



The STORMPUNK Character Primer



JAYE'S

GAMES

by JAYE SONIA

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



The STORMPUNK Character Primer

by Jaye Sonía



REQUIRES THE PATHFINDER ROLEPLAYING GAME™ CORE RULEBOOK

CREDITS

Author Jaye Sonia

Cover Artist Nicole Cardiff

Interior Artists Darren Calvert, Nicole Cardiff, Julie Dillon, Jonathan Roberts and Hugo Solis

Cartography Jonathan Roberts

Logo Darren Calvert

Editing Bill Collins, Nerine Dorman and Jason Sonia

Layout Stephen Wark

Publisher Jaye's Games

Special Thanks: Wolfgang Baur, Darren Calvert, Nicole Cardiff, Bill Collins, Joshua Devine, Julie Dillon, Thomas Dorman, Nerine Dorman, Jason Erbe, Arielle Namara, Jonathan Roberts, Tom Seymore, Hugo Solis, Allison Tsatsa, Stephen Wark, Christopher Wilbanks and Rick "Where are the Tieflings?" Wright.

Compatibility with the Pathfinder Roleplaying Game requires the **PATHFINDER ROLEPLAYING GAME** from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the **PATHFINDER ROLEPLAYING GAME**. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this campaign setting are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

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

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

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

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

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

RHUNE: DAWN OF TWILIGHT STORMPUNK CHARACTER PRIMER is published by Jaye's Games under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Jaye's Games, its logo, **RHUNE: DAWN OF TWILIGHT**, and its logo are all copyright Jason Sonia, 2010.

Requires the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**.

1. INTRODUCTION	1	4. SKILLS	32
Cosmology	4	Craft (Clockworks)	32
Technology	5	Knowledge (Clockworks)	33
Planar Travel	8	Clockwork Kits	34
The Nine Realms	8		
The Elder Runes	11	5. FACTIONS	35
The Grand Galdr	13	Brotherhood of the Wraith	35
Languages	14	Children of Passion	35
		Clockwork Accord	35
2. RACES	15	Dawngard	36
Ælves	15	Gloomers	36
Aryandai	17	Green Way	36
Automata	19	Greengard	36
Clockwork Elves	19	House Scræ	36
Dwarves	22	Order of the Grand Lodge	36
The Glitterfane	22	Veiled	36
Humans	24		
Racial Height and Weight Chart	24	6. RELIGION	37
		Rhunic Pantheon	37
3. CLASSES	25	Alnara	38
Alchemist	25	Dægr	39
Barbarian	26	Dark Leighhanna	39
Bard	26	D'lessha	40
Cavalier	27	Felashurann	40
Cleric	27	Felhorath	41
Druid	27	Hothur	41
Fighter	28	Mhamnoch	42
Inquisitor	28	Nayadia	42
Monk	29	Oridynn	43
Oracle	29	Velash	43
Paladin	29	Velluna-Akka	44
Ranger	29		
Rogue	30	OGI	45
Sorcerer	30		
Witch	30		
Wizard	31		



ARE YOU READY FOR RAGNARÖK?

RHUNE: DAWN OF TWILIGHT—THE WORLD GUIDE
COMING AUGUST 2012

RHUNE: Dawn of Twilight

DEDICATION

Although I've worked long and hard bringing **RHUNE: DAWN OF TWILIGHT** into being, I'd be out of place if I didn't acknowledge all the people who have inspired, worked on or otherwise helped me keep this project in perspective.

First, I'd like to thank my Houston gamers – Tom, Amy, Beau, Charles, David and Kevin. Each of you inspired me in your own way, whether you realize it or not. Getting old school with you guys made me want to write **RHUNE: DAWN OF TWILIGHT**.

I'd also like to thank my NOLA gamers. Marty and Jacque deserve a special call out. Rising Phoenix was a second home and made GMing fun. Of course, gaming on Halloween still worries me now...

I'd also like to thank all of my Sheboygan gamers. Ari, Joel, Corey, Mikal, Justin, David and Tsi—while we don't get to game often, you certainly keep me on my toes when we do! Remember that it only takes one bard turned vampire to build a campaign...

Of course, I'd be beaten senseless if I didn't give my gamers here in Kuwait the respect they deserve. Goodness knows they've suffered through "Rhune this, Rhune that" long enough to warrant more than an honorable mention. So, Rick, Josh, David, Jason, Mimi, Steve, Stephen and Mike – this goes out to each of you.

I'd also like to thank all of the people who will play **RHUNE: DAWN OF TWILIGHT**. I'm writing this for each of you. Get your game on!

Lastly, I'd like to thank my Dad. He's a pain in the posterior, doesn't particularly like gaming, and is thankful I have a "real job." If you hadn't guessed, he's the perfect model for a gun-slinging, grumpy old dwarf. All my love dad.

Jaye Sonia
July 2010



RHINE: Dawn of Twilight

“You’d think the ælves would have been friendly, with titles as exalted as “The Ageless” and “The Shining Ones.”



CHAPTER ONE

CHAPTER ONE

INTRODUCTION

B*ut they weren't, and that's the truth. At best, they were civil." Everyone knew Lady Mikal of Westholme's adventures. It was no oddity to see so many of this small town packed into its sole inn to hear her story. She was from the lands beyond, well traveled and seemingly untouched by the normalcy in which each of them lived. When she spoke, she enchanted the dining hall.*

"They were upon us as soon as we entered their lands. Even as foreign diplomats, their disdain for our ways was palatable. They searched our gear thrice, questioned us extensively, and then cast divinations just to be safe. All before we were allowed to enter their hallowed forests! Really, I couldn't believe it," Mikal said as she deeply took a deep pull from her tankard. She smiled, pushed aside her red locks, then continued.

"Their lands were...well, we just weren't prepared for what we saw. The word majesty comes to mind, and even as fitting as it might sound to my human ears, it doesn't quite do them justice. If I had...hells, if any of us had lacked an appreciation for their security, it vanished there and then the trees were vast, towering into clear blue skies that seemed to go on forever. Their homes were carefully worked into the giant branches, but in such a way that they seemed part of the canopies themselves. Only the silver

inlay—glowing with a gentle green light—gave them away." Mikal paused, drained the rest of her tankard, then gazed off momentarily. She brushed her locks aside once again and continued.

"We didn't waste time there. After we met our ælven contact, we cleaned, dined, and then rested for a night. We traveled the very next day."

"Our journey into the caverns below their lands was quick. As you might expect, we were bound, blindfolded, and gagged before passing through their secret entrance. We walked a short way before ascending stairs to a platform. They led us to a machine of sorts. I could hear the soft humming of clockworks in the background; it was very subtle. We were led into another smaller room and sat carefully on a soft, velvet-covered couch. I didn't realize it was a vehicle until it hissed, closed its door, and then began to move.

"The capsule we traveled in was cool to the touch—that much I recall—and it hummed ever so slightly as we traveled. I felt slightly dizzy as it descended. The speed increased to such a degree that I doubt any common streetcar could dare match it. All the while, it grew damp, and then suddenly, bright.

"When our ælven guides lifted our blindfolds and removed our gags, we remained silent. I think Ghe'llnya, our ælven companion, was in shock. The rest of us were in such a state of awe that it took several 'gentle' pushes to stir us. We left the capsule to step out into another platform. This one, as I looked down, was made of black steel.

"The chamber before us glowed with a golden radiance that pulsed in time with our hearts. All about the periphery runes glowed blue and green, in a grand circle. I thought perhaps they held something at bay, some terrible thing that kept the ælves forever on guard, but I later learned that this magic was solely intended to stabilize the device that dominated the center of the chamber." Mikal smiled, knowing she held her audience's attention. She let her pause drag on, knowing the sweetness of anticipation.

The chamber itself must have measured a half of a mile in diameter, and measured that much again alone in height, which it no doubt needed to house the device at its heart. The device—which they called the Bilröst Gate—is one of several Clockwork Gates hidden on Midgard. Its activation, I was told, allowed users to freely enter any of the other eight realms. The realms of Ash Lords and the realms of the Æssinyr would, with the flip of a switch, unfold before us. Of course I asked what kept travelers from using the gate to travel to Midgard, but the ælves remained silent. I was assured that the ælves guarded all of the gates with ruthless determination. Nothing entered ...or exited, without their consent.

"The device itself? I could only describe it as a series of overlapping metal rings, each attached to a series of rods and pistons that descended into a shining metal sphere that appeared to be have been halved and then carefully parted—like the petals of a flower in bloom—just below the surface of the cavern. At its heart a single, golden orb floated freely, alight with blue and green energy."

Mikal looked at the patrons below her, winked, then stood. She wasn't very tall, but she commanded their attention with every graceful movement. She was lithe, with a fey like quality, and one could easily see her serving tea at court as readily as she enchanted commoners in taverns. She wore her red hair short, cut just above her shoulder, and let part of it fall into her face in a deliberate manner that no doubt attracted women and men alike. Her attire was that of a simple traveler, predominately dark blues, highlighted in yellow and orange. A gusli, alight with small glowing runes, hung at her side.

Immediately, she spread her arms wide, holding them slightly above her head. Her audience's collective gaze followed the dramatic gesture to the ceiling.

"Then the ælves—who remained silent for most of this journey—told me the sad story of Rhune. A story that, should you dine with me tomorrow, you'll hear. Ladies and gents, I must retire. I do hope to see each of you tomorrow evening." Mikal, knowing she had the audience for another dramatic night, descended the small stairs and headed for her room.



The next night, Mikal sat, in her customary blues and yellows, on the inn's small stage. As the audience dined, she softly strummed her gusli, letting it rest on her lap. She hummed to herself as she did, keeping the tune subtle and entertaining. The storyteller watched the audience, knowing she must time her entrance carefully. If she began her story before they had relaxed with enough wine, then they'd fill the hall with too many questions. If she let them drink too much, however, one of them would invariably doze off. A snoring patron would kill her performance. Mikal had learned that lesson the hard way.

She watched the waitresses pour the second round then stood. Her voice washed boldly over the crowd. "Having descended deep under the fabled Court City of Ælveheim, my companions and I found ourselves standing in a great chamber containing one of the Clockwork Gates. The ælves, silent until this point, began their tale.

"They explained how this gate—and all like it—had been a cruel trick of fate, a subtle jest thrust upon them by the Ash Lords during the Age of Myth." She paused, making the sign of Velluna-Akka. Several of her audience made the sign as well.

"They told us that, long ago, the gods had walked among their kind. The Æssinyr were the Very First, the beloved teachers and guardians of the Great Tree and all the heavens its branches touched. The ælves knew and loved them greatly. When the Æssinyr disappeared and grew silent, the ælves were distressed. Try as they might, they could not commune with them. They called this the Time of Silence. It was during this time that the Ash Lords—the Thrall Lords as we know them—began to weave a dark enchantment that would ultimately inspire Lady Y'Draah to build the Bilröst Gate.

"I was told that Lady Y'Draah was both a famous astronomer and a priestess, beloved of the people and respected for her wisdom. Her faith, up until the Time of Silence, was unquestionable. But that silence changed her. Her faith turned to a passion that the other ælves did not understand. She began to spend great hours meditating in an abandoned stone chamber, contemplating strange angles and planar travel—ultimately seeking new ways to reach the gods. It was here that she conceived the Bilröst Gate." Mikal stopped, accepted a tankard from the barmaid, and drank deeply.

"Her ideas were radical and met with much questioning. She argued that the celestial realms she studied had undoubtedly changed. This she believed signaled trouble. She feared unholy, unnatural forces were preparing to assault the Great Tree and that the ælves, as a people, would need to come to its defense. The ælves, swept up in her passionate speech, agreed.

"It took decades, but the ælves eventually completed the complex series of gates. Y'Draah gathered her workers, the soldiers who would accompany her, and prepared to pass through the gate. She set the timer and activated it.

But as the gate began to move something unexpected happened. The ælves closest to it began to grow pale, their life force draining from them to power it Y'Draah rushed to the gate and tried to deactivate it, but as she did, ælves continued to fall. Those who could, fled, sealing Y'Draah and her loyal followers in the chamber.

Yet Lady Y'Draah was ultimately unable to deactivate the gate. Finally, and only after many ælves died, it stabilized. Those who still lived, seeing little other options, passed through the gate alongside Lady Y'Draah. What they learned in the realms beyond chilled them to the bone, bleaching their skin and, ultimately, stole their immortality. When they finally returned, their kin were at a complete loss. Not only had they changed physically, but they had embraced a whole new philosophy. They spoke of a war in heaven, of gods that would never again walk with them, and of a need to prepare for the final battle."

Mikal straightened, drank more from her tankard, and continued.

"The ælves tell me this is when Rhune, as we know it today, sprung into being. The Bilröst Gate was a nefarious trick they eventually renamed the Ragnarök Clock. Try as they might, they were—and still are—unable to stop the device. They watched in horror as it slowly began to count down.

"Of course, Lady Y'Draah and her followers were banished from Ælveheim, forced to wander the face of Midgard an aging and disconnected people. They eventually made peace with their fate, transforming their mortality into a passion to conquer their physical limitations through the same technology that doomed them. After doing so, they brought their message to the dwarves, to the aryandai, and eventually to us.

"Our journey out of Ælveheim was as quick as our journey inward. We were escorted by ælves the whole way, stopping infrequently to rest. Finally, we reached the eastern edge of their lands and they returned our gear."

Mikal stood, descended the stairs, and walked into the center of the hall.

"The rest you know," she said as she curtsied to her audience.

Summer, ~513



RHUNE: DAWN OF TWILIGHT is a campaign setting designed for **THE PATHFINDER ROLEPLAYING GAME** that combines elements from traditional steampunk, planar travel and Norse mythology.

At its heart, **RHUNE: DAWN OF TWILIGHT** is a world counting down the days until its ruin—a land desperately in need of heroes. Competing factions, each with very distinctive views about Ragnarök, prepare for the inevitable. These factions bypass racial boundaries and national borders alike, creating distinctive groups with highly focused agendas. Some, like the Clockwork Accord, race to stop the Ragnarök Clock, hoping to use technology to bend the lands of Rhune to their will. Others, like the ælves and their druid allies, shun technology and actively work to return all of Midgard to its natural state. Groups like the Dwarves of Redwall embrace the inevitable conflict and prepare for the final battle; training day and night for the greatest war they will ever fight.

Players exploring the lands of Rhune will face singular challenges on Midgard, as well as on the other eight realms making up the Great Tree. From the frozen wastelands of the north to the shadowy realms of Nachkland, players will explore lands of dark angles and strange realms overlapping both time and space. Some will do so as champions of ancient, noble gods. Others will serve as cultists to renegade godlings. Some will move forward their own agendas, as well.

Players exploring **RHUNE: DAWN OF TWILIGHT** will find ample opportunities to examine traditional character roles while simultaneously approaching social issues all too familiar to the modern world. Players may advocate philosophies and ideologies familiar to them, while still enjoying the action **THE PATHFINDER ROLEPLAYING GAME** rules encourage.

Will you take the side of the dwarves and clockwork elves to champion technology? Will you be one of the self-awakened? Will you take the side of the ælves and their druid allies, working to actively return much of Midgard to its pre-industrial state? Or will you side with the glitterfane, pacifist healers dedicated to spreading Alnara's mercy?

How will you face the Thrall Lords and their barbaric servants? As an ally or enemy?

COSMOLOGY: THE SUN AND SEASONS

Midgard has a relatively normal (earthlike) physical cosmology. Its single sun—*Heidhra*—rises in the east each day, setting in the west only after its single moon—*Mhyr*—comes into view. This is a daily occurrence that lengthens as spring stretches into summer, shortening again in the fall. As summer approaches, *Heidhra* appears to grow slightly larger (as Rhune rotates closer to it). In general, *Heidhra's* passage through the sky marks the passing of the seasons, with winter ending on the first day of the month of Lenzme. Spring continues for three months, with summer beginning on the first day of Waldma. It continues for three more months, ending on the first day of Todma. Fall's three months end with the first sign of snow. This generally occurs in early Ashma, but can occur as early as the last week of Vellama.

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).

Each month divides evenly into four-week periods, each seven days long. The year is 364 days long. The normal workweek lasts six days from spring until fall, with a single day for rest. In winter, this workweek shortens to four days and the weekend lengthens accordingly. The days of the week are: Firstday, Myhrday, Thulsday, Weansday, Thornsday, Ashday, and Restday.

Mhyr is visible most of the month, slowly waning from the beginning of each month until disappearing completely mid-month. It remains invisible for two to three days before waxing again. It reaches its fullness at the end of each month. While *Mhyr* remains yellow primarily, its shade shifts to a light blue during the winter months.

While countless stars decorate Rhune's starry night, several notable constellations guide travelers and intrigue scholars. Primary among these are the *Seven Stars of Oridynn*, a series of unnaturally bright stars in the northern sky that resemble a tree. *The Chalice* brightens the southern sky, the lowest star hanging lazily over the horizon. The constellation *Arbiter* is composed of nine stars that resemble a quill resting on a heart. It hangs low

in the northern sky. *The Ashlord* is easily the most northern constellation, hanging high in the sky. Its brightest star is called the *Blue Star*, notable for its size and color. Twelve additional stars make up this constellation. *The Golden Hammer* has eight stars and is visible only during the fall and winter. It dwells in the eastern corner of the northern sky. The newest, and likely most mysterious of stars, is the *Heart Star*, which appeared shortly after the rune Gebo was discovered in -731

TECHNOLOGY: A DIVIDING LINE...

All across Midgard, the level of technology varies. In the east, specifically in the City-States of Vallinar and Redwall, technology is roughly equal to 19th-century earth, although not as widespread. Textiles, steam power, machined tools, and alchemical solutions are all prevalent in the major eastern cities—something some citizens take for granted when heading west. In the smaller towns, pre-industrialization still remains the norm, although regular commerce with the larger cities is quickly ending this. Even electricity exists, albeit only in rare—and sometimes unreliable—instances where individuals can afford the steam-generators and the expensive lights they power.

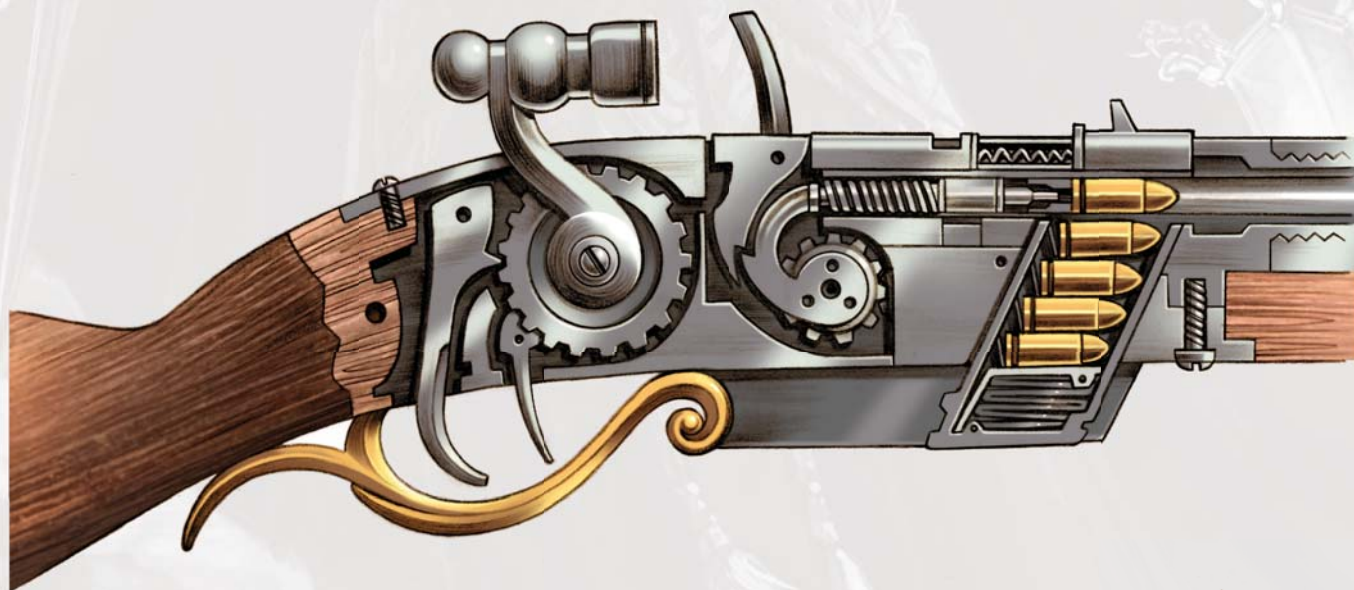
In addition, travel is fairly safe within the City-States. Railways connect most of the major cities and roads connect nearly all of the smaller towns and villages. Only the most distant towns and hamlets cannot make these boasts.

RED MITHRAL IS AVOIDED BY MOST SPELLCASTERS in Rhune. While alchemists use it to make blast powder, it is highly resistant to magic. Because of this, some wizards prize it as a material component for the spell *dispel magic*. Most arcanists avoid it, fearing that even a light dusting might disenchant prized magical items, scrolls, and potions.

RED MITHRAL

It is this expansion of technology, however, that divides Ælveheim from its eastern and western neighbors, as both Rhuneheim and the City-States of Vallinar embrace technology. Between Witch Hill and the Forgestone Mountains, technology is far less apparent. Throughout Ælveheim, it is all but invisible. Most attempts to establish technological bases directly bordering the ælven nation—for whatever reasons—have met with tragedy.

Most of the “civilized” races consider the ælves and their allies to be savages because of this. Of course, the feeling is mutual. The ælves and their allies blame technology (and those that use it) for the wrongs of the world. They consider everything, from the Ragnarök Clock to the blasted fields in northern Midgard, the effects of unnatural advancements.



Other races, like the aryandai and the glitterfane, generally do not concern themselves with technology. Most accept the inevitability of Ragnarök and actively work to prepare for it, regardless of where blame should be placed.

In eastern Midgard, guns are uncommon, expensive and highly sought after. They are more common among the dwarves, whose priesthood (especially the Priest-Engineers of Old Forge Father), military, and nobility wield them as symbols of authority. In the City-States of Vallinar, they are less common. Only decorated military units and the affluent own them, and even they find ammunition hard to come by.

In western Midgard, guns are incredibly rare. Rhuneheim boasts a few, but beyond their borders, they are nearly non-existent. In Ælveheim, guns are forbidden. Guns are sometimes found in the small stretch of land between Ælveheim and the City-States of Vallinar, but this is incredibly rare.

While several types of guns are found throughout Midgard, the following are the most common.

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 pistol is famous for its dark color and cool temperature. This pistol holds one normal or special round.

Requirement to wield: Exotic Weapon Proficiency (pistol).

DWARVEN GREAT PISTOL



Known as "The Defender," many bodyguards, cavaliers, and military officers favor this firearm. Large by most standards, this pistol is impossible to conceal and those who wield it wear it openly. This pistol holds six normal or special rounds.

Requirement to wield: Exotic Weapon Proficiency (heavy pistol).

DWARVEN HAMMERLOCK



This rifle was designed by Garn 'Trollbane' Stonefuhr to stop the largest creatures. The biggest and heaviest of dwarven designs, this rifle packs a punch that even the Grey Trolls of the Icewall Mountains find hard to withstand. This rifle holds two normal or special rounds.

Requirement to wield: Str 16, Exotic Weapon Proficiency (heavy rifle).

DWARVEN STINGER



The Stinger is the standard for dwarven pistols and sees widespread use among the dwarven military. It is famous for its reliability and accuracy, although it lacks the punch of heavier weapons. This pistol holds four normal or special rounds.

Requirement to wield: Exotic Weapon Proficiency (pistol).

HAMMERFALL STRIKER



Dwarven hunters use this short-range rifle, especially in remote dwarven outposts. While it packs less punch than other rifles, its reduced weight makes it a popular firearm. This rifle holds two normal or special rounds.

Requirement to wield: Exotic Weapon Proficiency (rifle).

REDWALL WARBINE



Designed to take down heavily armored enemy troops, the Redwall Warbine is one of the few rifles designed around the shattersteel round. Not surprisingly, this rifle is relatively rare and is never found outside of dwarven lands. This rifle holds six normal or special rounds.

Requirement to wield: Str 14, Exotic Weapon Proficiency (pistols).

Ranged Weapons (martial)	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Type
Blacksteel Holdout Pistol	350 gp	—	1d6+1	x 2	50 ft	5 lbs	P
Dwarven Great Pistol	750 gp	—	2d4+1	max dmg	40 ft	8 lbs	P
Dwarven Hammerlock	1200 gp	—	1d12+2	max dmg	120 ft	18 lbs	P
Dwarven Stinger	320 gp	—	1d6	19-20/x 2	60 ft	6 lbs	P
Hammerfall Striker	840 gp	—	2d4+2	max dmg	80 ft	8 lbs	P
Redwall Warbine	1480 gp	—	2d6+4	max dmg	150 ft	12 lbs	P
Redwall Cutter*	1540 gp	—	2d10	19-20/x 2	60 ft	24 lbs	S
Scattergun**	650 gp	—	3d4	x 2	30 ft	8 lbs	P
Scout's Half Rifle	550 gp	—	1d10	x 2	90 ft	6 lbs	P
Vallinar Assault Warbine	800 gp	—	2d8	max dmg	140 ft	12 lbs	P
Vallinar Long Rifle	950 gp	—	1d6	x 2	180 ft	9 lbs	P
Vallinar Noble	450 gp	—	1d4+2	x 2	50 ft	3 lbs	P

*The Redwall Cutter fires a single chain in a straight line up to 60 ft. If the chain hits the first target, but does not kill them, it stops in the targets square and does not continue to travel. If the chain misses the first target or destroys it completely when it hits, continue to resolve additional attacks behind that target in a straight line as the chain moves onward. Continue to do so until it either stops (hits, but does not destroy a target) or travels its full distance.

**The Scattergun attacks all targets in a 10' cone. Roll once and resolve each attack against the single attack roll.

REDWALL CUTTER



This heavy rifle has more in common with portable cannon. It fires a specially prepared chain that, upon clearing the barrel, unravels and rips through everything in its path. This heavy rifle holds a single round.

Requirement to wield: Str 18, Exotic Weapon Proficiency (heavy rifle).

SCATTERGUN



Known as the 'Tunnel Cleaner' (or 'Cleaner' for short), the scattergun is a short-range rifle that fires a cone of high impact shrapnel. Used exclusively by the dwarves, it is commonly found in their subterranean tunnel systems. The scattergun holds a single scattergun round.

Requirement to wield: Exotic Weapon Proficiency (rifle).

SCOUT'S HALF RIFLE



Deric Tre'Esmarc invented this rifle. It is popular anywhere frontiersmen might venture. It is the most common rifle in and around the City-Sates of Vallinar. This rifle holds four normal rounds.

Requirement to wield: Exotic Weapon Proficiency (rifle).

VALLINAR ASSAULT WARBINE

Clan Felbane designed and offered this rifle to the Dawngard as a sign of unification between the people of the City-States and Redwall. This rifle is relatively new, very accurate, and holds six normal or special rounds.

Requirement to wield: Exotic Weapon Proficiency (heavy rifle).

VALLINAR LONG RIFLE



A lighter, long-range variation of the assault warbine, this rifle is relatively rare in the City-States of Vallinar. This rifle holds a single cold steel or normal round.

Requirement to wield: Exotic Weapon Proficiency (rifle).

VALLINAR NOBLE



This small, compact pistol was designed to provide a concealable form of self-defense. Known as the "gentleman's agreement" in and around the City-States, this pistol is incredibly popular. It holds a single cold steel or normal round.

Requirement to wield: Exotic Weapon Proficiency (pistol).

AMMUNITION



There are four types of commonly found ammunition in southern Midgard. The first is the **standard round** called a "**normal**." It is used almost universally in the City-States of Vallinar and by the Dwarves of Redwall. Normal rounds are hot when fired and cauterize the wounds they cause. Of all the rounds, these are considered the most humane. Normal rounds cost 2 gp apiece for pistols, 4 gp apiece for rifles. Masterwork rounds cost 8 gp apiece for pistols and 10 gp apiece for rifles.

The second type is far less common. Crafted from cold-forged steel, it is called a "**cold**." Unlike normal rounds, a cold round quickly cools after leaving the gun and causes bleed damage, dealing 1 point of damage per round. Once a successful Heal check stabilizes an individual, this bleed damage stops (DC 15, as per First Aid). Cold rounds cost 5 gp apiece for pistols and 9 gp apiece for rifles. Masterwork cold rounds cost 11 gp apiece for pistols and 15 gp apiece for rifles.

The third type is called a **shattersteel round**, but is more commonly called a "**shatter**" round. They break apart (internally) when they enter a target, maximizing the damage they cause. Shattersteel rounds deal an additional 1d3 points of damage upon impact. Most shattersteel rounds are incredibly difficult to remove, adding a +5 DC to the Heal check required to extract them. Shattersteel rounds cost 8 gp apiece for pistols and 10 gp apiece for rifles. Masterwork shattersteel rounds cost 14 gp apiece for pistols and 16 gp apiece for rifles.

The last type of round is called a **smoke slug**. Smoke slugs, or "**greys**" contain small doses of a highly caustic alchemical solution that turns to acid when mixed with humanoid blood. Smoke slugs cause an additional 1d4 points of damage upon impact, and deal an additional point of damage per round. Smoke slugs give off a distinct smell that can be recognized with a Perception or Heal check (DC 17). Smoke slug rounds are not available for pistols; they cost 12 gp apiece for rifles. Masterwork smoke slugs cost 18 gp apiece.

PLANAR TRAVEL: NINE REALMS TO EXPLORE...

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 any 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 "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 Nine Realms

The Great Tree is composed of nine distinctive realms, each represented by a part of the tree and the potential it holds. Some of these realms exists slightly askew of Midgard's flow of time, representing dark futures or ideal pasts. Others, like Briglæss, are simply homes to the Æssinyr and their servants.

MIDGARD

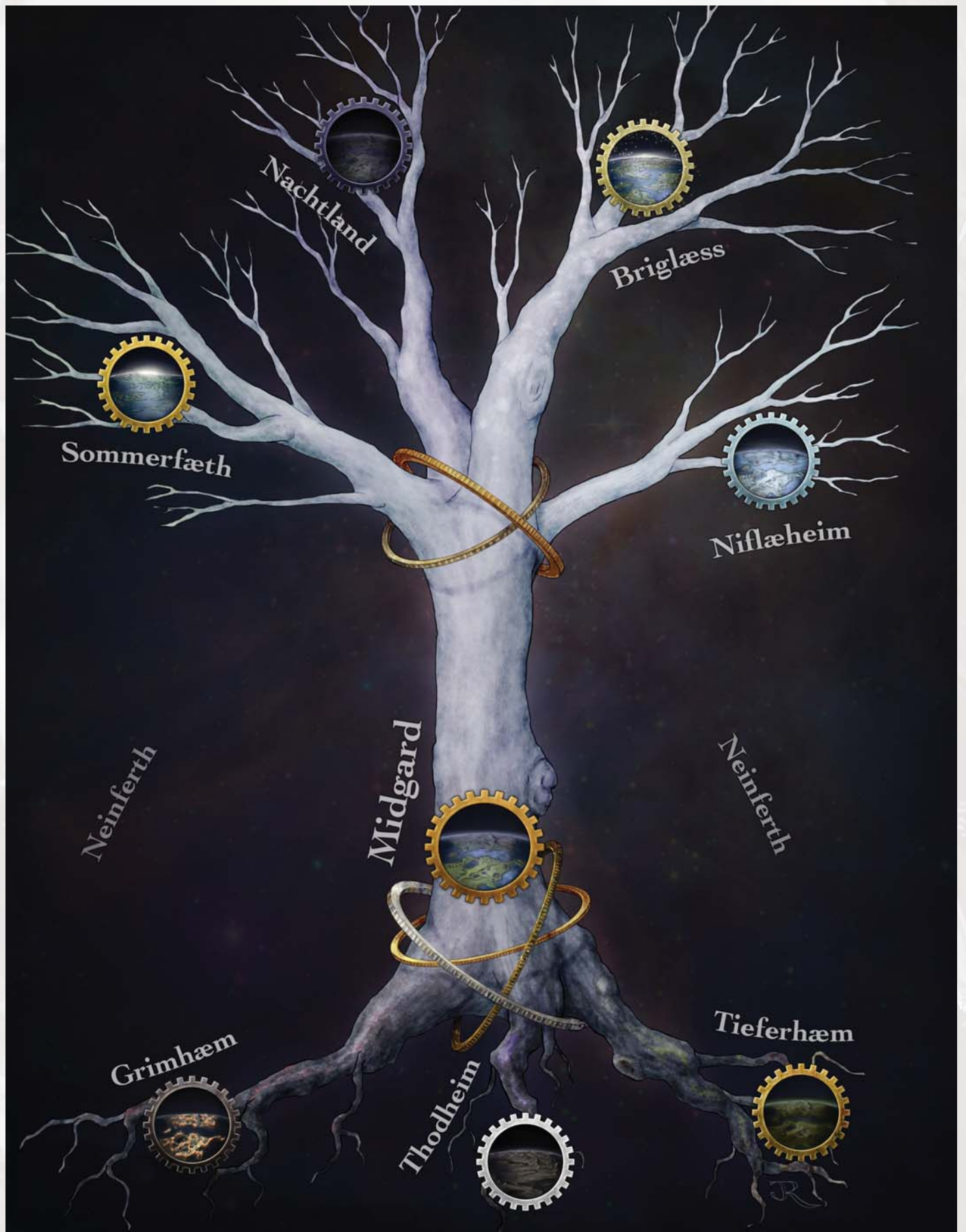
The Middle Court. To planar travelers—who are rare in Rhune—it is commonly known as the prime material plane. To the people of Rhune, however, it is simply "here and now." Midgard is home to a number of races, including the humans, the dwarves, the ælves, the aryandai, and the glitterfane.

Midgard anchors the flow of time. Everything that comes to pass here subsequently radiates outward, strengthening or weakening the other realms accordingly. Within Rhune's cosmology, the trunk of the Great Tree represents Midgard.

BRIGLÆSS

The Glimmering. This is the realm of Alnara. Gentle streams, rolling fields, and gentle forests fill this place. While architecture is rare, the few monuments that do exist 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 amphitheatre filled with fey creatures of all sorts, including her beloved glitterfane.

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.



Chapter One: INTRODUCTION



Nine realms I see,
afar and wide,
Nine realms that lie,
revealed to my one good eye.

Nine realms and times,
which might not be.
Unless with honor,
the runes we read.

The Great Tree reveals.

~27th-29th stanzas

THE SONG OF ORIDYNN



Those who seek forgiveness or seek to undo their terrible deeds before death, especially in Alnara's name, often earn a place here in the afterlife.

NACHTLAND

The Shadow. This realm is the dark reflection of Midgard and home to Dark Leighhanna, who rules from her hidden Black Court.

Nachtland is a strange, haunted place that mirrors much of Midgard in twisted and malignant ways. 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. 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.

NEINFERTH

The Void. Alien dreams and lost desires fill this empty, ethereal realm. It is the source of the Thrall Lords' power. A place of entropy and 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 here.

Many believe that the Ghoul Stone that hovers above the Ruined Cities draws its power directly from Neinferth, acting as a conduit for this twisted realm.

GRIMHÆM

The Fel. 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 cannibalism. Giants roam this 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 rule the day.

TIEFERHÆM

Deep Hold. War and progress poison this realm. Tieferhæm represents a dark, costly win for the Æssinyr and their followers.

This realm is all but broken. Only a handful of havens offer refuge to the survivors of Ragnarök. Clockwork technology is highly advanced here. Most of it turns toward violence and few enjoy what it might have wrought in more peaceful times.

Here, humans, clockwork elves, dwarves and those other noble races lucky enough to survive, struggle to rebuild. They work in a ruined landscape wiped clean of the dark races that rained down fire and death on this once proud land. This is a realm lost to the ælves, who have all but perished.

This is the home of Velash, who plans Rhune's rebirth from deep in Grand Hold, last refuge of the dwarves.

THODHEIM

Hel. This is the realm of the D'iessha, where only the dead dwell.

Thodheim is a realm divided. The Red Queen usurped most of this traditional resting place of the dead, turning it into her personal workshop to plan the death 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. A majority of the realm reflects this hate-filled future, and it is a bane to all.

Smaller, hidden pockets shelter the dead the Æssinyr haven't claimed, each awaiting their place in Ragnarök. In these pockets, Thodheim maintains its original identity, a place of primordial, punishing fire.

NIFLÆHEIM

All-Winter. Forbidden to all of the Æssinyr, and nearly all of the Thrall Lords, Niflæhem is a frozen realm encased in primordial ice.

Mhamnoch stirs here, caught in a lucid dream, awaiting All Winter. This realm mirrors a Midgard seized by endless winter, where glaciers slowly clutch the once proud cities and barren lands starve the ill prepared. It is a white, bitter, and cold place in which heat and life slowly ebbs from all but the strongest.

The giants of winter dwell here, slumbering amongst the treasures of the Thrall Lords and their servants.

SOMMERFÆTH

The Forrest 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 untouched by civilization of any sort, each of the Æssinyr has courts here. These courts vary according to their tastes, and all of them remain hidden to everyone but their most trusted followers.

Dægr, Hothur, Oridynn, Nayadia, and Velluna-Akka all dwell here, planning for the eventuality of Ragnarök and how they might best guide their children through the coming war.



THE RUNES ARE BASED ON THE ELDER FUTHARK, an ancient Germanic runic alphabet. This alphabet existed between the 2nd and 8th centuries CE, and unlike the Younger Futhark—which was used continuously in Scandinavia from the late 8th century on—was rediscovered in the 19th century. Players and GMs looking to enrich their games might find *The Poetic Edda* and *Prose Edda*, as well as countless books about Runology to be beneficial.



RUNES OF RHUNE

THE ELDER RUNES

RHUNE: DAWN OF TWILIGHT has several pivotal concepts that drive it as a setting. The runes are one of the most important. While technology represents the various mortal races' desire to reach the stars and to win Ragnarök, many—like the dwarves—believe it directly ties to the runes, and by extension, the gods themselves.

The runes are both mysterious and prophetic, gifts from the ancient gods to the ælves, dwarves, giants and men. The runes are divided equally into three groups of eight. These are the World Runes, the God Runes, and the Heart Runes. According to legend, Oridynn placed the World Runes in the secret places of Midgard for the heroes of the world to discover. He hid the second set of runes among the stars and in the secret places of the Great Tree, for the wise to find. Finally, he hid the last group in the hearts of men, to be discovered in the final days before the Great Winter.

While some of the Thrall Lords' servants have runes, many believe they are corrupt, twisted versions of the originals. The original 24 Elder Runes, and what they mean in **RHUNE: DAWN OF TWILIGHT**, are described below.

FEHU (WORLD RUNE)

Rune of Wealth: "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."

URUZ (WORLD RUNE)

Rune of the Wild Beast: “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.”

THURISAZ (WORLD RUNE)

Rune of the Giants: “The faithful of the Thrall Lords come swinging mighty hammers. They make war on men and they make war on the Æssinyr. They make war on the Heavens, cursing all with blows from their mighty clubs.”

ANSUZ (GOD RUNE)

Rune of the Sovereign God: “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.”

RAIDHO (HEART RUNE)

Rune of the Journey: “They have journeyed near and they have traveled far. By horse, by wagon and by boat do they search Midgard, ever expanding. Ever onward they journey, ever onward they journey.”

KENAZ (HEART RUNE)

Rune of the Torch: “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.”

GEBO (HEART RUNE)

Rune of the Hidden Gift: “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.”

WUNJO (GOD RUNE)

Rune of Joy: “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.”

HAGALAZ (WORLD RUNE)

Rune of Midgard: “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.”

NAUTHIZ (HEART RUNE)

Rune of Struggle: “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.”

ISA (GOD RUNE)

Rune of Ice: “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.”

JERA (WORLD RUNE)

Rune of the Seasons: “From spring to summer and back again, the sun does wax and wane forever. Until the Long Winter takes all of Midgard, so will the seasons mark the passing.”

EIHWAZ (HEART RUNE)

Rune of the Great Tree: “Its roots dig deep into the realm under Midgard. Its limbs climb toward the Heavens. It stands betwixt and between the all and the nothing. It stands on the horizon of dusk eternal.”

PERTHRO (GOD RUNE)

Rune of the Deep Well: “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.”

ELHAZ (HEART RUNE)

Rune of the Bridge: “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.”

SOWILO (GOD RUNE)

Rune of the Sun: “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 the sun does shine, on all of Midgard and beyond. Dægr smiles.”

TIWAZ (GOD RUNE)

Rune of the Star: “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 hearts of every noble.”

BERKANO (GOD RUNE)

Rune of the Triple Goddess: “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.”

EHWAZ (WORLD RUNE)

Rune of the Horse: “Upon the plains and the fields the many run, spirit of the earth in their bones. Before men walked Midgard, the horse was a noble creature still.”

MANNAZ (HEART RUNE)

Rune of Men: “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 long winter.”

LAGUZ (WORLD RUNE)

Rune of the Deep Water: “They are buried in chaotic, cold places. Ever changing drowned in its depth. It is a constant that even Mhamnoch fears.”

INGWAZ (GOD RUNE)

Rune of the Temple: “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.”

DAGAZ (WORLD RUNE)

Rune of the Day: “Bright comes the sun, the light of morning to cheer our faces. He warms the earth and makes her green with joy. He burns those that anger him.”

OTHALA (HEART RUNE)

Rune of the Old Lands: “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.”



THE GRAND GALDR

Skalds tell of an ancient time when all runic lore was one. A time when the gods gave the dwarves, ælves, and giants a piece of their divine secrets, a sacred text called *the Grand Galdr*. It was a collection of poetry, songs, and spells that taught them the secrets of the elder runes. It gave them power—some say unbelievable power—and was the foundation of all the runic lore and magic known today. Those same skalds, 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 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 *Galdrdain*. The dwarves copied the runes closest to their hearts, creating a tome called *Galdrdvalin*. It contained runes of crafting, forging, and lore.

Today, the truth of this is lost to the Age of Myth. What is known, however, is this; the ælves have *Galdrdain*, hidden deep within the Moodwalde. The giants, now dark servants bound to the Thrall Lords, have *Galdrasvid* hidden far in the north, likely in the Black Ice Wastes. The dwarves safeguard *Galdrdvalin* in the deepest of their halls. It is from these three books that the three primordial races craft their runes, creating magic in their homes, on their weapons, and in their temples.

Perhaps the most famous among these three, especially in the places under the mountains, is the *Galdrdvalin*. Those lucky enough to study from the text (or one of its lesser copies; mithral tomes called *Codex Runar*) can expect to learn much, including how to identify and activate the rune stones.





CURRENCY IN RHUNE VARIES.

The common currency of the City-States of Vallinar—which has been embraced by the trade families—has several types of coinage; In the City-States, copper coins are called “Lesser Marcs,” silver coins are called “Marcs,” and gold coins are called “Full Marcs.” In addition, there are “Crowns” and “Sovereigns,” which equal 5 gold pieces and 1 platinum piece, respectively.

CURRENCY



LANGUAGES

RHUNE: DAWN OF TWILIGHT encourages using its custom list of languages to supplement those listed in chapter 4 of the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**. Each of these languages and their associated cultures will be expanded upon in future print and online supplements.

- **Ælven**—The ancient language of the ælves. Spoken by very few outside of their lands.
- **Aryandai**—A soft, clicking language spoken by the aryandai.
- **Ash Tongue**—The dark language spoken by the followers of the Thrall Lords, the hags and many of the Thrall Lords’ clerics.
- **Aquan**—A rare language spoken by creatures of water (and some seafaring folk).
- **Auran**—A rare language spoken by creatures of air.
- **Celestial**—The divine tongue spoken by the Æssinyr and their servants. Spoken by most of their clerics, as well.
- **Common, Low**—A widespread and simple trade language used by most people.
- **Common, High**—A widespread and refined version of common used by scribes, kings, and scholars.

- **Druidic**—A specific dialect of High Common with a unique lexicon known only to the Druids.
- **Dwarven**—The common language of the dwarven people.
- **Elven, Low**—The common language of the Clockwork Elves and some exile ælves. Most ælves refuse to speak this language as they consider its knowledge a mark of shame.
- **Glittertongue**—A refined and flowing version of Goblin. Spoken by the glitterfane and their trusted allies.
- **Goblin**—The common tongue of most of the fel races, including giants, gnolls, goblins, and hobgoblins.
- **Gypsy**—A specific dialect of common with a unique lexicon known only to the gypsies and their allies. Sometimes called “thieves’ chant.”
- **Rhunic**—A specific dialect of dwarven spoken by Rune-Singers, Vitkarr and other students of the arcane.
- **Ignan**—A rare language spoken by creatures of fire.
- **Sylvan**—The light and delicate language of the fey and their trusted allies.
- **Terran**—A rare tongue spoken by creatures of earth.
- **Undercommon**—A rare cross between terran, dwarven, and goblin spoken by some of the fel races that live under the mountains.



Many are the races that walk Midgard.



CHAPTER TWO

RACES

In south-central Midgard, both the *ælfes* and the *aryandai* rule the forests—each in their own way—hunting the enemies of their beloved *Æssinyr*. In the City-States of Vallinar, automata, clockwork elves, dwarves and humans build grand machines and the cities that contain them. Throughout southern Midgard, the *glitterfane*—divine servants of *Alnara*—wander the lands bringing healing and redemption to those that accept her path.

While GMs may alter **RHUNE: DAWN OF TWILIGHT** to suit their individual campaigns, some of the races found in chapter 2 of the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™** do not exist in Rhune. GMs may want to leave out halflings, gnomes, and half-orcs.

ÆLVES

Ashlynn inched forward. She pressed close to the ground, letting the tall grass shroud her from the tree-bound sentries that stood a few feet ahead. From their alert postures she could tell they sensed her, but, from their occasional frustrated glance, she could also tell they couldn't see her. One shifted a makeshift spear from his shoulder, weighing it with a practiced hand. She wasn't keen on becoming its target, so she held deathly still. They continued to scan.

Ashlynn let the minutes pass. The sentries relaxed. She inched forward, again.

Her approach took an hour. She could see the sentries' bright green pupils reflecting the moonlight as they subtly shifted. Minutes later, she readied herself, sliding her arm behind her, reaching for Scryer's globe. As she did, a weight rested gently on her wrist. She slowly turned her head.

Another sentry stood over her, spear pointed down at the base of her neck.

"Rise slowly and without aggression," he said.

Ashlynn grunted to herself.

"I am Greengard Theynn. You are in ælven lands, without invitation. Explain yourself, Dirge Elf." Ashlynn cringed at the insult.

"Quickly," he added, his sky-blue eyes narrowing in the moonlight.

Ashlynn stood, opened her hands, and turned to face the sentry. He leveled his spear to her throat in response. He didn't blink. Ashlynn noted his posture; his foot pitched in such a way as to spring at a moment's notice. She didn't envy her chances if he did. She sighed.

"I am Lady Ashlynn Arcwe'...." She trailed off, leaving her full name out. "I'm Ashlynn. I'm looking for a rare herb, said to grow in your lands, to heal a close friend. In the City-States of Vallinar, it is called the Dawnstar Flower. I do not know the ælven name for it."

Greengard Theynn held his hand up, cutting Ashlynn off.

"What you seek is sacred, in our lands, like all things that grow. What you seek we will not provide. If your friend is to pass, then it is the will of Velluna-Akka. If he is to stay, thank Alnara for her endless mercy. But do not seek such in our lands again."

Ashlynn shifted her weight to her right foot, and shrugged her shoulders.

"So, he is to die, then? Because you cannot spare a petal from a single flower! Because you are so removed from the cycle of life and death of those who live and love? Because you are...."

Ashlynn squared her shoulders and leaned into the spear's tip, pressing it against her throat to make her point. She felt the razor sharp stone cut her slightly. Blood trickled.

Greengard Theynn held firm, letting the tip slide further into her throat. More blood trickled. He sighed.

"You believe your friend will die. We know he will not. He will simply change forms, returning to Midgard. Do not ask us to challenge the will of the Æssinyr, as we will not. If he is to stay, you will find your flower. But you will not find it on our lands. It is forbidden."

Ashlynn stared into the Greengard's eye. Sadly, he would slay her without a second thought if she pushed this. She would have to turn back and hope, on her return journey, she might find the rare flower. She had to.

Called "The Ageless Ones" or "The Shining Ones" by other races, ælves are the oldest living race on Midgard. In fact, ælves are Rhune's only truly immortal race, having walked her primordial forests with the Æssinyr long before even the dwarves came into being. To outsiders, ælves sound like beings born of pure myth. In a sense, they are. Where other races embrace the current age, the ælves have not. They continue to live as they did during the Age of Myth. They contest the technology others call progress, claiming it is the catalyst that leads to Ragnarök. Moreover, they refuse to take an active part in preparing for Ragnarök, a stance that puts them at odds with the other races surrounding them. Instead, they live day to day, aspiring to master their relationship with the Æssinyr.

PHYSICAL

The ælves are a silent lot, towering above most races. They tend to be thin and fair-skinned with hair colors ranging from black to green. Most ælves dye their skin and hair with wild berries, so colors (from pinks to purples to even bright yellows) of any combination are possible. Ælves are effectively immortal, though they begin to "wither" (age naturally) when outside of their primordial kingdoms for long periods. Accordingly, most ælves appear youthful, even though most of them are several centuries old.

SOCIETY

The ælves consider themselves to be an open people. Their rejection of modern times and technology—a stance tied to their history—often isolates them. In addition, ælves rarely share their native tongue—which they hold sacred—and this clearly worsens their relationship with outsiders. Accordingly, the ælven kingdom tends to be a wild, primordial land devoid of agriculture, infrastructure, or other races.

While some races do spend time among them, all must abide by ælven laws while in their kingdoms, adopting their simple, vegetarian lifestyles. Often misunderstood, most ælves find it is far easier to embrace their xenophobic stereotypes, remaining aloof and alien to outsiders. Outside of Ælveheim, ælves occasionally gather in small, semi-permanent communities called 'sils'.

RELATIONS

The ælves mistrust a number of the younger races, condemning them alone on their youth and ignorance. They look down on the clockwork elves, viewing their ancestral transgression—the

activation of the Clockwork Gates—with sadness and regret. They have little love for the dwarves, who they know have embraced technology in an attempt to win Ragnarök. However, they treat them fairly when they do interact. They are curious about the glitterfane, yet keep them at arm's length. They share a strange kinship with the aryandai, who they view as fellow servants of their Starry Goddess, Velluna-Akka.

ALIGNMENT AND RELIGION

Religion is straightforward for the ælves, who have had intimate knowledge of the Æssinyr since the Age of Myth. There are no “unbelievers” among them. Although the gods rarely manifest for them directly, they recall fondly when they did. Most ælves see it as their sacred duty to serve in the holy places and very few claim to have passed on the chance. Ælves tend to be neutral, with strong tendencies toward order and law. Only a few embrace the chaos of nature. Most wander when they do.

ADVENTURING

Naturally, most ælves prefer to stay in their forest kingdom and avoid adventuring altogether. Occasionally they travel to bordering lands, reclaiming ruins and eradicating small settlements of evil humanoids in an attempt to reclaim those lands in Velluna-Akka's name. Ælves excel as druids (serving Alnara, the All-Mother) and rangers, where their connection to nature is best served. On occasion, individual ælves are called “to Quest”. When this happens, they do not share the details with outsiders.

NAMES

Male—Shenyvian, Calloriynn, Theynn, Vennyll, and Arveiyannis

Female—Ahlanna, Eliynna, Nayyia, Cynnica, Synnvii, and Delyinnia

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



ÆLVEN RACIAL TRAITS

+2 Dexterity, +2 Constitution, -2 Charisma

Ælves are agile and tenacious, but are naturally xenophobic and purposefully difficult.

Medium: Ælves are Medium creatures who have no bonuses or penalties due to their size.

Fleet of Foot: Ælves have a base speed of 35'.

Darkvision: Ælves can see in the dark up to 60 feet.

Nature's Child: Ælves receive a +2 racial bonus on Knowledge (Nature) and Survival skill checks due to their innate connection to nature.

Forest 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.

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 ælves' character level. The DC for these spells is equal to 10 + the spell's level + Wisdom modifier.

Languages: Ælves begin play speaking High Ælven and Sylvan. Ælves with high Intelligence scores can choose from the following: Celestial, Low Common, High Common, Glittertongue and Goblin.

ARYANDAI

Venthlar closed his eyes and let the music and laughter wash over him. The skalds' hornpipes dueted as he felt the mead warm his blood. He had been too long out of the grand hall of his family and was relishing every moment. Even after so long, he could easily identify the voices of all of them. His sister Rayne, with her high-pitched giggle, was talking to his boyhood friend Auldin. His father and mother were boasting to the neighbors of his journeys. Cousins, Heirnn and Strunn asked questions at every lull in the conversation. All this floated around him, whirling vividly in his mind's eye. He smiled to himself.

After several more songs, the announcement came.

“Lords and ladies, family and friends, it is my distinct honor to welcome home young Venthlar Entwode. He has traveled long and far, to distant lands, in the service of beloved lord Dhungar the Balanced. And now he returns to taste homemade mead and relax by his hearth,” said Auldin.

The room exploded with applause and cheering, requiring nothing less than a toast from Venthlar before his friend could continue.

“Venthlar has been silent a great deal, but I have no doubt of his good cheer. He's a mug of mead, good fellows and family about him, and a warm fire! And look at him smile! I dare say nothing could wipe off that grin,” Auldin teased, tossing a bit of bread at Venthlar.



PHYSICAL

Most aryandai look like short, primitive humans with a slightly bowed posture. They tend to have darker skin tones and nearly all are covered in fine, dark hair. Most grow their hair long, although few are capable of growing facial hair. Almost all aryandai have skin discolorations that form strange patterns—many of these ranging in coloration from light to dark. They have striking eyes with colors ranging from red to amber.

SOCIETY

The aryandai are a tribal people that live in large groups that resemble extended families, gathering in massive villages covered in webs. 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.

The aryandai don't have strong political or social structures. Instead, they tend to defer to the elders of their tribes. These elders make important decisions.

DMAC

"So, old friend, recount for us. Tell us what wonders you saw. Make us marvel at your adventure!" Auldin leaned forward, giving Venthar all of his attention and, by doing so, commanding the rest of the room to do the same.

Venthar stood and slammed his mug down on the table with a loud bang, letting the sound echo throughout the hall. When it died, he cleared his throat then spoke.

"Kith, give me your hearts for a night and I will tell you a tale both terrible and marvelous. I will tell you of my journey south and how I came to meet the Spiderkin..."

Alien and ancient, aryandai are a race of shape changers that can assume the form of spiders. Known as "Spiderkin" to the humans of the City-States of Vallinar (and as Weavers to the ælves and dwarves), they dwell primarily on the Aryandai Peninsula and have so since the Age of Myth. While they have strong ties to their forests, they are oath bound hunters that are dedicated to the destruction of the Thrall Lords and their servants.

RELATIONS

The aryandai hold a special place in Midgard's distinct social order. Unlike the majority of the other races, the aryandai are hunter-killers that appear alien to the other races. This sometimes isolates them. Aside from the ælves), the other races tend to view them with trepidation. But they are not aliens. In fact, they are nearly as ancient and natural as the other mythic races. Their ability to take the form of spiders is their most striking difference, but most of Midgard's scholars know this is a combination of time, adaptation and Velluna-Akka's divine will.

While the aryandai prefer racial solitude, they are not xenophobes and welcome outsiders into their land in small groups. They don't encourage outsiders to dwell among them for long periods of time, but they occasionally allow Velluna-Akka's favored servants small havens.

ALIGNMENT AND RELIGION

Aryandai tend to be good, if not a little chaotic. They have little use for the north's social laws, considering the natural laws of their lands more than enough to guide them. They worship Velluna-Akka almost exclusively, whom they call the Grand Weaver.

The aryandai don't have a particular problem with technology, but they don't tend to use it, either. Accordingly, they take a neutral stance when dealing with both ælves and dwarves. While they aren't opposed to peaceful living, the aryandai have vowed not to rest until the offspring of the Thrall Lords have been dealt with. Accordingly, they tend to be more aggressive than the other races.

ADVENTURING

Nearly all aryandai are compelled to hunt the Thrall Lords' offspring and many become fighters, inquisitors and rangers in order to do so. While many travel solo, some will align themselves with groups that oppose the Thrall Lords. Many younger aryandai travel to the City-States of Vallinar for just this reason.

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 redstalkers, 'of the widowwalkers, 'of the bloodwebs, and 'of the darkwoods."

ARYANDAI RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Charisma

Aryandai are strong and durable, but their alien nature unnerves outsiders.

Medium: Aryandai are medium creatures that have no bonuses or penalties due to their size.

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

Darkvision: Aryandai can see in the dark up to 60 feet.

Nightwalker: Aryandai receive a +4 racial bonus on Stealth skill checks at night

Spider Empathy: This ability functions as the druid's wild empathy, save that aryandai can only use this ability on spiders, with a +4 racial bonus on this check. While normal spiders are mindless, this empathic communication gives them a modicum of implanted intelligence, allowing aryandai to train giant spiders and use them as guardians.

Spider Form: Aryandai can transform themselves 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.

Languages: Aryandai begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose from the following languages: Auran, Glittertongue, Goblin, Low elven, and Sylvan.

AUTOMATA

A unique blend of clockworks, magic, and curiosity made the automata what they are today. An extremely scarce race, they are the former servants of the humans of the City-States of Vallinar. Automata appear as finely crafted, delicate reflections of humans or clockwork elves. Although some have particular designs that augment their original functions—some as servants, some as laborers, and some as guardians—many automata today altered themselves to fulfill their professions or to satisfy their own craving for individuality.

The automata will appear as a playable race in future supplements.

CLOCKWORK ELVES

I don't know how others tell this story, but I'll recite it as best I recall," Jainynn sighed. He hefted his tankard high, letting a bit of lager spill out, and silently toasted some unseen ally. Then, he continued.

"We know the ælves built the Clockwork Gates, deep in the heart of their homelands, during the Time of Silence. What historians continue to speculate is as to why. Some believe the ælves, concerned by their beloved Æssinyr's silence, built the gates in order to travel to the heavens. Others, however, suggest the Thrall Lords tricked them into building them. In either case, we know that they locked them away and forbade their use shortly after completing them.

"Some of them went and studied the gates in secret. Several of their priests, servants of the Starry Lady, attended. Throughout the process, they communed with their goddess, hoping to know her will. After a time, she answered." Jainynn sipped his drink then closed his eyes, pulling some forgotten memory from deep within.

"We can't be sure of what She said, but there was a great debate. Some of the ælves wanted to reactivate the gates, which they had determined were part of a greater device. Others swore it would only bring sorrow. Even among the priesthood, there was strife.

"That didn't stop those that lusted after this great mystery. Traveling by unseen routes, several came again to the Clockwork Gates. They say it was Magistra Y'dhara that unlocked the gates and opened them, revealing a starry chamber. In its center, there stood a single gear, attached to countless cogs and wheels that descended deep into the earth below it. She touched it and set it in motion."



“With a sudden flash, runes lit along the device. Everything resembling color or vitality drained from the ælves present. Some collapsed, dead before they touched the chamber floor. Others staggered and weak, fled the place.

“Some say there were only a few dozen gathered when Y’dhara activated the Clockwork Gate. Some tales speak of hundreds. It didn’t matter. What we do know is this—the ælves gathered all that still lived that had entered the chamber and isolated them. Their brethren communed, again with their goddess.”

Jainynn turned toward his students, his face stern and solemn. A few of them, drawn into the story, gave a little start. Others observed him attentively. He let his gaze fall across them before he slowly finished his story.

“The ælves always knew Ragnarök would come. They held, however, a particular view. This ideology, which many still hold, was simple; that only by living in complete harmony with the world could they hope to postpone this dark end. They didn’t suffer any form of technology or agriculture. Although they sometimes gathered in grand cities, they did so in a manner that was symbiotic with their environments.

“Those who had gathered in the chamber changed. A burning passion replaced their immortality. They wanted to know, to see, to wander and to create. They embraced time, technology and the fact that Ragnarök was inevitable. In short, they embraced their mortality. In a show of solidarity, they left Ælveheim as a single family. This, my students, was the Great Rivening and the birth of the clockwork elves.”

Jainynn sighed, straightening his purple-and-black vest distractedly. Again, he looked away from his students, closing his eyes. After a time, he spoke again.

“It is important to note that before this event, all of the ælves were immortal. They were creatures who lived solely in the Age of Myth, free from the constraints of the cycles of time that others did their best to measure. Some say that it was a divine gift. Others say it was a refusal of all progress, an act of sheer will that bound them to their timeless lands. Whatever the reason, those who activated this device set something far greater into motion.

Called “Ash Elves,” “Dirge Elves,” or simply “The Dying” by their immortal cousins, clockwork elves are an interesting combination of ælven frailty, history and unnatural desire. Unlike the other races, the clockwork elves are historically nomads. They were forced from their homeland after they passed through the Clockwork Gates and activated the Ragnarök Clock. Since then, they have wandered Midgard as a race of curious mortals, embracing the technology that cost them their immortal lives.

PHYSICAL

Clockwork elves look like tall, lithe humans with dark eyes, pale skin, and dark hair. Over the centuries, they have lost many of their ælven features. Some of them can pass as humans. Because most clockwork elves are craftsmen or inventors, they favor heavy, practical clothing. Nearly all clockwork elves have some sort of technology they embrace. They tote gadgets, trinkets and clockworks of all kinds.

SOCIETY

Clockwork elves live similar to humans. Although some of them maintain solitary lifestyles, most prefer the company of other clockwork elves and frequently band together—many forming groups that are part collective, part research party. They easily form long friendships with people from other races. 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 companions, with Droggs being a favorite. (Droggs will appear in future supplements.)

RELATIONS

Clockwork elves get along well with humans and dwarves. 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 redemption. Just as many, however, regret them for the same reasons. Clockwork elves rarely cross paths with the aryandai and view them with apprehension when they do.

ALIGNMENT AND RELIGION

Clockwork elves are free spirits that obey laws only when it serves them. They are an introspective and inventive lot. 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. Druids among the clockwork elves are all but unheard of, as the divine link to nature they once possessed is all but severed.

ADVENTURING

Clockwork elves find adventuring an interesting exercise, provided it does not take them too far from their projects or gadgets. When it does, they tend to be looking for technology to add to their collections. Most clockwork elves excel as alchemists and wizards, although some find work as rogues or bards. Very few become fighters of any variety. Clockwork elves rarely become druids or rangers.

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, Zealous.

CLOCKWORK ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution

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

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.

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

Clockwork Affinity: Clockwork elves receive a +2 racial bonus of Knowledge [Clockworks] and Disable Device checks. In addition, clockwork elves receive a +2 racial bonus on Appraise and Spellcraft skill checks made to identify the value or magical properties of clockwork items.

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

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

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



DWARVES

The dwarves of Rhune are a hardy, stoic lot that are nearly as old as the *ælfes*. Created from the “bones of the earth” by Old Forge Father, the dwarves rarely venture far from the places of stone—be they deep earth or tall mountains—unless in service of the *Æssinyr*. Most dwarves embrace technology, believing that they will master then use it to defeat the Thrall Lords at Ragnarök. Accordingly, most dwarves spend their days crafting, training, and preparing for Ragnarök.

Dwarves use the statistics provided in chapter 2 of the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**.



THE GLITTERFANE

So, what about these ‘Redeemed’ missionaries? What’s their story?” Tev asked, his tone a shade sarcastic.

Jainynn didn’t really like the haughty Tev, but this was a topic he held dear. He straightened his vest and continued. “We all know the servants of the Thrall Lords are a vile lot, filled with a thirst for all things bestial. Their dark rites include incest, bloodletting, mortal sacrifice and cannibalism. They leave little room for health, comfort, civility or love. While it may not be fair, it’s a safe assumption that their kind live the way of the beast.”

A few of Jainynn’s students touched their forefingers to their foreheads, making Alnara’s sign to ward away evil. He stopped, did the same, and continued.

“We do know that not all of the Thrall Lord’s servants embraced these ways freely. Many of the lesser races were forced into service. Those who did not conform died. Those who adapted to their twisted evil eventually became what we fight today. Some, however, escaped.

“Several goblin tribes escaped and formed colonies, like Farsil of Blackblood Bay—which interestingly enough, was named after those who died fleeing the first Fel Horde—and sought to live peaceful lives. Alnara, Blessed Queen of Mercy took notice of this, and in time, came to believe their choice was genuine. Not to be fooled by the Thrall Lords, she sought to test the sincerity of these colonists.” Jainynn made Alnara’s sign again.

“We know that first among the Thrall Lords’ many rites and challenges is the ‘Test of the Meek,’ meant to weed out the passive, the weak, and those that don’t have the stomach for the dark life their comrades live. Alnara knew this and tested them thus. She didn’t, however, frame it so blatantly. Instead, she presented the goblins with all the easy targets they would normally spring upon.”

“When a storm-tossed vessel, full of the weak and wounded washed up on the beach of their small colony, they didn’t kill and maim. Instead, they tended to them, gave them succor and helped them repair their boat. Alnara saw this and blessed them.

“When their enemies came to their small island, instead of taking up arms, they hid. They used illusions, tricks, and simple charms to lead them away. Only on a single night, in defense of one of their young, did they strike down one of their enemy. Alnara saw this, too.”

Jainynn made Alnara’s sign again. He looked at his students, leaning forward attentively—even the occasionally arrogant Tev—and continued. “The last test, which the glitterfane today call the ‘Test of Spirit’, was given to each in the colony as they dreamt. Each was tested individually, according to his heart, and those that passed awoke as glitterfane. Those that failed passed away.”

Jainynn looked around, smiling at his students. He knew there was a little more to the story. This was enough for their purposes.

“Today, very few glitterfane are born. Because the glitterfane have all but sworn off the carnal life, very few engage in the act of physical love. Their birthrate is all but nonexistent.

“Occasionally, a goblin abandons the dark ways and seeks out the glitterfane to study with them, hoping that the Blessed Queen of Mercy will test them, although these cases are rare.”

With that, Jainynn stood, bowed slightly, and dismissed his students.

The glitterfane are an interesting and magical race of fey-like creatures with a natural predisposition toward healing. Unbound by the normal biological and behavioral traits that restrict their forefathers, the goblins, they cast off their dark history nearly two centuries ago with the help of Alnara, Blessed Queen of Mercy. They are most commonly known as “the Forgiven,” “the Redeemed” or “the Lady’s Gift.”

PHYSICAL

Glitterfane are small, nimble creatures with frail bodies and light, shimmering wings. They are light-skinned creatures with hair ranging from silver to gold. They tend to have light-colored, bright eyes. Most have soft, child-like features.

SOCIETY

Glitterfane society is tight and well ordered. Most glitterfane are either born in a colony or seek out an existing one. Upon entering, they embrace a communal life. Glitterfane outside of their own colonies tend to be wandering missionaries. In larger cities, they may be clerical acolytes at temples dedicated to Alnara.

RELATIONS

Glitterfane get along well with the ælves and aryandai, both of whom share strong ties with the Æssinyr. Dwarves tend to distrust the glitterfane, although the glitterfane do not bear them ill will. Instead, they steer clear of them unless an opportunity to improve that relationship is evident. The glitterfane have diverse opinions about humans and the glitterfane judge them according to the social values they display. They treat the clockwork elves like they do humans, but with a reserved pity they sometimes fail to hide.

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 law and goodness.



ADVENTURING

Very few glitterfane adventure, and when they do, it is ultimately in the service of the Queen of Mercy. Some form bonds with adventurers, especially if they are champions for good. While many believe the glitterfane are pacifists—and a lot are—this is not true for all of them. On rare occasions, one will select a cause and become a paladin. Most, however, are clerics.

NAMES

Male—Ardwell, Braen, Kegan, Lorne and Tristan.

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

Family—Dawn, Kyndle, Lightwell, Luxe and Spring.

GLITTERFANE RACIAL TRAITS

+2 Dexterity, +2 Wisdom, –2 Constitution

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

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.

Slow Speed: Glitterfane have a base ground speed of 20.

Limited Flight: Glitterfane possess small, gossamer wings that they can use to fly slowly. A glitterfane has a fly speed of 15 (average) and Fly is always a class skill for them.

Divine Magic: Glitterfane with a Wisdom score of 11 or higher also gain the following spell-like abilities: 1/day—*detect magic*, *detect poison*, *resistance* and *stabilize*. The caster level for these effects is equal to the glitterfane's level. The DC for these spells is equal to 10 + the spell's level + the glitterfane's Wisdom modifier.

Touch of Illusion: Glitterfane get 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.

Healer's Touch: Glitterfane are natural healers and receive a +3 racial bonus to all Heal checks. In addition, any spells they cast with the healing descriptor heal additional points of damage equal to the glitterfane's Charisma modifier.

Languages: Glitterfane begin play speaking Low Common and Glittertongue. A glitterfane with high Intelligence scores can choose from the following languages: Celestial, Goblin, High Common and Sylvan.

RACIAL HEIGHT AND WEIGHT CHART

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Ælven, female	5' 10"	115 lbs	3d6	x3 lbs
Ælven, male	5' 7"	130 lbs	3d6	x4 lbs
Aryandai, female	4' 9"	90 lbs	2d6	x3 lbs
Aryandai, male	5' 2"	100 lbs	2d4	x4 lbs
Clockwork elf, female	5' 6"	105 lbs	1d6	x3 lbs
Clockwork elf, male	5' 3"	120 lbs	1d8	x4 lbs
Dwarf, female	3' 3"	85 lbs	2d4	x5 lbs
Dwarf, male	3' 6"	100 lbs	2d6	x7 lbs
Glitterfane, female	2' 6"	30 lbs	1d4	x2 lbs
Glitterfane, male	2' 6"	30 lbs	1d4	x3 lbs
Human, female	4' 6"	90 lbs	2d10	x5 lbs
Human, male	4' 10"	120 lbs	2d10	x5 lbs

HUMANS

Older than only the automata they helped to awaken and the glitterfane, the humans of Rhune are a young, progressive and diverse race. While most humans exhibit a strong drive toward knowledge, wisdom and civility, some in the more remote regions cannot say the same. In the far north, many who succumbed to a strange disease called “the Rage” have devolved into barbaric, hate-filled versions of their southern cousins. In western Midgard, most humans tend to emulate ælven ways and live close to the earth. In the east, they frequently mirror the dwarven mentality and tend to be more technologically advanced.

Humans use the statistics provided in chapter 2 of **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**.



*Great need commands the hero to rise
above the common man.*



CHAPTER THREE

CLASSES

Nearly all of the classes currently available in **THE PATHFINDER ROLEPLAYING GAME** fit the lands of Rhune nicely. The barbarian fails to fit as a player class without major alterations to the setting. The summoner simply doesn't exist. GMs may certainly include these classes, but should consider consulting the sidebars for ways to insert them without significantly altering the underlying feeling of **RHUNE: DAWN OF TWILIGHT**.

The following section provides cultural, racial, and historical information about the classes available in Rhune. All of these classes are detailed in both the **PATHFINDER® ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE™** and the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**. The roles suggested below are merely guidelines. GMs and players should use this section as inspiration when generating PCs.

ALCHEMIST

Alchemy is a refined art exclusive to few. Only the dwarves of the Redwall Mountains—specifically Clan Deepwell—and several of the human families found throughout the City-States of Vallinar practice it. Occasionally, clockwork elves also study it, although not as readily as others. Although anyone might potentially become alchemists, few share the same level of interest in it.

Players creating alchemists should approach alchemy as a combination of science and magic. It is, in essence, the art of unifying common elements to produce fantastic results in ways that are still not quite understood. Alchemy is a small, exclusive science. Although it has a history, some of the most learned wizards fail to grasp what makes it as potent as it is.



WHILE DWARVEN BLAST POWDER IS AVAILABLE IN SMALL QUANTITIES OUTSIDE OF DWARVEN LANDS, its formula is a carefully guarded secret. Few alchemists in the City-States of Vallinar know how to create it, and fewer still (outside of the Redwall Mountains) can make that boast. Accordingly, PC alchemists with this knowledge probably should not exist—and if they do—they should be rare.

In fact, anyone hoping to learn this secret would need to go through a host of steps, including convincing the elder dwarven alchemists of their need for this knowledge. PCs hoping to prove to the dwarves that they could be trusted would face a monumental task, complete with challenges, quests, and missions that would leave lesser men dead. Should they succeed, PCs would still need to acquire blast powder's main ingredient—Red Mithral—which is as heavily controlled as the formula itself.

PCs hoping to bypass this lengthy process with magic are likely to be disappointed, as Red Mithral is highly resistant to magic. In fact, divinations that target items (such as ammunition) containing Red Mithral more than once require a caster level check (DC 40). Not surprisingly, these frequently fail.



ALCHEMISTS & DWARVEN BLAST POWDER

BARBARIAN

Barbarians occupy a very specific role in Rhune. They are villains of the worst sort – cannibals bound to the Thrall Lords – who love for nothing more than death, destruction and slavery.

GMs that would like to include barbarians as a playable class in their campaigns may do so, but should consider changing their role: The barbarian's overall statistics as presented in chapter 3 of the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™** may remain the same, but GMs should present them as a specific type of fighter or monk.

In either case, they should not be described as 'barbarians' and they should not be from the Fel Lands.

BARD

Commonly known and respected as skalds across Midgard, bards occupy many important roles in Rhune. They are loved and revered as entertainers in the City-States of Vallinar. Outside of the City-States, they are respected heralds who keep the most remote regions in contact with the rest of the civilized world.

In Ælveheim, bards are known as Mythspeakers and are sought after for their close connection to the legends found in the Age of Myth. Very few celebrate the modern works of their fellows, focusing instead on the historic, which they value for their closeness to the Æssinyr.

In Rhuneheim and Redwall, bards fulfill specific roles alongside wizards and clerics. Some, after years of work, even become vitkarr. Regardless, most serve as heralds, historians and sages of great import. Beyond this, and far more importantly, they are almost universally students of the Galdrdvalin and the Rune Poems, etching them into the great dwarven halls below the earth. Many work as diplomats, representing dwarven interests abroad.

Amongst the aryandai, bards are rare. When one does take up such a calling, they are called "Weavers". Aryandai respect them from afar for their private, and sometimes deadly, understanding of dance.

Not surprisingly, the glitterfane produce a number of bards who take up the calling to tell Alnara's tales of mercy. They frequently accompany missionaries, using their talents to charm would-be enemies instead of using violence.

CAVALIER

Cavaliers occupy important roles within the City-States of Vallinar, and are generally human. A number of orders and fraternities exist within the City-States, each dedicated to specific causes, and many populated by cavaliers. Clockwork elves, dwelling in human lands, occasionally take up the mantle.

Cavaliers are less common outside of the City-States. The occasional order has been found in foreign lands. The Order of the Wall in Redwall is a good example.

Cavaliers are rare among the ælves, glitterfane and aryandai.

CLERIC

Clerics are common among all the races of Rhune, serving in all kingdoms and at all levels of society.

They are particularly prevalent among the glitterfane, who Alnara called—as an entire race—to serve. Her missionaries are famous for their dedication as healers, diplomats and pacifists.

Clerics are common among the dwarves, who have a strong connection to the Æssinyr. They serve in many roles, and like bards, seek to become vitkarr in their own right. Most study the Galdrdvalin, as well as the various Rune Poems. Outside of dwarven halls, clerics serve as advisors, missionaries and rune-seekers.

Clerics are less common in the City-States of Vallinar, but that doesn't reduce their demand. Far more lay priests (experts) exist than clerics, most working as councilors and community pillars. Clerics, and the magic they wield by the will of the Æssinyr, are cherished.

Clerics are common in ælven communities, but still find themselves outnumbered by druids.



NEARLY ALL ORDERS OF KNIGHTHOOD

(and many factions) in Rhune use post-nominal letters to identify members' 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.

POST-NOMINAL LETTERS

DRUID

Among the ælves, druids are fairly common, serving as advisors, councilors and caretakers. They are known for their close relationship to the Moonwalde and its inhabitants, which they treat—and care for—as the major living component of Ælveheim. As herbalists, they are unparalleled.

Druids are rare among the dwarves, as their pursuit of technology seems to inhibit them from establishing the necessary connection with nature. When a dwarf does manifest such a connection, however, he is called a Stonespeaker and is honored for this rare gift.

Druids are almost unheard of in the City-States of Vallinar, where the march of progress has all but severed the citizens' connection to the land. They are known to dwell in the lands west of the Old Holds, but these dangerous lands don't see many travelers and this remains an unconfirmed myth to many.

Druids are equally uncommon amongst the aryandai and the glitterfane, both who have strong connections to particular Æssinyr—Velluna-Akka and Alnara respectively—and generally dissuade competing spiritual paths.

Clockwork elves never become druids, having long severed their connection to immortality and the natural world. While some might manifest strange abilities that mimic the abilities of druids, almost all of these are, in fact, sorcerers.



AFTER THE BATTLE OF WITCH HILL, inquisitors flocked to the Order of the Thorn. Many did so hoping to avenge the fallen, but knew that such a cause would take years to complete. Worse, many of the City-States' citizens were divided on the issue of witchcraft. For every wise woman a village loved, there stood another ready to lay a curse. Over time, the Order of the Thorn developed a lengthy (but arguably fair and accurate) process by which they judged those practicing witchcraft. Unfortunately, they subsequently lost many of their less patient inquisitors to independent activity.

Today, a number of inquisitors continue to hunt down witches, acting as executioners without license. This puts them at odds with the arcane community. Far too many who practice sorcery fall victim to 'the cause.' Not surprisingly, the arcane community is quick to hunt down rogue—and frequently unstable—inquisitors. These are almost universally turned over to the Order of the Thorn, or in its absence, the local authorities.

The witches that catch a rogue inquisitor have their own methods of justice, many of which they learned from past inquisitors.



BATTLE OF WITCH HILL

FIGHTER

Fighters are widespread in Rhune. They live in every kingdom, society, and region on Midgard, from the most remote ælven forests to the bitter cold of the Fel Kingdom in the far north. In the City-States of Vallinar, several unique schools train particular types of fighters.

Only the glitterfane, healers by nature, avoid such a calling. Those called to defend their remote monasteries use charms to turn away enemies instead.

INQUISITOR

Inquisitors are uncommon in the City-States of Vallinar. Most are attached to the various churches, persecuting and correcting those that deviate from their faiths. Many zealots, after years, eventually become inquisitors. They are found in great numbers within the Order of Thorn, where they spend their lives hunting down diabolists, summoners and servants of the Thrall Lords.

Few dwarves become inquisitors. When they do, they guard against the creeping decay of the Dark Whisper among their own kind. They guard dwarven halls, protect strongholds and stand besides dwarven judges at their tribunals to ensure the guilty meet just ends.

Few ælves, glitterfane, or clockwork elves become inquisitors. Their particular societies don't encourage such behavior—especially the glitterfane—and those that would become inquisitors frequently do so because of outside influences.

The aryandai produce a number of inquisitors, nearly all of them serving Velluna-Akka as hunter-trackers. Because the aryandai are natural enemies of the aberrations that serve the Thrall Lords, this calling compliments their desire to seek out and destroy such creatures.



MONK

Monks are incredibly rare in the City-States of Vallinar, exclusive to only the city of Damas, where a single fighting school evolved into a monastery called the “Tattooed Pagoda.” Within, people from around the City-States (and sometimes southern Midgard) tattoo themselves with runes, study the “Way of the Well,” and perfect their understanding of both. They share a series of strange views, but their general philosophy commands them to blend the natural world of the body with the unnatural world of spirit.

Humans are most likely to take up this restrictive pursuit, followed by aryandai and clockwork elves.

While the glitterfane are also likely to become monks, most are physically ill suited for it. Being able to defend their ways, without entering lethal combat, is an attractive concept to more progressive glitterfane. More traditional glitterfane, however, see this as a breach of their values and warn against it.

Ælves and dwarves are not restricted from becoming monks, but most consider the philosophy behind it incompatible with their traditional values.

ORACLE

Common among the ælves, oracles are found in great numbers in eastern Ælveheim where they serve alongside druids as emissaries of the land and its primal places. While many oracles feel a strong connection to aspects of nature, not all do. Some of the ælven oracles have manifested powers connected to particular aspects of life or philosophical concepts, such as liberty and travel.

Oracles are common among the glitterfane, where nearly all of them manifest abilities focused on mercy, birth, dreams, earth, love or the stars. When they do appear, they are celebrated and encouraged to travel, testing their abilities and acting as a testament to their faith in Alnara.

Oracles are less common among clockwork elves, human and aryandai. When they do manifest, most are mistaken for sorcerers. Their foci are likely to be as varied as they are.

Dwarves sometimes manifest the abilities that mark them as oracles. They gravitate toward foci dealing with battle, stone, earth and fire.

PALADIN

Paladins are uncommon in the City-States of Vallinar. When one does hear the call, it is normally in the service of the Golden Knight. Others do exist, serving the Æssinyr and their churches. This is especially true when a church is under siege and in need of divinely inspired martial prowess.

Dwarves are as likely to hear the call as humans. Many great paladins come from Rhuneheim and Redwall. Those that take up the mantle normally do so in service to Dægr, Hothur, or Oridynn.

Most of the aryandai feel such a calling is too restrictive, to say the least. When they do, they serve under Velluna-Akka’s banner.

Occasionally an ælf will become a paladin, but this is uncommon even for the most militant among their kind. Most of the trappings that make a paladin detract from their connection to nature—which the ælves hold dear.

Most glitterfane, who abhor violence, avoid taking up arms against other sentient creatures. A select few, however, are called by Alnara to defend their fellows and take up the mantle of the paladin in order to do so.

RANGER

Human rangers are common outside of the City-States of Vallinar, acting as scouts and guides.

Clockwork elves seldom become rangers, as this calling demands a connection to nature that many of them simply do not have. When clockwork elves do become rangers, they are more likely to form a bond with their fellows than with an animal companion.

Only a small number of dwarves become rangers, and those that do normally serve as scouts and surveyors.

Rangers are common in Ælveheim, as the ælves consider this a noble pursuit. They frequently form bonds with animals. Most ælven rangers serve local druids as huntsmen, keeping their lands free from encroaching monsters, and when necessary, sentient foreigners.

Aryandai frequently become rangers, a calling that suits their need to hunt aberrations and the enemies of their goddess.

Glitterfane rangers are unheard of.



BECAUSE ORACLES AND SORCERERS ARE SO SIMILAR, some GMs may be tempted to treat them as one. While this is mechanically acceptable, please be mindful that the first oracle didn't appear until -652, nearly a century after the first sorcerer. The distinction made between the two, however, is ultimately up to the GM.

GM NOTE



ROGUE

Common to all lands, rogues fulfill a number of different roles among the various races.

In the City-States of Vallinar, both human and clockwork elves are rogues. Most become scouts, locksmiths, and diplomats. Some of the less reputable find work as smugglers, cutpurses, brigands, and assassins.

Rogues are less common among the dwarves, but Redwall has a number of scouts and spies it employs. Some dwarves also become trap-makers, locksmiths, and engineers.

Ælveheim has a surprising number of rogues, nearly all of them using their skills alongside druids, fighters, oracles and rangers to protect Ælveheim from outsiders. Few use their skills for the accumulation of personal wealth, a trait ælves attribute to humans and dwarves.

Aryandai sometimes become rogues, a profession that compliments their nocturnal instincts with a host of suitable talents and skills. Others do so to perfect their natural talent for stealth, becoming border guards as silent as they are deadly.

Glitterfane sometimes become rogues, but only in supporting roles. When they do, they are generally scouts.

SORCERER

Sorcerers are a strange phenomenon throughout Rhune. Beginning with the discovery of the rune Gebo in -731, members of all the sentient races have manifested, every few generations, abilities that mark them as sorcerers. Most show signs shortly after puberty.

Clockwork elves and humans both manifest a high number of sorcerers, an observation some of the other races have found unsettling.

Dwarves do not show an aptitude for sorcery, although a small number of them do exist. When they do manifest such powers, they tend to favor elemental magic above all else—especially spells that shape fire and earth.

While the ælves manifest such powers, they are quiet about it and do not share this information with those beyond their borders. The glitterfane are similar, having no recorded cases of sorcery among their kind.

The aryandai, on the other hand, do not seem impressed with sorcery and claim to have had such among their kind since the Age of Myth. While none can confirm this, none can deny that a surprisingly high number of their kind also manifest these abilities.

WITCH

Witchcraft is an odd, misunderstood path to power that very few in Rhune undertake. Witches shroud themselves in mystery, offering little in the way of explanation as to how—or where from—their powers come.

Witches are almost always humans from remote lands. Most form bonds with animals at an early age, and because of this, are sometimes confused with druids until it becomes evident they are something entirely different.

With the exception of the aryandai, the remaining races rarely have witches among their kind. This might be because they elect not to reveal themselves, hiding their abilities—and their familiars—under the careful guise of wizardry.

The aryandai have witches among their kind, but they are rare. These witches generally form bonds with their closest kin, spiders.

WIZARD

By far the most common practioners of magic, wizards exist equally among nearly all the races of Midgard.

The City-States of Vallinar boast thousands of wizards and several academies dedicated to the refinement of the arcane arts. They focus on any number of particular branches of study. Specialists eventual blend their knowledge with engineering to become the highly respected Clockwork Adepts.

Dwarves have few wizards, but those that do practice access arcane magic directly through the runes. Most hope to become vitkarr. Others use their arcane abilities to strengthen dwarven strongholds. Most wizards work hand in hand with druids, bards, and clerics to shape the path of dwarven history as it prepares for Ragnarök.

Ælves also boast wizards of great power, but do so with aloofness that suggests other forms of magic are crude by comparison. Most are powerful illusionists or enchanters that use their knowledge to guard Ælveheim's borders.

Glitterfane see the arcane arts as a necessary pursuit, useful for protecting their kin and hiding their villages from the abominations that hunt them. Not many follow this path, but when they do, they are almost always illusionists.

Not surprisingly, the aryandai have few—if any—wizards among their kind. Some certainly exist, but those that do often live as outcasts.



IN -712 AN EVENT KNOWN AS 'THE DARK WHISPER' stirred the collective unconsciousness of Midgard. While the exact nature of what took place is still hotly debated (by both descendants of those who experienced it and scholars studying its effects), one thing is agreed upon. Something cold, dark, and subtle reached out from the Void and touched the minds and hearts of many. Most dismissed this event, shook it off and went about their lives as normal.

Others, however, found the haunting voice far too persistent. Many later claimed they discovered relief only in the most atrocious of acts. Some tore out their eyes. Some fed upon their neighbors. Some went insane. The luckiest among them walked into the sea and embraced death below the waves.

A number of events attribute to the Dark Whisper. These include the birth of witchcraft. Many believe that a witch's reliance on her familiar (instead of the runes or the Æssinyr) is a sure sign of her 'unnatural roots' and proof enough of her dark ties. Whether or not this is true, witches bear a great deal of grief and hardship because of this belief.



THE DARK WHISPER

Form and function are at the heart of all our designs. We craft accordingly...



CHAPTER FOUR

SKILLS

RHUNE: DAWN OF TWILIGHT adds only two additional skills to those presented in the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**. These skills, Craft (Clockworks) and Knowledge (Clockworks) represent the special training needed to build, identify, modify, and program clockworks, regardless of their form or function. This includes firearms, which have highly complex clockwork engines driving them.

Other non-clockwork technology uses either the Knowledge (Engineering) skill or the appropriate craft skill.

Runic lore is covered equally by Knowledge (arcane) and Knowledge (religion), so players seeking specific information about the runes can use either of these skills in Rhune.

CRAFT (CLOCKWORKS) (INT)

Craft (Clockwork) is like any other craft skill found in chapter 4 of the **PATHFINDER® ROLEPLAYING GAME CORE RULEBOOK™**. To create clockwork items, both masterwork and normal, use those rules. In Rhune, Craft (Clockworks) can accomplish a number of additional tasks beyond those listed. These are:

CUSTOMIZE

Use the Craft (Clockworks) skill to customize existing constructs, clockwork items and weapons. The DC for individual customizations is listed by and is specific to type. Only a limited number of customizations can be made to most items. Constructs, including intelligent automata, can accept a greater number of customizations. Customizations occupy body slots like magic items do. Customizations, unlike modifications, are generally permanent.

MODIFY

Use the Craft (Clockworks) skill to temporarily modify existing clockworks, clockwork items and constructs. The DCs for these individual modifications are specific to the type of modification and are listed accordingly. These modifications are generally temporary, lasting a number of hours or days.

PROGRAM

Program an intelligent clockwork or construct to obey specific commands. These commands require an hour of programming and a successful Craft (Clockwork) skill check against the indicated DC to successfully install them. Clockworks may be programmed to obey a number of commands equal to one-third of their Hit Dice (minimum 1). Once programmed, constructs obey these new commands until programmed to do otherwise. Commanding a construct is, unless noted in the command's description, a move action. Clockworks and constructs may be programmed to obey the following commands:

- **Aid (DC 25):** Upon command, the clockwork or construct distracts an enemy. The construct makes an attack against AC 10. If it succeeds, it grants a +2 to hit that opponent with your next attack. The clockwork or construct must be programmed with the Attack task.
- **Attack (DC 20):** Upon command, the clockwork or construct attacks apparent enemies. The character may direct it to attack particular enemies as a move action.
- **Defend (DC 20):** The clockwork or construct defends the character (and is ready to defend you if no apparent threat is present), without any command being given. Alternatively, the character can command it to defend a specific individual or even an item.
- **Flank (DC 25):** Upon command, the clockwork or construct moves to flank an opponent. The clockwork or construct must be programmed with the Attack task.
- **Gather (DC 15):** Upon command, the clockwork or construct retrieves something. If you do not point out a specific item, it gathers random objects.
- **Guard (DC 20):** Upon command, the clockwork or construct stays in place and prevents others from approaching. The clockwork or construct must be programmed with the Attack task.
- **Return (DC 15):** Upon command, the clockwork or construct moves to you, taking the most direct route. It provokes attacks of opportunity as normal.
- **Search (DC 15):** Upon command, the clockwork or construct moves into an area and looks for anything that is obviously alive or animate.
- **Stop (DC 10):** Upon command, the clockwork or construct immediately stops its current action. This command is a free action.
- **Stand Down (DC 15):** Upon command, the clockwork or construct breaks off from combat or otherwise backs down. A clockwork or construct that isn't programmed with this task will fight until disabled or destroyed, or until it defeats an opponent.

- **Hold Fast (DC 15):** Upon command, the clockwork or construct stays in place. It does not challenge others, though it still defends itself if it needs to. The clockwork or construct must be programmed with the Defend task.
- **Tactical Return (DC 25):** Upon command, the clockwork or construct returns to you, taking the most direct route, but avoiding attacks of opportunity in the process. The clockwork or construct must be programmed with the Return task.
- **Work (DC 15):** The clockwork or construct pulls or pushes a medium or heavy load. Some clockworks or constructs may be programmed to perform specific types of work, such as repairing armor or weaving cloth. They are restricted to basic types of work (DC of 10 or less).

QUICK FIX

You may use a full round action to remove the Broken condition from a clockwork item for short time. Make a Craft (Clockwork) skill check (DC 10 + points of damage the item has taken). If you are successful, you may use that item as normal for a number of rounds equal to the number of Craft (Clockworks) ranks you have.

REPAIR CONSTRUCT

Repair a construct or sentient clockwork. Repairing a construct takes four hours. Make a Craft (Clockwork) skill check (DC = 15 + construct's HD). If successful, restore 1d4 hit points to the construct. For a success that exceeds the DC by 5 or more, add Int modifier (if positive) to this amount.

TREAT CRITICAL DAMAGE

To treat critical damage, make a Craft (Clockwork) skill check (DC 20). This is a full round action. Success restores hit points to a damaged construct or clockwork creature. Treating critical damage restores 2 hit points per level or HD of the creature. For a success of 5 or more over the DC, add Int modifier (if positive) to this amount. A creature can only benefit from this ability once within 24 hours of being damaged and never more than once per day. Expend two uses from an Engineer's kit to perform this task. You take a –2 penalty on your Craft (Clockwork) skill check for each use from the Engineer's kit that you lack.

KNOWLEDGE (CLOCKWORKS) (INT; TRAINED ONLY)

You possess special knowledge about clockworks. Not only can you answer simple and complex questions about them, you can also identify special characteristics they might possess. Weaknesses, strengths, and their uses – whether they are free-willed constructs or highly complex devices – can also be identified with specific checks.

Answering simple questions about clockworks using this skill is generally a free action. Identifying specific information about a clockwork device is generally a standard action, but may be as much as a full round action depending on what is involved and how much study is required.

CLOCKWORK KITS

Clockwork skills require specific tools. Using the following kits improves the chances of successful skill checks.

ENGINEER'S KIT

This kit is a collection of bearings, gaskets, seals, bolts, and other consumables used in the repair of clockwork devices. Without a use from this kit, you receive a -2 penalty to repair, modify, or fix automata and clockwork devices. Ten uses empty this kit. **Cost** 50 gp.

MASTERWORK ENGINEER'S KIT

This kit is a collection of exceptional bearings, gaskets, seals, bolts, and other consumables used in the repair of clockwork devices. When you use this kit, you receive a +2 circumstance bonus to repair, modify, or fix automata and clockwork devices. This kit has 10 uses. **Cost** 100gp.

PRECISION TOOLS

This kit is a collection of finely crafted tools used for precision work, such as on smaller automata and tiny clockwork devices. This kit contains delicate tools (each tool has a hardness of 3 and 5 hit points) in a finely crafted leather satchel. Using these tools grant a +1 circumstance bonus to repair, modify and fix small and tiny-sized clockwork devices. **Cost** 35 gp.



*"Individual heroes will achieve great feats.
But great men and women, aligned with their
fellows, will achieve even more..."*
~Fenwulve of Old Haven



CHAPTER FIVE

FACTIONS

Competing organizations are a major theme in **RHUNE: DAWN OF TWILIGHT**. A number of factions offer players unique opportunities to move their agendas forward. Some, like the *Clockwork Accord*, champion technology and actively look for opportunities to develop it. Several knighthood orders also exist, each pursuing goals that range from protecting the priestesses of Velluna-Akka to hunting down diabolists. Others, like the *Greengard*, work to protect ælven interests and frequently find themselves at odds with other nations and their people. Some groups, such as the *Gloomers*, revolve around simple creeds, ignoring race and nation.

Details on these organizations will be released online in the future. Secret societies, cults, universities, orders and trade families will all vie for attention, presenting players with options that are both easy to role-play and pivotal to Rhune's future. These organizations will follow the faction model presented in **THE PATHFINDER ROLEPLAYING GAME**.

A short list of some prominent organizations follows:

Brotherhood of the Wraith

Formed from a cabal of wizards in -712, this cult summons and binds wraiths in the name of the Thrall Lords. While their acts appear selfish and disordered, some believe they advance a much grander plot.

Children of Passion

This group began in -776 as a collection of fans dedicated to a book called *Self First*. Initially believed to be little more than a philosophical society, it eventually became an outlet for wealthy debauchers and their ilk.

Clockwork Accord

Members of the Accord agree that technological advancement is the product of rational understanding. They believe it is only by completely mastering clockwork technology that mankind can hope to stop the Ragnarök Clock.



FENRIECH TRE'ASHEN GLANCED AT HIS SQUIRE, shouldered his hammer, and then gazed out toward the fields south of Vallingard. There, he saw waves of barbarians, covered in blood and ichor, hefting banners to the Thrall Lords. Blocking their onslaught were the brave—and unfortunate—souls that made up the Dawngard. Automata of all sorts stood beside them, each hoping to prove their fealty to their human creators, and more so, to honor Old Forge Father. Fenriech knew many of them—Automata, human, and dwarf alike—would die this day.

"Sir, will you be taking your firearm?" his squire asked.

"No. You keep it with you," Fenriech said.

"Keep it loaded," he said, a little quieter.

"If we fail this day, you'll need it as you make for Haven City," he finished.

"Sir, if we fail today, retreat will be pointless." His squire was pale.

"I fear, young Druennick, that you may be right."

THE CHARGE OF THE DAWNGARD



Dawngard

This elite collection of cavaliers, paladins and warriors defend Vallingard from its enemies. It gained much acclaim when it fought back the second Fel Horde in -507, routing the barbarians and their Thrall-bound allies just south of the city.

Gloomers

Known as "Winter's Children" by many, Gloomers are depressed and disenchanting citizens who believe taking part in Ragnarök is a pointless exercise in futility. Their signature white coats and apathetic approach to life identify them.

Green Way

Founded in -572 by Dvain Carraunt, this group of activists includes ælves, druids, rangers and oracles dedicated to completely eradicating the industrialized state and the pollution it produces.

Greengard

This is one of the oldest military orders on Midgard. It is composed entirely of ælves who pursue their homeland's interests above all else. While it is responsible for Ælveheim's defense, rumor has it that it frequently works outside its borders, as well.

House Scræ

This former trade family refines both the arts of alchemy and brewing, operating a number of prominent western vineyards. Many whisper, however, that they have darker interests that include necromancy.

Order of the Grand Lodge

Dedicated to protecting commerce and travelers, Jae'n Tre'Vallinar founded this order in -798 to encourage the expansion of the Kingdom of Vallinar. Today, it serves much the same role, albeit with some interesting views on how to do so.

Veiled

These priestesses cover themselves from head to toe in black, hiding even their faces from all but their sisters. Although there are many rumors about them, they are an order dedicated to Velluna-Akka and her mysteries.

“Even the lowliest farmer has religious views he’s willing to fight for...”



CHAPTER SIX

RELIGION

In **RHUNE: DAWN OF TWILIGHT**, religion is straightforward. Nearly all of the people of Midgard are theists of some variety and religious expressions touch every aspect of culture. Technology, runic lore and social laws all share relevant ties to the various churches and their followers. While clerics frequently do not serve in social roles outside of their churches, people commonly call upon them for their wisdom. Even arcane magic, traditionally unconnected to the divine, shares bonds with the Æssinyr through the runes.

Suffice it to say, religion plays a big role in Rhune. As Ragnarök approaches, the gods and their servants ready themselves for the final conflict. Few can be said to be neutral in the conflict. Even the lowliest farmer has religious views he’s willing to fight for. With hordes of blighted dead to the south and cannibalistic barbarians to the north, he’s likely to have to do just that. Additionally, numerous dark cults work across Midgard; many of them invariably serving the Thrall Lords.

Of course, this doesn’t mean characters must be religious in nature or that campaigns must have religious themes. Many will not. But ultimately, the final battle between the gods – Ragnarök – is religious in nature.

RHUNIC PANTHEON

Two sets of divine powers vie for control of the Great Tree and the realms between, granting spells and special abilities to their followers. The seven Æssinyr are the oldest gods worshipped in Rhune. They divide into two smaller groups: the four noble lords and the three noble ladies. While the ælves, aryandai, dwarves and humans worship them almost universally; most of them carry distinctively different names and titles. While the automata pay respect, they tend to honor only Old Forge Father, whom they view as their ultimate creator. The glitterfane view Alnara in much the same light.

The Thrall Lords are a group of five renegade demigods that left the comfort of the Great Tree and delved into the unnatural darkness of the Void during the earliest days of the Age of Myth.

Changed, these powers seek to usurp the traditional powers – namely their parents the Æssinyr – and rule all of Rhune as they see fit. The Thrall Lords are dark gods dedicated to the worst aspects of humanity, enshrining the traditional sins of the created races. These sins, their followers say, are the true paths to power. The Thrall Lords do little to dissuade this view.

Goddesses	AL	Portfolio
Alnara The All Mother; Bright Star; Lady of Mercy; Queen of Heaven	NG	Balance, Birth, Dreams, Earth, Love, Mercy, and Nature
Nayadia Queen of the Waters; Lady Luck; The Blue Maiden; Champion of the Chalice	CG	Art, Battle, Beauty, Chance, Divination, Healing, Luck, Lust, Travel, and Water
Velluna-Akka The Veiled; The Lady of Night; The Crone; Queen of the Moon	NG	Alchemy, Death, Knowledge, Moon, Mystery, Night, Secrets, and Women

Gods	AL	Portfolio
Velash Old Forge Father; The Old Inn Keeper in the Sky; The Even Handed	LG	Brewing, Community, Craftsmen, Fire, Freedom, Honesty, Trade, and Travel
Dægr Lord of the First Light; Holy Sun; The White God;	NG	Discipline, Fate, Healing, Law, Sun
Hothur Old Thorn Hammer; The Fury; The Golden Knight;	CG	Battle, Bravery, Honor, Justice, Protection, Strategy, Valor, and War
Oridynn All Father; The Stave Master; The Oak King; The Hanged God	LN	Knowledge, Mystery, Prophecy, Rulership, Runes, and Self-Sacrifice

Thrall lords	AL	Portfolio
Dark Leighhanna Lady of Vultures; Queen of the Winds; Mistress of the Grave;	NE	Air, Corruption, Dark Magic, Death, Envy, Flying things, Hags, and Pain
Felashurann The Fire Lord; Son of the Void; The Wraith King	CE	Destruction, Fire, Lust, Nightmares, Pride, Revenge, War, and Wraiths
Mhamnoch Lord of the Long Winter; Sleeping Prince; The Wasting Darkness	LE	Cold, Darkness, Death, Deep Places, Earth, Greed, Necromancy, Secrets, and Winter
Felhorath Cursed One of the Deep; Son of Deceit, the Wicked Storm	CE	Deceit, Drowning, Lies, Murder, Poison, Seas, Storms, Trickery, and Water
D'Iessha Cursed Queen; The Red Lady of Haverghast; Queen of the Feast	CE	Cannibalism, Decay, Disease, Ghouls, Madness, Plagues, Rot, and Vermin.

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 Weapon: birthing dagger

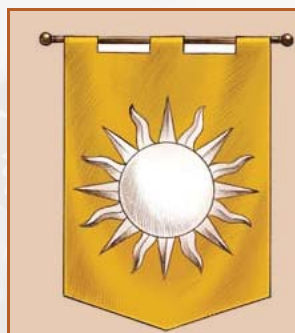
While Alnara is known by many names, her title “The Lady of Mercy,” sees the widest use. Throughout the City-States of Vallinar she is famous as a protector of women, young children and those dealt unfortunate lots in life. Her churches frequently serve as clinics, shelters and, in some cases, orphanages. Her clerics also travel, spreading peace wherever possible. They sometimes act as diplomats, resolving conflicts requiring mediation. They are famous as healers.

Alnara is also the mother of the Glitterfane, a role she enjoys. Acting as their divine matron, she guides the relatively small race toward increasing peace, hope and healing across Midgard. Where possible, she encourages her followers to live as pacifists, acting as examples of her mercy in the physical world. She prefers a passive role and frequently lets her followers act on her behalf.

The ælves see Alnara as the glorious queen of heaven. She represents the second portion of their long lives, where those slain in her name become truly immortal spirits.

Alnara’s clerics honor her at dusk, when the stars first appear. Her symbol is a bright seven-pointed star on a dark blue banner. Her motto is “Alnara’s mercy upon thee.”

DÆGR



The Holy Sun

Other titles: Lord of the First Light, The White God

Alignment: NG

Domains: Glory, Knowledge, Liberation, Luck, Strength, Sun

Favored Weapon: long sword

Dægr is beloved by many, but primarily the people of the City-States of Vallinar worship him. He is the city of Vallingard's patron deity and the Tre'Vallinar family has long held him in high regard. Among the common people of the City-States, he represents knowledge, glory and liberation from the Thrall Lords. He is also the patron of scribes, guards and nobles. Most villas include a small shrine or chapel to him. His temples and halls commonly serve as libraries and places of learning. When built outside of the city, his temples are situated where the sun can shine of them for the majority of the day.

Dægr's clerics are a diverse lot, focusing on his many aspects. Primarily, they seek, enshrine and protect knowledge, which they teach leads to freedom. While they focus on strength of arms, they also teach that emotional, intellectual and spiritual strength are equally important to individual growth.

The ælves honor Dægr quite differently than the humans, dwarves and other races of southern Rhune. They view Dægr as a warrior god, represented by fire and the sun. He also stands for the fire of inner being and the will to power that arises from that.

Dægr's symbol is a white sun on a deep-yellow banner. His motto is "Through knowledge you find power."

DARK LEIGHHANNA



Mistress of the Grave

Other titles: Lady of Vultures, Queen of the Winds

Alignment: NE

Domains: Air, Animal, Death, Evil, Magic.

Favored Weapon: scythe

Known as the Mistress of the Grave and the Lady of Vultures, Dark Leighhanna occupies a strange place in Rhune's cosmology. While most sane people would never dream of worshipping her, the mortal races see her as the matron of death and, as such, a cruel part of natural life. She is rarely invoked, but those seeking her mercy sometimes honor her at funerals. To the ælves, she represents the worst possible fate – the loss of their immortality. They never utter her name in Ælveheim. The dwarves know her as one of the Thurses, but never invoke her, preferring to leave their dead in the capable hands of the All-Father.

Dark Leighhanna is widely worshipped in the harsh north. She has several temples in the Fel Kingdom. The most notable is in Blackstone, high atop a blackened pillar called the Claw. Most of her followers are drawn from the various barbarian tribes in the west. While her clerics are mostly tribal shamans or giants, assassins and learned men have been known to adopt her as a matron.

Her clerics are infamous for practicing a corrupted form of apantomancy where they divine omens from her sacred animal, the vulture, as it feeds.

Her symbol is a black vulture on a white banner. Her motto is "All embrace death."

D'IESSHA



Queen of the Feast

Other titles: The Cursed Queen, The Red Lady of Haverghast

Alignment: CE

Domains: Chaos, Darkness, Destruction, Evil, Madness

Favored Weapon: whip

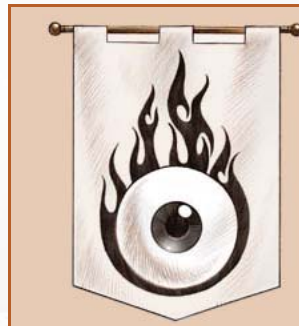
Known throughout Rhune as the **Queen of the Feast**, D'Iessha represents a depraved mixture of cannibalism, decay, gluttony and madness. She is feared in southern Rhune, especially in the City-States of Vallinar. When rumors of her cults arise, inquisitors are quick to follow. In Haverghast, they honor her as the Matron of Ruin or as the Red Queen, and then only to ward off her wrath. To the dwarves, D'Iessha is known as the Ghoulish Queen and she represents the darkest greed, consuming flesh, bone and mineral alike.

To her servants in the far north, she represents a giant of untamed power. They frequently depict her as an ancient woman who consumes her enemies and grows stronger with each meal. She is worshipped almost universally in the Fel Kingdoms, and her sacred animals are dire bears, dire wolves and horde hounds. Barbaric tribal shamans venerate her, invoking her before they feast on the remains of their conquered enemies.

Although D'Iessha has no sacred texts, her followers – especially duskwards (appearing in a future supplement) – claim she gains the knowledge of those who she consumes. If this is so, then her secrets rival some of the Æssinyr themselves, a fact no sane being would draw comfort from.

Her symbol is a black skull resting on a red circle. Her motto is "Consume the weak."

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 Weapon: mace

Few people in southern Rhune worship Felashurann and, where they do, it is in secret. To some he is venerated as the Son of the Void; he represents unbridled pride and vengeance. He is especially popular with the downtrodden and those wronged by nobility. To some eccentric individuals of southern Rhune, they venerate Felashurann as the Wraith King. To them, he represents continuation beyond death, defying the Æssinyr unto the end. However, most people in southern Rhune know better than to fall for such disguises. In Ælveheim, they know him as one of the Ash Lords. To the dwarves, however, he takes on an interesting role as the Black Forge.

The Fel Kingdom worships Felashurann throughout as the Fire Lord. He is often depicted as a giant sheathed in black flames, hoisting his hammer toward the heavens, accompanied by a large white snake. In such images, he commonly crushes the weak and timid underfoot. He is the patron god of Blackstone, where the giants worship him. Those barbarians strong enough to dare the city's walls venerate him as well.

Felashurann demands that his clerics seek vengeance when wronged (and in a land where pride is king, there is no end of enemies). He also commands that his followers crush those weaker than them, taking slaves in his name. His followers brand themselves as a sign of devotion, creating terrifying vistas on their own bodies.

His symbol is a white eye sheathed in black flames. His motto is "Make the slaves serve."

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 Weapon: dagger

Felhorath is a complex god fluctuating between extreme recklessness and elaborate, well-designed plots. He is most commonly recognized as the Cursed One of the Deep, a power waiting to erupt into a violent storm. In this aspect, he represents the unknown mysteries of the vast oceans. While many sailors call upon Nayadia's grace before they travel, some older ones whisper fearful prayers to Felhorath, hoping to quell the storm before it comes into being.

As the Wicked Storm, Felhorath represents nature's fury unleashed. He stands for chaos, lightning, water and the wicked storm that drags men beneath the waves. He is a bane to sailors, fishermen and coastal towns. When men make his sign, it is generally out of a grudging respect, hoping to ward off his wrath.

In southern Midgard, he is known as the Son of Deceit. Assassins, those who poison others and those who rely on deceit to ply their trades, secretly worship him. He is also known as the Black Sun and is loosely associated with the new moon and thieves.

Felhorath's clerics tend to travel frequently. Few stay in one location long enough to construct proper temples. Instead, they set up safe houses with cults caring for small shrines. The safe houses appear to be other businesses, with special chambers hidden under basements. Some cults also occupy seaside caves.

Felhorath commands his clerics to perfect the arts of deception and many take great pleasure in doing so. Quite a few work behind the scenes, shaping the policies and practices of governments, both large and small. They must each make an annual sacrifice of a sentient creature to Felhorath. Drowning is the preferred method.

Felhorath's symbol is a pale gray hand, fingers apart, reaching up from the deep-blue ocean. His motto is, "Every lie is sacred."

HOTHUR



Old Thorn Hammer

Other titles: The Fury, The Golden Knight, Arensylv the Mistlord

Alignment: CG

Domains: Good, Luck, Nobility, Protection, Strength, Travel, War

Favored Weapon: war hammer

Hothur is a popular deity, especially among the dwarves of the Forgestone Mountains. Dwarves and humans worship Hothur as a god of nobility, protection, strength and war. Some worship Hothur as the Fury, calling on him for luck in battle. He is the patron of good deeds and travel. While the ælves honor him as one of the noble Æssinyr, few worship him.

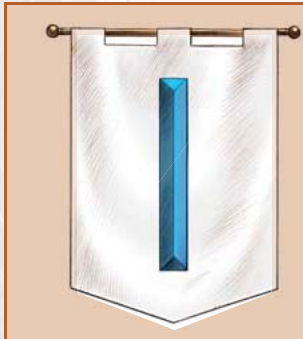
As Old Thorn Hammer, Hothur is the patron god of dwarven warriors and those who wield the hammer to destroy. In this form, he is the chaotic twin of Velash (who wields his hammer to create). He is sometimes depicted as the son of Velash. Hothur is an old god, occasionally associated with the fires of destruction and the need to cleanse the old.

As the Golden Knight, Hothur is seen as a noble human lord, encased in shining armor, who wards civilized lands against the Thrall Lords. As such, he is patron of those who defend the meek, patrol borders and tear down the wicked. In the City-States of Vallinar, he is the patron of cavaliers, paladins and warriors of noble birth. While few ælves worship him, Hothur is known as Arensylv the Mistlord. In this aspect, he is the patron of those who patrol ælven lands. He is also the patron of bowyers.

Hothur demands his followers fight the good fight, protect the weak and aspire to noble actions, regardless of their station. His clerics must do the same, working aside the nobility of civilized places to create safe lands. Hothur's clerics rarely build large churches. Instead, they favor fortified inns (called battle shrines) in remote places, especially on the borders of kingdoms.

Hothur's symbol is gray hammer, pointed down, on a yellow banner. His motto is "Fortune favors the noble and brave heart."

MHAMNOCH



Lord of the Long Winter

Other titles: The Sleeping Prince, The Wasting Darkness

Alignment: LE

Domains: Earth, Evil, Law, Knowledge, Rune

Favored Weapon: spear

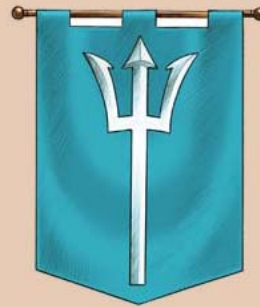
Formerly the patron of art, reflection and spiritual wellbeing, Mhamnoch represents greed and desire in all their extreme forms. Known as the Lord of the Long Winter, he is a complex god with several faces. In the southern parts of Midgard, he is secretly worshipped as the Sleeping Prince, where he represents the return to power, nobility and vengeance. Some believe his form as the Winter King, is a direct reference to stasis, which he slowly picks away at. In northern Midgard, however, he is seen as either The Wasting Darkness or the Lord of the Long Winter. Both of these aspects are tied to the inevitability of Ragnarök. Many of the Thrall Lords' servants believe it is Mhamnoch who shall call them to the final battle. In his form as The Wasting Darkness, he represents the icy realms of the unknown places. He is also seen as a god of the night. In his most popular form, however, he is the king of winter. All of Rhune honors him in this aspect while it suffers under the weight of the long winter leading to Ragnarök.

Mhamnoch, unlike many of his siblings, is generally uninterested in what happens on Midgard. He concerns himself only with the long winter to come. His clerics still receive spells and visions, but the latter are almost always concerned with harsh places of the far north. Many, in fact, travel to places where the weather is the worst, testing their mettle in preparation for the long winter to come.

Mhamnoch has few temples. The most notable is the Pale Tower, a place carved from white stone and is covered completely in ice. While there is no direct tie to Mhamnoch (other than its appearance), his clerics seem to be the only ones unaffected by the tower's powers.

His symbol is the Isa rune, colored blue, on a white banner. His motto is "Winter comes! All hail the Winter King!"

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 Weapon: trident

Nayadia is the youngest of the three goddesses of the Æssinyr. She represents youth, vitality, luck, charm and unearthly grace. She is frequently depicted rising from the waves, atop dolphins, hoisting a shining trident to the sun. While she is not aggressive, she is fickle and quick to temper when slighted. Fortunately, she is as quick to heal, as she is to harm.

In the City-States of Vallinar, Nayadia is known by two names. To the more idealistic, she is the Champion of the Chalice and the matron of good actions, vitality and youthful purity. Her clerics encourage people to seek the good in themselves. Her sign is a chalice representing their hidden, ideal selves. As Lady Luck, she is the matron of wild actions, lovers, luck and youthful vitality. While she has fewer clerics favoring this aspect, she is incredibly popular with the young.

Among the dwarves, Nayadia is the Queen of the Waters. She is depicted as a young female dwarf, carrying a cup filled with amber-colored mead. Older dwarves, to their wives' dismay, trip over themselves to impress her. She is frequently seen winking with a mischievous grin.

Nayadia's clerics are commanded to encourage the young to break traditions (a theme downplayed considerably by her dwarven followers), to travel, and to find true love. They rarely construct shrines. When they do, they are in places of pristine beauty close to the ocean. They favor beaches, secret coves and cliffs overlooking the sea.

Nayadia's symbol is a white trident on a blue banner. Her motto is, "Love as you will."

ORIDYNN



The Oak King

Other titles: The All Father, The Stave Master, The Hanged God, Ardwyynn

Alignment: LN

Domains: Fire, Good, Knowledge, Liberation, Magic, Nobility, Rune

Favored Weapon: quarterstaff

Oridynnn is one of the strangest gods among the Æssinyr. He occupies many roles, but is especially popular as the Hanged God, where he fills the role of “he who sacrifices himself on the Great Tree.” He is a god of self-knowledge, magic, secrets and, most notably, runes.

Among the dwarves, his is known as the All Father, a title that commonly confuses outsiders who think he is identical to Velash. In this form, he is the father of all the mysteries buried deep in the earth (and some say, in the hearts of dwarves, as well). He is also the patron of knowledge, noble titles and fate.

In the City-States of Vallinar, people worship Oridynnn in several forms. He is commonly known as the Stave Master. Wizards, bards and those who seek after hidden knowledge favor him. Many see their sacrifices mirrored in his, understanding that for everything they gain studying the runes, they trade some small comfort.

Outside of civilized lands, he is worshipped as the Oak King (sometimes the Ash King) and credited for maintaining nature’s careful balance. In this form, he is popular among druids, rangers and scouts.

To the aelves, Oridynnn is the god of nature and magic. He has many titles, but “Ardwyynn” is the most popular. Because the aelves tend to seamlessly blend magic, community and nature society, little distinction is made as to whether Oridynnn is a god of nature, magic or both.

Oridynnn commands his clerics to unearth the runes, to uncover secrets (both inner and outer), and to practice magic in some form. Consequently most clerics divide their time between their divine and arcane studies, developing impressive abilities as a result. Oridynnn’s clerics favor small, simple schools to elaborate churches. Many build these

small schools in remote places. The Grand Hall of the Vitkarr, deep in the Redwall Mountains, is one example.

Oridynnn’s symbol is a half-circle of runes above an Ash or oak tree. His motto is, “Seek the mysteries.”

VELASH



Old Forge Father

Other titles: The Even Handed, The Old Inn Keeper in the Sky, The Shining First

Alignment: LG

Domains: Artifice, Community, Fire, Good, Healing, Liberation, Law

Favored Weapon: war hammer

Velash is one of the oldest among the Æssinyr. To the dwarves, he is Old Forge Father, credited with the creation of the dwarven race. He is frequently depicted as the lawful twin of Hothur. As Old Forge Father, Velash is the patron god of dwarven smiths and those who wield the hammer to create. He is also the patron of dwarven communities, liberation, fire and law.

Among the aelves, he is known as Vel Ashr Dallr, the Shining First, the consort to Velluna-Akka. He is also known as the Even Handed, acting as the final judge when Ragnarök has passed. In aelven lands, they frequently honored him as the symmetry of inspiration. His clerics there spend decades planning elaborate community projects.

In the City-States of Vallinar, Velash has a curious position. He is frequently honored as ‘The Old Man Upstairs’ or “The Old Inn Keeper in the Sky.” They honor him as the creator of all of Rhune, including the other Æssinyr. His clerics concern themselves less with divine affairs and focus instead on the community. Most inns have shrines to Velash.

Velash has, in most lands, a very loose dogma. His clerics concern themselves primarily with maintaining their respective communities, healing the sick, doing good deeds and maintaining lawful lands. They concentrate on social roles, acting in positions ranging from judge to farmer.

Velash’s symbol is a grey hammer with white wings. His motto is, “For kith, kin, and those who dine in the grand hall.”

VELLUNA-AKKA



The Crone

Other titles: The Veiled Lady, The Lady of Night, Queen of the Moon

Alignment: NG

Domains: Air, Darkness, Death, Knowledge, Magic, Repose, Travel

Favored Weapon: sickle

Velluna-Akka is arguably the darkest of the Æssinyr, a reputation she does little to dissuade. Her title, in ælven, means “his dark reflection”. Many believe that she is the black space that gave birth to the very stars. Velluna-Akka has many titles and, unlike the other Æssinyr, these are frequently shared regardless of social or racial boundaries. Velluna-Akka is, for instance, the Lady of the Night in ælven, dwarven and human lands. The aryandai honor her with this title, as well. If her titles shift at all, it is to honor a particular aspect.

As The Veiled Lady, Velluna-Akka represents the mystery of death. An entire order of her clerics go veiled (by their choice, not another’s). They believe this does Velluna-Akka the ultimate honor.

As the Lady of the Night, this goddess represents the unknown that exists beyond the physical universe. In some schools of thought, she is the veil shielding the Great Tree from the Great Void beyond. Some, however, see her as the void itself – a rumor she fails to correct. In either case, she is the great darkness that embraces the points of light, the stars. She is the mother and sister of Alnara in this form, looking down with a knowing smile on the youthful Nayadia.

She is especially popular in the City-States of Vallinar as the Crone, representing the old wise women of civilization. In this aspect, she is the grandmother of secrets, passing on her wisdom to those who deserve it. The Crone is frequently cruel, sending halfwits to die rather than spread their seed. In this, she is seen as “the one who culls” and her sickle is slick with the blood of fools.

As the Queen of the Moon, Velluna-Akka is the celestial reflection of Dægr, a position that some confuse with divine infidelity. In truth, she reflects all light, whether it is from her daughters the stars,

the holy sun, or her divine lover. As the Queen of the Moon, she is the mother of all magic. Unlike Oridynn, however, she does not encourage others to seek out this secret. She posits that magic is a secret for the few and her clerics whisper that her magic is far more potent because of it.

Velluna-Akka commands her clerics to honor the dead, to comfort the living, to slay fools, to share her wisdom with the worthy and to keep their magic secret. Velluna-Akka grants spells to her female clerics only. Accordingly, she has few male followers.

Her symbol is a silver crescent, turned end-points upward, on a deep-blue banner. Her motto is “I am the mystery.”



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Rhune: Dawn of Twilight: The Stormpunk Character Primer is published by Jaye's Games under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Jaye's Games, its logo, Rhune: Dawn of Twilight, and its logo are all copyright Jason Sonia, 2010.

Requires the **Pathfinder® Roleplaying Game Core Rulebook™**.

Are You Ready?

RHUNE: DAWN OF TWILIGHT is a campaign setting designed for the **PATHFINDER ROLEPLAYING GAME™** that combines elements from traditional steampunk, planar travel, and Norse mythology.

We call it “Stormpunk.”

At its heart, **RHUNE: DAWN OF TWILIGHT** is world counting down the days till its ruin – a land desperately in need of heroes. Competing factions, each with very distinctive views about Ragnarök, prepare for the inevitable. Some race to stop the Ragnarök Clock, while others embrace the inevitable conflict and prepare for the final battle; training day and night for the greatest war they will ever fight.

Players in the world of **RHUNE: DAWN OF TWILIGHT** will find ample opportunities to explore both traditional character roles while simultaneously approaching social issues all too familiar with the modern world, while still enjoying the action the **PATHFINDER ROLEPLAYING GAME™** rules encourage.

How will you face Ragnarök?



www.rhunedawnoflight.com