to suffer for the benefit (and the delight) of the mighty. Those who will not serve must have both will and body broken, until they either submit meekly or else die as a terrible example of the price of defiance. Felashurann particularly celebrates the enslavement of enemies, as an act of revenge against those who have committed offenses against one's pride. To the Son of the Void, forgiveness is as useless and as pathetic as mercy—only those with the will necessary to treat their foes with merciless cruelty are deserving of life and joy.



This tenet, however, is a double-edged sword, and it also serves as an admonition to the faithful. Only those who can compel servitude are worthy of it. The Dark Flame does not command his chosen to let the slaves serve, after all, but to make them do so. Those who lack the power—in whatever form it manifests—to subjugate others show that they are fit only to become slaves, themselves, and Felashurann makes no exceptions for his worshipers. Indeed, the Wraith King holds those who abase themselves before him to a higher standard, still, for they have been told the most important secret of the universe, and now have only to show their quality and crush every other living soul into the dirt, in the name of their dread god and for his greater glory.

Felhorath—*Cursed One of the Deep*

Other Titles: Son of Deceit, the Wicked Storm, the Black Sun
Alignment: CE
Domains: Death, Chaos, Trickery, Water, Weather
Favored Weapons: Dagger

Embodying the horror of a drowning death, Felhorath revels in the fear of mortals. Likewise, lies and treachery are his meat and his mead, and he takes a certain perverse pleasure in ruling over the world of Grimhæm, forever alight with the fires of destruction, even as he, himself, rises from the crushing depths of the sea in wretched splendor. Deception, contradiction, paradox; these reveal the fundamental ludicrousness of the worlds, and ultimately serve to show that there exists no such thing as truth, at all. And, in a cosmos without truth, nothing has meaning, to Felhorath's endless delight. Once, theologians say, he seems to have been a demigod of the playful beasts of the sea—the otter, the dolphin, and others like them—and also of the fair winds that bring sailors home in safety, but Neinferth flensed the joy from his immortal heart, causing him to find sport in suffering, and the greatest glee in the lies that lead others to their doom.

Felhorath honors two kinds of deception above all others. The first of these is the lie that harms a trusting ally. The agony of the cuckold when his oldest friend puts the horns on him; the miner who swindles his siblings out of their fair shares when they strike a rich vein of gold together—these are the deceptions that inspire happiness in the Black Sun's withered heart. The second sort of lie that gains the approbation of the Son of Deceit is the one that arises seemingly from nowhere, a falsehood that harms those whom the liar does not even know, and who have done him no wrong. Felhorath laughs loud and long upon his throne in Grimhæm when one of his faithful points weary travelers to their doom, pawns worthless dross off on the gullible as a valuable treasure, or cheats a naïve orphan out of her last copper coin.

The Church

Unsurprisingly, Felhorath's temples are well hidden even in the barbarous North, whether concealed in plain sight, painstakingly masked by clever construction, or even veiled through the use of magic. Whenever a congregation grows too large for its church to remain unseen by outsiders, some part of the faithful breaks off and sets out to establish a new shrine elsewhere, so that the Cursed One of the Deep remains invisible to the eyes of his enemies… and of his brothers and sisters. Ceremonies often take place beneath the dark of the new moon, under blankets of rolling fog, or other phenomena that symbolically (and, if at all possible, literally) occlude the proceedings from those outside the temple walls. Of course, the Wicked Storm also accepts

worship offered in the houses of other Thrall Lords, so long as such prayers are secretly uttered in his name, under false pretenses.

Among the Thrall Lords, Felhorath may have the most extensive church in all the South, for his faith is a seductive one, easily given to the subtleties necessary to thrive in civilized lands. His worshipers may denounce him with impunity and hurl terrible oaths upon his name, and still he forgives them, for their lies feed him and he savors the folly of those who believe such base falsehoods. The schemes and stratagems of the faithful are like poetry to him, and he revels in every success that they gain at the expense of the noble, the honorable, and the true. Felhorath especially revels in southern temples which are falsely consecrated in the names of the *Æssinyr*; for as dangerous a gamble as that can be, it serves to show that nothing is so good and true that it cannot be defiled by the works of a skilled and daring deceiver.

The Priesthood

In the North, Felhorath's priests make a habit of concealing their affiliation from even the members of their congregations. Indeed, it is not uncommon for members of the laity to claim membership in the priesthood; particularly, if they believe that they can get something by doing so. The Black Sun not only permits this sort of deception, but he in fact encourages it. The end result is that those who deal with anyone who says that he speaks for the will of Felhorath must wonder if they are in the presence of an ordained cleric, or just a run-of-the-mill liar who wants something from them. The Cursed One of the Deep reasons that any who cannot untangle the morass of deceptions deserves nothing from either him or his faithful.

In the gentler lands of the South, Felhorath's clergy insinuate themselves into positions of trust and influence, gladly aiding those in need and gaining the favor of any who might be useful in the execution of their far-spanning schemes. To all appearances, they are upstanding members of the community, paragons of worthy virtue and true friends, always eager to lend a hand in time of crisis. When possible, they maintain this illusion even through their most harmful deceptions by way of plausible setbacks—arriving just a little too late with an important message, accidentally gathering a poisoned weed that looks almost identical to a medicinal herb, and other such dangerous treacheries that are nevertheless simple enough to write off merely as terribly unfortunate accidents or unforeseeable complications.

Holy Texts

Followers of Felhorath hold tend to study the holy texts of the *Æssinyr*, so to better impersonate their clerics and to lead their followers astray. Some go so far as to change those texts—ever so slightly—which they then reproduce and plant throughout good communities, sowing discord and disharmony whenever possible.

Core Aphorism

Every lie is sacred.

Felhorath admires and exalts the liar, who has the audacity to impose his own word upon the face of Midgard, remaking the world in the eyes of the fools who heed him. In so doing, the deceiver exposes honor for the sham that it is and reveals the only truth worth knowing—that reality is shaped by the cunning of those unafraid to cast off morality for the sake of fulfilling their own desires. At the end, Felhorath's affection for the false will not spare them from his wrath—for even the fondest favor of the Cursed One of the Deep is a base lie—but he smiles to think of them and their schemes, nonetheless. Still, the sting of betrayal that even his most devout worshipers will feel when he turns on them and condemns them to the same bloody and ruinous fate as the rest of Midgard will be entirely worth it.

Those who tell lies without the proper reverence for so holy an act, however, are infidels and enemies of the faith, and they must be punished for their transgressions. By definition, this includes all liars who are not numbered among Felhorath's servants, who alone should reap the ripe fruits of deception. Even the worshipers of the other Thrall Lords are not exempt from this scrutiny, for they have their own traditions and commandments by which they must abide—lies belong solely to the Cursed One of the Deep. Indeed, some of Felhorath's faithful make a tidy living hunting down those who have reneged on their bargains, cheated their customers, or otherwise profited by falsehood. This makes it all the more rewarding when the Black Sun's chosen have an opportunity to drive a dagger into the backs of those who've come to trust them for so diligently bringing oathbreakers to justice.

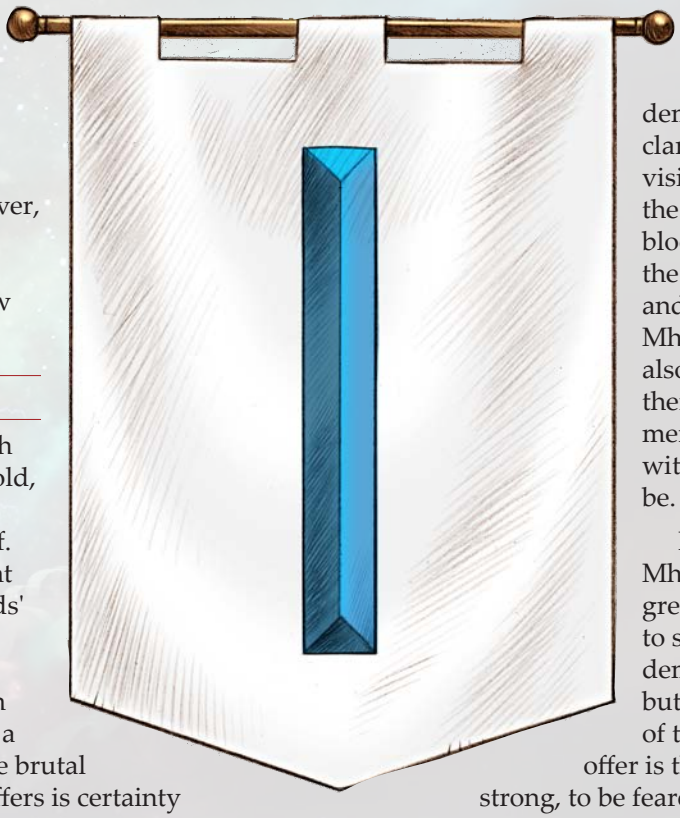
Mhamnoch—*Lord of the Long Winter*

Other Titles: The Sleeping Prince, the Wasting Darkness
Alignment: LE
Domains: Earth, Evil, Knowledge, Law, Rune
Favored Weapons: Spear

Held fast within the long embrace of his frozen slumber, Mhamnoch dreams endlessly of Ragnarök, awaiting the day when he will wake, shatter the walls of his icy tomb, and unleash the Long Winter across the face of Midgard. Alone amongst the Thrall Lords, Mhamnoch devotes but little time and consideration to the matters of the mortal world, looking instead to the great calamity which it is his doom to set in motion. Even his priests find him to be a remote and uncaring master, bestowing spells upon them not with the terrifying touch of divinity, but instead with a sense of callous detachment, as though even the very idea of being worshipped is but an afterthought to him. To the

Lord of the Long Winter, mortal servants are a distasteful necessity, rather than a source of pride—fragile tools to a needful end, and nothing more.

Only-born son of Oridynn and Velluna-Akka, Mhamnoch is truly a prince amongst the gods, and heir to his divine father's mastery of the runes. He desires no part of the *Æssinyr*'s kingdom, though, content to have ruination in place of rule. When all the worlds are cold and dead, frozen to the core and echoing only with the mournful howl of Niflæheim's bitter gales, only then will the Sleeping Prince be content, able to return to his endless dream, drifting off into a slumber from which he shall never wake, and so have peace, at last. Indeed, Mhamnoch's origin may be the most tragic of all of the Thrall Lords, for scholars of the ancient faith say that it was once his destiny to carry away a seedling of the Great Tree when the ages of the Nine Worlds draw to a close, thus renewing the cosmos, and becoming father to a new Great Tree. His time in the Void, however, scoured away all of his hope and compassion, such that he now desires only the end, with no new beginning.



The Church

In the North, Mhamnoch's church consists of men and women as cold, as hard, and as unyielding as the very ice of the Long Winter, itself. They are some of the most patient and thoughtful of the Thrall Lords' servants, looking to him as the Wasting Darkness, whose power will consume all of the worlds, in the end. Mhamnoch's promise is a seductive one to the people of the brutal and savage North, for what he offers is certainty and stability—and, no matter how horrific the form it takes, that is a tempting thing for those dwelling in the barbaric northern lands of Midgard. Even if all hope is a lie, there is something to be said for the comfort of knowing exactly what kind of doom one can expect to suffer at world's end.

Mhamnoch is perhaps the only one of the Thrall Lords whose worship in the South occurs, if not openly, then at least without the veil of absolute secrecy necessary for the faithful of his four deific peers. Many of his faithful in southern lands possess great wealth, power, and influence, venerating him as the Sleeping Prince. These folk believe that his waking shall elevate them far beyond even their present high stations and grant them a grim and terrible vengeance upon all who have wronged them. These deluded fools—save, perhaps, for a scant handful of Mhamnoch's ordained priests in the southerly lands, who (unhappily, for their part) have a better sense of the fate that awaits Midgard—maintain that they are favored by the Sleeping Prince, who will reward them richly for their loyal servitude upon his waking.

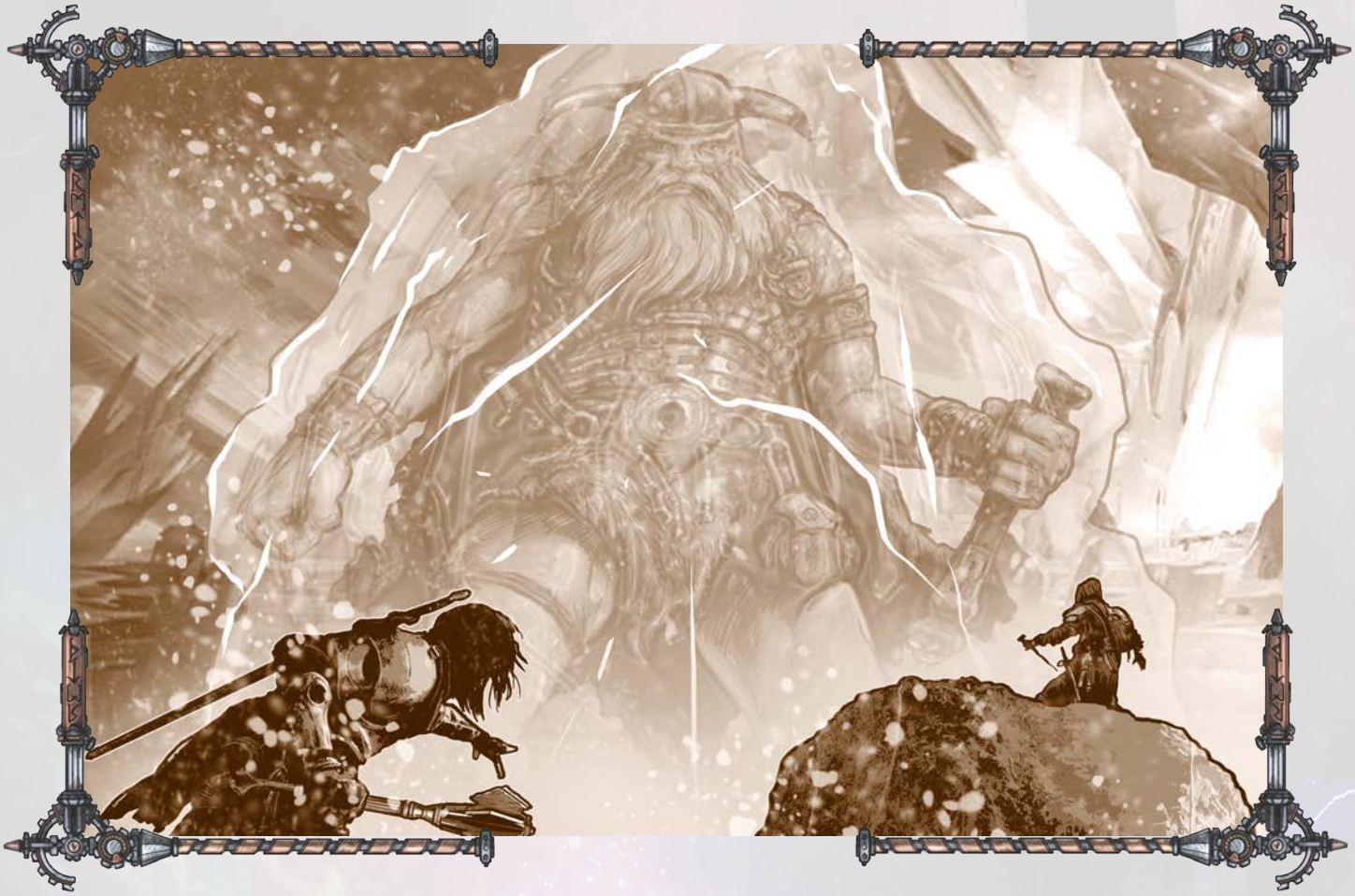
The Priesthood

Priests of Mhamnoch in the North typically defy the stereotype of the ravening madman in the grip of the Thrall Lords' nightmarish power. They often have keen minds and plan for the future. They test themselves and their faithful against the icy wastes in preparation for the Long Winter to presage the coming of Ragnarök. These holy men and women celebrate learning in a land largely given over to animalistic savagery. They speak the runes and demonstrate their power through clarity of thought and keenness of vision, rather than merely through the application of mindless bloodshed. Though, to be sure, the North has no compassion and no place for weaklings, and Mhamnoch's northern priests are also quite capable of dispatching their foes (and disobedient members of their congregations) with horrific violence, when need be.

In the South, priests of Mhamnoch are typically figures of great cunning and charisma, able to sway others not merely with demonstrations of divine power, but also with the compelling force of their arguments. What they offer is the chance for every man to be strong, to be feared and respected, and to have the riches and glory that everyone, deep down, feels that they deserve. These priests appeal to vanity, making the members of their congregations feel special for having weathered the hardships of their lives, as though their individual burdens were much worse—and made them much stronger—than the petty trials endured by others. That the suffering unjustly heaped upon them has led them to the Sleeping Prince merely shows that they are that much wiser and worthier than the rest of the world.

Holy Texts

Followers of Mhamnoch study both *The Black Galdr* and *The Broken Book of Bonds*. Some of Mhamnoch's followers also study *The Rites of Winter*, a steel-bound book containing



a series of rituals said to turn men into powerful winter creatures, and women into powerful Winter Hags.

Core Aphorism

Winter comes. All hail the Winter King!

The entire philosophy of Mhamnoch's faith is predicated upon the inevitability of Ragnarök. It is an unavoidable fate, which will, and must, be suffered by all of Midgard—and, indeed, all of the worlds—commencing at an hour of the Sleeping Prince's choosing. To bow before him is not weakness, but wisdom, and it is a path to strength and domination. Those who embrace Mhamnoch know that one cannot divert the coming storm, and that only those who learn to anticipate its arrival, to harden themselves against the terrors to come, will prove fit to survive in the world that follows. The faithful know that their worship shall be armor against the ice and snow, and, though many of them will perish, the fittest will stand by the Winter King's side, the honor guard of his icy throne, when all is at last said and done.

Mhamnoch's words, alone among the Thrall Lords, are not attributable directly to a god's commandment—the Lord of Long Winter simply doesn't care enough to give orders to his servants in such a manner, let alone to utter so seemly forceful a motto. No, Mhamnoch's words are a directive handed down from the Thrall Lord's priesthood, who aspire to earn the esteem of an eternally distant patron literally incapable of feeling anything toward them, save perhaps for a certain cold, detached disdain. To the best of anyone's knowledge, the Sleeping Prince has never spoken so much as a single word to any of his followers, clergy or otherwise, no matter what manner of entreaty they might make unto him. His ceaseless dream of Ragnarök occupies his thoughts, first and foremost. Let such mortals as wish to do so celebrate the coming of the Long Winter—it will not save them, in the end.

CHAPTER 9

Factions & Fidelities

Like the people of our modern world, the people of Rhune organize around a wide array of ideas. Often times, these ideas shape their lives in meaningful ways, driving groups of otherwise diverse people to act with a singular voice, mobilizing them to accomplish goals as groups that they—as individuals—would be unlikely to achieve. As these ideas (and the people who rally behind them) crystalize, factions naturally form around them.

Factions & Their Missions

In Rhune, factions represent very specific groups of individuals with distinct ideological agendas, many of which are tied to how they view their roles as participants in Ragnarök. Although these agendas vary, many of them focus on guiding the outcome of Ragnarök to suit their own ends and to ensure their survival—be those as saviors or as agents of destruction. Although the latter are few in number, these groups do exist. For the most part, the major factions operating across Yggdrasil are looking for ways to either win the coming war, ways to avoid it, or exist to protect those they believe can resolve it. As a result, this often places these otherwise well-meaning groups at odds with one another, their members coming into conflict over slight, conceptual differences.

Not all of these factions embrace beliefs tied to Ragnarök, however. Some have purely mundane motivations, things that range from simple greed to long-lasting vengeance. Others serve out of a sense of duty, recognizing that the world they live in is already overrun with grief and their actions, even when small, add up to stave off the coming darkness.

All of these factions are designed to tie into Rhune's various themes and GMs are encouraged to use them to increase not only a player's sense of ownership in the campaign setting, but also to increase their sense of personal immersion.

Becoming a member

Becoming a member of any of these factions is a simple affair, although GMs may restrict (or encourage) joining a particular faction depending on the nature of the story. PCs that actively seek out a faction may find that some factions are easier to join than others, especially if their overall agendas are unknown to the general public. In most instances, factions seek out members that resonate with their goals, their approach to those goals, and the current needs the faction might have. All of these factors play into which a faction invites into its fold, and once a member joins, how well they progress within that faction.

Faction Reputation

When a character joins a faction, they do so because they have displayed a great degree of alignment with that faction's goals and methods; as they continue to strengthen this alignment, their reputation with that particular faction increases (and in some cases, worsens with opposed factions), and in exchange, the factions offer these members additional resources.

In game, this alignment is represented numerically as Faction Points (which are similar to experience points). Player characters 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 (similar to how honor is spent, but specifically within their faction). Players looking for a more comprehensive system for fame and reputation are encouraged to review Chapter 3 of the *Pathfinder® Roleplaying Game: Ultimate Campaign™*, but are are also welcome to use Rhune's simplified system below.

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

Open Secrets in your story...

GMs using factions of any sort, in any story, are going to have to tackle the age-old problem of "off-table knowledge" and a game set in Rhune is no different. While many groups handle this with grace, others have a hard time separating their group's goals with those of their factions, occasionally bringing the two into conflict.

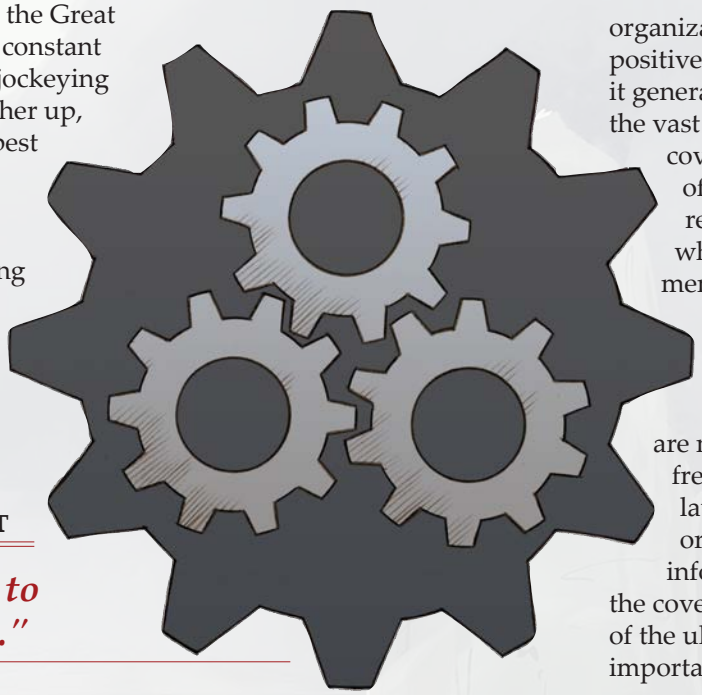
Generally speaking, GMs know their groups and know how to best handle these situations. GMs using factions for the first time, or otherwise embracing more politics in their games, may have a more difficult time. These GMs might consider keeping membership a private affair by courting the characters in game, then inviting the players to their particular faction in private. This can be as simple as inviting the player to a session a little early, so that those individual encounters can be role-played away from the rest of the group. Or, GMs can invite characters to given factions by using the player's email. While the tradition of passing a note is a longstanding one, the fact that it alerts other players to an "open secret" means that even the most tenacious of role-players may start to make decisions based

on that "off-table knowledge," even when they don't know exactly what it is.

Of course, some people abhor the idea of secrets between players and GMs, suggesting that it infers a degree of favoritism and increases distrust at the table, and ultimately, undermines group unity. This can be disastrous for a story, as well as the group of players participating in that story. So, if this is the case with your group, you should consider sitting down and discussing this with your players before taking either route.

The Major Factions

There are countless factions in Rhune, both in Midgard and in the Realms Beyond, that vie for control of Yggdrasil's diminishing resources; from time to the very people of the Great Tree itself, these factions are in constant competition with one another, jockeying for positions of power or to gather up, either in public or private, the best and the brightest. While many of these factions operate in the shadows, many also proudly fly their banners in public, letting their good works and honor shield them from reproach, even when it is justified. Some of the factions more commonly found on Midgard are listed below.



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 Quiescence*. 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.

Faction Agenda

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. Members of the faction 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, engineering, and magic in all their 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 11) 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 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 circumstance 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 circumstance 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.

The Black Hand

"We will overthrow the Vallinar cowards, take back the City-States, and win Ragnarök…"

Description

The Black Hand is a collective of rogues and brigands—disenfranchised men and women that were once proud patriots. Betrayed by the Kingdom of Vallinar in their hour of need, these former loyalists have sworn eternal vengeance fighting until they rule the people they once defended. Where others fight, steal, and kill for duty or personal gain, the Black Hand does this only on the surface. Their overall agenda is far more insidious, with members planning moves that sometimes take years to expose. To the layperson, the Black Hand holds a simple but criminal place in the City-State's economy as its very own black market. Although its members dress normally, most bear the mark of a black hand somewhere on their person. Members actively frequently wield weapons and armor that bear their symbol, as well.

Faction Agenda

The Black Hand has a number of goals, all of which revolve around its main agenda—the destruction of the Vallinar Family, so that they may lead in their place. While it does not actively seek to hurt most of the territory's innocent citizens, it does not balk at burning down settlements or destroying caravans to send back a clear message to its former masters. It takes what steps are necessary to achieve its goals, even when those steps are frequently distasteful.

Alignment NE

The Black Hand frequently engages in tactics that other would call chaotic as frequently as it twists laws to serve its will. It does not fight a noble battle, nor does it believe in doing so. In fact, it has taken a great deal of care to dominate most of the underworld of the City-States of Vallinar, placing its agents within easy reach of numerous targets.

Leader

Gar the Ghost (CE male human fighter 5/rogue 9) currently runs the Black Hand from his lair in an abandoned fort in the Old Holds. The grandson of a longtime veteran from Haven City, Gar was raised on tales of horror and eternal vengeance, his upbringing a twisted tale of hate and pain. As the current head of operations, he has actively engaged in a campaign of hit and run tactics that has made the Black Hand a notable enemy to a number of groups, the City-States of Vallinar chief among them.

Headquarters

Although the Black Hand has numerous secret locations throughout the Old Holds region, its oldest and best established safe house his hidden deep within the City of Damas. Some believe it part of the city's elaborate wastewater system, although others suggest it is locked between dimensions, accessed only by secret keys possessed by its highest-ranking members. Although rumors suggest a number of locations, none outside of the organization have been able to divine its true location—and if they have, they have died by its agents hands soon after.

Joining and Advancing

The Black Hand attracts its members from all walks of life, inviting the poor and powerless with ease. As a result, it is made up primarily of brigands, thieves, and highwaymen, all of which actively work to increase their personal wealth and power in their given regions. The Black Hand accepts this, using them as the tools they are. Some, however, glean the secret heart of their effort and rise through the ranks quicker because of it. These men, known only has Blades, act as an extension of the Black Hands' will.

Resources

The Black Hand has numerous resources, both legal and elicit, at its disposal. It stocks a wide array of poisons, as well as all sorts of house-breaking equipment, assassin's tools, and other items that no noble businessman would be caught dead with. Additionally, the Black Hand operates reputable fences throughout the City-States of Vallinar.

Friendly You enjoy a respectful relationship with the Black Hand. Although you cannot use its resources on a regular basis, you do enjoy a significant break on expensive items sold on the black market. Once per week, you may purchase any item at a 25% discount. Additionally, any time you sell an item, you can demand a higher return, gaining 65% of the listed price instead of the standard 50%.

Helpful You have actively worked to forward the Black Hands' agenda and they recognize you as a loyal ally. Once per week, you can call upon them to aid you in your tasks, granting you a +4 circumstance bonus on a single Appraise, Diplomacy (to gather information), Knowledge (local), or Linguistics skill check. In addition, you may employ 1d4 1st level rogues for a number of days equal to your Charisma modifier once per month.

Loved You have actively worked against the City-States of Vallinar for so long that the Black Hand values you, taking steps to protect you (regardless of whether you're a member). Unbeknownst to you, you gain a number of Blades equal to your Charisma modifier that shadow you, ensuring your safety. These are GM controlled NPCs that only enter the story to save your life, and once expended, are not replaced.

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.

Faction Agenda

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

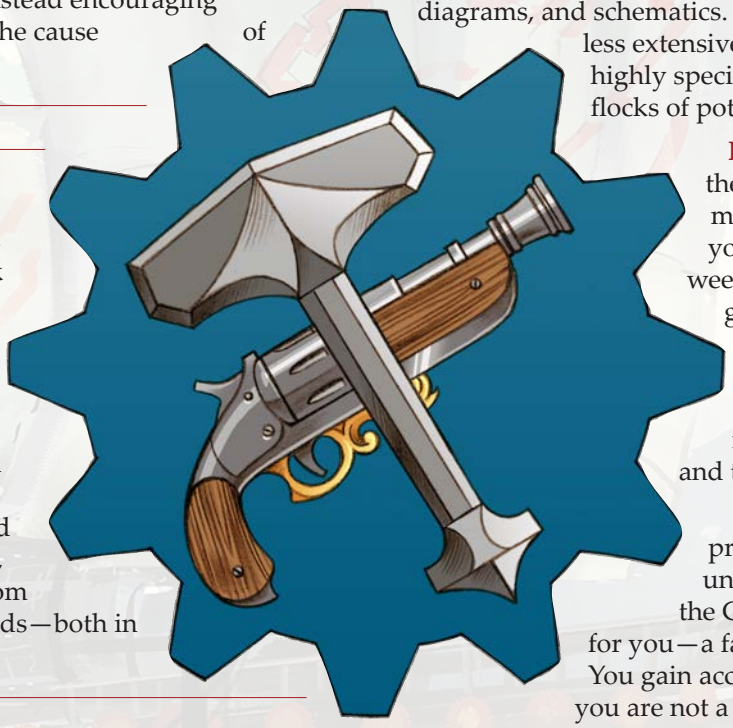
and the magic that animated them apart from divine intervention. In this, its agents often protect automata, especially in areas where human ignorance has turned toward them with fire and pitchfork.

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 (LN male human clockwork adept 14), 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.

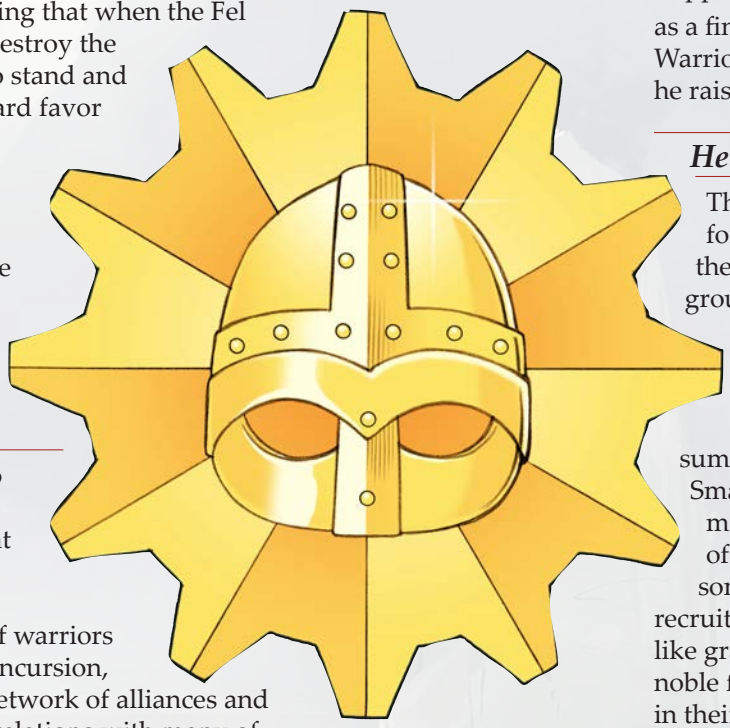
Loved You have proven that your efforts resonate with those of the organization and it has, as a result, taken steps to guarantee your safety. You gain a single the use of research assistant that is also charged with keeping you safe. This individual will normally be a mundane assistant with martial skills (fighters and rogues are common), but may have other skills, as well. The GM creates this assistant (as if you possessed the Leadership feat).

The Dawngard

"The night is dark, but the 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.



Faction Agenda

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 (LG male human paladin of Dægr 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 inside the Sun Warde in 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. Your leadership sees you as a great hope, both in battles against the North, and when the time comes, Ragnarök. 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.

The Dusk Knights

"We stand watch against the dead."

Description

Founded by Sir Karl the Grey after the rise of the Ghoul Stone, the Dusk Knights are a group of knights dedicated to hunting down and destroying the undead. Operating out of Haverghast and the Warsteinnr Estate, this group patrols the perimeter of the Ruined Cities, looking for the wandering dead and cutting them down whenever the find them. The Dusk Knights work closely with the Dawngard, whose territory they frequently share.

Faction Agenda

While many think the Dusk Knights job is to guard Haverghast, the group has made it quite clear that their mission is to battle the undead, whever they may roam. Currently, this demands they operate out of Haverghast, the city in which they were founded. Still, as the group evolves, so does its mission. That fact alone has encouraged it to reach out to other groups with similar aims and the Dusk Knights have since started working with both the Dawngard and the Order of the Thorn.

Alignment NG

The Dusk Knights are a good, honorable organization that does its best to operate lawfully. Still, if breaking a few, minor rules means they can kill more of the undead, they are not above doing just that. Overall, however, the group aspires to work with local lords and jarls to achieve its ends.

Leader

Sir Karl the Grey (NG male human cavalier 13) is a bold, quiet man with a thoughtful appearance. A veteran of the Dawngard, he founded the Dusk Knights to hunt and kill the undead, which he saw to be a bigger threat to the region than anything else. He actively recruits for the Dusk Knights, traveling throughout the southern City-States with hopes of bolstering his troops. As a warrior, he always leads from the front, a fact that has earned him great respect from those who fight by his side.

Headquarters

The Dusk Knights operate out of the Grey Tower, a large, stone structure located in Haverghast. Although some believe the fort was built around the tower, the opposite is true.

Joining and Advancing

Joining the Dusk Knights is relatively easy, which is a boon for those with no other place to go. The Dusk Knights take all into their ranks, including those who were once criminals, brigands, vagabonds, or men of other dishonorable paths. Once an individual joins the Dusk Knights, however, he or she is expected to renounce their past and take a new name—which becomes the name they will carve on the great feasting table in Val's Hall.

Unlike joining, advancement among the Dusk Knights is much harder. Advancement is generally reserved for those who display sound tactics, excellent leadership skills, prowess in battle, and bravery in the face of great danger. While many members aspire to these qualities, few every achieve them.

Resources

The Dusk Knights have the full backing of the Warsteinnr Estate behind them, as well as the wealth of Haverghast, the city from which they operate, even though they have requested neither. The Dusk Knights, as a result, have a considerable pool of resources at their disposal.

Friendly You have joined or worked beside the Dusk Knights and they consider you a loyal ally. You may freely travel with the Dusk Knights and gain a +2 circumstance bonus to Diplomacy skill checks when dealing with with the citizens of Haverghast. Additionally, you may purchase arms and armor through them, receiving a 10% discount (from the standard costs).

Helpful Your continued service to the Dusk Knights has been rewarded. You gain a +4 circumstance bonus to Diplomacy skill checks with dealing with members of the Dawngard, as well as members of the Order of the Thorn. Additionally, you gain the free use of the barracks in Haverghast, as well as access to the Dusk Knights' healers. Finally, repeated discussion with other Dusk Knights grants you a +1 insight bonus on Knowledge (religion) skill checks to identify the undead.

Loved Your loyal service to the Dusk Knights has earned their adoration. In addition to being knighted, you gain the service of 2d4 lesser knights (normally 1st or 2nd level fighters), with mounts, weapons, and medium armor. You also gain a monthly allowance of 50 gp, which is to be used to feed and shelter your group when and where needed. If you have the Leadership feat, these knights count against your total. If you ever leave the service of the Dusk Knights, these men and women instantly abandon you.

The Greengard

"We are the guardians of the Sils, the ælves who watch Ælveheim's borders..."

Description

Sworn to protect ælven interests at home and aboard, the Greengard are an ancient order of ælves that serve a number of roles. Feinn E'onna founded the order in 697 YUR to safeguard Ælveheim's purity. Dedicated to keeping foreign technology out of Æleheim, the Greengard has followed Lady Adalyanna I'nnu's lead for centuries. Today, however, they serve additional roles, working as an elite defense force, as spies, and as border agents. The Greengard have established themselves as the pinnacle of ælven combatants—spilling blood without question to defend ælves and their interests anywhere on Rhune. Members of the Greengard wear no set uniforms, but some members do magically mark their clothing and personal items with their order's emblem.

Faction Agenda

The Greengard's goals are simple—safeguard ælves and their homeland from the advancing horrors of the outside world. The group considers all threats in equal measure, but pays particular attention to illegal technology, believing it to be a true bane to the ælves (and the root cause of Ragnarök). The Greengard spends most of its time far afield, patrolling the kingdom's borders and safeguarding the remote Sils. On occasion, members of the Greengard are called upon to operate further afield, sneaking into adjacent lands to destroy targets, organize sympathizers, or to otherwise forward Ælveheim's wishes.

Alignment LN

The Greengard is a strict organization that places Lady Adalyanna I'nnu's word above all others, even those of their beloved founder. They regard the safety of Ælveheim (and its people) above all else and rarely concern themselves with what outsiders consider good or evil.

Instead, they judge everything against its impact on the ælven way and make their decisions accordingly. Because of this, many outsiders consider this group to be little better than unthinking brutes—ælves whose only concern is their goodwill and safety.

Leader

Lord Irien I'Drienn (LN male ælven ranger [shadow stalker] 12) was a renowned astronomer before joining the Greengard some two centuries ago. Rising quickly through the ranks, he pioneered an advanced form of *dulamu-mara* (a mixture of deceptive magic and sudden brutal violence). Lord Irien delights in leading field operations while his capable subordinates manage logistics; few of Ælveheim's enemies survive an encounter with his blades.

Headquarters

The formal headquarters of the Greengard is a slim tower of wood and green crystal in the Blade's Ward of The Court City. They also boast a series of hidden camps in glades and dells along the eastern edge of Ælveheim. These houses patrols and anchor a network of mystic wards that crisscross the borderlands.

Joining and Advancing

Almost all members of the Greengard are ælves. Although they use members of other races as informants beyond their borders, after long years of bloody warfare, the Greengard hold deep suspicion of anyone who is not from Ælveheim. Ælves join as volunteers and advance through keeping watch on the border, seizing illicit technological artifacts and raiding nearby settlements.

Resources

The Greedgard has access to every sort of ælven wonder, including the fabled *Shrouds of Delamæra*. Although they rarely share their sacred items with anyone but their most loyal agents, some heroes—working in favor of ælven interests—have gained access to some of their less common alchemical and magical wonders.

Friendly You have a positive relationship with the Greengard. Although they do not yet fully trust you, you can travel safely in the lands around Ælveheim. Additionally, the Greengard will, once per month, sell you non-magical ælven crafts.

Helpful You have actively worked to protect the borders of Ælveheim from the bane of technology and non-ælven incursions. You may travel along the outskirts of Ælveheim unmolested. Ælven patrols will even go so far as to guide you to safety when need be. Additionally, once per month, you may enter the one of the remote Sils to purchase minor magical items from the Greengard.

Loved You have gained great renown in the war against technology and the Greengard regard you as one of their own. You can freely use the Greengard's network of hidden camps outside of Ælveheim, though if you are not ælven they guide you in blindfolded to the camps. Additionally, once per month, you can purchase regular magical items (including magical arms and armor) from the Greengard.

The Green Way

"We shall deliver Midgard once again to the Green."

Description

Feverant in their belief that technology is the root of all the evils that befall the world, the Green Way is a group of militant druids and naturalists dedicated to reducing the City-States of Vallinar to a smouldering pile of ash, which they will seed and give back to nature. Backed by a small group of ælves who left the Greengard, this radical group operates in plain sight, posing as civilians throughout the City-States who, when their plans finally come to fruition, sabotage any and all technological progress.

Faction Agenda

While the Green Way's agenda appears destructive on the outside, its inner teachings revolve around a deep-seated need to save everyone from the horrors of Ragnarök, an event they have come to believe can only be countered by completely eradicating all of the technology on Midgard. Following radical ælven teaching, members of the Green Way will do almost anything they can to spread the seeds of nature's expansion, burning fields, forts, and cities to achieve their ends.

Alignment CN

Although many of their membership are good at heart, the manner in which they execute their agenda often puts them at odds with the local laws of the lands, as well as the

morality of noble and honorable individuals everywhere. So, while they are not outright evil (although some of their members truly are), they walk a fine line when it comes to their morality.

Leader

Dræven I'Drienn (NE male ælven druid 11) is young, at least by ælven standards. One of the last born of his line, Dræven has been actively campaigning to take the fight into the human lands, trusting that in short order, those not wiped out could be easily turned toward ælven ways. When his campaign fell on more moderate ears, he set out to do what so many of his "inept" brothers and sisters could not—infiltrate and sabotage the technological heart of the City-States of Vallinar. His mission in life is simple; he aims to bring the City-State's progress to a screeching halt, and in doing so, return all of Midgard to its gloried past.

Headquarters

The Green Way has no official headquarters, but instead operates out of numerous, mobile outposts. Its senior agents often make use of the many Sils that dot the eastern border of Ælveheim, although just as many set up safe houses in the Old Holds, as well as in the larger cities. While these safe houses are popular, the risk of discovery keeps their numbers low.

Joining and Advancing

Among those destined to serve Ælveheim, most join the Greengard. Those with a more radical bent often find their way into the Green Way, and the routes to such radical violence are as varied as the leaves of the Moonwalde. For some, joining the Green Way is as simple as casting off all of the trappings of progress and heading west, with only a green cloak to mark their intent. Others find their way in through the haze of smoke and intellectual debate, joining the organization in the halls of higher learning in cities like Haven, Union City, and even Vallingard—although recruitment in these civilized locations is easily the most dangerous, both for future recruits and their handlers.

Resources

The Green Way has a number of resources it offers it agents, ranging from safe havens to the tools they use to wage war against progress.

Friendly You become one of "nature's champions" and are assigned a local handler. This handler provides you with an allowance (5 gp a month), as well as the location of your local safe house. You are taught a handful of ælven words and signs, which you may use to interact with the natives of ælveheim, should you need to seek refuge in Ælveheim. You gain a +2 circumstance bonus on Diplomacy skill checks with ælves.

Helpful Having carried out operatioins for the Green Way, you have proven your dedication to the cause and won their trust. You gain a dedicated allowance (of at least 25 gp a month), an ælven handler, and a list of lesser contacts (1d3) you may use to carry out further operations. You also learn the location of another safe house. Finally, you receive special training that enables you to target and disable simple technology. You gain a +2 circumstance bonus on Disable Device skill checks to sabotage a mechanical device, arm an explosive, or otherwise rig a complex mechanical item to fail during use.

Loved After conducting several successful operations against the agents of progress, you have earned the love and trust of the Green Way. You gain a dedicated allowance (of at least 100 gp per month), a senior ælven handler, and a list of all of the local agents in your area. Additionally, you become the handler for several lesser agents (1d6), which you can use to carry out operatioins of your own devising in and around your area. If you don't already speak it, your handler teaches you ælven and you gain a +4 circumstance bonus on Diplomacy skill checks with ælves.

The Order of the Grand Lodge

"We guard the old paths."

Description

Founded under the banner of the Kingdom of Vallinar, the Order of the Grand Lodge was originally designed to patrol, protect, and maintain the royal roads. Operating with a wide array of goals, the order was originally divided into two lesser lodges—the Sword Lodge and the Bridge Lodge. The Sword Lodge was charged with patrolling the roads, protecting travelers, and settling disputes that occurred on them. The Bridge Lodge focused on maintaining and repairing the roads, as well as collecting taxes from remote outposts. With the fall of the Kingdom of Vallinar, the Order of the Grand Lodge has since become an independent organization who, for a small fee, continues its duties in and around the City-States.

Faction Agenda

Since its inception, the Order of the Grand Lodge has taken its charge to safeguard the roads and pathways that crisscross the former kingdom to heart. While this appears to be a mundane task to most, the highest ranking members of the order know that their duties extend far beyond Midgard's simple roads and paths. These seasoned members know the truth of their order's original charge, and with that knowledge, stand the lone watch against foes few ever see. These men and women guard the invisible roads and hidden paths that few know exist, much less walk. Led by a council of *Vitkarr* and Tree Walkers, these members are tasked with seeking out these hidden gates

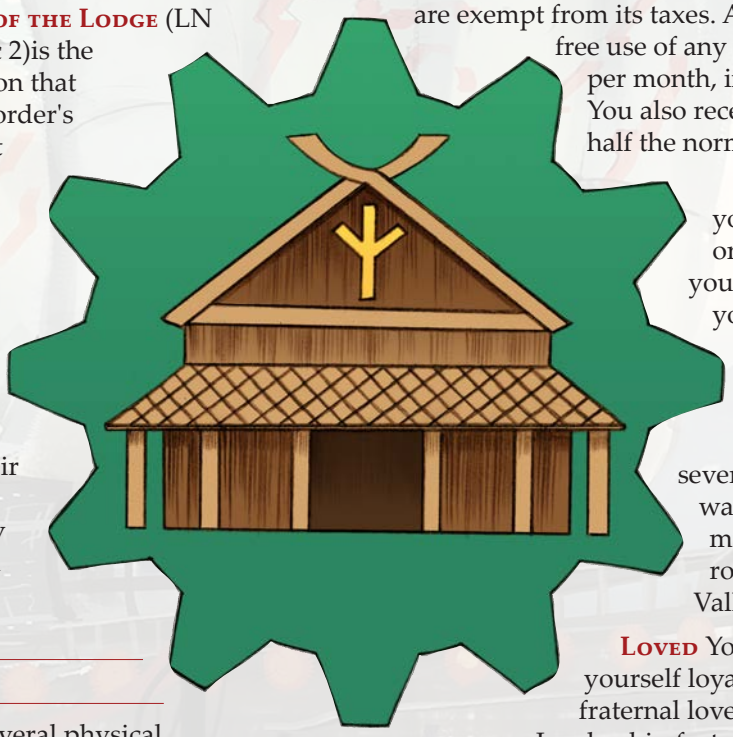
and securing them against those who would bring harm to the good people of Midgard.

Alignment NG

When and where possible, the Order of the Grand Lodge operates within local laws and provisions, doing so under agreement with the local lords of the area. When those leaders are unwilling to come to terms with the order, or when those leaders are despots or tyrants, the order takes one of two paths. If there are secret roads or gates that demand their attention, they operates in secret. Lacking these roads or paths, the order abandons the area and actively works to either remove the tyrants or waits them out, according to their strength and need. As a result, the order takes a neutral, but good approach to society.

Leader

Valdathra, Sword Knight of the Lodge (LN female human cavalier 9/cleric 2)is the order's newest leader, a position that was thrust upon her after the order's former leader Aldolth was lost in a battle to close a gate to Niflæheim. Charged with filling the void the seasoned leader left, Valdathra has been touring the City-States and the roads beyond, both to survey the roads her order guards, as well as to reassure the local lords of her order's commitment to their cause. Although younger than Aldolth, Valdathra has already displayed uncanny wisdom in her position, securing several new treaties.



Headquarters

The Order of the Lodge has several physical lodges throughout the City-States of Vallinar, but it headquarters at the Oaken Hall in Vallingard, the city in which it was founded. Originally a gift from the Kingdom of Vallinar, the Vallinar family has continued to maintain the hall and support the order, even in the wake of the kingdom's decline.

Joining and Advancing

Joining the Order of the Grand Lodge is a simple affair and the order interviews applicants at all of its lodges. While it strives to bring only the most honorable into its ranks, it is also open to those with blemished pasts, provided those men and women are willing for forsake their dishonorable traits and embrace its values. Because of this openness, advancing within the order is much harder, requiring a minimum of four years of service in the Bridge Lodge or two years of service in the Sword Lodge. Once those requirements have been met, senior knights of the order test potential aspirants for full inclusion, knighting only those who pass their strict tests.

Resources

Originally, the Order of The Grand Lodge enjoyed the full backing of a kingdom, and with it, enjoyed a wide array of benefits that it was able to pass on to its members. Since the kingdom's decline, the order's resources have suffered, although it is still able to offer its members a great deal of support.

Friendly You are an aspirant or friend of the order and it recognizes your commitment to its cause. As an ally, you are exempt from its taxes. Additionally, you may make free use of any of its lodges for up to a week per month, including food and shelter. You also receive healing from the order at half the normal cost.

Helpful You have proven yourself to the order and the order has seen fit to invest in you in turn. Once per month, you may request the Sword Lodge provide you with an armed escort for up to a week. This escort normally includes a single knight and several aspirants (1d6 1st level warriors). Additionally, you may make free use of the map room at the Oaken Hall in Vallingard.

Loved You have repeatedly proven yourself loyal to the order and earned its fraternal love as a result. You gain the Leadership feat, although you do not suffer a penalty for "moving around a lot." Your cohort and any followers who accompany you come directly from the order, however, and will only remain in your service as long as you are loyal to the order and its cause. In addition to your loyal companions, you gain a monthly allowance of 25 gp.

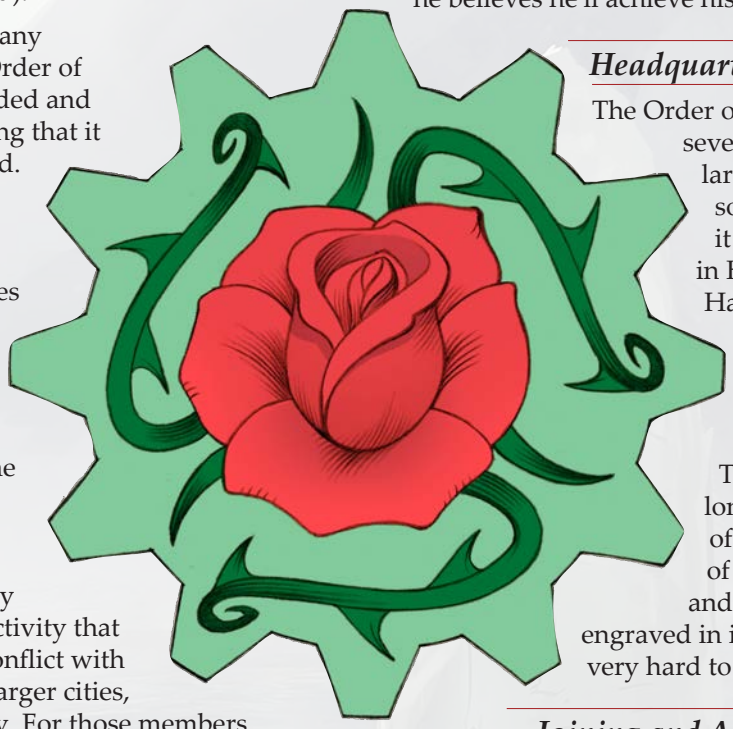
The Order of the Thorn

"We hunt the Thrall Lords and their servants."

Description

Established by Lady Afina, a refugee from South Pointe, the Order of the Thorn is easily one of the most active orders in the City-States of Vallinar, dwarfed only by the vast network that is the Black Hand. Dedicated to hunting down and eliminating cultists, servants of the Thrall Lords, and any others opposed to the Old Gods and their followers, the order's field of operations is large. As one might expect, the order is very popular with inquisitors, investigators, and warpriests—all of whom easily shine when it comes to unearthing those who do evil on Midgard (and in some instances, in the realms beyond).

While its aims are noble, many outsiders have criticized the Order of the Thorn as being heavy-handed and destructive, with many claiming that it creates foes where none existed. The order, however, tends to wave away these comments, instead doubling down on its mission to purge the City-States of its enemies.



Faction Agenda

The Order of the Thorn has a single agenda—to eliminate the followers of the Thrall Lords, wherever they are found. For most members, this mean scouring the City-States for any sign of their cult activity, an activity that sometimes brings them into conflict with the nobles and leaders of the larger cities, all of whom prize their privacy. For those members who lack subtlety, the order also operates several ongoing missions in and around Witch Hill, a location they have repeatedly laid siege on.

In addition to their normal missions, the order pays particular attention to witches, summoners, and other arcanists who might be aligned to the Thrall Lords. While they are not always able to evaluate these individuals, they keep a close watch on those they've identified.

Alignment CG

What the Order of the Thorn lacks in tact, it makes up for in passion and strength. The fastest growing order in the City-States of Vallinar, the Order of the Thorn attracts a wide array of men and women who are more concerned with doing good than honoring older tradition, a fact that sometimes places the order at odds wih those who have traditionally relied on the existing social structure. The order tends to shake things up, doesn't always play by the rules, and by their own admission, is more concerned with results than with tactics.

Leader

Ujarah, The First Inquisitor (CN male aryandai fighter 3/inquisitor 13) is the order's current leader and, by all accounts, as dedicated as its fabled founder, Lady Afina. Originating from the Aryandai Penninsula, Ujarah is one of the few of his kind to openly wage war against the Thrall Lords and their servants, instead of operating from the shadows. While he isn't above using stealth or subterfuge to achieve his ends, Ujarah happily engages in diplomacy if he believes he'll achieve his ends.

Headquarters

The Order of the Thorn operates from several locations, including a large, temporary camp just south of Witch Hill. Although it maintains an official hall in Haven City named Thar's Hall (named after the man who designed it), the order maintains dozens of safe houses and apartments throughout the City-States.

Thar's Hall is a large longhouse located just outside of the city, on the eastern shore of the river. Built from stone and blank timber, the red roses engraved in its exterior beams make it very hard to miss.

Joining and Advancing

Because the Order of the Thorn hunts its enemies from the shadows, joining the organization is rarely a straightforward affair. In fact, existing members recruit most who come to the order, either for their skills, for their aptitude, or for their dedication to eradicating evil in the world. Once the order recruits a member, it tests them over the course of a year, and upon successful completion, makes them a full-fledged member. Membership in the order is for life.

Resources

The Order of the Thorn has considerable resources, although only its most senior members know who truly backs the order. Most of the membership is self-sufficient

and members commonly acquire the tools they need without outside help. When a member requires something outside of their reach, he or she can call upon an extensive network of trusted agents, who can generally provide the needed resources in short order.

Friendly You have established a friendly relationship with the Order of the Thorn and it has assigned you an agent. Twice per month, you may request the agent's aid, gaining a +4 circumstance bonus on a single Appraise, Diplomacy, Knowledge (arcana), Knowledge (local), or Knowledge (religion) skill check. Additionally, the agent may provide you with a small stipend of 25 gp or less in place of this skill check.

Helpful You have completed several tasks for the order and it has decided to invest in your future, providing you with an ally. You gain a single cohort (as if you possessed the Leadership feat), although this cohort must always remains at least 4 levels below you. This follower is largely a noncombatant who does research, provides mundane aid, and so on, although they will fight to defend you (and themselves) if you are helpless (or if their inaction would result in their death).

Loved You have proven yourself to the order and earned its love. The order provides you with a small team of agents (as if you possessed the Leadership feat), all of who answer to you directly. While you are expected to use them to forward the order's agenda, once per month you may assemble them and use them for private jobs, provided those jobs do not discredit or otherwise put the order at risk. Additionally, you gain a single magical item (chosen by the GM) as a gift from the order.

The Order of the Wall

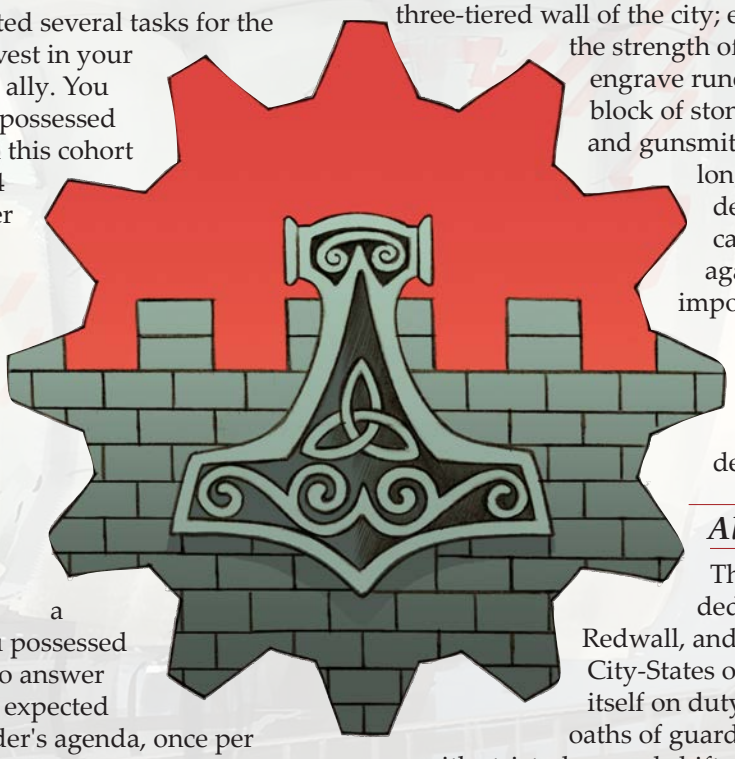
"Only the strong shall stand."

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.

Faction Agenda

The chief concern of the Order of the Wall is to defend Redwall, although every member knows that this is in preparation for the coming war—Ragnarök. When not training for combat, members improve the existing defenses and to ensure it is guarded by experienced, capable, well-armed troops. 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 order's armorers and gunsmiths forge 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

Sigva Uldainsdottar (LG female dwarf unbreakable fighter 12) bears the title of High Warden pf Redwall. 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

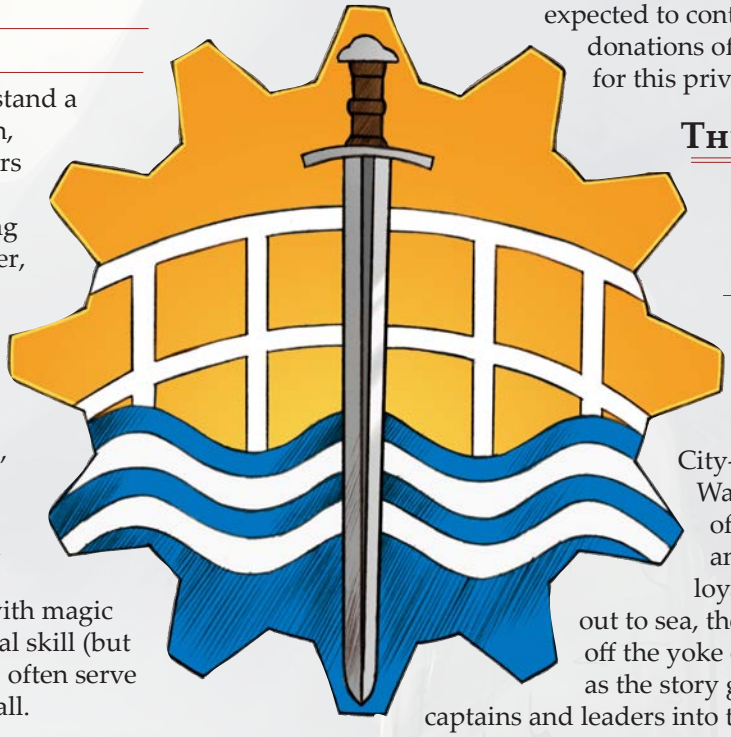
use of mobile scout-camps and remote caches—factors that have kept members of the order effective in the field for longer than ever before.

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 circumstance 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. 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.

The Sea Wardens

"Only the sea knows us."

Description

Originally a group of explorers set to colonize the lands to the east of the City-States of Vallinar, the Sea Wardens grew out of a group of renegades, dissidents, and raiders. With only a few loyalists to challenge them once out to sea, these men and women threw off the yoke of royal submission and, as the story goes, heaved their loyalist captains and leaders into the sea. They then claimed all of the lands they found for themselves, setting up small, hidden colonies among the lands they discovered.

Today, the Sea Wardens are a unique group of men and women. While they still raid and terrorize the eastern coast of the City-States of Vallinar, they do so for guns, ammunition, and other supplies they cannot make on their own. Many dragonship captains will take thralls, but only for a single season, since permanent slavery is frowned upon in the raiding colonies.

Faction Agenda

The aim of the Sea Wardens is twofold. Politically, they aim to throw off the shackles of the Trade Families and the old nobility, with both of whom they hold issue. In doing so, they hope to inspire a generation of free men and women, whose sole metrics for advancement are hard work, intelligence, and tenacity. As followers of Nayadia, however, their other aim is far nobler. Knowing that

Ragnarök is coming, the Sea Wardens have established hidden colonies in remote lands—colonies they hope will survive the greatest battle any of them have ever seen.

Alignment CG

The Sea Wardens are, at heart, good men and women. They are in no way lawful, however, and their sense of honor frequently conflicts with those from the City-States of Vallinar.

Leader

High Warden Marek Thurer (CG male dwarf skald 4/swashbuckler 7) is the current leader of the Sea Wardens, captaining the dragonship *Thur's Fall*. He frequently sails with Sea Warden Garðr, who captains the dragonship *The Lady's Wrath*.

Headquarters

The Sea Wardens have no headquarters, although many of them have apartment's in Sea Marshal's Haven (a small port city whose title is an old joke among the seasoned veterans). For the Sea Wardens, their only real homes are their dragonships.

Joining and Advancing

Joining the Sea Wardens is a strange affair, one that often involves a raid, a season at the oars, and a choice—one that only a handful of men make. Most people from the City-States of Vallinar avoid the Sea Wardens at all cost, fearing they'll become thralls, or worse. Few resonate with the ways of the Sea Wardens, but those who do, willingly embrace their new lives.

Advacing among the Sea Wardens is fairly straightforward. There are crewmen, raiders, raid leaders, and finally, the dragonship captains. All start out as crew, where they learn the dragonships. From there, they learn (and eventually master) the art of the raid, before being selected to captain their own vessels.

Resources

The Sea Wardens have a number of resources at their disposal and anything they lack they can easily take in raids.

Friendly You have earned the trust of the Sea Wardens and they have shared some of their secrets with you. You gain a +2 circumstance bonus to Diplomacy skill checks when dealing with the Sea Wardens and their raiders. Once per month, you may request passage on one of their dragonships, although these captains will not alter their courses for you. You must still man the oars if your dragonship doesn't have a storm engine installed.

Helpful You have proven your worth to the Sea Wardens and their crews. Once per month, you may request passage on a dragonship to a single location, even one that is normally out of the Sea Warden's way. Additionally, you may freely raid with the Sea Wardens, taking a fair and equal share of all the spoils of war. Finally, when sailing, you may opt not to man the oars, even if your dragonship doesn't have a storm engine installed.

Loved You have earned the love and respect of one or more of the Sea Wardens. You gain a +4 insight bonus to Profession (sailor) skill checks, as well as a +4 circumstance bonus on Diplomacy skill checks when dealing with the Sea Wardens and their raiders. Finally, once per month, you may select special passage for you and your allies to and from a single location accessible by dragonship. The dragonship will serve you for up to a week in this manner, waiting offshore while you conduct your business.

The Trade Families

"We are the heart and blood of the City-States."

Description

The Trade Families are a collection of former clans who, through a series of marriages and alliances, have consolidated all of the economic leverage within the City-States of Vallinar, becoming its unofficial trade leaders. While each of the families have a diverse array of interests that allow for a healthy degree of competition, all of them have a particular area of interest over which they reign supreme—making each and every one of the Trade Families a force to be reckoned with.

Although there are countless lesser Trade Families, the following families are the most well known and powerful. These families are:

The Ashengard Family has interests in a number of traditional areas (including farming), but focuses almost exclusively on training mercenaries and providing security to trade caravans throughout the City-States. Today, the Ashengard Family not only trains some of the best soldiers, but also arms them.

The Blackwood Family has a long history in two key areas of interest—timber and construction. Known for their longhouses, the Blackwoods have been operating out of Vallingard and Haven City for five generations now, clearing the surrounding areas and reinforcing the cities' overall expansion.

The Grimharr Family is a family of tailors and armorers who specialize in light, resistant armor. They work primarily with leather and hide, but frequently produce chain and heavier armors, as well. They also produce a bulk of the clothing worn by people of the City-States, supplying commoner and noble alike.

Clan Hammerfall is not officially a Trade Family although it could be. Clan Hammerfall produces a wide selection of alchemical wonders, most notably its fruits, which it grows in its well tended, rooftop gardens in Union City.

The Margard Family was originally miners, but split their areas of interest after founding what is commonly known as Haven City. Today, the Margard Family focuses on farming and realestate, with holdings throughout the City-States.

The Naraheim Family works throughout the City-States as explorers, historians, librarians, and scribes. While they were originally a small, inconsequential family, they rose in prominence after the ascension of the Ghoul Stone by sending in legions of explorers and mercenaries to recover artifacts, books, and other important documents from the fallen cities.

House Scræ is no longer one of the Trade Families, although it still wields considerable power. A family of alchemists with extensive vineyards throughout the western edge of the City-States, House Scræ produced some of the regions finest ales, meads, and wines, which it often blended with its arcane and alchemical powders to produce wondrous solutions to all sorts of ailments.

The Vallinar Family originally competed with the Margard Family in several agricultural areas, but invested all of their economic power into shipbuilding very early on. Soon after, the family rose in power and established the Kingdom of Vallinar, cementing their power for generations. After the fall of the kingdom, the family returned to their previous interests.

Faction Agenda

Each of the Trade Families has its own agenda, although all of them could be easily described in a single phrase—the acquisition of power. For the Trade Families, this is achieved through economic and political dominance, and all of them realize that to win Ragnarök, this is necessary (at least that's what they continue to say in order to justify their continued pursuit of power).

Alignment CN

Each of the Trade Families has their own alignment, but overall, they are both neutral and very chaotic. The constant shifting of power among them, alongside their elaborate trade games, ensures that all of them remain in flux. Still, all of the families play at being honorable, attacking one another through proxies, agents, and adventurers.

Leaders

- **Lady Melissanna Ashengard** (NE female human aristocrat 6/rogue 9), a younger woman with wild ambitions and a ruthless dedication to her families rise to power, currently leads the Ashengard Family.
- Rólant Blackwood (CN male human aristocrat 5/rogue 6) is believed to have ties to the Black Hand, although he denies all allegations of the sort. An aging explorer of the Ruined Cities, Rólant stepped into a leadership role with the passing of his half-brother a few years ago.

- Lord Nar Grimharr (LN male human aristocrat 2/expert 5/fighter 2) has little use for politics, preferring to instead spend his days perfecting the armors his family produces. Thus, he leaves most of the day-to-day ruling to his young, beautiful wife Lady Asha Grimharr (NE female human bard 7).
- Lord Borgrim Hammerfall (LG male dwarven aristocrat 4/fighter 8) is a soft-spoken, focused dwarf with a neatly trimmed beard. A veteran of Redwall, Lord Borgrim recently retired to help prepare his clan for Ragnarök, which he believes will come before the stone-touch finally takes him.
- Lady Arda Margard (CN female human aristocrat 6/fighter 1) is a young, boisterous woman with very little interest in politics, preferring to indulge her physical senses instead. Arda is a regular at the best dining and drinking halls, a woman who uses her power to take her lovers as she pleases. Her younger brother, Varric, runs most of the family affairs in her stead.
- Lady Ariella Naraheim (NG female human aristocrat 3/bard 6) is an ambitious but careful woman with a great deal of interest in the Ghoul Stone, its ascension, and what it has turned the Ruined Cities into. Although she takes an active role in running the family's affairs, she occasionally takes leave to explore the Ruined Cities, a habit her family is trying desperately to break.
- Lady Kathlæna Scræ (LE female human aristocrat 3/necromancer 9/witch 3) is a quiet, observant, and cunning woman whose focus is as sharp as the blades she keeps hidden in her knee-high boots. The youngest daughter of four, Kathlæna carved a path to the top over the course of nine years, a record for her family.
- Lord Ragn Vallinar (CG male human aristocrat 2/fighter 9/skald 3), Jómariche Vallinar's grandson, is a middle-aged man who secretly longs to reestablish his family's former kingdom. A bold warrior in his own right, Lord Ragn has led several raiding parties south into the Runined Kingdoms, returning each time with more of his family's former treasures.

Headquarters

The Trade Families work throughout the City-States, but each family has a city if favors above all others. These are:

- The Ashengard Family operates out of Union City.
- The Blackwood Family operates out of Vallingard.
- The Grimharr Family operates out of Damas.
- Clan Hammerfall operates out of Union City.
- The Margard Family operates out of Haven City.
- The Naraheim Family operates out of Haverghast.
- House Scræ operates out of Helsgarde.
- The Vallinar Family operates out of Vallingard.

Joining and Advancing

Most of members of the Trade Families are born or marry into the family, although there are other options for those with the right coin or ambition. The various Trade Families sometimes grant titles and priveges for loyal service, although this sometimes takes several generations, if it happens at all. For those with enough coin and honor, titles can also be bought (see **Chapter 4** for more information).

Resources

Most of the Trade Families have extensive resources that their members can call upon in times of need. Some of these are listed below.

Friendly You have an established relationship with one of the Trade Families. You receive bed and board from the family, as well as a small allowance (10 gp per month). You carry a lesser title that grants you a +2 circumstance bonus to Diplomacy skill checks with nobles from other houses.

Helpful You are loyal to one of the Trade Families and they have come to see you as an asset worth supporting. You receive a monthly allowance (50 gp per month), as well as a minor retainer from the family who works on your behalf. This retainer is a 1st level expert that performs minor, mundane actions on your behalf, but with the full weight of your chosen family's name behind it. Once per week, you may use this retainer to gain a +8 circumstance bonus to a single Diplomacy or Knowledge (nobility) skill check.

Loved Your dedicated service has not gone unnoticed, and the Trade Family you have been working with has seen fit to grant you a full title with the appropriate honors. You gain a noble title, a monthly allowance equal to 100 gp, and a small, private apartment as a reward for all of your hard work. Upon accepting this title, you forever swear allegiance to the Trade Family, changing your last name to match theirs.

The Veiled Sisters

"We call upon the Maiden, the Mother, and the Crone."

Description

The Veiled Sisters are a very small sect of women who venerate the three goddesses—Alnara, Nayadia, and Veluuna-Akka—as the perfect personification of the divine feminine, worshipping them as a single entity with three, distinct roles. Although some of them acknowledge the individual personalities of these goddesses, all of them

believe that following a single face of the great divine matron is a limiting, and ultimately fruitless, endeavor.

Unlike traditional followers of the Old Gods, the Veiled Sisters go about completely covered, which they claim is a symbolic, divine act. For them, the full majesty of the triple goddess is hidden to all. The sisters believe that it is only by embracing all of her forms that they can ultimately unveil and understand her divine grace, which for them, is the secret key to understanding Ragnarök and the world that will arise in its aftermath.

Faction Agenda

The Veiled Sisters have a fairly direct agenda—to uncover, understand, and ultimately spread the divine truth of their beloved goddess. For them, there is no higher calling and everything they do is directed toward this end. Because of their unique approach to the various goddesses, however, they are often given to extremes; some discount the pacificism of Alnara while others have transformed Velluna-Akka's words as license to hunt down and kill those who alter their fates.

Alignment CN

Because of their radical departure from traditional religious doctrine, membership (or participation) in the Veiled Sisters is illegal in some of the City-States. Additionally, their views often bring them into direct conflict with the various goddesses' traditional clergy, which sometimes results in violence. Although members claim they prefer diplomacy to the vulgarity of violence, they count a number of loyal assassins among their membership, which further muddies others' opinions of their 'principles.'

Leader

Æshenna the Veiled, First Veil of Damas (CN female clockwork elf oracle 11) is a quiet, studious woman whose ælven heritage has marked her as an outsider, even among her people. Born with unusually lush tones, thick hair, and bright eyes, many believed the ashen curse skipped her. Years later, when she finally began to understand the mystery of the divine mother (under the tuteledge of a priestess of Velluna-Akka), her feral nature manifested fully. She has since dedicated herself to understanding this mystery, as well as the connection to the goddess that has manifested within her.

Headquarters

The Veiled Sisters keep a single, secret residence called the Hall of Silver in Damas, although they keep several additional safe houses throughout the City-States of Vallinar. The sisters meet here regularly, discussing their work, their meditations, and their travels—piecing together what many believe to be a divine puzzles. When not cloistered away, the Veiled Sisters sometimes wander the City-States of Vallinar, recruiting young, troubled women to their cause.

Joining and Advancing

Joining the Veiled Sisters is rather easy for women, although not everyone who converts is embraced as a full sister—at least not immediately. Women who join are expected to have some divine calling, which they can objectively prove by manipulating divine energy (or by casting divine spells). Those who continue to manifest divine abilities in the wake of conversion are monitored for a year by the senior membership (to ferret out spies or imposters), at which point they are offered a full membership or cast out, never to be heard from again.

The Veiled Sisters do not accept male members.

Resources

While the Veiled Sisters lack the mundane resources of some of the other factions, they more than make up for that in other areas. The Veiled Sisters have a large collection of unusual tomes, items, and other divine paraphernalia.

Friendly You have gained the attention of the Veiled Sisters and earned their friendship, either by joining them or by aligning to their goals. You learn a little of their group, including their public sign, which grants you a +2 circumstance bonus to Diplomacy checks whenever you interact with one of the Veiled Sisters. Additionally, once per month, you may request the aid of a Veiled Sister. They will cast a single 2nd level or lower divine spell on your behalf, either to heal you or to aid you in some way.

Helpful Your sustained support of the Veiled Sisters has been noted by the senior sisters, and as a result, they have set out to aid you in kind. Twice per month, you may call on one of the Veiled Sisters to provide you with divine aid. They will cast a total of 5 levels of divine spells, providing up to 250 gp worth of material components.

Alternately, a Veiled Sister will aid you in the creation of a magical item, providing you a +4 circumstance bonus on a single Spellcraft skill check over the course of creation. Finally, you learn their private sign, which marks you as a trusted friend of the sisterhood.

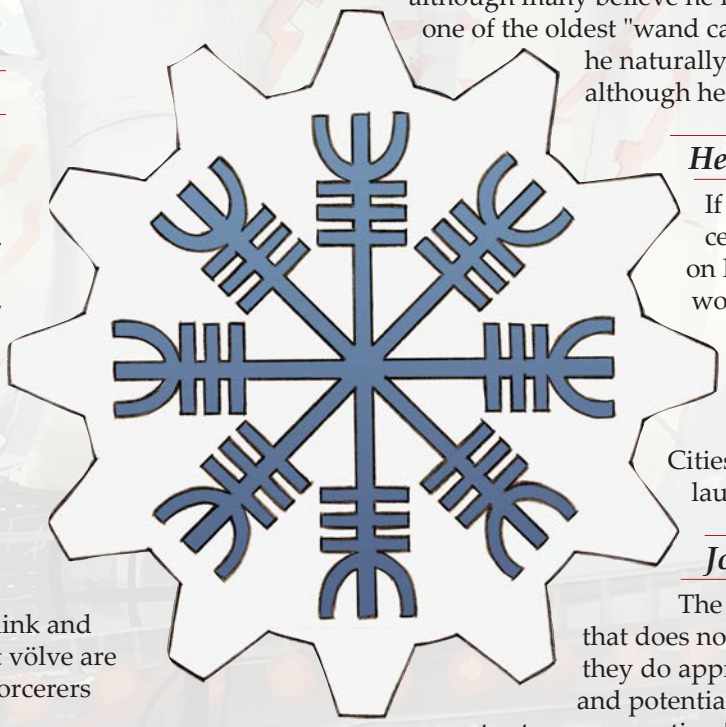
Loved The Veiled Sisters have come to honor you as one of their own. In addition to full membership, you learn all of the Veiled Sisters' secret signs, marking you as an honored and trustyworthy ally and granting you a +8 circumstance bonus to Diplomacy skill checks with other Veiled Sisters. Finally, you gain a small allowance of 50 gp per month, as well as full use of all of the Veiled Sisters' safehouses.

The Völva

"We carve our magic from Yggdrasil itself."

Description

The Völva are an odd group of arcane practioners who focus nearly all of their magic through the wands they carry. While many are capable spellcasters in their own right, each and every one of them believes the secret to their magic lies hidden within Yggdrasil—the Great Tree. Thus, these men and women spend a great deal of time studying both the runes and the cosmological model upon which the known universe is founded, looking for ways to link and reinforce both. Although most völve are wizards, some arcanists and sorcerers do join their ranks.



Faction Agenda

The Völva have a fairly simple and straightforward agenda—they want to understand Yggdrasil better than any other group. Some members believe that in understanding the Great Tree itself, they can ultimately understand the Old Gods, Ragnarök, and all of known reality. Others believe that it is only in understanding the Great Tree that they can truly unlock the runes, which some believe are the secret language of the universe.

Alignment LN

The Völva are self-serving in their approach to understanding the Great Tree, but most of them recognize the need for both cosmological, as well as terrestrial, laws. So, while others might tend toward chaos in their pursuit of this important knowledge, these men and women do not. Instead, they take a very disciplined (and lawful) approach to their studies, even when such laws do not favor them.

Leader

Osma Hansson (NG male malaran wizard 17) is an old wizard who claims to have walked most of the Great Tree in search of its hidden wisdom. While it is evident that he has stepped out into the realms beyond, no one is quite sure how far his travels have truly taken him. A quiet and studious man, Osma appears to be in his late sixties, although many believe he is much older than that. As one of the oldest "wand carriers" on all of Midgard, he naturally leads the rest of his fellows, although he does so with very light hands.

Headquarters

If the Völva keep an official, central meeting place, it is not on Midgard. Osma lives and works in Union City, although he does keep a small apartment in Damas, as well. Some claim the members secretly maintain a hall in the Ruined Cities, although most members laugh at such absurdities.

Joining and Advancing

The Völva is a secretive group that does not advertise its presence. When they do approach a promising student and potential member, it is normally as a mentor to an apprentice. Thus, for many, joining the group comes as part of their normal studies—something many members only learn after they are months and years into their training. [Wizards and other spellcasters who join the Völva must have a wand as a bonded object].

Resources

The Völva have, as a group, extensive resources, although nearly all of these are dedicated to arcane pursuits. While some members pool their resources to build remote halls, most do not, preferring solitude to cohabitation.

Friendly You have proven yourself capable in the eyes of other Völva and they have decided to teach you some of their secrets. You gain a +1 insight bonus to all Knowledge (planes) skill checks. Additionally, once per month, you can call upon a fellow member to aid you in your research. When you do this, you gain a +2 circumstance bonus to a single knowledge-based skill check.

Helpful Your work with the group has led to several new discoveries. To thank you for all of your hard work, you have received a *wand of the völva* and an invitation to officially affiliate. Upon accepting either, you gain the right and privilege to call yourself a full-fledged wand carrier.

Loved As an established and respected Völva, Osma (or one of the other senior members) has taken it upon himself to teach you one of their magical secrets. Once per day, you may use your *wand of the völva* to cast 1d3 spells that you have in your spellbook and are capable of casting, even if these spells are not prepared. This ability replaces the normal abilities of your bonded wand, which would allow you to cast a single spell per day.

Image based on backer K. Scrae

Wand of the Völva

Exclusive to the Völva, these wands are often sought out by other wizards for their specific properties.

Aura minor transmutation **CL** 1st
Slot—; **Price** 1500 gp
Weight 1 lb.

DESCRIPTION

Designed to tap into the power of the Great Tree itself, these wands draw their magic from the surrounding environment, which they transfer to the wizard to whom they are attuned. Whenever a wizard spends a charge from his or her *wand of the völva*, a single, 1st level spell appears in their mind (either rolled randomly or chosen by the GM), which he can either release or recycle. If the wizard elects to release the spell, the spell is cast normally and the charge is expended. If the wizard elects to recycle the spell, the wand regains 1d3 charges, but becomes inert for 24 hours. An inert wand does not radiate as magic, but still fuctions as a wizard's bonded object.

CONSTRUCTION

Requirements Craft Wand, 375 gp in *jötunstone* dust **Cost** 750 gp

CHAPTER 10

Bestiary

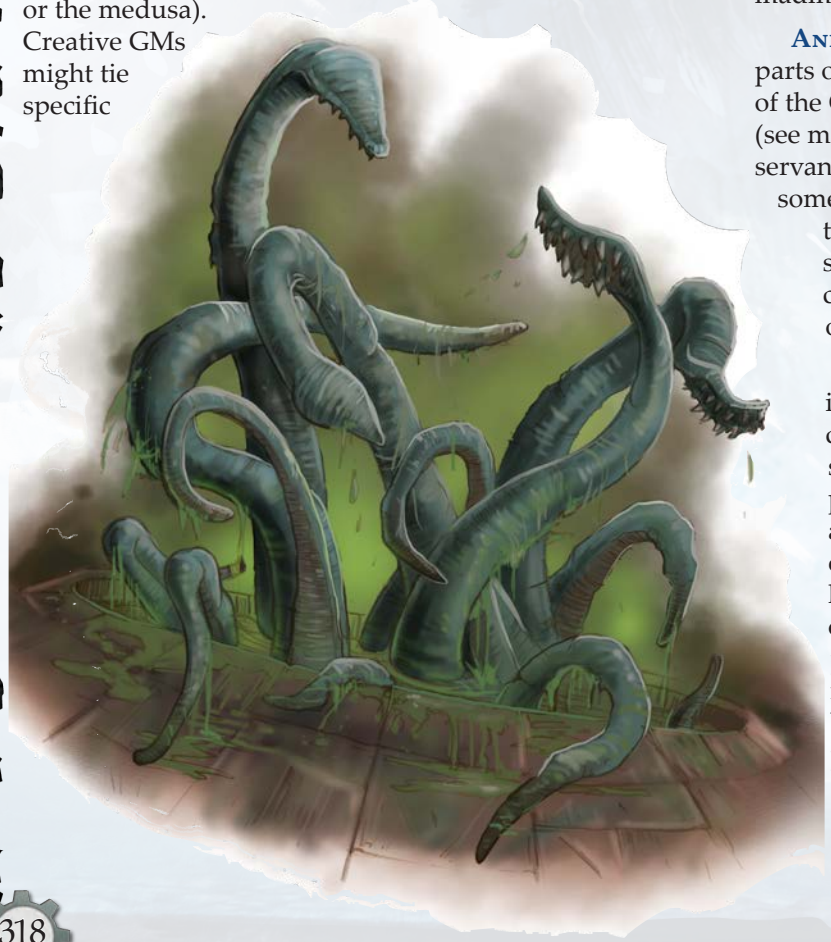
This chapter is intended to help the game master make the absolute most of any monster that she might place in Rhune, whether that monster comes from the wilds of Yggdrasil, haunts the unknown parts of Midgard, or only appears during Ragnarök. GMs will note some additional spells (not included Chapter 6), as well as some specific design notes intended to help bring Rhune to life for their players.

A New Look at Old Monsters

Rhune is a fairly specific campaign setting with strong ties to both Nordic and Scandinavian culture, but it still draws heavily on traditional fantasy gaming. So, before you throw out some of your favorite monsters, consider how you can incorporate them into the setting. Below, you'll find some suggestions, as well as a look at how some of the traditional monsters fit in the campaign setting.

Over the past fifteen years, countless monsters have been invented, modified, changed, and re-envisioned to suit all manner of stories using the D20 mechanics. GMs telling stories set in Rhune probably have countless monsters, some iconic, some unique, that they favor. These might be iconic fan-favorites like the troll or the goblin, or specific monsters like the carrionstorm. Many of these monsters, especially those from classic fantasy gaming, have real-world heritages. Some of these have specific ties to a single culture while others enjoy ties to multiple cultures. With such a massive library of monsters to choose from, some GMs may find themselves asking, "What monsters are appropriate to use in Rhune?"

Generally speaking, monsters with ties (or potential ties) to northern European culture and history are good choices for your stories. This means that giants, kobolds, goblins, hobgoblins, hags, serpents, and fantastic animals will generally trump monsters from other cultures (like genies or the medusa). Creative GMs might tie specific monsters to a particular race in Rhune (using Ettercaps to guard aryandai villages, for instance) while others may simply build monster lists to suit their campaigns. What monsters the GM chooses is ultimately their decision, but we would hope those concerned with creating a lasting sense of immersion will choose their monsters wisely. For the most part, GMs should look for a logical or creative way to tie monsters into the setting.



Additionally, some monsters have been changed slightly to fit the overall feel of Rhune. Although these changes are largely thematic (and rarely affect the monster's actual mechanical statistics), GMs looking to tell stories relevant to particular themes in the setting might consider associating the specific monsters tied to those themes.

What follows is a short list of thematic changes to some of the more common monsters found in the Pathfinder Roleplaying Game, sorted by their type.

Aberrations exist throughout Rhune, but as the byproducts of strange alchemical or biological experiments. These rare oddities are the horrible things that creep in the dark. Most are best used as one-off encounters, as few are able to reproduce to create more of their kind. In the North, alchemists devoted to the Thrall Lords often create unique aberrations to please their foul masters. Sometimes, they make broods of strange aberrations and set them loose in the wild, where these creatures can do the most destruction. In the South, aberrations are frequently the product of madmen and cultists.

Animals are common (with some exceptions) to all parts of Rhune. Some change slightly on different branches of the Great Tree and some may be modified magically (see magical beasts, below) to serve the Old Gods and their servants. Since Rhune is not a perfect mirror of Earth, some animals have never existed on Midgard, meaning that some animals (like dinosaurs) do not exist. GMs should feel free to add animals they feel are logically consistent with the stories they are trying to tell and omit any they feel detract from the story.

Constructs are common in Rhune, especially in the City-States of Vallinar. Generally speaking, constructs are divided into two general categories – sentient beings (who are known as the automata) and programmed, intelligent automatons. Most constructs are exclusive to the South, each a combination of clockwork technologies, arcane magic, and runic lore. In Rhune, the first constructs were built out of curiosity, but were later built to serve the good people of the South during Ragnarök. Many naturalists (and this is especially true of the ælves) believe the automata were never in the Old Gods' plan and their very existance is an abomination.

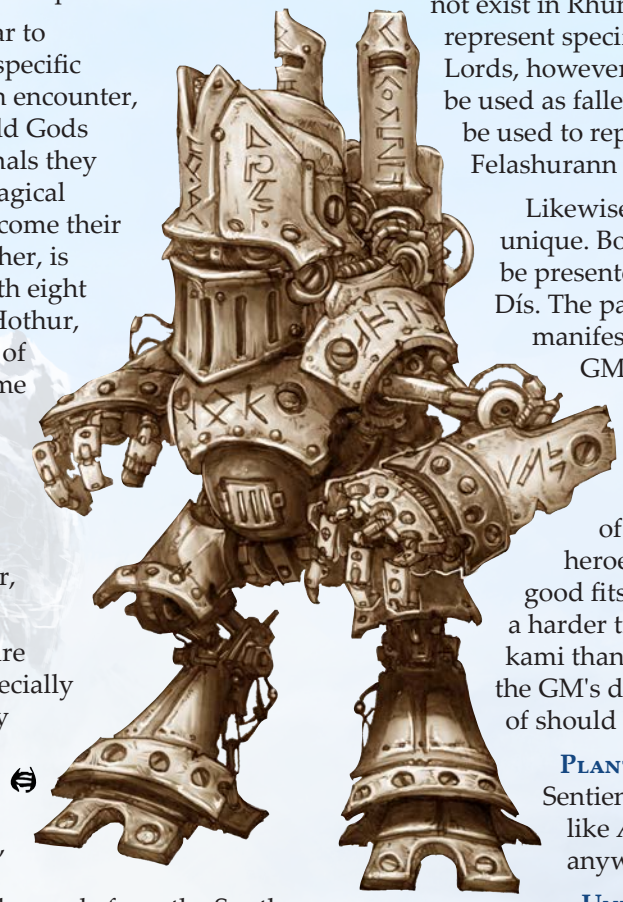
Dragons exist, but as things of legends. The awakening of these grand serpents is said to herald

the final days that usher in Ragnarök. Of all the branches of the Great Tree, only two branches actively feature dragons. The ælves of Nachtland, the Shadow of the Middle Court, commonly employ shadow dragons, which they sing from the shadows, using them to attack human cities. Niflæheim also features some lesser serpents, all of which are the offspring of the mighty Níðhöggroth – the Great White Wyrm.

Fey exist, but they dwell in the hidden places few people look. While most will be found in Sommerfæth, those who call Midgard home are common in Ælveheim and on the Glittering Isle, where they serve as allies and friends to both the ælves and the glitterfane. Few are seen beyond these areas, however.

Humanoids are common to all parts of Rhune.

Magical Beasts are similar to aberrations, in that many are specific monsters that are unique to an encounter, location, or individual. The Old Gods sometimes select various animals they favor and invest them with magical power, awakening them to become their servants. Oridynn, the All-Father, is said to ride a great stallion with eight legs, which he calls Sleipnir. Hothur, likewise, is said to keep a pen of giant, magical pigs (which some whisper he feeds his enemies to). On Midgard, these magical beasts might grow many times their original size, or in some instances, grow additional limbs or other, fantastical features.



Monstrous Humanoids are found throughout Rhune, especially in the distant North. Generally speaking, monstrous humanoids are most common in areas controlled by or loyal to the Thrall Lords, who often work directly through these creatures (which people from the South call the Thrall-bound). Although there are countless types of monstrous humanoids that call Rhune home, hags are the best example of icy, infernal connection. In the North, Winter Hags and Storm Hags gather in covens to dominate the barbarians around them, frequently bending them to even darker purpose.

Oozes are similar to aberrations in that they are commonly created by mad alchemists or dark priests serving the Thrall Lords. They are far more common in the North, especially in and around the City of Icewall and the Pale Tower. Many types of ooze subsist off of the essence of the living, lying inert until their prey wanders near.

Outsiders exist in Rhune, but are almost universally found in the branches beyond the Middle Realm. On Midgard, the most common outsider is the elemental. These elementals, however, are not neutral. All elementals serve the Thrall Lords and their alignments correspond to the gods they serve:

- Air elementals are neutral evil and serve Dark Leighhanna.
- Fire elementals are chaotic evil and serve Felashurann
- Water elementals are chaotic evil and serve Felhorath.
- Earth elementals are lawful evil and serve Mhamnoch.

Generally speaking, dæmons, demons, and devils do not exist in Rhune. Creative GMs may use them to represent specific individual servants of the Thrall Lords, however. Vrocks and succubae could easily be used as fallen valkyrie, while a cambion might be used to represent a powerful Thrall priest who Felashurann has bestowed special powers on.

Likewise, good outsiders should be rare and unique. Both angels and archons could easily be presented as Valkyries, or in some instances, Dís. The particulars of how these outsiders manifest is entirely up to the GM, although GMs should tie these outsiders to one or more of the Old Gods in some way. A shield archon may serve Dægr on the battlefield at Ragnarök, while another might be the divine messenger of Oridynn, delivering prophecies to heroes. Some outsiders, of course, aren't good fits for the setting. GMs are going to have a harder time explaining a Foo Dog, genie, or a kami than, say, an undine. Ultimately, however, the GM's decision on the type and the frequency of should be the rule of the day.

Plants are common throughout Rhune. Sentient plants are most common in places like Ælveheim, although they exist anywhere.

Undead are common in Rhune, but are often consolidated to specific areas. The largest concentration of the undead is among the Ruined Cities in the South, all of which have been animated by the Ghoul Stone (and the necromantic energy it channels from Neinferth directly into Midgard). Some cults, like the Brotherhood of the Wraith, venerate the undead and seek to create them, as well as become them. Many people believe that the undead are the servants of D'Iessha, the Queen of the Feast.

Vermin are as common as animals in Rhune.

In addition to these very basic guidelines, GMs should note that some of the classic monsters they might be used to get some special treatment in Rhune.

Dark Elves are an alien breed of elves that communed with the very essence of Neinferth. These dark elves are known as the *Dokkálfir*. Although it is believed that some ælven *Vitkarr* know the true origins of the dark elves, none dares speak about them, as these planar raiders have a reputation of wiping out any who speak about them or their ways.

Dark Folk are the corrupted, misshapen survivors of the Ruined Cities, south of the City-States of Vallinar. Standing slightly taller than a human adolescent, these folk wear mantles of filthy rags with the same pride a human jarl would silver. Many believe these creatures were once humans, dwarves, and glitterfane, although no one knows for sure. What explorers have discovered is that these creatures walk freely among the undead, even though they themselves still live. Some *Vitkarr* speculate that the dark energies of the Ghoul Stone have warped them, although others speculate these creatures have always existed, hidden deep below the cities. These dark creatures do not worship the Thrall Lords, but instead venerate the very Ghoul Stone itself.

Giants are massive, monstrous creatures that tower over the rest of the Thrall-bound. These creatures typically stand 28 to 30 ft. although with time, they can grow to be bigger. True giants have black eyes that lack pupils. Unlike lesser giants, who often form tribes or even cults, the true giants are primordial beings with direct ties to the Thrall Lords from which many *Vitkarr* believe they sprung. These true giants are divided into three distinct clans.

The *Hrimithar*—commonly known as frost or ice giants—follow Mhamnoch, Lord of the Long Winter. They are massive, blue-white skinned (although some display purple hues, as well) things that are covered in soft, white hair. All enjoy the flesh of living, sentient creatures. Although they once walked the Great Tree freely during the Age of Myth, the Old Gods imprisoned many on Niflæheim. Only a few still dwell in Midgard's frozen north.

The second clan is called the *Eldjötinar*. These giants have reddish-bronze skins and have orange, red, and darker hair. Although most follow Felashurann, the Fire Lord, some have been known to honor D'Iesssha in Thodheim, where they are known as the Lords of Fire. Unlike their cousins, these giants dislike the cold and many, as a result, fear the Long Winter that myth says will precede Ragnarök.

The last clan is the *Stormrisar*, more commonly known as storm giants (in Rhune, storm giants are evil). They follow Felhorath, Cursed One of the Deep. These giants prefer the deep places of the Great Tree, and as a result, few call any single branch of Yggdrasil their own. Instead, they divide themselves between the various realms. These giants have bluish-green skin, in a variety of hues. They have lighter hair, ranging in colors from yellow to white.

While giants have been spotted in the lands far to the North, most are locked away in the hidden places, awaiting the clarion call that will awaken them to the final battle – Ragnarök.

Goblins are short, twisted creatures that resemble human children, but with elongated and frequently asymmetrical features. Most have grayish-white skin that gradually lightens (to a variety of sickly shades, including pinks, yellows, and greens) at the tips of their digits and similar extremities. Although they appear fragile, these weathered creatures are dangerously resilient. Quiet and nimble, goblins prefer to hunt at night, often in packs of six to ten. Although they prefer the warm flesh of mammals and humanoids, they can easily subsist on fruits, nuts, and berries when need demands. The weakest of the Thrall-bound creatures of the

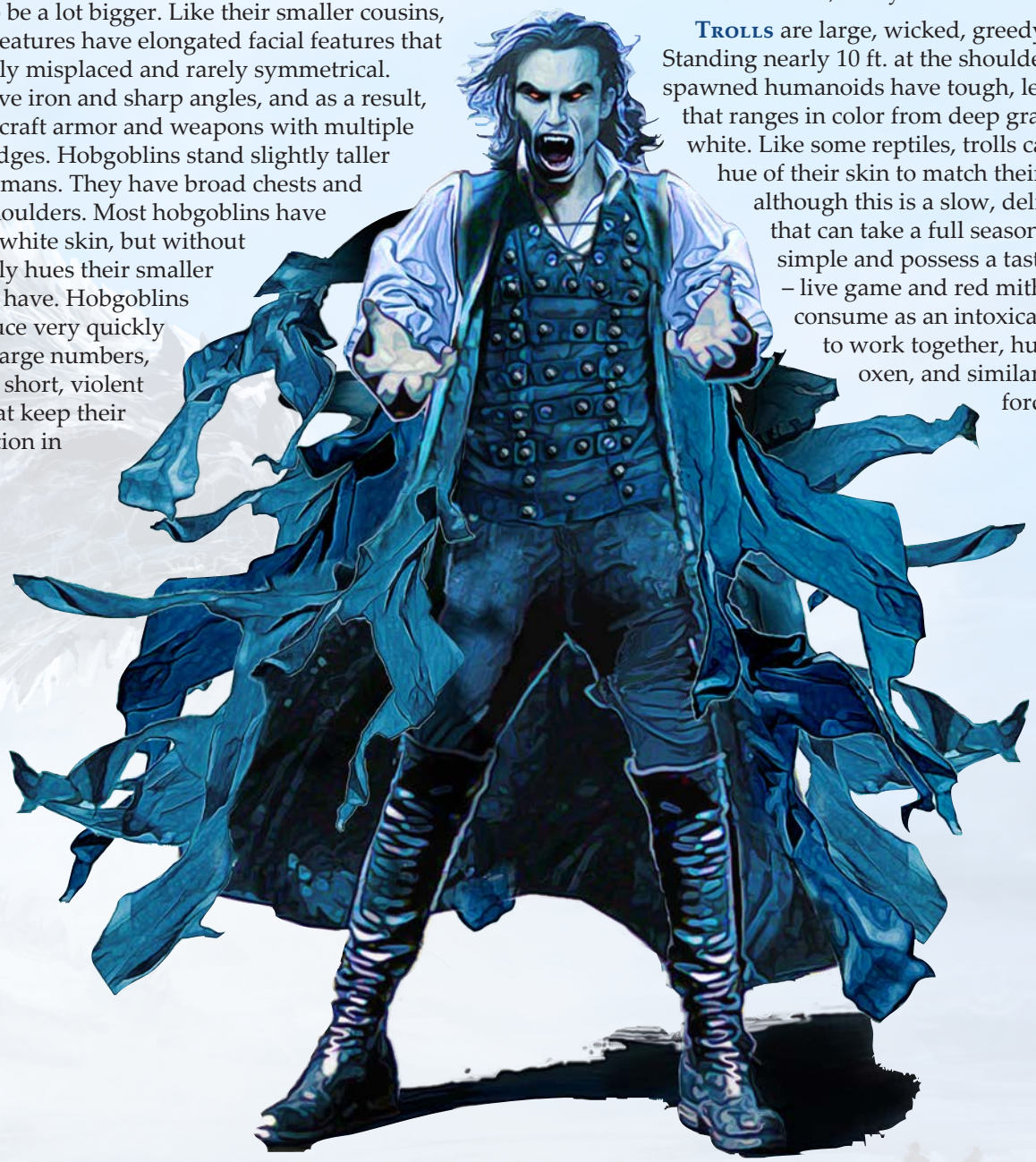
North, they often captured and trained as scouts for the larger forces that roam those icy lands.

Gnolls occupy a unique place on the Great Tree. Although they live in remote locations across Midgard (such as on the Island of Val), many believe these creatures were once loyal, accepted servants of Velluna-Akka who were punished (and driven off) for some grave indiscretion. Whether or not this is true, these 'wolf-walkers' hate Mhyr, retreating into their thorny warrens when the moon is full. Gnolls are rumored to carry a terrible disease that turns both men and dwarves into terrible beasts, just like them, when bitten.

Hobgoblins share similarities to goblins, except they grow to be a lot bigger. Like their smaller cousins, these creatures have elongated facial features that are oddly misplaced and rarely symmetrical. They love iron and sharp angles, and as a result, tend to craft armor and weapons with multiple sharp edges. Hobgoblins stand slightly taller than humans. They have broad chests and wide shoulders. Most hobgoblins have grey to white skin, but without the sickly hues their smaller cousins have. Hobgoblins reproduce very quickly and in large numbers, but live short, violent lives that keep their population in check.

Ogres are the distant, grotesque cousins of true giants—at least's that's what they tell those they bind into service. Standing nearly twice the height of a human man, ogres can weigh as much as 450 lbs. Contrary to some southern tales, these creatures are cunning and, to a point, fairly smart. Like many of the Thrall-bound, these creatures savor the taste of sentient flesh and often hunt humans – even those loyal to the Thrall Lords – for sport. Ogres tend to work best in small tribes, especially when they press others into service. Unlike the other Thrall-bound, ogres admire dwarven craftsmanship and will try to take dwarven enemies hostage, forcing them to make fine weapons and armor for them to use. Although ogres find patrons among all of the Thrall Lords, many favor D'Iessha.

Trolls are large, wicked, greedy, and cruel. Standing nearly 10 ft. at the shoulder, these giant-spawned humanoids have tough, leathery skin that ranges in color from deep gray to dirty white. Like some reptiles, trolls can change the hue of their skin to match their environment, although this is a slow, deliberate process that can take a full season. Trolls are simple and possess a taste for two things – live game and red mithral, which they consume as an intoxicant. Trolls tend to work together, hunting deer, oxen, and similar game until forced to move on.



The Monsters of Midgard (and Beyond)

GMs are freely encouraged to use all sorts of monsters in their Rhune stories, but should also consider some of the monsters that make this campaign setting what it is. The following monsters are all unique to Rhune:

Bálworg

A massive wolf like creature, its maws filled with porcelain razors — some icy, others touched with fire, dripping lava, stares you down. It's intelligent eyes hold little more than malice. Then, it charges you!

Bálworg CR 6

XP 2,400
NE Large magical beast (cold, fire)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

DEFENSE

AC 18, touch 11, flat-footed 16 (+1 Dex, +1 dodge, +7 natural, –1 size)
hp 69 (8d10+32)
Fort +9, **Ref** +6, **Will** +3
Immune cold, fire

OFFENSE

Speed 50 ft.
Melee bite +12 (1d8+7 plus 1d6 cold and 1d6 fire and trip)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (20-ft. cone, 4d6 cold and 4d6 fire damage, DC 18)

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10
Base Atk +8; **CMB** +14; **CMD** 25 (29 vs. trip)
Feats Combat Reflexes, Dodge, Improved Initiative, Run
Skills Perception +10, Stealth +6 (+12 in snow), Survival +7; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival
Languages Low Common, Giant; **Honor** —

ECOLOGY

Environment mountains (especially on Niflæheim)
Organization solitary, pair, or pack (3–4)
Treasure double

SPECIAL ABILITIES

Breath of the Gap (Su) A bálworg's breath weapon is a deadly mixture of fire-hardened crystals, each which contains the essence of winter itself. Whenever a bálworg uses its breath weapon, it deals both cold and fire damage. A bálworg may use its breath weapon once every 1d4 rounds.

Bálworgs common to Niflæheim, where they roam the higest peaks, hunting ice ælves for their warm, delicate flesh. When they do appear on Midgard, it is normally at the behest of some dark summons, where they are bound to serve cults dedicated to the Thrall Lords – especially to those loyal to Mhamnoch, the Lord of the Long Winter.

Bálworgs prefer to hunt in packs. Exceptionally greedy bálworgs sometimes kill off their pack mates immediately after a new litter is born, so that they can dominate the offspring as their own.

Dagribe

A pair of vipers sway in the air, rooted in the greasy ruff of this gigantic vulture.

Dagribe CR 12

XP 19,200
NE Large outsider (evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +28

DEFENSE

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, –1 size)
hp 157 (15d10+75)
Fort +10, **Ref** +12, **Will** +15
DR 5/good; **Resist** cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee bite +21 (1d10+7 plus 1d6 negative energy), 2 snakebites +16 (1d6+3 plus poison), 2 talons +21 (1d6+7)
Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks snakebites, poison
Spell-Like Abilities (CL 15th; concentration +18)
At will—*deeper darkness*, *detect good*, *detect magic*, *detect thoughts* (DC 15)
3/day—*enervation*, *plane shift* (Grimhæm, Midgard, Nachtland, Neinferth. Thodheim)

STATISTICS

Str 24, **Dex** 17, **Con** 20, **Int** 17, **Wis** 22, **Cha** 17
Base Atk +15; **CMB** +23; **CMD** 37
Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Hover, Power Attack, Vital Strike
Skills Bluff +21, Diplomacy +18, Fly +10, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (planes) +20, Knowledge (religion) +20, Perception +28, Sense Motive +28, Spellcraft +18, Stealth +17
Languages Ash Tongue, Low Common, Val; **Honor** 6

SQ sacrifice

ECOLOGY

Environment any (Nachtland)
Organization solitary, pair, or wake (3–13)
Treasure standard

SPECIAL ABILITIES

Dagribe Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.
Sacrifice (Su) At any single point during its life, a dagribe can make a deal with a mortal to return a dead humanoid creature to life. This ritual takes 1 hour to perform and the effect is identical to *true resurrection* (CL 15th), sharing all of that spell's restrictions. The creature that petitions a dagribe to perform this sacrifice is affected as by *bestow curse*, though the curse can only be lifted by a *miracle* or *wish*. After performing the ritual, the dagribe convulses and vomits up the target encased in a mucous-filled sac. After delivering the resurrected creature, the dagribe dies and begins to rapidly decompose, leaving in its wake a 20-foot diameter cloud of noxious gas. All creatures within this area must succeed on a DC 22 Fortitude save or be nauseated for 1d4 minutes. The cloud is an inhaled poison effect and the save DC is Constitution-based.
Snakebites (Ex) A dagribe has two writhing snakes that can attack nearby opponents. Each bite deals 1d6 points of damage and has the chance to affect the target with dagribe poison. These snakebite attacks area secondary attacks.

Fully aware that bestowing their gift over life and death means that they must die themselves, dagribes don't bestow this gift easily. There is a deep round of bargaining for this privilege. The dagribe may or may not let the bargainer know that even if their lost friend or family member returns to the lands of the living, they do so with a terrible curse.

A dagribe chooses the effects of the curse before performing its sacrifice ritual, and as they are cruel and devious creatures, they twist the curse to have the most crippling effect on the creature to be revived. To maximize the effects of their choice, a dagribe grills the bargainer about their lost loved one, asking increasingly personal questions and prying into the relationship between the dead person and the one who wants them back.

Connected to Dark Leighhanna and granted a strange connection to death and life, a dagribe visits Midgard in order to collect more souls as it slays those who oppose it. Dagribes sometimes bargain for souls to travel back down the spiral and be returned to life.

A dagribe's body is 8 feet tall, and it's long neck extends an additional 4 feet. It has a wingspan of 30 feet and weighs over 500 pounds.

Drogg

At first glance this beast seems to be a warhound, however at closer inspection it appears that this creature is a creation of metal.

Drogg CR 3

XP 800
N Medium construct
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 36 (3d10+20)
Fort +1, **Ref** +4, **Will** +1
Immune construct traits

OFFENSE

Speed 50 ft.
Melee bite +6 (1d6+4 plus trip)
Special Attacks nimble charge

STATISTICS

Str 16, **Dex** 17, **Con** —, **Int** 3, **Wis** 10, **Cha** 3
Base Atk +3; **CMB** +6; **CMD** 19 (23 vs. trip)
Feats Blind-Fight, Skill Focus (Perception)
Skills Acrobatics +8 (+16 when jumping), Perception +8, Stealth +8; Racial Modifiers +4 Acrobatics (+12 when jumping), +4 Perception, +4 Stealth
Languages Clockspeak; **Honor** –
SQ pack traits, specialized programming

ECOLOGY

Environment any (very common in Damas)
Organization solitary, pair, or pack (3–15)
Treasure none

SPECIAL ABILITIES

Nimble Charge (Ex) A drogg can ignore difficult terrain when making a charge.
Pack Traits (Ex) When built as part of an original pack (or trained to be part of one) a drogg provides an additional +1 bonus when using the aid another action. In addition, when two droggs provide flanking for one another, the bonus increases to +3 (instead of +2).
Specialized Programming (Ex) Built to guard and fight, a drogg gains a +4 racial bonus on Acrobatics, Perception, and Stealth checks.

Built by arcane spellcasters to serve as guards and companions, most droggs have customized looks that match their creators taste. In some cities, droggs are created in packs and used to supplement the watch. In these cases, two to three droggs are bonded to a single handler, who directs them.

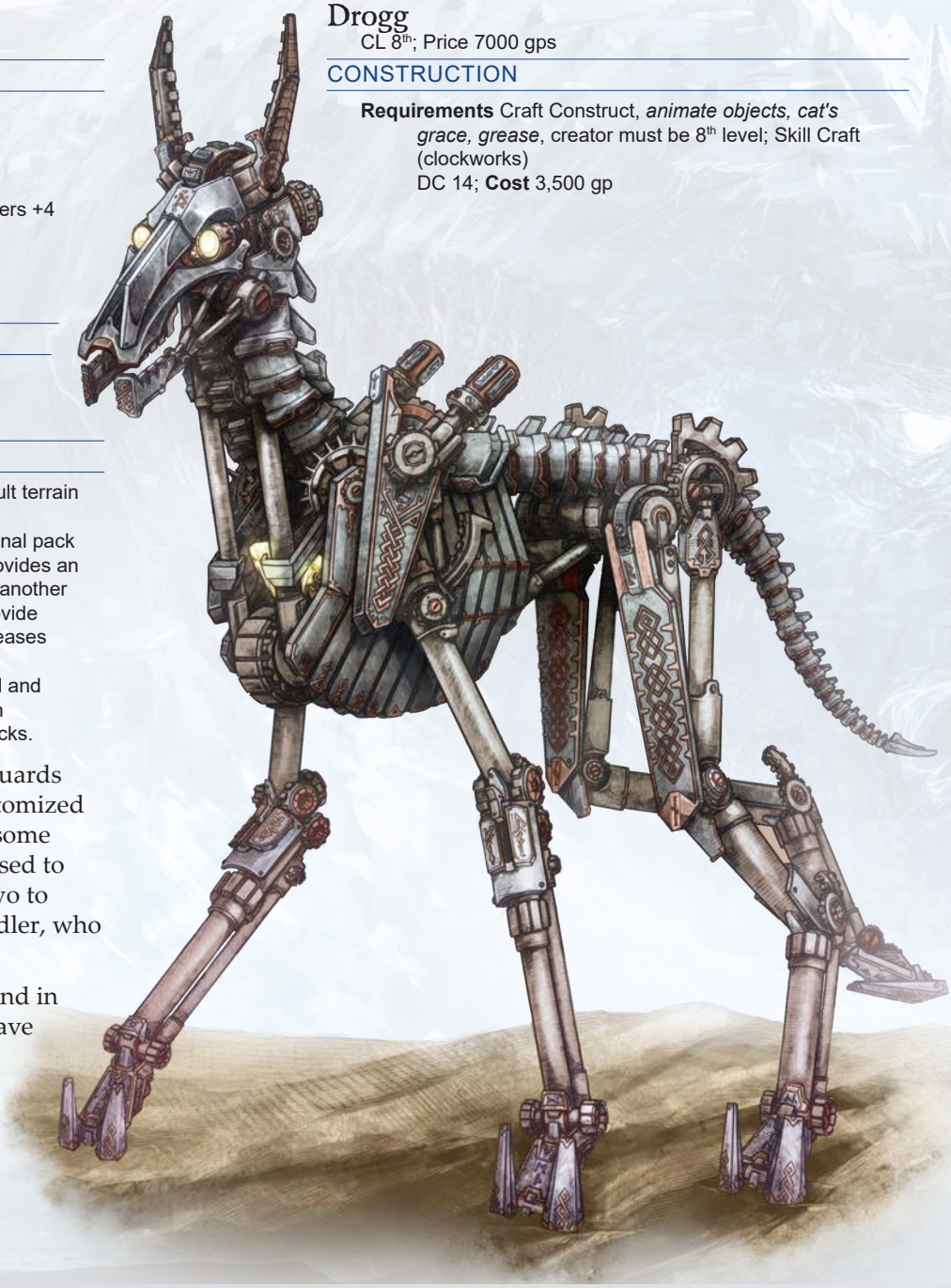
Individual droggs are sometimes found in the company of clockwork elves, who have a tendency to bond with them. They are more commonly found aside the clockwork adepts that are famous for creating them.

A drogg's intelligence isn't vast, but it is able to make tactical decisions and works to protect its bonded owner much like a normal animal would. Although they cannot speak, droggs understand Clockspeak.

Construction

Droggs have a lighter frame than many constructs, attributing to their quickness. Their creators use a combination of flexible, hardened strands of leather and light steel bands to reinforce their joints. A lightly armored steel shell serves to protect their sensitive, inner gears.

A drogg's body weighs approximately 170 lbs. The final step required for a drogg's activation requires 1,000 gp worth of diamond dust.



Drogg

CL 8th; Price 7000 gps

CONSTRUCTION

Requirements Craft Construct, *animate objects, cat's grace, grease*, creator must be 8th level; Skill Craft (clockworks)
DC 14; **Cost** 3,500 gp

Fallen Valkyrie

Clad in armor and brandishing weapons, this fearsome woman has black-feathered wings stretching from her back.

Fallen Valkyrie CR 9

XP 6,400
CE Medium outsider (extraplanar)
Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+7 armor, +3 Dex, +3 shield)
hp 114 (12d10+48)
Fort +12, **Ref** +11, **Will** +9
DR 10/cold iron and good; **Immune** cold, disease, electricity, poison; **Resist** acid 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee *+1 returning spear* +18/+13/+8 (1d8+7/x3) or mwk battleaxe +16/+11/+6 (1d8+6/x3)
Ranged *+1 returning spear* +17 (1d8+5/x3)
Special Attacks siphon soul
Spell-Like Abilities (CL 12th; concentration +16)
Constant—*deathwatch, tongues*
At will—*darkness, doom* (DC 15)
2/day—*plane shift* (DC 21) (self plus one creature only)
1/day—*slay living* (DC 19)

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 11, **Wis** 16, **Cha** 19
Base Atk +12; **CMB** +16; **CMD** 29
Feats Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Shield Focus, Weapon Focus (spear)
Skills Acrobatics +10, Fly +10, Intimidate +12, Knowledge (planes) +10, Knowledge (religion) +10, Perception +18, Perform (sing) +8, Ride +15, Sense Motive +9, Stealth +15
Languages Ash Tongue, Low Common, Val; *tongues*; **Honor** 6
SQ battle trained

ECOLOGY

Environment any (region)
Organization solitary, pair, or unit (3–24)
Treasure standard (*+1 breastplate, +1 light wooden shield, +1 returning spear*)

SPECIAL ABILITIES

Battle Trained (Ex) A fallen valkyrie is proficient with all armor. Armor never impacts a fallen valkyrie's speed, nor does a fallen valkyrie take armor check penalties on Ride checks.
Siphon Soul (Su) Once per week, a fallen valkyrie can take the soul of a dying creature. The target creature must be either dying or have been dead for only 1 round and must succeed on a DC 20 Will save or its soul is drawn to a black gem embedded into the fallen valkyrie's shield as if by a *soul bind* spell. The save DC is Charisma-based.

Twisted in by the long dark that abuts Yggdrasil, the fallen valkyrie are outsiders in the truests sense of the word, beings whose bodies, minds, and souls have been burnt by the darkness that permeats in the Yawning Gap. Once servants of the Old Gods, these unfortunate servants have stepped outside of the light – either willingly or by unforgiveable transgressions. Left to the darkness that creeps between the branches of the Great Tree, fallen valkyrie often form cohesive units and hunt those they once stood watch over. While they are often drawn to the great battles that arise on Midgard, dark valkyrie flock to battles that take place in the realms beyond.

Unlike their noble forebearers, dark valkyrie do not deliver the fallen to Val's Hall. Instead, they deliver them to Thodheim, where they trade them for any number of things – striking dark bargains with D'Iessha, the realm's foul mistress.

Call of the Shadow Valkyrie

School conjuration (summoning); Level bard 4, cleric 5, darkness 5, sorcerer/wizard 5, summoner 4, witch 5
Casting Time 1 standard action
Components V, S, M (blood of a jötunfolk)
Range touch
Target one humanoid creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
You tap into the energies of Nachtland to summon the essence of one of the fallen valkyrie trapped there, forcing the foul servant of the Thrall Lords to serve you for a short time. When you summon this creature, it appears where you designate and acts immediately. It attacks any apparent opponents to the best of its ability, but only follows your commands if you speak to it in Val. When you cast this spell, it summons only a single fallen valkyrie.

Flosjofer Worm

This massive beast resembles an icy blue armored worm, its head and neck ringed by a mantle of tentacles. While the creature lacks visible eyes, its long, yellowed teeth and ivory horns more than are enough to dissuade most onlookers from investigating further.

Flosjofer Worm CR 16

XP 76,800
N Colossal magical beast
Init +11; **Senses** darkvision 60 ft., low-light vision, keen scent; **Perception** +15

DEFENSE

AC 29, touch 9, flat-footed 22 (+7 Dex, +20 natural, –8 size)
hp 250 (20d10+140)
Fort +19, **Ref** +19, **Will** +12
Defensive Abilities scrambled mind; **Immune** cold, disease, mind-affecting effects, poison

OFFENSE

Speed swim 90 ft.
Melee bite +23 (4d6+11/19–20), 2 tentacles +23 (3d6+11 plus grab and poison), tail slap +18 (4d6+5)
Space 30 ft.; **Reach** 30 ft.
Special Attacks capsize, wailing swallow, tendrils, crying fog, constrict (3d6+16), fast swallow, poison, swallow whole (4d6 bludgeoning and 2d6 sonic damage, **AC** 20, 25 hp)
Spell-Like Abilities (CL 20th; concentration +22)
At will—*fog cloud*
3/day—*control water, solid fog*

STATISTICS

Str 32, **Dex** 25, **Con** 24, **Int** 4, **Wis** 19, **Cha** 15
Base Atk +20; **CMB** +39 (+41 sunder); **CMD** 56 (58 vs. sunder, can't be tripped)
Feats Combat Reflexes, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Skill Focus (Stealth), Stand Still, Vital Strike
Skills Perception +15, Stealth +10, Swim +24
Languages Aquan (can't speak); **Honor** –

ECOLOGY

Environment any water (Wynn Sea)
Organization solitary (unique)
Treasure double (in lair)

SPECIAL ABILITIES

Crying Fog (Sp) When the flosjofer worm uses its *solid fog* spell-like ability, the fog cloud is filled with the cries, shrieks, and wails of all the worm's previous victims. All creatures within the area of the solid fog must succeed on a DC 22 Will save or become shaken. In addition, concentration checks made within the area suffer a –2 penalty. The save DC is Charisma-based.
Keen Scent (Ex) The flosjofer worm can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.
Poison (Ex) Tentacles—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Wis; *cure* 2 consecutive saves.
Scrambled Mind (Ex) Any creature that attempts to read the thoughts of or communicate telepathically with the flosjofer worm must succeed at a DC 22 Will save or take 1d6 points of Wisdom drain. The save DC is Charisma-based.
Tentacles (Ex) A flosjofer worm's tentacles count as primary natural weapons. The worm can transfer creatures it grabs with its tentacles to its mouth as a free action.
Wailing Swallow (Su) Spirits of those consumed by the flosjofer worm continue to live out a terrible existence in the creature's gullet. Anyone affected by the creature's swallow whole ability must succeed on a DC 22 Will save or be confused for 1 round. The save DC is Charisma-based.

Unique in appearance, size, and power, the Flosjofer Worm is creature from the old legends of the Age of Myth, a beast that even the boldest of raiders would dare face—if tey believed it was more than just a fireside tale used to secure more mead for homesick sailors. Although some dragonship captains swear to have seen this beast as far east as Oud Bay or Eastern Val, the Flosjofer Worm is normally encountered in the cold, coastal waters of the Wynn Sea.

Those sailors lucky enough to survive an encounter with this massive creature swear it delights in its attacks, showing an infernal intelligence as it snatches up men and dwarves alike, expertly plucking them from the desks of their dragonships. Those it doesn't pull beneath the sea to their dooms it sometimes reguritates, returning them violently to their allies before dissappearing, shrouded in mist, beneath the waves. Most swear this is only a ploy, as the creature is fond of returning, when all is calm, amidst a shroud of wails to smash what remains of their broken ships.

There are some who whisper that the Flosjofer Worm is not a legend, but rahter the infernal avatar of Felhorath, the Cursed One of the Deep. Others whisper the creature isn't a manifestation of the Thrall Lord at all, but is instead his servant, a guardian who encircles all of the oceans, standing watch over his kingdom, deep under the sea.

Ghulsvann

The enormous body of a night black swan soars aloft on six great wings. Its serpentine neck bears a giant humanoid face screaming discordant hatred through razor sharp teeth.

Ghulsvann CR 9

XP 6,400
N Gargantuan magical animal
Init +6; **Senses** low-light vision; **Perception** +15

DEFENSE

AC 18, touch 8, flat-footed 20 (+2 Dex, -4 size, +10 natural)
hp 120 (16d8+48)
Fort +13, **Ref** +14, **Will** +8

OFFENSE

Speed 20 ft., fly 80 ft. (average)
Melee bite +17 (2d8+9/19-20)
Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str 28, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 16
Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 37
Feats Flyby Attack, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talon)
Skills Fly +7, Perception +15
Languages Ash Tongue, Giant, Val; **Honor** –

SPECIAL ABILITIES

Aura of Despair (Su) The ghulsvann constantly radiates a palpable aura of desolation. All living creatures within 30 ft. of the creature must make a DC 21 Will save to avoid being shaken. A successful save means the character is immune to this effect for 24 hours.

Screaming Curse (Su) Once per day the ghulsvann can scream a curse at an enemy within 100 ft. The target feels a crushing sense of apathy and despair and takes a -4 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This effect lasts for 1 minute. A successful DC 21 Will save reduces the duration to 1 round.

Deathgorged (Su) The ghulsvann feeds on death. Each time it strikes a killing blow against a creature with at least 8 HD, it gains a +2 bonus to attack rolls and saving throws, and 2d8 temporary hit points. These effects last 1 hour and stack without limit. In addition the ghulsvann is affected by channeled negative and positive energy as if it were undead, though it does not have any other undead traits.

The Order of the Black Word, a cabal of dark mages responsible for raising the Ghoul Stone, bred the ghulsvannir. They are raised in darkness and glutted on necromantic energy, then unleashed them as weapons of war. Although they are rare, when a ghulsvann does appear, it does so amidst a cloud of death, hate, and darkness.

Grimebeast

This stocky canine creature's brown fur looks like it's covered in soot and grease.

Grimebeast CR 4

XP 1,200
CN Medium magical beast
Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 42 (5d10+15)
Fort +7, **Ref** +8, **Will** +3

OFFENSE

Speed 40 ft.
Melee bite +8 (1d6+4)
Special Attacks gremlin grime, mechanical jaunt, penetrating bite

STATISTICS

Str 16, **Dex** 18, **Con** 17, **Int** 7, **Wis** 14, **Cha** 13
Base Atk +5; **CMB** +8 (+10 sunder); **CMD** 22 (24 vs. sunder, 26 vs. trip)
Feats Improved Initiative, Improved Sunder, Power Attack
Skills Acrobatics +9, Perception +6, Stealth +8, Survival +3 (+7 when using scent while tracking); Racial Modifiers +4 Survival when using scent while tracking
Languages Goblin; **Honor** –

ECOLOGY

Environment any (common in the North)
Organization solitary, pair, or pack (3–12)
Treasure none

SPECIAL ABILITIES

Gremlin Grime (Ex) Any mechanical object (including firearms) a grimebeast comes into contact with must succeed at a DC 15 Fort save or gain the broken condition. Any creature that shares a space with a grimebeast or is the target of it mechanical jaunt ability is affected by gremlin grime as well. In this case, the effect applies to any mechanical gear the target is carrying. The save DC is Constitution-based.

Mechanical Jaunt (Su) A grimebeast can move through the space of any construct or mechanical object. This includes metal walls, complex doors, vault doors, and so on. When a grimebeast moves through a construct, the construct must make a successful DC 15 Reflex save or be *slowed* (as the slow spell) for 1d4 rounds. The save DC is Constitution-based.

Penetrating Bite (Ex) A grimebeast's bite attack ignores the first 5 points of hardness.

Some speculate that grimebeasts are related to goblins or gremlins, that they are creatures born in the North and intended to wreck havoc on all those who use technology against the Thrall Lords. Others, however, mock this train of thought, accusing those who spread this tale of lumping these creatures in with the evil of the North because they are notorious for for breaking machinery.

Others—especially those who have studied and built droggs—speculate that these creatures are the degenerate offspring of lightning hounds (blink dogs) that underwent some strange transformation years ago. This speculation is due to the grimebeast's strange mechanical jaunt ability.

A grimebeast stands 4-feet-tall at the shoulder and weighs over 150 pounds.

Hordehound

This beast resembles a large, black-skinned hairless dog. Wicked looking teeth fill its elongated jaw. Its yellow eyes glare menacingly.

Hordehound CR 4

XP 1,200
NE Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, see in darkness; **Perception** +5
Aura stench (30 ft., DC 17, 10 rounds)

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 42 (4d10+20)
Fort +9, **Ref** +6, **Will** +2

OFFENSE

Speed 60 ft.
Melee bite +8 (1d6+6 plus trip and rage fever)
Special Attacks disease

STATISTICS

Str 18, **Dex** 15, **Con** 20, **Int** 3, **Wis** 12, **Cha** 5
Base Atk +4; **CMB** +8; **CMD** 20 (24 vs. trip)
Feats Combat Reflexes, Power Attack
Skills Perception +5, Stealth +8
Languages Goblin (can't speak); **Honor** –

ECOLOGY

Environment cold hills and plains (especially in and around the Pale Tower)
Organization solitary, pair, or pack (3–12)
Treasure none

SPECIAL ABILITIES

Rage Fever (Ex) Bite—Injury; *save* Fort DC 17; *onset* 2d4 days; frequency 1 day or once per combat; *effect* 1 Int damage and 1 Con damage; *cure* special.

Bred from the most brutal war dogs by the shamans and war priests of the Thrall Lords, horde hounds are hairless, vicious brutes capable of exceptional speed. Horde hounds have darker skin tones, ranging from deep purple to black with yellow eyes. Aside from their distinctive eyes, horde hounds are known for their horrid stench.

Horde hounds are more intelligent than common dogs and enjoy using their speed and numbers to bring down larger prey. Smarter than common dogs, they gather in packs where they work in tandem to take down foes. Horde hounds enjoy the taste of human flesh and will sometimes yield to evil druids, shamans, and powerful barbarians if they are fed it regularly. Entire packs are known to work alongside particularly powerful tribes, turning on them only when they show weakness or fail to feed them.

Horde hounds stand three feet at the shoulder and weigh between 85-135 lbs.

Kulkuri

Long thin legs stretch out from the body of this enormous spider. Coarse brown and tawny hairs cover its body.

Kulkuri CR 6

XP 2,400
N Large magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)
hp 76 (9d10+27)
Fort +9, **Ref** +9, **Will** +4

OFFENSE

Speed 60 ft., climb 30 ft.
Melee bite +13 (2d6+7 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks poison

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 4, **Wis** 13, **Cha** 5
Base Atk +9; **CMB** +15; **CMD** 29 (41 vs. trip)
Feats Acrobatic Steps, Dodge, Mobility, Nimble Moves, Spring Attack
Skills Climb +13, Perception +6, Stealth +9
Languages Aryandai (can't speak); **Honor** –

ECOLOGY

Environment temperate forests (extremely common on the Aryandai Penninsula)
Organization solitary or brood (2–12)
Treasure none

SPECIAL ABILITIES

Giantslayer (Ex) Kulkuri favor the flesh of giants and jötunfolk. Due to this natural predilection, the creatures receive a +2 bonus on attack and damage rolls against creatures with the giant subtype.
Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Followers of Velluna-Akka, the Great Weaver, hold these giant spiders sacred. Despite their size, these creatures have a coloration that allows them to blend in with their environment. They use this trait to ambush giants and other sources of food that move through their territory.

Though they are not especially intelligent, they understand the Aryandai tongue, and work with the aryandai to hunt not only food for their settlements, but also fight against the giants. They favor the flesh of giants and jötunfolk, a trait that has further reinforced they idea among aryandai that these spiders are servants of Velluna-Akka.

Young Kulkuri

Before reaching maturity, young kulkuri are not only smaller, but they also have the ability to use webs—a trait that fades as the creature reaches adulthood. The represent this, apply the young simple creature template to a kulkuri and give the creature the webs universal monster ability.

Litlauss

Loping across the snow on elongated limbs, this creature looks as though it were made of icicles. Chilling black eyes peer out from its jagged, impassive features and enormous claws—as long as its torso—catch your eye before it dives into the snow.

Litlauss CR 10

XP 9,600
CE Small aberration (cold)
Init +5; **Senses** darkvision 60 ft.; **Perception** +20

DEFENSE

AC 25, touch 17, flat-footed 19 (+5 Dex, +1 dodge, +8 natural, +1 size)
hp 97 (15d8+30) regeneration 5 (fire)
Fort +6, **Ref** +10, **Will** +11
Immune cold
Weakness vulnerability to fire

OFFENSE

Speed 70 ft., burrow (ice and snow only) 40 ft.
Melee 2 claws (2d8+2 plus 1 bleed and grab, Crit 18-20/x2)
Space 5 ft.; **Reach** 10 ft.
Special Attacks icicle breath (40-ft. cone, 10d6 cold and piercing damage, Reflex DC 22 for half, usable every 1d4 rounds), sneak attack +5d6
Spell-Like Abilities (CL 15th; concentration +17)
Constant—*ant haul*APG
At Will—*snow shape*HOG
3/day—*sleet storm*
2/day—*polar ray*

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 12, **Wis** 15, **Cha** 7
Base Atk +11; **CMB** +12 (+16 grapple); **CMD** 27 (31 vs. grapple)
Feats Dodge, Improved Critical (claws), Improved Vital Strike, Mobility, Power Attack, Spring Attack, Toughness, Vital Strike
Skills Acrobatics +22, Climb +13, Escape Artist +22, Intimidate +9, Perception +20, Stealth +20, Survival +18; Racial Modifiers +5 Climb; Size Modifiers +4 Stealth
Languages Goblin, Gutnish; **Honor** —
SQ evasion, improved uncanny dodge

ECOLOGY

Environment cold (Niflæheim)
Organization solitary
Treasure standard (trinkets from blood-soaked meals often freeze to the body)

SPECIAL ABILITIES

Frozen Claws (Ex) A litlauss's claws are exceptionally sharp and extraordinarily long, increasing the claws' damage dice considerably and the attack's critical range to 18-20/x2. Any critical hits from a litlauss' claws deal 3 extra points of bleed.
Icicle Breath (Ex) The breath weapon of a litlauss deals half piercing and half cold damage. On a failed save, creatures also take 2 points of bleed damage.
Sleet Immunity (Ex) A litlauss is immune to the effects of *sleet storm* (regardless of where the spell originates from).
Snow Sneak (Ex) The icy exterior of a litlauss makes it blend into snow naturally. As long as it is in cold terrain, a litlauss can *hide in plain sight* (as the ranger ability).

Native to Niflæheim, these abberations hunt the ice ælves of the realm, favoring to tear them limb from limb for no other pleasure than to watch their blood paint the snow. They are incredibly fast and, blend easily with their snowy surroundings, and move with ease during the ice storms that frequently assault the realm.

Thankfully, they are rare in Midgard.

Nightengard

This ebon suit of armor floats above the ground. Glowing motes gaze out from a darkness in the helmet.

Nightengard CR 7

XP 3,200
N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision, sense magic; **Perception** +8
Aura necromantic suppression (30 ft.)

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)
hp 80 (11d10+20); fast healing 5
Fort +3, **Ref** +7, **Will** +4
Defensive Abilities evasion, spell counter; **Immune** construct traits; **SR** 18

OFFENSE

Speed fly 40 ft. (perfect)
Melee greatsword +16/+11/+6 (2d6+7/19–20) or 2 slams +16 (1d6+5)
Ranged negative energy ray +13 touch (2d6 negative energy)
Special Attacks negative energy ray

STATISTICS

Str 20, **Dex** 15, **Con** —, **Int** 3, **Wis** 12, **Cha** 1
Base Atk +11; **CMB** +16 (+18 sunder); **CMD** 28 (30 vs. sunder, can't be tripped)
Feats Blind-Fight, Combat Reflexes, Disruptive[B], Improved Sunder, Lightning Reflexes, Power Attack, Spellbreaker[B], Step Up
Skills Acrobatics +4, Fly +10, Perception +8, Spellcraft +6; Racial Modifiers +8 Spellcraft
Languages Clockspeak (can't speak); **Honor** –
SQ mage slayer

ECOLOGY

Environment any (although common in the Ruined Cities)
Organization solitary or troop (2–12)
Treasure none

SPECIAL ABILITIES

Mage Slayer (Ex) A nightengard gains the Disruptive and Spellbreaker feats as bonus feats even though it doesn't meet the prerequisites.
Negative Energy Ray (Su) A nightengard can fire a ray of negative energy that deals 2d6 points of damage as a ranged touch attack at a target up to 60 feet away.
Necromantic Suppression (Su) Any creature that attempts to cast a necromancy spell within 30 feet of a nightengard must make a successful caster level check or lose the spell.
Sense Magic (Ex) Nightengard can automatically pointpoint magical auras and spellcasters within 100 feet. In addition, a nightengard can use Spellcraft to identify a spell as it is being cast, even if the effect is from a spell completion or spell trigger magic item.
Spell Counter (Su) As an immediate action, a nightengard can fire its negative energy ray at creatures that target it with dangerous spells, spell-like abilities, or magic effects (such as channel energy).

Created by clockwork adepts and wizards in service of the Dusk Knights, these constructs were assembled with one purpose in mind – to destroy cultists, necromancers, or anyone else who might be practicing necromantic magic to keep the dreaded Ghoul Stone aloft.

Emotionless and eternal, these silent guardians probe the deepest parts of The Ruined Cities, going where most men dare not. Working as troops, they patrol the perimeter of the ruins, spiraling inward as they go. Although they are sometimes encountered alone, most patrol in pairs. When in combat, nightengard maintain their distance from their targets, as well as one another, staggering their actions, to maximize their effectiveness against enemy spellcasters.

When heavily damaged, nightengard immediately flee north, heading for pre-programmed locations like Haverghast or Vallingard.

Nightengard

CL 9th; **Price** 32,000 gps

CONSTRUCTION

A Nightengard's is built from plate (or better) armor recovered from the Ruined Cities. The armor is enchanted with dust created from rare ore and gems that cost no less than 1,000 gps.
Requirements Craft Construct, *animate objects*, *detect magic*, *fly*, *spell resistance*; creator must be 9*th* level; Skill Craft (clockworks) DC 20; **Cost** 17,000 gp

Nykr

Water drips from this horse-headed humanoid. It's eyes express malice and its muscled form looks capable of delivering.

Nykr CR 10

XP 9,600
CE Medium fey (shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)
hp 127 (17d6+68); fast healing 5
Fort +9, **Ref** +13, **Will** +12
Defensive Abilities steaming reaction, **DR** 5/cold iron; **Immune** cold

OFFENSE

Speed 30 ft., swim 50 ft.
Melee 2 slams +16 (1d6+7 plus gasp)
Special Attacks gasp
Spell-Like Abilities (CL 17th; concentration +21)
At will—*detect magic*
3/day—*aqueous orb*APG (DC 17), *summon* (level 4, 1 Medium water elemental or 1d3 Small water elementals 65%)
1/day—*elemental body II* (water elemental only)

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 13, **Wis** 14, **Cha** 19
Base Atk +8; **CMB** +15; **CMD** 29
Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (slams), Improved RepositionAPG, Greater RepositionAPG
Skills Acrobatics +15, Bluff +24, Diplomacy +21, Knowledge (nature) +21, Perception +22, Perform (string) +13, Sense Motive +10, Spellcraft +18, Stealth +22 (+30 in water), Swim +19; Racial Modifiers +8 Stealth in water
Languages Aquan, Sylvan; telepathy 60 ft.; **Honor** –
SQ amphibious, change shape (any Medium humanoid; *alter self*), compression

ECOLOGY

Environment any water (especially bordering Ælveheim or Starfall Bay)
Organization solitary, pair, or gathering (3–6)
Treasure standard

SPECIAL ABILITIES

Fast Healing (Su) A nykr's fast healing only functions while it is in contact with water.
Gasp (Su) Any time a nykr successfully strikes an opponent with its slam attack, the target must succeed at a DC 22 Fortitude save or become nauseated for 1 round as the target vomits out a lungful of water. If the target successfully makes its save, they are instead staggered for 1 round. The save DC is Constitution-based.
Steaming Reaction (Su) Anytime a nykr takes more than 10 points of fire damage, it emits a blast of steam in a 5-foot radius. Any creatures in the area take 4d6 points of fire damage from this steam. A successful DC 22 Reflex save halves this damage. The save DC is Constitution-based.

While most fey within and around ælven lands serve as diplomats, assistants, or allies, the nykr are a vengeful, hate-filled deviation from the norm. Corrupt, evil, and chaotic, these fey normally hunt the coastal waters that border the ælven nation, although some have been sighted in its lakes and rivers, some as far north as the mouth of the Ystwyth River. Several have been sighted along the shores of Starfall Bay, as well. Regardless of where they dwell, the nykr are always violent, aggressive, and territorial – attacking any who come too close to their lairs.

While outsiders often believe these are ælven guardians, nothing could be further from the truth. These fey are recent additions to the mounting turmoil in ælven lands, creatures the ælves swear did not exist previous to the Dark Whisper. When encountered, nkyr always attempt to summon water elementals to aid them, leading many to believe they share some unholy pact with Felhorath, the Cursed One of the Deep.

Shimmerling

Coalescing from the shimmering barrier that most call the Rainbow Bridge, this creature flickers between a being of pure radiant light and a humanoid form.

Shimmerling CR 14

XP 38,400
CN Medium outsider (extraplanar, incorporeal)
Init +11; **Senses** blindsense 60 ft., darkvision 60 ft.; **Perception** +23
Aura Radiant aura (30 ft., DC 25, 2d6 rounds)

DEFENSE

AC 25, touch 25, flat-footed 17 (+7 deflection, +7 Dex, +1 dodge)
hp 195 (17d10+102)
Fort +11, **Ref** +17, **Will** +15
Defensive Abilities incorporeal

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)
Melee mind–shredding touch +17 incorporeal touch (10d6)
Ranged searing light +24 (4d8)
Special Attacks mind-shredding touch
Spell-Like Abilities (CL 17th; concentration +24)
Constant—*true seeing*
At will—*color spray* (DC 18), *daylight, searing light*
3/day—*crushing despair* (DC 21), *glitterdust* (DC 19), *overwhelming grief*[UM] (DC 21), *rainbow pattern* (DC 21)

STATISTICS

Str —, **Dex** 24, **Con** 22, **Int** 13, **Wis** 17, **Cha** 25
Base Atk +17; **CMB** +24; **CMD** 42 (can't be tripped)
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Precise Shot
Skills Bluff +27, Diplomacy +27, Fly +25, Intimidate +27, Knowledge (geography) +20, Knowledge (planes) +20, Perception +23, Sense Motive +14, Spellcraft +8
Languages Celestial, Futhark; **Honor** 14

ECOLOGY

Environment any (Bilröst and similar Clockwork Gates)
Organization solitary, pair, or dazzle (3–12)
Treasure standard

SPECIAL ABILITIES

Mind-Shredding Touch (Su) A shimmerling can attack a creature with an incorporeal touch attack that deals 10d6 points of damage. Any creature damaged by this attack must succeed at a DC 25 Will save or take a –4 morale penalty to attack rolls, saving throws, skill checks, and ability checks as they break down in heaving sobs. In addition, any creature damaged by a shimmerling's mind-shredding touch is enveloped in a bright corona of shimmering light. A creature affected by this effect sheds bright light in a 60-foot radius. This affects creatures nearby that are vulnerable to light. The save DC is Charisma-based.

Radiant Aura (Su) Any creature within 30 feet of a shimmerling that looks directly at it must succeed at a DC 25 Fortitude save or be blinded for 2d6 rounds. A shimmerling can suppress or resume this ability as a free action. The save DC is Charisma-based.

Strange and enigmatic, shimmerlings are the silent guardians who walk the rainbow-hued bridges that connect Midgard to the many noble realms beyond. Said to protect the uppermost branches of Yggdrasil, shimmerlings are often believed to be the celestial servants of the *Æssinyr*, although a number of notable *Vitkarr* have come to challenge this idea. Their alien appearance and lack of celestial alignment lead some to believe they are manifestations of Yggdrasil itself, chaotic manifestations of its will to converge upon itself. Whether or not this is true, these creatures walk the roads between the realms, frequently challenging any and all travelers, regardless of whom they serve.

Skergrafa

The sound of clattering gears and spinning grinders announce the presence of this insectoid machine long before it scuttles into view. When it rounds the corner, the inner fires that drive it flares up, and it lowers its many legs to the earth, preparing to charge.

Skergrafa CR7

XP 3,200
N Large construct (clockwork)
Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +1

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)
hp 80 (9d10+30)
Fort +3, **Ref** +5, **Will** +4
DR 5/adamantine; **Immune** construct traits
Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 20 ft.
Melee 2 claws +15 (1d6+7/19-20 plus grab), bite +15 (1d8+10 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks grit cloud, swallow whole (3d8+10 bludgeoning and slashing damage, **AC** 16, hardness 5, 20 hp)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 1
Base Atk +9; **CMB** +17; **CMD** 27
Feats Improved Initiative, Lightning Reflexes
Languages Clockspeak, High Dwarven, Low Dwarven; **Honor** –

ECOLOGY

Environment any underground
Organization solitary
Treasure incidental (2,000 gp worth of gems and rare ores)

SPECIAL ABILITIES

Grit Cloud (Ex) The skergrafa can expel a 10-foot-radius cloud of hot dirt from vents along its body as a free action which fills the air surrounding it with a thick layer of grit that obscures vision and makes breathing or speaking arduous. This cloud acts like *obscuring mist* except it cannot be burned away by fire spells but instead can be counteracted by spells with the cold or water descriptors. In addition, any creature inside the cloud that tries to speak or cast a spell with a verbal component must make a DC 17 Fortitude save or become nauseated for 1 round. The skergrafa can only use this ability every 1d4+1 rounds.

Skergrafa are a testament to their dwarven creators' spartan sense of function over form as the completed design of one appears to have crawled from some dwarf's nightmares. Made in parts of reinforced steel and mithral, a skergrafa is about as big around as a plump pony with a worm-like segmented body measuring around 12' long. Each segment possesses two spike-like legs, not dissimilar to a centipede, which carries it forward with startling speed and allows the construct to move over rocky terrain, climb steep walls, and propel itself through tight tunnels with ease. At its front, two large shovel-like claws ringed in rock-breaking spines scoop rock and soil (and any non-dwarven creatures) into a gapping maw filled with concentric circles of grinders made to pulverize rock but do a fair job on flesh if it unfortunately makes its way inside the skergrafa. The rest of the innards of the skergrafa are a series of more grinders, pulverizers, and smelters that will sort ore from dirt, the latter of which will be expelled from various vents along the constructs sides while the former is deposited in condensed nuggets behind the skergrafa as it works.

Skergrafa are among the most efficient constructs of their kind. They are designed to work with minimal oversight for extended periods of time.

Skergrafa

CL 11th; Price 25,000 gps

CONSTRUCTION

A Skergrafa is built from specially designed plates, which are bonded to a mithral frame. This frame is treated with various alchemical solutions to increase its strength and elasticity – all of which cost 2,500 gp in special materials.

Requirements Craft Construct, *animate objects, resist energy*; creator must be dwarven; Skill Craft (clockworks) DC 20;
Cost 12,500 gp

Stonættir

This lanky, pale-skinned monstrosity appears ghoulish, but with a much darker intelligence behind its beedy eyes.

Stonættir CR 5

XP 1,600
CE Large humanoid (giant)
Init –1; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 18, touch 8, flat-footed 18 (+4 armor, –1 Dex, +6 natural, –1 size)
hp 57 (6d8+30)
Fort +10, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.
Melee war club +10 (1d10+7), bite +10 (1d8+7 plus rage fever)
Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)
Special Attacks disease

STATISTICS

Str 25, **Dex** 9, **Con** 21, **Int** 8, **Wis** 10, **Cha** 6
Base Atk +4; **CMB** +12; **CMD** 21
Feats Iron Will, Martial Weapon Proficiency (war club), Power Attack
Skills Climb +8, Craft (fetish) +3, Intimidate +6, Perception +8, Survival +5; Racial Modifiers +4 Intimidate, +4 Perception
Languages Low Common, Giant; **Honor** –

ECOLOGY

Environment cold hills (common around the Tharwall Mountains)
Organization solitary, pair, or band (3–5)
Treasure standard (war club, hide armor plus other gear)

SPECIAL ABILITIES

Rage Fever (Ex) Bite—Injury; *save* Fort DC 17; *onset* 2d4 days; frequency 1 day or once per combat; *effect* 1 Int damage and 1 Con damage; *cure* special.

Stonættir are the lesser offspring of the Thrall Lords' children, creatures who carry only enough of their progeny's blood to mark them apart from the murderous masses who call the North their home. Irate abominations that crave violence and the taste of sentient flesh in equal measure, stonættir commonly become the chieftains of their tribes, lording over their weaker servants.

While they carry the blood of those who rebelled against the Old Gods, most stonættir lack the potency to make them truly formidable champions, resulting in beings that focus on only their most primal needs – turning them into the champions of gluttony, violence, and selfishness. If the stonættir delight in anything behind their most basic needs, it's in spreading rage fever, which nearly all of them consider a "blessing" for those lucky enough to survive its foul embrace.

Stone Lord

With chiseled features and the presence of a grand statue, this proud dwarven warrior appears to be cut from stone.

Stone Lord CR 8

XP 4,800
LN Medium monstrous humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft., see invisibility, tremorsense 60 ft.; **Perception** +15

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)
hp 92 (8d10+48)
Fort +8, **Ref** +7, **Will** +8
Defensive Abilities defensive training; shatter weapons, stone lord defense, **DR** 10/chaotic; **Immune** ability damage or drain, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting effects, poison, sleep effects, stunning; **SR** 19

OFFENSE

Speed 20 ft.
Melee 2 slams +15 (1d8+7/19–20)
Special Attacks hatred, thundering slams

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** 9, **Wis** 15, **Cha** 10
Base Atk +8; **CMB** +15 (+17 sunder); **CMD** 26 (28 vs. sunder)
Feats Alertness, Improved Critical (slams), Improved Sunder, Power Attack
Skills Intimidate +11, Perception +15, Sense Motive +12
Languages High Dwarven, Low Dwarven; **Honor** 24
SQ freeze

ECOLOGY

Environment subterranean (especially in dwarven lands)
Organization solitary, pair, or honor guard (3–12)
Treasure none

SPECIAL ABILITIES

Thundering Slams (Su) When a stone lord strikes a target with a successful critical hit, its slams erupt with a booming sonic energy, dealing an additional 2d8 points of sonic damage. Targets affected by this ability must succeed on a DC 20 Fortitude save or be deafened permanently. The save DC is Constitution-based.

Shatter Weapons (Ex) Whenever a character strikes a stone lord with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Stone Lord Defense (Ex) A stone lord is essentially a living statue. This transformation provides the stone lord with a host of defenses that allow it to maintain its vigil over important locations. As its transformation make the creature similar to a construct, a stone lord is *immune* to disease, mind-affecting effects, poison, death effects, sleep effects, stunning, ability damage or drain, fatigue, exhaustion, energy drain.

Although some dwarves whisper that the stone-touch is an affliction meant to rob young dwarves of their vitality and longevity, those who embrace the inevitability of the long sleep in stone know the truth of that paranoid conjecture—waking in times of need to defend their homes as stone lords.

Stone lords are the ancestral guardians of dwarven holds and halls, individuals so noble and persistent that their devotion woke them from the stone touch that so many other dwarves fear. Beings of supreme martial might, these lords and ladies are the principal examples of dwarven fidelity – guardians whose only true desire is to stand the watch over their beloved kith and kin.

Although most stone lords forget their previous lives, some embrace the stone touch with tenacious wills, awaking with exceptional powers that far exceed other that of other stone lords. These rare individuals usually possess unique traits, sometimes even displaying truly mythic abilities. Although few of these stone lords advance their abilities after waking, a small percentage do, taking up class levels after their transformations.

Whisper Ghoul

This gaunt humanoid has ashen black flesh and oversized jaws in an eyeless head.

Whisper Ghoul CR 1

XP 400
CE Medium undead
Init +3; **Senses** lifesense 30 ft.; **Perception** +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 (2d8+4) fast healing 1
Fort +2, **Ref** +2, **Will** +5
Defensive Abilities channel **resist**ance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee bite +3 (1d6+1 plus disease plus blindness)

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 4, **Wis** 13, **Cha** 14
Base Atk +1; **CMB** +2; **CMD** 14
Feats Weapon Finesse
Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3
Languages Val; **Honor** —

ECOLOGY

Environment any
Organization solitary, gang (2-4), or pack (7-12)
Treasure standard

SPECIAL ABILITIES

Blinding Strike (Su) Whenever a whisper ghoul deals damage to living foe, its attack stands the chance of causing temporary blindness. On a successful attack the target must succeed on a DC 13 Fortitude save or be blinded for 1d4+1 rounds.

Disease (Su) Whispering Dreams Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* darkly disturbing nightmares leave the victim *fatigued*; *cure* 2 consecutive saves. The save DC is Charisma-based.

Whisper ghouls are common on Midgard, especially in the Runined Cities, where explorers have reported them in abundance. Though they are relative easy to dispatch, a pack of whisper ghouls can be deadly to common folks, especially if they blind and overwhelm their prey. Whisper ghouls, some of whom grow to be very powerful, are common on both Neinferth, where they serve as shock troops for the Undead Lords. Tree Walkers have also reported seeing whispering ghouls on Thodheim, arising from the great heaps of carrion that D'Iessha disgards.

Resources

Adventure

GM

Character Name	Player Name	Campaign	Date	Session

Treasure Awarded

Accomplishments

Runes Acquired

Extra

Experience

XP Gained

Honor Gained

Honor Spent

Faction Points

Faction Points Gained

Faction Points Spent

Gold

Gold Gained

Gold Spent

Player Notes

Items Sold / Conditions Gained

Total Value of Items Sold
Add 1/2 this value to the 'Item's Sold' Box

Items Bought / Conditions Cleared

Total Cost of Items Bought

Character Name | Alignment | Title

Class | Character Level | Appearance

Race | Honor | Gender | Age | Height | Weight | Clan/Family

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP Hit Points — Total | DR

Weavings

Wounds/Current HP

Nonlethal Damage

Initiative Modifier = Total (Dex Modifier + Misc Modifier)

AC Armor Class = Total = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier

Touch Armor Class | **Flat-Footed** Armor Class | Modifiers

Damage Resistance	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)						
Reflex (Dexterity)						
Will (Wisdom)						

Modifiers

Armor Check Penalty | **Spell Failure**

Base Attack Bonus | **Spell Resistance**

CMB = Total = Base Attack Bonus + Strength Modifier + Size Modifier — Modifiers

CMD = Total = Base Attack Bonus + Strength Modifier + Dexterity Modifier + Size Modifier + 10

Weapon	Attack Bonus	Critical	Type	Range	Ammunition	Damage

Speed Land — Base Speed ___ ft. (___ sq.) — With Armor ___ ft. (___ sq.) — Temp Modifiers

Fly ___ ft. | Maneuverability | Swim ___ ft. | Climb ___ ft. | Burrow ___ ft.

Skills

Skill Names	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
☐ Acrobatics		=Dex	+	+
☐ Appraise		=Int	+	+
☐ Bluff		=Cha	+	+
☐ Climb		=Str	+	+
☐ Craft ____		=Int	+	+
☐ Craft ____		=Int	+	+
☐ Craft ____		=Int	+	+
☐ Diplomacy		=Cha	+	+
☐ Disable Device*		=Dex	+	+
☐ Disguise		=Cha	+	+
☐ Escape Artist		=Dex	+	+
☐ Fly		=Dex	+	+
☐ Handle Animal*		=Cha	+	+
☐ Heal		=Wis	+	+
☐ Intimidate		=Cha	+	+
☐ Knowledge (arcana)*		=Int	+	+
☐ Knowledge (clockworks)*		=Int	+	+
☐ Knowledge (dungeoneering)*		=Int	+	+
☐ Knowledge (engineering)*		=Int	+	+
☐ Knowledge (geography)*		=Int	+	+
☐ Knowledge (history)*		=Int	+	+
☐ Knowledge (local)*		=Int	+	+
☐ Knowledge (nature)*		=Int	+	+
☐ Knowledge (nobility)*		=Int	+	+
☐ Knowledge (planes)*		=Int	+	+
☐ Knowledge (religion)*		=Int	+	+
☐ Linguistics*		=Int	+	+
☐ Perception		=Wis	+	+
☐ Perform ____		=Cha	+	+
☐ Perform ____		=Cha	+	+
☐ Profession* ____		=Wis	+	+
☐ Profession* ____		=Wis	+	+
☐ Ride		=Dex	+	+
☐ Sense Motive		=Wis	+	+
☐ Sleight of Hand*		=Dex	+	+
☐ Spellcraft*		=Int	+	+
☐ Stealth		=Dex	+	+
☐ Survival		=Wis	+	+
☐ Swim		=Str	+	+
☐ Use Magic Device*		=Cha	+	+

☑ Class Skill *Trained Only

Conditional Modifiers:

Languages:

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

MAGIC

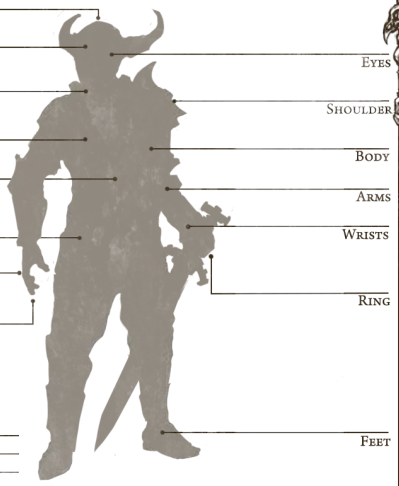
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

CARRIED EQUIPMENT

ITEM	WT.
TOTAL WEIGHT	

MAGIC ITEMS WORN



RUNES

FEATS

TREASURE

ITEM	WT.
TOTAL WEIGHT	

WEAVINGS

TRAITS

SPECIAL ABILITIES

LIFT & LOAD

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH

COMBAT WEIGHT ____ LB.

TOTAL WEIGHT ____ LB.

MONEY

CP

SP

GP

PP

EXPERIENCE POINTS	NEXT LEVEL

FACTION	POINTS

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Wynn Sea
Lake Thule
The Narwood
Ashfall Mountains
Black Ice Wastes
Black Bay
Tharwall Mountains
The Felstone Mountains
Thulefall
Blackstone
Jodheim
Jotunheim
The Northern Gap
Tharallwatch
Eastholm
Icewall Mountains
Istapp
Utvike
Drowned Karthæn
The Fel Lands
Icewall
The Pale Tower
Harn's Pointe
Harwood
Undheim
Hargunn
Icewall Bay
Northgard
Skullenport
Ond Bay
Sea Marshal's Haven
Sunwood
Newual
Grunstaldi
Eastern Val
The Mourning Cliffs
White Isle
Blackblood Bay
North Bridge
Union City
North Down
Village of Ulfr
Village of Bylag
Village of Gæsir
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Redwall Mountains
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Earsil
Village of Valaheim
Dome of the Starry Lady
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Lunar Isle
Crescent Keep
Trine Isle
Northsil
Silwood
Oracle Lake
Danas Westwald
Redwall
Haven
Nachgard
Village of Riverwood
The City States of Vallinar
Village of Eastwald
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Westhald
The Runwald
Lakeside
Hells garde
Yallin gard
Ghastwald
The Clockwork Fortress
Haverghast
Coolheim
Stannin gard
Yawning Isles
Witch Hill
Kestholm
Village of Skor
The Ghoul Stone
Moondalde
Hulsil
Fetchwood
The Blight
Harhagen
Runeheim
Pasil
South Pointe
Way Station
Withwald
Norrin Lake
Way Pointe
Jarl's Pointe
Deepholm
Aine Bay
Westsil
Agrywald
Salhagen
Goldsil
Star Pointe
Endwood
Ealden Sea
Ælveheim
Greensil
Wynwood
Tribeswood
Starfall Bay
Southshore
The Court City
Gatesil
Starhelm
Feysil
The Feywood
Drakengard
Ealdheim
Summer Night
Arcwood
Feylake
Aryandai
Sunasil
Amersil
Daghelm
Southern Ocean
Sensil
Mhyric Hell
100
500
Miles
RHUNE
DAWN OF TWILIGHT
STORM BUNNY STUDIOS

To Union City
The West Gate
Open Ward
Wache Ward
Ehre Ward
1.
2.
3.
4.
5.
6.
7.
8.
9.
The Stone Gate
To Haven
The Trade Gate
1. The Handel
2. Wagen Station
3. The Fremde
4. Dægr's High Hall
5. Temple of the First Forge
6. Hothur's Hall
7. Great Forge Hall
8. Founders' Wall
9. Shrine Wall of the Fallen
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The City of Redwall

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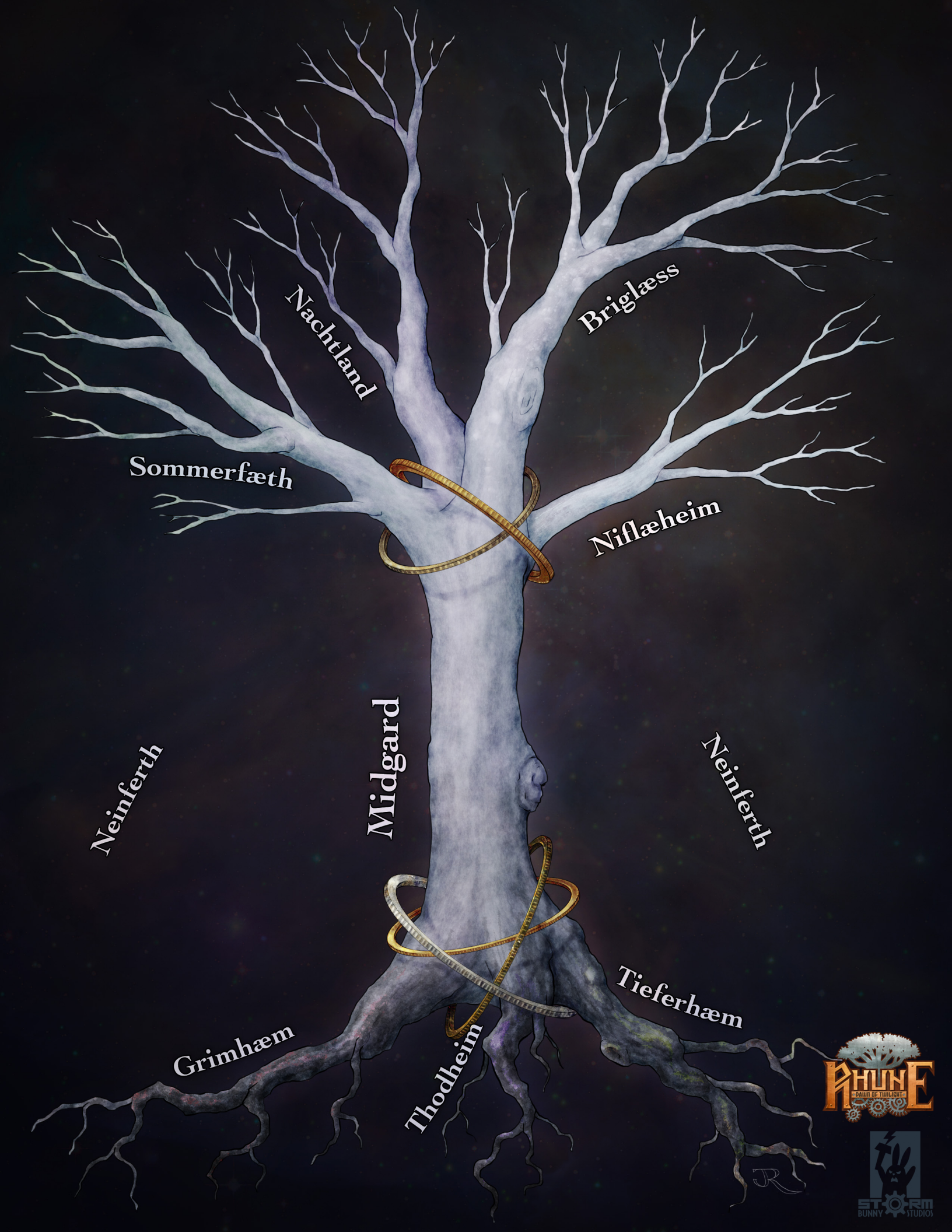
The Earth Wall
Y'Draah Warde
The Old Wall
Great Warde
Frem Warde
The Lady Brigitta River
1. Tower of Doors
2. The Sun's Gem
3. Marshal Yard
4. The Akr Gate
5. The Wode Gate
6. The Nord Gate
7. The Hafr Gate
8. The Dæla Gate
9. The Ost Gate
10. Grand Damas Station
11. The Illuminated Conservatory of Damas
12. The Celestium
13. Headquarters of the Clockwork Accord
14. Statue of the Starry Lady
15. Dammr Haus
16. Damas City Market
17. Riverside
18. Ashnu's Haus
19. The Workshop
City of Damas

City of Vallingard
Sword Warde
Haus Warde
Sun Warde
Lake Val
A Nord Gate
B West Gate
C Südwesten
D Südosten
E Ost Gate
1 Sunhold
2 Vallingard Keep
3 The Golden Cathedral
4 High Hall of the Stave Master
5 Valor Station
6 That One Inn
7 The Naraheim Home
8 Blackwood & Hallstein Trading Company
9 The Clockworker's Hall
10 Last King's Park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Neinferth
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Neinferth
Tieferhæm
Grimhæm
Thodheim
RUNE
DAWN OF TWILIGHT
STORM
BUNNY STUDIOS

Are you ready for Ragnarök?

In the snowy, icy fields of the North, entire tribes of barbarians – disease-bound servants of the Thrall Lords – amass, mustering for Ragnarök. Their ears tuned to whispers sane men cannot hear, these horrid foes wait only for the guttural command of their masters. Further south, the dead gather among the ruins of pulverized cities, growing stronger in shadows of the Ghoul Stone, the necromantic bridge between Midgard and Neinferth. All the while, the good people of the South stand divided against their aggressors – the City-States of Vallinar embracing technology as a means to win Ragnarök, while the ælves and their allies battle to eradicate every trace of it. All the while, the daily tick of the Ragnarök Clock marks the passing of another season, bringing every branch of Yggdrasil closer to Ragnarök – the final battle.

The Rhune: Dawn of Twilight Campaign Guide contains:

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  - Nachtland, the Shadow Realm
  - Neinferth, the Yawning Gap
  - Niflæheim, the Realm of All-Winter
  - Sommerfæth, the Forest Unburning
  - Thodheim, Realm of the Dishonored Dead
  - Tieferhæm, the Underhall of Velash
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