

PURE STEAM

CAMPAIGN SETTING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

PURE STEAM
CAMPAIGN SETTING

This book is dedicated to Isaac Ludwig, with whom I fought my first giant.

May your final plane be a holy one.

-Adam Crockett

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WHAT IN TARNATION?!

In these pages is the Pure Steam Campaign Setting, the result of years of development, a successful Kickstarter campaign, and countless hours of playtesting. Pure Steam is a steampunk campaign setting compatible with the Pathfinder Roleplaying Game. We've endeavored to mesh our vision of a gritty, greasy, springy, cog-laden campaign world with the premier RPG rules system.

But don't be fooled. Pure Steam isn't your grandma's steampunk. While there are certainly nods and winks to the established steampunk aesthetic (if such a thing can be pinned down), this setting is anything but ordinary. Hillbillies and Yankees scatter the landscape, which is more Appalachian than Victorian. In the age of steam, coal is king. And the old, tired mountains rich in coal veins are home to the economic powerhouses of the setting.

This book focuses on the Federated States of Ullera, a relatively young nation born out of the Abolition War, founded on freedom from oppression and learning to cope with newfound economic prosperity.

In Ullera, science, technology, and reason have all but extinguished religion, magic, and superstition. That is not to say you can't find a cleric, druid, or wizard in Pure Steam. Magic is not outlawed. The religious are not heavily persecuted (at least not in the Federation). The fact is that technology made the lives of the common folk so comfortable that they simply ceased crying out for higher powers. Mages had trouble finding apprentices willing to study for years to accomplish effects which a musket or a steam engine could evoke in the hands of even an unskilled wielder.

As a result, nearly every town in Ullera now hosts at least one house of worship in disuse. Many of these churches serve as government buildings, or hotbeds for crime. Magic items from a bygone era sit in museums without competent wielders. Spellbooks lie in rotting wizard towers, with ages of powerful knowledge left untaught.

HEY, THIS MAP LOOKS FAMILIAR...

Most certainly, it does. From its inception, Pure Steam was to take place on our earth. With trivial changes, the geography of the game world mirrors that of the real world. The intent is a fresh, new setting with an 'old shoe' familiarity.

That is where the mirroring ends, however. There are parallels in politics and historical events, but Pure Steam is not simply a fantasy remix of real world history. In creating the campaign setting, we did not simply go back 120 years or so and add in orcs and swords. We went back to the dawn of time and remodeled the origin of species, the rise of nations, and the flow of technology.

BUT, CAN I...?

In a word: yes. Pure Steam contains everything needed to delve into its immersive campaign setting without significant content generation by the GM or the players. But it is not our desire to disallow anything in the game world. Those decisions are up to the GM. If you want a low magic, high-tech campaign, Pure Steam is perfect for you. If you want mages slinging fireball spells next to a chaplain on an ironclad steamship, Pure Steam is equally fitting.

By way of compatibility, we've ensured you can mix a little medieval fantasy in your steampunk, or vice versa. All the way down to the in-game economy, this book is designed with seamless compatibility in mind. Your wizard and our chaplain can adventure together because they should scale in power the same way a wizard scales with a cleric. You'll notice we didn't eliminate magic completely from even our 'low-magic' options. The truth is, that was a necessary choice to maintain system compatibility and keep the rules simple.

While the rules for magic are used for characters such as the chaplain, it's important to note that spells are not actually being cast. These effects manifest as a near supernatural influence of personality on the recipient. From a rules standpoint, there isn't much difference, but while roleplaying, the difference is huge.

EUREKA!

As detailed in the preceding journal entry, Pure Steam describes a hypothetical form of energy thought to be able to solve many of the issues of humanity. The hypothesis was found some time ago, but it was regarded by most as the twilight ramblings of an intelligent—yet unrealistic—scholar.

On his last expedition to the Eastern Continents, however, Viktor Renz Etrau went missing. Years passed, and memory of him faded. All that changed some time ago when a crude, foreign sea vessel docked at a harbor in North Fork, Harmonia. A crew of dark-skinned seafarers delivered a lead box to the nearest dockworker. Unable to converse in the same tongue, the seafarers simply set sail toward the East again. The dockworker read the affixed note:

"Eureka! –V.R.Etrau"

He opened the box, shrugged, and warehoused it pending a claim by any owner.

Word spread of the note, and a scientist and friend of Etrau claimed the package. He filed a scholarly journal entry on his preliminary findings after rudimentary study. He concluded the contents were in fact clues to a strange new energy source. The journal entry was quickly classified by the Federation government. The scientist hasn't been seen since. But enough copies of his findings were read to catalyze a widespread search for the fabled 'pure steam.' Governments, pirates, and madmen alike seek a new energy source—and potential weapon.

... Then there is the case of how long we can sustain such a boom of populace without expanding our borders. Ullera seems locked into a fixed tract of land. The Kingdom of Rausch across Great River is unlikely to cede any territories to Ullera's west. And the noble Breymer to the north are as settled to their national borders as any of their type may be to dry land. Would the vile Goldinoids retreat from their northwest territories without a conflict more bloody than the Abolition War? Certainly not! It seems our fate, then, to populate this land more densely every year.

History has shown us that when a species overcrowds a region, one of three things happens: it either consumes all its food supply, it simply spurs the increase in its predator's population, or it spawns new diseases with which to thin its ranks. If you classify warfare as a disease, then these three hold true to humanity. Many academics fear we are a few years from a massive outbreak or similar population thinning. Our barbaric past would lead one to believe we are to suffer the same fate of all defunct species.

Historically, there are two fields in which men have always excelled: finding more efficient ways to travel and devising more creative contraptions with which to kill his brethren. Recent technological advances prove that our society has focused more on the latter than the former. This is evidenced by Goran Holdings production of not less than five new firearm models this year (and only introducing one measly boiler innovation).

But mankind has taught himself science, which is no small trait. With the Scholarly Method, great minds are destined to find a way to continue our superiority on this earth. Surely I do not endorse my contemporaries in the field of Eugenics to solve population concerns. The vile field of study has gotten more positive press than it deserves. (How can one call himself an Ulleran and legislate segregation and sterilization of entire species or classes?)

No, I intend to use the Method to solve our concerns on pollution, population, and more. Truly there must be a better way to power society's marvels than simply heating water. Lately, the marketplace's greatest innovation in the realm of power generation has been replacing coal burners with oil. (That is not to discount my friends, the Barrondorfs, and their long if not fruitless work in the field of gyroscopic motion generation.) We can do better!

I am convinced there is something better out there in the aether. Could we capture the sparks in the clouds? Or harness the Great Inferno at the center of the earth? Perhaps we may discover a new way to arrange the materials of this rock to burn clean, true, and eternally. This 'pure steam,' for lack of a more eloquent term, could bring light to the dark places of this earth. I imagine it would propel our world into a Grand Enlightenment. Whatever it may be, I will devote my life to its discovery.

Taken from one of the journals of Viktor Renz Etrau, in his home, after his disappearance.

Written approximately 162 E.A.

RACES

DWARVES

The dwarves that populate Ullera are descendants of seafarers. Geographically, the race originated in the subarctic where their squat stature preserved bodily warmth. Additionally, living through long seasons of darkness has enhanced their vision. The limited amount of arable land shaped dwarves into a race of coastal fishers, explorers, raiders, and conquerors. These dwarven sailors crafted a coastal empire encircling the Great Span. Dwarven inhabitants of the land north of Ullera formed an alliance with freedom-seeking humans and spilled much blood in the Abolition War. Together with gnomes, humans, and halflings, dwarves founded the Republic of Ullera and political autonomy.

BREY DWARF

The Brey are a proud people trained from an early age in hunting, fighting, and tracking skills and are usually described as boisterous, determined, and strong. As a race, they prize individual glory, self-reliance, and pragmatism born from their early struggles surviving in the subarctic. The Brey partnered with the Drague in empire building long ago and have fought countless battles against orcs and goblinoids to establish the nation of Drom Gol on Ulleran soil and spearheaded the conflict with the Dominion in the Keystone Region. The Brey are the backbone of the Drom Gol Marines and now the Ulleran Army as well. Many work as craftsmen, traders, and scouts throughout Ullera.

Physical Description: The Brey are stout, with shorter torsos than their Drague cousins. They stand a full foot shorter than humans. They crop their brown and red hair and beards shorter than other dwarves, but otherwise leave them unkempt.

Society: Brey culture is largely tied to that of the Drague, and they have no nation of their own. The Brey come from the westernmost isles of Glacut, and were discovered by the seafaring Drague hundreds of years ago. The Brey are

marines of the Drague Empire, using their strength and speed to bash gates and overrun ramparts. To this day there is no greater threat on land than a charging company of Brey soldiers.

Relations: While they may make exceptions for individuals, few individuals enjoy the company of a group of Brey. They revere the Drague as honorable kin. They have a curious attitude towards the smaller races, surprised such beings have lived so long in such an unforgiving world. They view elves with contempt, claiming the fairer race stole their homelands and forced them into permanent wandering.

Alignment and Religion: Brey society as a whole embraces a free-spirited philosophy in both action and thought, valuing freedom and accepting of change. This philosophical attitude can often lead to rebellious, selfish, unpredictable, or even maniacal behavior in an individual, but when it comes to a cause or strong belief, however, Brey are zealous, determined, and dedicated.

Adventurers: Brey tend not to settle down, always moving about looking for new jobs and excitement. As such, their roving spirits make natural adventurers. They tend to take the brunt of punishment, and deal it right back out, in combat.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard dwarf racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Relentless: Brey Dwarves are skilled at pushing their way through a battlefield, tossing aside lesser foes with ease. Brey Dwarves receive a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the dwarf and his opponent are standing on the ground. This racial trait replaces the defensive training trait.

Sprinter: Brey Dwarves gain a +10 ft. racial bonus to their speed when using the charge, run, or withdraw actions. This racial trait replaces the stone cunning trait.

Weapon Familiarity: Brey Dwarves are proficient with battle axes, greataxes, and warhammers and treat any weapon with the word “dwarven” in its name as a martial weapon. This racial trait modifies the weapon familiarity trait.

DRAGUE DWARF

Undisputed masters of the seas, the Drague hold the titles of the first seafarers, the first intercontinental explorers, and the inventors of modern ironclad ships. At home in their native subarctic isles, they waded through freezing channels to conquer and settle. Later, they sailed long ships across the sea to settle the eastern reaches of the Feral Expanse. Their invention of the ironclad helped secure Ulleran victory in the Abolition War, and Drague Dwarves have always held high positions in the Ulleran Naval Armada.



DRAGUE DWARF

Physical Description: Drague Dwarves are stocky, but stand nearly a full head taller than their inland cousins. They wear their blonde and red hair (including their facial hair) in thick braids. An unkempt beard is as much a sailing hazard as an unsecured masthead.

Society: Drague Dwarves are able to leave wife and kids at home while they spend months at sea, forming tight bonds in the bellies of great ships. Dragues are flung across nearly every major body of water and port city, but they still have a deep affinity for their family and friends. Drague history is ripe with song and chant, and it's rare to catch a Drague on task without a cant spewing from his lips.

Relations: A bond of fellowship with a Drague is hard lost, as they say, “The knot of friendship is tied tight and not easily undone.” Dragues are wary of Brey Dwarves, if only because their landlocked cousins are leery of the open waters. The Dragues see the smaller races as weak, but do not disdain them. Dragues have a history of land struggles with orcs, and despise them to this day.

Alignment and Religion: Dragues tend to live in societies with strong leaders, but with few cumbersome laws. They enjoy the thrill of exploration and battle, but hate to see evil go unpunished. As a result, Drague Dwarves tend towards chaos and good.

Adventurers: Dragues like to be within earshot of the waves, and do not enjoy traveling inland unless necessary. As such, they spend their time in coastal cities and on ships.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard dwarf racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Seafaring Survivalist: Drague Dwarves have dwelt so long above ground, sailing the open seas, that their ability to see at night has diminished. Drague Dwarves have low-light vision. In addition, their adaptation to frigid and extreme environments allows them to treat wind conditions (when determining whether or not they are checked or blown away) and cold climates as one step less severe. This racial trait replaces the darkvision trait.

Saltbeard: Drague Dwarves occasionally found cities along rugged seacoasts, and natives of such cities gain a +2 bonus on Profession (sailor) and Survival checks while at sea. They gain a +1 racial bonus on attack rolls and a

+2 dodge bonus to AC against creatures with the aquatic or water subtype. Their greed racial trait applies only to treasure found in or under the water, but applies to all such treasure regardless of whether or not it contains metal or gemstones. This racial trait replaces the defensive training, hatred, and stone cunning traits.

Sea Legs: Drague Dwarves receive a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing aboard a moving vessel (land vehicle, airship, sea ship). Furthermore, Drague Dwarves do not lose their Dexterity bonus to AC when making Acrobatics checks to cross slippery, shifting, or uneven surfaces. This racial trait replaces the stability trait.

Weapon Familiarity: Drague Dwarves are proficient with nets and harpoons and treat any weapon with the word “dwarven” in its name as a martial weapon.

Languages: Drague Dwarves begin play speaking Common and Dwarven. Drague Dwarves with high Intelligence scores can choose from the following: Aquan, Draconic, Gnome, Goblin, and Orc.

ELVES

Elves are native to the lands known collectively as Rhim. Ulleran understanding of this faraway place is ephemeral at best, and most elves of the Feral Expanse remain tightlipped about their homeland, either because they are only too happy to be away from it or are not willing to share their history and secrets to those who would misconstrue them.

Elven wayfarers originally washed onto the western shores of Ullera when their fleet was driven aground by a tsunami riding the Sun Current (“Taiyousira” in Elven, is the ocean that lies west of Ulleran shores). The survivors settled in the forests up and down the western coast, known as Gom Shao (misinterpreted by Ulleran natives for its similarity to “other world” in Undercommon).

Elves have a strong affinity with ecological cycles and nature. Elf cities are more sprawling than eastern cities, with room for private yards and gardens between buildings. Elves make extensive use of wood both living and dead in construction, and favor curves rather than sharp corners in their architecture. They also use bamboo, an exotic wood that they brought to the Feral Expanse in their ancestral ships. Traditionally, elves are fond of transmuting wood into an iron hard substance to replace iron and steel components in equipment.

AMBER ELF

Amber Elves originate from the interior flatlands and steppes of Rhimgan’Pendi, translated into Common as “The Dry Basin of the Soaring Orb.” Their communities congregate around intricate networks of aquifers and other ingenious water conveyances that crisscross the land and irrigate the fertile soil. Amber Elves generally have large extended families that often include adopted family members accepted from among those who have lost their parents or become homeless.

Physical Description: The skin of an Amber Elf often features rich gold, brown, or tan tones. Their eyes are wide and almond-shaped, and filled with large, vibrantly colored pupils of yellow, blue, brown, or auburn. Their hair color varies widely from red, orange, brown, blond, black, gold, or jet-white.

Society: In Ullera, Amber Elves have come to carry a reputation as an industrious lot who are just as capable at hard labor as they are learning and sharing their ideas on the Scholarly Method. At home, they prefer a secure life as opposed to a life of luxury, and adhere to but aren’t too proud of their communal habits of fair play and shared responsibility.

Relations: Though Amber and Jade Elves share a common ancestry, neither people has ever expressed acceptance of the other without contentions of superiority or matters of self-determination coming between them. Many of these differences stem from the very conditions in the lands each elf evolved from, though subtler differences exist. Publicly, Amber Elves will try to prove their greater capacity to adapt and get-on with other races than Jade Elves demonstrate by forming large circles of friends, often placing an Amber Elf under the strain of too many personal obligations.

Alignment and Religion: Amber Elves are law abiding and frugal, but prefer no boundaries and are prone to stand their ground on issues where they’ve done no wrong even if this would put them at odds with another party. They are unvengeful but never forget, and believe work is sacred.

Adventurers: Amber Elves like to wander as young adults for a couple decades before settling down. Some of them become adventurers simply as a means of sating their wanderlust, though many more seem to fall into the profession more out of happenstance and misfortune. Tradition holds that it is Amber Elves who must balance the scales of fortune around the world, and thus it falls to them to bear the burden so that all will be rectified.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard elf racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Improved Unarmed Strike: Amber Elves practice martial arts as a form of meditation and exercise; as a result, they receive Improved Unarmed Strike as a bonus feat. This racial trait replaces the weapon familiarity trait.

Skilled: Amber Elves take great pride in everything they do, striving to better themselves on a daily basis. Amber Elves gain an additional skill rank at first level and one additional rank whenever they gain a level. This racial trait replaces the elven immunities and keen senses traits.

JADE ELF

Jade Elves have called the mountainous, lush forests of Rhimidor'Bonchi, a word meaning "The Green Basin of the Soaring Orb," home for millennia. Their land is steeped in magic, and there are few among them that do not call on it daily for even the most mundane tasks. Jade Elf settlements are hierarchical, with strict guidelines given to the space governed by each community, down to the individuals of a family.

Physical Description: The skin of a Jade Elf is typically pale white, with only a small majority featuring a mild tan. Their eyes are narrow and teardrop-shaped, filled completely with varying hues and intensities of jade pupils. Their natural hair color never strays far from either brown or black, but it is common for Jade Elves to dabble in vibrantly colored hair dyes.

Society: Jade Elves wear long flowing garments and prefer to keep as much skin covered as possible in public. Jade Elf custom is patrilineal on the surface, though females hold a frightening amount of power over their husbands and the propagation of his line. They are peerless craftsfolk and soulful artisans.

Relations: Jade Elves rarely seek out the company of other races. It is not because they are quite so unfriendly or bigoted, but because they fear unbalancing social mores of this or that group is an unwelcome quality among strangers. Rather than fraternize among large revolving groups, Jade Elves feel more comfortable with a small, intimate circle of associates. While it can be exceedingly difficult to penetrate the outer layer of Jade Elf stoicism, those they take into their confidence are friends for life.

Alignment and Religion: Jade Elves prefer stable environments with few surprises. They dislike noncommittal attitudes and faulty leadership, but tend to avoid a scene rather than voice their concerns. The art of resting and one's ability to replenish is sacred to them; for only after one has done so can any appreciable work be attempted.

Adventurers: Jade Elves are meticulous planners and attempt to prepare for obstacles in advance. They go abroad usually in search of something they feel they have lost, or to forestall some forthcoming doom. A number of Jade Elf youth are beginning to show signs of rebellion toward their hierarchical ways, allowing their natural inquisitiveness to be their guide as they indulge in things that have for so long been forbidden to them.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard elf racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Focused Study: Jade Elves, rather than being generalists like their amber cousins, tend to specialize in a handful of skills. At 1st, 8th, and 16th level, Jade Elves gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the elven magic trait.

Weapon Familiarity: Jade Elves are proficient with longbows (including composite longbows), shortbows (including composite shortbows), and shortswords (tantos), and treat any weapon from Table: Eastern Weapons - Exotic (*Pathfinder® RPG Ultimate Combat*) as a martial weapon. This racial trait modifies the weapon familiarity trait.

GNOMES

Gnomes are native to the Feral Expanse and have lived for generations up and down the eastern coast. They have long associated with other races and often live in multiracial communities. It is said that gnomes thrive in the nooks and niches of modern society, carving a place for themselves through skill, guile, and bravado. The long lifespan of gnomes means that gnomes often amass multiple fortunes, numerous favors, and centuries of experience.

GENTRY GNOME

The oldest standing civilizations in the Feral Expanse are those of the Gentry Gnomes. They have the most storied history of all cultured beings alive today. By referring to themselves as the Folk, they view all other civilizations and peoples as derivative—and subsequently requiring of their influence. Perhaps their conceit is well founded, as they have provided some of the most notable advancements in technology, philosophy, art, and literature in the past millennia.

Physical Description: Gentry Gnomes are average size for gnomes. Their hair and skin color varies, but is within normal human ranges. Their wealthy lifestyle often leaves more of them with a bulging belly than not.

Society: Gentry Gnomes dominate the history, culture, economy, and politics of the Bastion, the southernmost region of Ullera, though a few have made it north. They own plantations, factories, and many of the local governments.

Relations: Gentry Gnomes often treat other races with a sometimes-lofty benevolence, even those they admire, as they often believe that they are in the best position to do so. Still, they work well with every civilized race.

Alignment and Religion: Gentry Gnomes have long enjoyed the trappings of wealth and status in civilization. They value honor, modesty, wealth, generosity and style. As a result, they tend to be lawful and usually strive for good.

Adventurers: Gentry Gnomes tend not to adventure, but when they do, they serve as alchemists, bards, and chaplains, where their cultured upbringing and sharp minds shine through.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard gnome racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Dilettante: Gentry Gnomes have a natural affinity and appreciation for the arts and sciences, sometimes to an obsessive degree. Gentry Gnomes with this racial trait gain a +2 bonus on skill checks for a single Perform skill of their choice, and Perform is always a class skill for them. They also gain a +2 bonus on Craft and Profession checks. This racial trait replaces the keen senses and obsessive traits.

Magical Linguist: Gentry Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark*, *comprehend languages*, *message*, *read magic*. The caster level for these effects is equal to the gnome's level. This racial trait replaces the gnome magic and illusion resistance traits.

Master Tinker: Gentry Gnomes experiment with all manner of mechanical devices. Gnomes with this racial trait gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are treated as proficient with any weapon they have personally crafted. This racial trait replaces the defensive training and hatred traits.



GENTRY GNOME

Languages: Gentry Gnomes begin play speaking Common and Rauschite, Gnome, and Sylvan. Gentry Gnomes with high Intelligence scores can choose any language (except Druidic and other secret languages) as their bonus languages.

SHARPER GNOME

When goblinoid slavers invaded the lands now called Ullera, some fought and some rolled over and accepted their fate. A third group, mostly gnomes, fled in a perpetual attempt to outrun their vile would-be masters. For over a century, they learned to stay on the move and live on the road. Even after the Abolition War, many settled down in towns and valleys, but the wanderlust didn't leave a good portion of the gnomes, and they live the gypsy life to this day.

Physical Description: Sharper Gnomes are leaner than their Gentry cousins. They wear bright, embellished clothing with lots of jewelry. Their hair and skin colors are as diverse as humans. Males tend to keep close-cropped, neatly trimmed facial hair.

Society: Sharpers' lives revolve around their wagons and caravans, which are a mish-mash of animal drawn and steam-powered. Perpetually on the go, performing in circuses and hawking odd wares from far-flung civilizations, Sharper Gnomes rarely settle down, and intermarry with other families on their caravan.

Relations: Sharpers have a long, historical hatred of the goblins that enslaved them, as well as many savage humans in reclusive tribes. Beyond that, they feel very little about any race or social group, for good or for ill. All others are merely fools with coin from which it should be parted, or wide-eyed crowds ready to see a show.

Alignment and Religion: Sharpers are naturally chaotic, after centuries of prodigal living without authority figures.

Adventurers: Sharper Gnomes love the road, and make great adventuring companions. Due to their worldly nature and exposure to myriad philosophies and cultures, Sharpers are natural bards, rogues, and chaplains.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard gnome racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Cultural Explorer: Sharper Gnomes have been exposed to numerous cultures on their travels. As a result, they have gathered myriad knowledge and have become adept in social interactions. Gnomes with this racial trait gain a +1 bonus on Bluff and Diplomacy checks, and a +2 racial bonus on checks for one Knowledge skill of their choice. This racial trait replaces the defensive training traits.

Hatred: Sharper Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the human and goblinoid subtypes due to special training against the Atanakans and local savage humans. This racial trait modifies the hatred trait.

Showmanship: Sharper Gnomes often make a living by entertaining other folk, either through acrobatic displays, the performing arts, or legerdemain. Sharper Gnomes with this racial trait gain a +2 bonus on skill checks for a single Perform skill of their choice, and Perform is always a class skill for them. They also gain a +2 bonus on Acrobatics and Sleight of Hand checks. This racial trait replaces the keen senses and obsessive traits.

Languages: Sharper Gnomes begin play speaking Common and Rauschite, Gnome, and Sylvan. Sharper Gnomes with high Intelligence scores can choose any language (except Druidic and other secret languages) as their bonus languages.

HALF-ELVES

It was not until the first elves sailed from their ancestral home of Rhim to the Ulleran continent did the first half-elves spring into existence. Since then, half-elves have become a minority threaded throughout most Ulleran communities and nearly all levels of society. Depending on the community's reaction to the race, half-elf families may live freely scattered about or in ghettos or clan houses. Half-elves have a self-sustaining population that has existed for generations and are a part of every nation in Ullera and even the far-eastern lands of Rhim, but only in the Republic of Ullera have they gained political office.

LOCI HALF-ELF

Destiny can be a fickle thing to comprehend or grasp, and yet there are some that are touched by it every day. Even more rare are those beings that touch back upon destiny, bending their own fate whether unknowingly or by choice; these are the Loci. No one can quite explain why the union of a human and elf yields such gifted offspring, but one thing is for certain, these gifted individuals are almost always found at the center of either great events or horrendous tragedies.

Physical Description: Loci usually feature the delicate form of the elves, but their skin, hair, and eye-coloring can vary widely based on the ancestry of their human and elven parents. This extensive range of physical variance often ensures that no two loci look exactly alike, even in comparison to their parents.

Society: How the loci is treated by fellow humans or elves varies widely regionally; the loci may be pitied, reviled, feared, cherished, or celebrated for her uniqueness. Some even believe that the presence of a loci in a community alters the fortunes of whomever they interact with, be it for good or ill. This can divide those that embrace the loci's existence from those that abhor it. Because Loci are often seen as diplomatic bridges between human and elven kind, they are generally accepted by their parents' community, be it with love or reluctance.

Relations: A loci is distinctive in any crowd, regardless of racial society. Most other races view Loci as an oddity or rarity, and only know of them through story and hearsay. The superstitious will either dread or adore the loci depending on if the creature brings them good luck or bad. The Loci use this to their advantage.

Alignment and Religion: Many loci have become either reclusive introverts or extreme extroverts because of their situation in life. It is common for a loci that has become aware of her divine gift to often manipulate probability to suit herself, resulting in reckless and manipulative behavior. Sometimes a loci will be seen as a divine omen and adopted as a religious symbol by local clergy. Pious loci become monks, clerics, inquisitors, oracles, or paladins.

Adventurers: Nearly all loci are filled with an insatiable wanderlust. They often become adventurers to indulge their addiction to risk taking or in pursuit of a divine destiny.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard half-elf racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Bend Fate: Once per day, a loci can force an ally or enemy (including himself) to reroll a d20 roll as an immediate action, but the target must use the second result, even if it is worse (or better, in the case of an enemy's roll). The target must be within 30 ft. and within the loci's line of sight. This racial trait replaces the elven immunities trait.

Ambition: Loci are driven to be the best at whatever profession they choose. If the character pursues only a single class, she can pick two favored class bonuses rather than just one for each level she gains. Loci characters can't pick the same favored class bonus twice. This racial trait replaces the multitalented trait.

Enduring Soul: Due to the opposing nature of their parents' lifespans and internal spirits, loci gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points. This racial trait replaces the keen senses trait.

HALF-ORCS

The Ulleran plains ripple like an ocean of grass; flat as a pancake as far as the eye can see save for a cluster of low mounds in the distance within a ring of carved stone pillars. These are no ordinary hills, but an ancient monument to the blood and sweat of generations of Borndrin. For millennia, orcs known as mound-builders thrived in the predator infested Feral Expanse as the dominant people. Over time, precursors to the modern nations of Ullera, Atanak, and Rausch encroached on their ancestral homeland forcing them to either adapt, assimilate, or risk annihilation. The trappings of the Enlightened Age are easy to adopt as evidenced by the many borndrin who have abandoned ancestral beliefs to create new lives in neighboring Ulleran cities. This Borndrin migration into civilization and commingling with humans has led to several generations of avus half-orcs, whose numbers continue to grow to this day.

AVUS HALF-ORC

The true "half-orc," the avus is the resulting child of a union between a borndrin and a human; a sort of genetic throwback to their ancestral form. Civilized society sees the avus as monstrosities, the result of perversion and violence. Whether or not this is actually true, they are rarely the result of loving unions.

Physical Description: Avus have the soft features of a human, but have the earth tone skin, muscle structure, and slightly pointed teeth of the orc, with a faint savageness in their eyes.

Society: Depending on the circumstances of an avus' birth, they often have a difficult time fitting into the society of their parents; usually treated as second-class citizens in either society. It is rare for an avus to be adopted into Jonnish communities, but not

completely unheard of. Even still, the child often lacks the same level of respect as other orcs. Because of this constant hardship and lack of respect or acceptance in society, many avus either become hermits, wanderers, or form their own communities; commonly found in the more populated areas of Sunderland and eastern Atanak.

Relations: While often considered attractive by both of their parent races due to the avus' animal magnetism (which many believe to be the result of a heightened pheromone gland) and similar physical features, avus rarely fit in with either orcs or humans as both societies are too noble, stubborn, or prejudice to accept such a genetic mutation. Other races often have mixed emotions when interacting with an avus, as the passion and intensity of their primal nature is reflected strongly in their actions and speech.

Alignment and Religion: Coming of age in a world that often neither accepts nor much recognizes them, many avus accept their lot not by fading into the shadows but by becoming boisterous lightning rods in society. Because avus often feel they have very little to lose, and owing to a primal nature which makes them fierce in love and war, they can be boldly unafraid to step out and tests the limits of what others think of them.

Adventurers: Prompted by urges to find out more about who they are through direct action and competition with other races, and often in defense of something they've said or done, avus make for excellent adventurers in a wide variety of roles across Ullera.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard half-orc racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Adaptability: Avus receive Skill Focus as a bonus feat at 1st level. This racial trait replaces the weapon familiarity trait.

Animal Magnetism: Avus gain a +1 racial bonus on Bluff, Diplomacy, and Intimidate checks. This racial trait replaces the intimidating trait.

Low-Light Vision: Like their orc parent, avus possess low-light vision. This racial trait replaces the darkvision trait. This racial trait is mandatory for all avus.

BORNDRIN HALF-ORC

The Borndrin are the remnants of an ancient line of jonnish that crossed over from Okrug to western Atanak during the last ice age, and have since evolved into a different species of orc to adapt to the rugged wilderness of Atanak and the Feral Expanse. It is also theorized that the borndrin are the evolutionary step between orcs and humans, but the Borndrin universally resent this notion. Unlike their jonnish cousins, the borndrin are able to reproduce outside of their own race, yielding half-orc children known as "avus" when copulating with humans. Borndrin are slightly better able to adapt to change than their jonnish cousins and, like humans, have varied aptitudes to flourish in many different occupations.

Physical Description: Borndrin more closely resemble humans than jonnish with tanned skin tinged with green, grey, or mahogany. Their teeth are slightly more jagged than a human's, but not as tusked as an orc's; their hair and eyes sharing the same range of color as humans. A pious borndrin acquires "sacred tattoos" in childhood which increase in complexity and size as he grows in life experiences and prestige.

Society: Borndrin once lived in the vast plains of Sunderland but have been gradually migrating to neighboring cities for generations. Traditionally, they lived in sod houses built on earthen mounds and practiced agriculture, herding, and hunting in tribe/clan societies. In recent times, however, the untamed wilderness is becoming less of a home for most borndrin, abandoning these ancient sites for the benefits of urban life. While the number of borndrin-majority societies is quickly dwindling, many borndrin now form the bulk of the militia and factory workforce of the cities of Sunderland. Many Ulleran borndrin and jonnish work as mercenaries for the nation of Atanak. Across the ocean in the Okrug Oligarchy, borndrin are typically the serfs that support the immense jonnish military machine.

Relations: The untamed wilderness is no longer the home of most borndrin, but their ancient philosophies and connections to nature linger with them to this day. Many races see this as a hindrance that prevents the borndrin from fully embracing and integrating with the modern technological age. At first only unskilled laborers or archaic craftsmen, borndrin have gradually gained a foothold in politics, academia, and high finance in spite of the views of most other races seeing borndrin as only "half-civilized". In the jonnish ruled nation of Okrug, borndrin are second class citizens regardless of the many contributions to Okrug's prominence.

Alignment and Religion: The majority of borndrin remain steadfastly clannish and resistant to outside religious influences. They typically choose to revere ancestral spirits unique to each bloodline. Many borndrin find solace in shared racial faith and canonic family history. Borndrin who engage in ritual scarification are often linked to one another through these blood-bonds, promoting a sense of loyalty and even fealty to vague and often far-reaching family units that exist in other cities, the hinterlands, or even on other continents such as Okrug.

Adventurers: Borndrin are suited to a variety of callings limited perhaps only by their surroundings. Borndrin in the wild tend to prefer the life of a barbarian, ranger, wilderness-ready fighter, or the druid; all classes that are suited to preserving tradition. Borndrin integrated into modern cultures tend to prefer the life of a bard, fighter, ranger, or rogue.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard half-orc racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Orc: Borndrin are humanoids with the orc subtype. This racial trait replaces the orc blood trait.

Low-Light Vision: Orcs have long since evolved from their primitive lifestyle in caves and underground dwellings. For hundreds of generations, orc society has lived on the surface world, adapting to the sunlight. As a result, all borndrin possess low-light vision. This racial trait replaces the darkvision trait. This racial trait is mandatory for all borndrin.

Sacred Tattoo: Borndrin decorate themselves with tattoos, piercings, and ritual scarification, which they consider sacred markings. Borndrin with this racial trait gain a +1 luck bonus on all saving throws. All borndrin with the low-light racial trait gain this racial trait for free.

Weapon Familiarity: Borndrin are proficient with hand axes and throwing axes, and treat the hooked axe as a martial weapon. This racial trait replaces the weapon familiarity trait.

WILD BORNDRIN

For borndrin raised in the wilds of Ullera, the orc ferocity and born of the wilderness racial traits are recommended.

Born of the Wilderness: Borndrin are raised in the wild and learn the hard way that only the strong survive. They

gain a +2 racial bonus on Survival checks. They also gain a +2 racial bonus on Constitution checks to stabilize when dying and add their Wisdom bonus (if any) to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces the intimidating trait. A borndrin with this racial trait cannot possess the urban-integration racial trait.

URBAN BORNDRIN

For borndrin reared in or around the cities of Ullera, the scavenger and urban-integration racial traits are recommended.

Scavenger: Borndrin often are forced to eke out a living picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. Borndrin with this racial trait receive a +2 racial bonus on Appraise checks and on Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste. This racial trait replaces the intimidating trait.

Urban-Integration: Borndrin with this trait gain a +2 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces the orc ferocity trait. A borndrin with this racial trait cannot possess the born of the wilderness racial trait.

HALFLINGS

Halflings are native to the foothills and mountain valleys of the Catamount Range. They are clannish to a fault and have little respect for bureaucracy or legal codes. They have their own codes and traditions and blood comes first. Many halfling clans prefer rural isolation while others make their homes in the teeming metropolises. Their small size and agility allows them to move easily through the deep forests, swamps, steam ducts, and pipework that larger humanoids find impassible.

LEATHERFOOT HALFLING

Hillbillies, bumpkins, rubes. The Leatherfeet have garnered many nicknames over the years, and all have some kernel of truth to them. This subrace of Halfling holds fast to tradition, even if it means falling behind other races technologically and socially. Leatherfeet live off the land, and know the local area better than anyone.

Physical Description: Rising three feet tall, with ruddy complexion and hair, Leatherfeet get their name for the large calluses they've developed from centuries of barefoot

living. A Leatherfoot need not wear shoes—a good thing, as it takes a special cobbler to engineer such an oddly sized boot!

Society: Leatherfoot Halflings are from Harmonia, the lazy midland region of Ullera. Here they populate mountain hollows and hillside communes. They tend to farm and raise livestock communally. The standard Leatherfoot home is multigenerational, with chickens running around the yard and sheep braying in a nearby pen. Some of the more traditional Leatherfeet reside in burrows.

Relations: Leatherfeet are able to survive their whole lives with little notice by other races—naturally they tend toward trickery and illicit activity. They get along best with Sharper Gnomes and other less cultured citizens. Halflings regard dwarves and humans with great respect, as it was these races that secured their freedom. Halflings view elves, half-elves, and half-orcs with a special level of scrutiny, as they've only recently seen these races for the first time, and are skeptical of new relationships.

Alignment and Religion: Leatherfeet are loyal to good friends, and always willing to help someone in need, as long as that person's humble enough to ask. They tend to

distrust governments of all forms, but comply with the more reasonable regulations. As a result, Leatherfoot Halflings tend to be neutral.

Adventurers: These scamps are at home out in the wild, and have a lucky streak. They tend towards adventure quite naturally, and other adventurers are eager to use Leatherfeet as guides.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard halfling racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Country Folk: Leatherfoot Halflings are suited to life in the countryside. Be it in the mountains, hills, forests, or swamps, a Leatherfoot Halfling knows just how to get along. Leatherfoot Halflings receive a +2 racial bonus Survival skill checks. This racial trait replaces the keen senses trait.

Stubborn: Leatherfoot Halflings are renowned for their stubbornness. Halflings with this racial trait receive a +2 racial bonus on Will saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) schools. This bonus stacks with the bonus granted by halfling luck. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round). This second save is made at the same DC as the first. If the halfling has a similar ability from another source (such as rogue's slippery mind), he can only use one of these abilities per round, but he can try the other on the second round if the first reroll ability fails. This racial trait replaces the fearless trait.

Languages: Leatherfoot Halflings begin play speaking Common and Halfling. Leatherfoot Halflings with high Intelligence scores can choose from the following: Dwarven, Gnome, Goblin, and Sylvan.

TENDERFOOT HALFLING

Tenderfoot Halflings get their names from their evolved footpads, which require the wearing of shoes and boots. This is due to how they embraced civilization long before their Leatherfoot counterparts. They share many of the same tendencies as their hillbilly cousins, albeit in different venues. Where Leatherfeet thrive in the forests and swamps, Tenderfeet exhibit the same propensity for stealth and thievery, only in the streets rather than hollows.



PURVIS, LEATHERFOOT HALFLING

Physical Description: Tenderfeet are of average halfling height, with fair skin and dark hair. They have trouble growing full beards and mustaches, and are often mistaken for children.

Society: Tenderfoot Halflings blend easily into any town. Historically, they put up little resistance to occupiers of their settlements, even goblinoids. As a result, they have few traditions of their own. In civilized situations, they always land on their feet.

Relations: Tenderfeet get along with members of all races, so long as they're not savages. Tenderfeet rarely hold their noses up at a group, but they cannot abide the barbaric denizens of the world. Tenderfeet get along best with humans of all backgrounds, and seem to be quite jealous of the history and grandeur of Gentry Gnomes.

Alignment and Religion: Tenderfeet have an innate propensity for the order of society, and tend to be lawful. Their nimble hands ensure their affinity for poison use, and their short statures and nimble forms allow them to most easily perform thievery and other dark deeds. As a result, a few tend toward neutrality and even chaos.

Adventurers: Tenderfeet are natural opportunists, always looking for a way to get ahead. They're natural thieves and spies, and many adventuring groups seek out Tenderfeet for these reasons.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard halfling racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Knack with Poison: Tenderfoot Halflings have developed an instinctive understanding of poisons and their uses. Tenderfoot Halflings gain +2 racial bonus on Fortitude saves against poison and +2 bonus on Craft (alchemy) checks to make poison. The bonus on Fortitude saving throws against poisons increases to +4 if the halfling accidentally poisons himself when applying or readying the substance. This racial trait replaces the fearless and keen senses traits.

Shiftless: Tenderfoot Halflings have a reputation for larceny and guile—and sometimes it's well deserved. Halflings with this racial trait gain a +2 racial bonus on Bluff and Sleight of Hand checks, and Sleight of Hand is always a class skill for them. This racial trait replaces the sure-footed trait.

HUMANS

Humans migrated from the equatorial regions and have slowly spread across the Feral Expanse. Humans are able to adapt to a wide variety of habitats and innovate on the technological innovations of other races. Humans also mature faster than the other Ulleran races and have outpopulated the rest.

MEZOQUA HUMAN

The Mezoqua live in the most arid habitats of the Feral Expanse. They have adapted to desert living and have many ways to gather and conserve water. They generally live in small communities due to scarce resources and build homes in sheer cliff walls, multistory adobes, mesas, and geodesic glass domes. They trade in rare minerals and crystals, medicines, pottery, and glass. They have developed a variety of flight- and solar-powered weapons using their advanced skills in gem crafting and lens-shaping. The Mezoqua have also harnessed the power of several rivers flowing through their lands with dams reminiscent of the stone pyramids of their ancestors.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard human racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Desert Runner: Mezoqua thrive in the deepest deserts, forever roaming across burned and parched lands. Humans with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This racial trait replaces the skilled trait.

Languages: Mezoqua begin play speaking Common and Mezuan. Mezoqua with high Intelligence scores choose any languages they want (except secret languages, such as Druidic).

RAUSCHITE HUMAN

Rauschites are a deeply pious people that live in a monarchy ruling the midlands east of the Heartflow. Some patriarchs take multiple wives. Married women work to support the troops, succor the nation, and nurture the next generation of Rauschites. Unwed women can either join the army or take holy orders.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard human racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Divinization: The pious pursuit of a Rauschite to become physically, mentally, and spiritually pure brings them closer to a more divine form. Rauschites gain a +2 racial bonus on all saving throws. This racial trait replaces the skilled trait.

Languages: Rauschites begin play speaking Common and Rauschite. Rauschites with high Intelligence scores can choose any language (except Druidic and other secret languages) as their bonus languages.

ULLERAN HUMAN

The humans of Ullera are the decedents of abolitionist Rauschites. It was a pack of rowdy frontier Rauschite humans who first challenged the Dominion's slave trade. Frustrated with Rausch's ambivalence, the first Ullerans wished to create a nation where every man had equal standing before the law and slavery was forbidden. Ullera is the result of their hope and ambition. To uphold this new ideology, every young-adult must pledge their service to the nation's military for a five-year tour of combat duty. After completing their military tour of duty, they are free to marry, raise a family, and live a life of their choosing.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard human racial traits and are recommended when playing the Pure Steam Campaign Setting. Consult your GM before selecting any of these new options.

Mandatory Service: All Ulleran youths must serve in the Ulleran Army once they come of age. An Ulleran counts 1/3 of their total non-fighter class levels as their fighter level for the purpose of qualifying for combat feats. If an Ulleran has levels in fighter, these levels stack. If an Ulleran takes a level in fighter at 1st level, they gain 2 additional skill ranks at first level and 1 additional rank whenever they gain a level in fighter. This racial trait replaces the skilled trait.

ORCS

The wind bites, snow crushes, and ice grinds in the frigid lands of Okrug. Only the hardest of creatures will brave the killing cold, but the Jonnish (aka orcs) consider it their home. The Jonnish are well adapted to the dark, harsh

climate of Okrug and thrive on the battlefield. Jonnish first invaded Atanak and Ullera in the -2000s EA, raiding Borndrin settlements and sending captives back to their home nation of Okrug across the ice bridge of north-western Atanak. The development of the wheel, sail, and now steam engine has only spread the pillaging across the globe, and pockets of jonnish can be encountered almost anywhere. The brutishness of the jonnish has hampered their own technological development, but they have no trouble using and maintaining captured technology. They commonly raid other nations but occasionally provide mercenaries and shock troops of a share of loot. Through conquest and imitation, the Okrug Oligarchy has become one of the most dangerous intercontinental nations on Geir.

JONNISH ORC

Some creatures have thrived on Geir for eons. The fossil record shows that the saber-toothed cat, the mastodon, the woolly rhino, and the axebeak have been predator and prey to jonnish for millennia. Some paleontologists even claim that orcs are the ancestral forerunners of human- and elven-kind, sparking much religious controversy, but none can deny the uncanny resemblance or the antiquity possessed of Jonnish civilization. However, despite their phenetic similarities with human- and elven-kind, jonnish are genetically unable to breed with those races, perpetuating their bloodlines through either pure-breeding, interbreeding, or mating with their borndrin cousins, which is the least accepted practice of the three as they consider it to be "weakening the bloodline".

Physical Description: They have thick bones, slanted foreheads, and protruding lower canines. Their skin range comes in shades of green, grey, or brown. Their hair (including facial and body hair) is usually brown or black and grows in thicker than on a human or borndrin.

Society: Jonnish may be the oldest of all humanoid races, but are surpassed in numbers and technological prowess by civilized man. The majority of jonnish reside in the distant, massive steppe lands of Okrug and have unified into the stable nation of the Okrug Oligarchy, with all the trappings of a modern world-power that reaches far into the lands of Atanak and the Feral Expanse in Ullera. The Jonnish nation of Okrug is ruled with an iron fist and built on the back of conquered races. Half-orcs captured from Ullera are the backbone of the Oligarchy, but elves, humans, dwarves, and many other races fill out the serfdom of trained and untrained labor supporting

the nation. The original tribal mentality of the Jonnish has translated into a council of warlords that rule the Oligarchy. They are no longer allowed to openly battle each other, but compete in honor and status by building the most powerful army or capturing the most territory and serfs for the nation.

Relations: Jonnish are known for being fiercely expansionistic and remorseless raiders, even throughout antiquity. These societal traits have created much animosity between the jonnish and other races, especially the dwarves and the elves, the former of which have harbored their hatred of the jonnish to this day. The “civilized” jonnish of Okrug generally rely on muscle far more than machine and would still be in the dark ages if not for discoveries stolen from neighboring nations. Ironically, jonnish are renowned for their expertise in metallurgy, though most of their mechanical technology is stolen or purchased from the more civilized nations. Personal status is all important and worldly possessions are the best measure of worth.

Alignment and Religion: The Jonnish believe in destiny; a destiny in which the jonnish rule over the entire globe. The jonnish are brutal to each other, and even more so to inferior races, and yet uphold some manner of savage honor and a warrior’s respect. Jonnish are also renown for being extremely superstitious, believing heavily in ancient mysticism and divine omens.

Adventurers: Strength and speed are the most prized attributes of jonnish warriors so the fighter, barbarian, cavalier, cleric, paladin, anti-paladin, and ranger are the most common adventuring classes for jonnish characters. A measure of guile or strategy is in order when a frontal assault fails and so the gunfighter, rogue, inquisitor, and oracle are common for jonnish where strength is a secondary attribute.

RACIAL TRAITS

The following racial traits replace the standard orc racial traits.

+2 Strength, +2 Wisdom, –2 Intelligence: Jonnish are physically powerful and strong-willed, but lack the intellectual development of other races.

Orc: Jonnish are humanoids with the orc subtype.

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

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

Low-Light Vision: Long since the days of dwelling in caves, jonnish emerged from the darkness, evolving for the surface world and the long seasons of both day and night on the northern tundra has given all jonnish low-light vision.

Greed: Jonnish gain a +2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Metallurgy: Jonnish are known for their superior craftsmanship when it comes to metallurgy. Jonnish with this racial trait receive a +2 racial bonus on all Craft or Knowledge (engineering) checks related to metal.

Orc Ferocity: Once per day, when a jonnish is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Steppe Dweller: Jonnish receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Weapon Familiarity: Jonnish are proficient with scimitars (sabers) and whips, and treat the hooked axe and any weapon with the word “orc” in its name as a martial weapon.

Languages: Jonnish begin play speaking only Orc. Jonnish with high Intelligence scores can choose from the following: Common, Giant, Gnomish, Goblin, and Undercommon.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard jonnish racial traits. Consult your GM before selecting any of these new options.

Stubborn: Jonnish are renowned for their stubbornness. Jonnish with this racial trait receive a +2 racial bonus on Will saves to resist mind-affecting effects. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round). This second save is made at the same DC as the first. If the orc has a similar ability from another source (such as a rogue’s slippery mind), he can only use one of these abilities per round, but he can try the other on the second round if the first reroll ability fails. This racial trait replaces the orc ferocity and metallurgy traits.

CLASSES

CLASSES IN PURE STEAM

The Age of Steam breathes new life into established engines of learning and industry, just as it breeds new stalwarts to confront the challenges presented in this new day and age. The character classes given below are essential cogs in the everyday heroics of the Pure Steam Campaign Setting, and provide players and Game Masters (GMs) alike new avenues for populating their worlds.

ALCHEMIST

The alchemist has successfully broadened the Scholarly Method by blending chemistry with the ancient art of alchemy. Alchemy is at the forefront of weapons development, medicine, and vehicle construction. The alchemical engine is the direct result of blending industry and alchemy. The most significant contribution of alchemy is black powder weaponry, explosives, and related munitions, but modern alchemy has had an impact in every technological field.

Alchemists are the chief proponents of “better living through chemistry” and are often lab rats for the latest concoction or mutagen risking health and sanity in the pursuit of science. Outside of research, alchemists can become captains of industry by developing the next technical innovation and many have made massive fortunes in munitions, metallurgy, pharmaceuticals, food preservation, fertilizers, and pesticides. Some alchemists train armies in the use of explosives, poisons, demolitions, and trap making, while others open pharmacies or work in hospitals in the city. Alchemists in civil service often work on grand projects in transportation, agriculture, and civil engineering, while those with an antisocial or radical bent often become bomb makers and terrorists.

Role: Alchemy has existed for hundreds of years, but on the continent of Northern Ullera it is a cornerstone of military and civil industry. In the Federated States of Ullera, alchemical items are mass produced in massive refineries scattered throughout each region. Battle colleges are engaged in various alchemical studies including rocketry and alchemical engines. Mazan has specialized in the production of exotic minerals and synthetic crystals. Rausch has a cornucopia of alchemical drugs used in medicine, warfare, water desalinization, and hydroponics.

BARBARIAN

Barbarians are a vanishing breed. As civilized society expands into the untamed wilderness, it brings with it the goods, medicines, and conveniences that lure the noble savage away from his traditions. Compounded by virulent disease, herd declination, integration projects, and land portioning, few tribes can claim to be untouched by civilization. A tribal barbarian may be the last of his people trapped in a world turning progressively alien. Of course, there is the counter culture: people who intentionally dispense with socialization and choose to live as nomads and bohemians. Others overindulge in alcohol, stimulants, or aberrant behavior and lose all decorum and self-restraint.

Role: An educated populace is a wellspring of productivity for the civilized lands of Ullera, and most nations attempt to instruct the average citizen in reading, writing, and arithmetic. Not all societies value brain over brawn, however, and barbarians compose the majority of monstrous humanoid clans (e.g. gnolls, bugbears), and even among the peaceful Enesora. Atanak drafts barbarians from the goblinoid tribes under their control, but trains them in the basics of modern combat before battle.

Barbarism can also be an individual choice whereby one rejects civil society and becomes a nomadic brute. Outside the wilds, barbarians excel as lumberjacks, pioneers, miners, railroad workers, coachmen, and ranchers, where strength and a high constitution are paramount. They also perform well in urban professions that fall within their skill set, such as bouncer, leg breaker, bodyguard, bagman, and dock worker.

BARD

There are no fewer exploits worthy of heraldry in the age of steam than in medieval times. In fact, heroes of Ullera tend to face greater odds due to the technological prowess of their foes. Bards, therefore, have their work cut out for them, spinning tales of greatness both past and present. Technical innovation has created many new art forms and musical instruments; conversely, wax recordings, photography, and theatric automatons now imperil the livelihood of live musicians, painters, and actors. Fortunately, the bard can combine her performances with her special training to make something memorable and exceptional for even the most jaded audience.

Role: Bards in Ullera are diverse, making use of modern instruments and gadgets to perform marvelous acts and escape danger. Steam transport not only brings in cargo from around the world, but also introduces new forms of art and music to the public. Bards can now travel worldwide and many seek global fame by entertaining foreigners with their artistry. Newspapers are always on the lookout for entertaining storytellers willing to travel to dangerous locales and some bards become journalists and noted authors. Museums pay well for rare artifacts and keep bards and rogues with training in archaeology on retainer. Long voyages need entertainers to keep the passengers happy, and bards often get a free ride if their willing to provide a show. Less reputable bards traveling as vagabonds or snake oil salesmen use their bardic training to con the public with false promises and slick banter.

CAVALIER

Horsemanship has slowly been replaced by motorized vehicles. The few heraldic cavalry orders that remain in Northern Ullera are often seen as relics of a past age fit only for parades and civic monuments. To survive, the orders

perform specialized tasks for the federal government and are active in electoral politics. Cavalry troops still patrol areas too remote or too treacherous for wheel transport, comprising a very elite but small branch of the armed forces. The postal service also maintains a cavalry for rural mail delivery and the maintenance and repair of telegraph lines. The civic guard use horses in rioting and mob control and often use mounted officers in city parks.

Trained horses are in high demand for traveling shows and kinescope theatrical productions to meet the demand for serialized adventures and historical reenactments. Exotic mounts are especially popular with circuses and carnivals and many a cavalier has adopted one as his or her personal mount. Jockeys can also join a cavalier order not only for the prestige, but also for the support of the membership. Not all horse races are bloodless affairs, and many racing circuits practice various blood sports including polo, chariot racing, and jousting. The banner that most cavaliers carry is usually a civic symbol or team logo and can be quite inspiring. Cavalier challenges are common during sporting events and are often issued by other cavaliers against anyone attempting to prevent them from carrying out their honored duty.

Role: Cavaliers keep alive the skills and traditions of their forebears. To survive and thrive in an industrialized era, ancient orders have transformed to satisfy a changed culture. The Order of the Lion has become a branch of the Ulleran Armed Forces. The Order of the Seal is part of the Ulleran Postal Service. The Order of the Shield acts as mounted police. The Order of the Cockatrice is now a theatrical guild. The Order of the Sword is composed only of honorable sportsmen and jockeys. The Order of the Tome is composed of cartographers, surveyors, teachers, and archaeologists. The Order of the Dragon is a society of ranchers and drifters that value loyalty above all. The Order of the Blue Rose is a charity that attempts to help refugees of war and disaster rebuild and recover.

CLERIC

Most clerics have long since left the secular FSU (Federated States of Ullera). The migration of Rauschites to the West drew with them the fundamentalists that demanded a theocratic government. The few that remain are visitors,

immigrants, and diehards. The chaplain organizations based on nationalism and altruism meet the social and civic needs of most Ullerans. Spiritualists are tolerated but not warmly received by the public at large. If a cleric directly opposes the Ulleran government too often or becomes too popular he or she may be labeled a radical or insurgent and wind up deported.

Role: Clerics are a minority within the FSU and have marginal influence. Ulleran clerics are individuals responding to a personal calling and not part of any official church. Any effort to establish a foreign faith church within federal borders will have little local support and be actively watched by authorities. Most Ullerans take extreme pride in their secular independence, so while they recognize the freedom of personal belief, they will resist any conversion efforts. In spite of this, Rauschite missionaries are not an uncommon sight on street corners attempting to entice Ullerans into the Brelonite faith. Secret societies dedicated to earning the favor of evil deities through profane acts also exist, but are disbanded whenever uncovered. The established churches of Rausch and Mazan have many clerics, of course, but jealously guard their people from heresy.

DRUID

Druidism is an ancient faith brought to these lands notably by dwarves, practiced throughout Drom Gol, the Feral Expanse, and often embraced by those disenfranchised by the Era of Abolition. In the cities, some vagrants and bohemians have adopted an urban druidism based on an empathy with the plants and animals found in the streets, sewers, and city parks. Druids specializing in botany are often hired as consultants for home defense and park security.

Role: Druids are deeply integrated into the wilds of Ullera. They are protectors of impoverished rural communities threatened by feral monsters and natural dangers, act as low cost doctors and veterinarians to their neighbors, and can aid farmers and ranchers by increasing crop yield, controlling the weather, and warding off predators. Radicals and anarchists sometimes become druids in protest against the destruction of nature caused by mining and factory pollution. The finest gardeners in Ullera are druids that specialize in plants which are often incorporated into home security and burglar traps.

FIGHTER

A fighter is anyone who trains his mind and body in martial combat. Unlike drafted soldiers and penal conscripts, the fighter has chosen a life of battle for himself. Fighters are the core of a nation's military and many eventually become officers. Other fighters look for glory in sports, wealth as bodyguards, civic service as watchmen, or trophies as monster slayers. A few simply derive joy by spreading chaos and destruction wherever they go.

Fighters are the masters of martial weaponry and are no strangers to the gun. Gun powder has considerably altered the battlefield rending feudal castles, knights, and cavalry charges nearly obsolete. The vulnerability of heavily armored troops to gunfire has caused many fighters to adopt new fighting techniques including piecemeal armor, trench warfare, and skirmishing squad tactics. Airships provide a godlike view of the battlefield for a commander that can secure the air, making mobility and stealth worth the cost of an extra layer of steel armor. In place of melee combat, fighters may specialize in gunnery with firearms, artillery, or vehicle mounted weaponry.

Role: The fighter is a trained soldier. In the FSU, fighters are often officer graduates of battle colleges, mercenaries, or professional athletes. Mezoqua fighters come from warrior houses. The most prestigious are the House of the Eagle and the House of the Jaguar. The Rausch military is similar to Ullera and uses draftees led by a core of fighters trained by local religious chapters. Rageaic are the most plentiful fighters in Atanakan armies.

GUNSLINGER

Anyone can pick up a gun, but few can become gunslingers. Dime novels and penny dreadfuls regale of gory gunfights that entertain the masses and entice many amateurs into quick violent deaths, but a real gunslinger must be quick as a rattlesnake and wary as a jackrabbit. Ulleran gunslingers are not just limited to pistols and muskets, but often apply their daring and know-how to artillery, vehicular armaments, and rocketry.

Role: Gunslingers specialize in the use of martial firearms and take full advantage of industrial production that increase supply of guns and ammo. Siege cannons, mortars, and rockets benefit from gunslinger deeds and many train to become pilots, gunners, and siege engineers.

INQUISITOR

Within theocracies, the inquisitor is a divine order of investigators and jurists. The FSU has no official inquisitors, but Rausch and Mazan send inquisitors into Ullera on diplomatic missions or to hunt down heretics or criminals who flee their justice. When extradition is not possible, inquisitors may risk espionage or assassination on Ulleran soil. Inquisitors understand that if they are caught, their governments will disavow their actions and the inquisitor may be imprisoned or executed.

Role: Inquisitors have no official standing in Ullera. Sometimes a citizen will take on the role of a divine vigilante, but Ulleran authorities often have little tolerance for such individuals no matter how heroic. Inquisitors are common in monarchies and theocracies such as Rausch and Mazan, and compose the judiciary and investigative branch of their respective churches. Inquisitors are less common in the Federated States, but are licensed by the government as trained exorcists and vampire hunters.

MAGUS

The ancient magi discipline was developed by the elves of Rhimidor Bonchi, and combines a prowess in swordplay with arcane training. Other races have adopted these teachings and magi dojos are scattered throughout the continent. Some technology is incorporated into magus weaponry and armor so that these warriors are not solely reliant on magic, but the magus is a proud spellcaster. Few nations can match the prowess of Ullera in steam engineering, so many rely on magical warriors such as the magus to compete.

Role: The magus is extremely rare in Ullera. The nation has no arcane tradition and is generally hostile to spellcasting. The Ulleran magus usually must journey outside the FSU to receive class training, Gom Shao boasting the most prevalent number of magi dojos in Northern Ullera, and must receive a license to legally practice magic; either from a powerful political patron or government-sanctioned organization.

MONK

The monk is an ancient vocation for those seeking religious insight or a mystical connection to the universe. There are some, however, who hold to the ancient knowledge of

self-perfection. The most conservative monasteries wish to prove the superiority of the human body to any form of technology. Others readily incorporate scientific discoveries and recent medical breakthroughs in order to hone their martial and mental prowess.

Role: True monks are extremely rare throughout Northern Ullera, but boxers, wrestlers, and bare-knuckle brawlers are relatively common. The Federated States of Ullera largely abandoned religion and mysticism early in its history. The unarmed martial arts developed by Ullera are based on the inability of slaves to carry overt weaponry. The Widowman is the pinnacle of this revolutionary style. Rausch has many religious monasteries, but only a secret few train monks in unarmed combat to serve the theocracy when subtlety and piety are paramount. Rhim, and to a lesser extent Gom Shao in Northern Ullera, has a far more mystic approach to monk training which includes meditation, dietary restrictions, and arcane study.

ORACLE

Whether the oracle knows it or not, she was chosen for a reason. At some point in her near future she will face a foe, make a decision, or protect a place of vital importance to her patron deity. The deity does not force the oracle's hand, but is gambling heavily on the outcome of her predictions. Of course, other deities may become involved either by attempting to push, harm, or bribe the oracle into a different course of action. The actions of oracles standing side-by-side with their companions determine the path of the universe.

Role: Occasionally, Ulleran citizens are blessed or cursed with divine power by the permutations of fortune and fate. Ulleran oracles are chosen by unseen forces as pawns and champions often against their wishes in a supernatural struggle no mortal can comprehend. Any type of power abhors a vacuum and, whether they wish to use their divine abilities or not, oracles are forced by circumstance and instinct to act. Common sentiment in Ullera fears and pities these god-touched individuals, so most oracles keep their talents hidden from all but their closest companions. Ulleran oracles often leave their homes and families behind to keep their affliction secret, or because they no longer feel welcome in their secular nation.

PALADIN

Paladins are common throughout Ullera, but few maintain the image of a knight in polished armor astride a white horse. The paladin is not an orator like the chaplain or an artist like the bard, but inspires others with determination, persistence, and a generosity of spirit. Physically, paladins have little in common, but within each is a fiery spirit of determination and virtue that guides them.

Role: Paladins belong to militant and often priestly orders in Rausch and Mazan. Within the Federated States of Ullera, a paladin can be anyone with a drive to fight evil and protect the innocent. Theocracies invest everything into maintaining the religious order, and paladins of Rausch and Mazan can expect the support of local authorities. Churches in the FSU are sparsely attended and poorly funded. Ulleran paladins often have nothing more than a tin star as a symbol of vocation and rarely receive any support from regional officials. Paladins are usually assigned a territory to patrol. Because of the paladins reputation for honesty and fairness, they are occasionally asked to act as mediators and judges beyond other obligations. Prophets are missionary paladins of a deity hoping to establish more followers. Prophets hope to gain converts through acts of heroism and healing done in the name of their patron.

RANGER

The ranger has many roles in and out of the wilderness. Besides scouting and hunting, the ranger offers aid and comfort to people living and traveling through rural areas. Most rangers have some training in healing, and local rangers usually take the lead in a search and rescue. A ranger can act as a messenger and guide in areas without telegraph or roads, and is a welcome sight to most homesteaders. In state parks, rangers manage the wildlife, protect tourists, enforce park rules, and watch for fire. In cities and harbors, rangers become pilots, sailors, investigators, exterminators, customs agents, smugglers, and street bosses.

Role: In Ullera the ranger is an extremely flexible class and can be soldiers, civilians, or criminals. Customs and appearance will vary widely depending on race and nation, but rangers can be found anywhere.

ROGUE

The rogue defies easy classification, but all rogues are highly skilled and love to take advantage of their foes. Crime comes easy to the rogue, but rogues that want to stay legit can take on nearly any job that requires a measure of coordination and guile. Some agencies follow the maxim, "It takes a thief to catch a thief," and employ rogues in security and counter espionage operations. Rogues that take firearm training can become excellent snipers. Those who study engineering become expert vehicle pilots.

Role: It's impossible to pin the rogue down to a specific role in Ullera. With her skill and talent set, little is out of her reach. A rogue can always find an opportunity for theft, spying, and assassination (even for the government). Industrial espionage is a new phenomenon in Northern Ullera, brought on by the rapid advance of science and the fierce competition among Ulleran nations. Atanak is always looking for the latest and greatest, but collecting your pay can be difficult. Assassination is commonplace in Mazan and usually safe from retaliation. In the Federated States of Ullera, a rogue with the right connections can attempt a career as a politician, but usually her past will catch up with her. Blackmail is extremely lucrative in all civilized nations.

SORCERER

Unlike wizards, sorcerers are born with magic and need training only to direct it. Nations that embrace magic have various methods of training mages including academies, tutors, guilds, and apprenticeships. Because of its history, Ullera discourages the practice of magic and prefers to rely on technology that better fits with its ideology of universal legal equality and democratically elected government.

Role: Ullera is a federation that fought its way to freedom from the Dominion. Magic was used extensively to enslave the population and crush rebellions. It was magic that allowed the few to rule the many, and in reaction to this most Ullerans detest magic and are suspicious of any creature that uses it. Despite this sorcerers are born in Ullera every day. Most will travel to foreign nations to gain control of their birthright, but secretive cabals exist throughout Ullera. The use of magic without a license is illegal in Ullera and any type of magical assault or deceit incurs stiff penalties.

SUMMONER

The summoner creates creatures out of conjured energy. This style of magic is particularly common in Mazan but rare everywhere else. The written words of Mezoqua are monsters and animals, and it is theorized that the Mezuan alphabet was originally created by summoners in the distant past. There is an Ulleran fable of a poet that spoke so eloquently of allegorical creatures in his prose that they actually came to life. Another urban legend tells of a graffiti artist whose scrawlings were said to disappear at night and appear the next day on different walls across town.

Role: Summoners are rare in Ullera and need a special license to practice magic legally in Ullera. Some summoners join carnivals and attempt to pass off their eidolons as elaborate costumes or trained beasts.

WITCH

Unlike the oracle, the witch deliberately seeks out a supernatural power and strikes a deal with it for supernatural abilities. Witches are usually reviled by most nations and are actively hunted down in Rausch. The witch may be the easiest route to magical power, but most see it as the most perilous to the soul.

Role: Witches are what most Ullerans think of when spellcasters are discussed. Because a witch does not need arcane books, training, or birth magic, anyone so motivated can become a witch. Most Ulleran witches are people seeking revenge on a community, family, or the government, giving the pursuit a terrible reputation. Evil witches use the power given to them through a pact to inflict harm and terrorize others; good witches covertly help others with healing and good luck. No witch has ever been given a license to practice magic legally in Ullera.

WIZARD

The wizard relies on spell tomes and a systematic understanding of magic that requires an infrastructure of arcane academies and spell libraries to excel. Wizards and magi are common in the lands of Rhim and the elven nation of Gom Shao in Northern Ullera. Due to the suffering inflicted on the citizens of Ullera by

the Dominion, all forms of magic are illegal without a casting license. Rausch forbids all forms of magic not sanctioned by the church. Mazan has far more summoners and sorcerers than wizards. Druids are the dominant spellcasters in Drom Gol. Atanak has a mixture of stolen magic and relics taken from all the races complementing its traditional adepts.

Role: Occasionally, someone will stumble across a grimoire or apprentice wizard's book in some dusty attic or forgotten library. With more enthusiasm than sense they start down the road of a self-taught wizard. The other option within the borders of Ullera is to join a cabal. The cabal will provide you with the tutorship and a casting license, but in exchange you must support your cabal brothers and sisters and perform tasks given to you by the cabal leader. Often these cabals are supported by politicians, industrialists, and antiquarians. From time to time, wizards may even be asked to do unpleasant or immoral tasks by the cabal. Wizards who misuse their license may have it revoked and end up being hunted by the cabal.

NEW BASE CLASSES

The two new base classes presented in this book are balanced in power to the standard core classes in the Pathfinder® RPG Core Rulebook. GMs should feel free to introduce either one of these classes and other associated rules and options featured here to their players, though final say on the use of this or that new class or feature is always within the GM's purview.

Chaplain: At the center of social movements, from foundings to wars and reconciliation, chaplains are gifted with no small amount of magical ability and special training to ensure those social movements never end.

Gearhead: Charged with shepherding the technological growth of a nation, gearheads come armed with a bevy of wondrous technological devices, the likes of which rival anything found in the supernatural realm.

CHAPLAIN

A kindly meddler, sometime rabble rouser, and full time wondermaker who can be seen as a stalwart or a bit of a swindler. They belong to many schools of thought that coalesce into organizations working to perfect the soci etas, a worldview and gateway to a form of divine magic lying unawakened in the ebb and flow of community. People view their magic as modern day sorcery, having no knowledge of the soci etas, the ingredients of which are found in the very people themselves. A chaplain's mysterious gifts are unlocked by her influence and social standing. People believe them because they hold such a foundational place in society, thus (society would have to vanish or) people would have to struggle against that ideal to take away the chaplain's power.

Role: As defenders (or usurpers) of the status quo, chaplains are armed with an understanding of both the material world and the people and behaviors who vie for control over it. Chaplains are comfortable mentors, whether serving the poor as instructors, the sick as doctors, or the rich as administrators. They often start as scholars or scientists whose discipline takes them into the field because no one else is capable enough to carry out their mandates. They work well as leaders, but are more comfortable advising whoever is in charge, ever willing to step into the spotlight when their services are the only answer to the apparent problems.

In the FSU, chaplains belong to dedicated organizations that espouse their own doctrine and methodology. Trefoil Laurels, by federal sponsorship, seek to mitigate suffering through medicine and are known as activists for ecological study and in staunching the effects of war. Gatekeepers belong to a fraternal agency of professionals that serve as arbitrators and lobbyists to the public, though their secret agendas are rarely up for appeal. Magistrates, all graduates of a prestigious private university, protect society from itself as investigators who examine, predict, and protect against society's failures and atrocities. No confirmed chaplain organizations exist outside of Ullera.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The chaplain's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (oratory) (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

In addition, chaplains receive additional class skills depending upon their organization.

Skill Ranks per Level: 4 + Int modifier.



Artwork by Mates Laurentiu

PTOLEMY FIELDS, CHAPLAIN

TABLE 2-1: CHAPLAIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Organization ability, eschew materials, gravitas 1d6, orisons, rumor mill	1	--	--	--	--	--
2nd	+1	+3	+0	+3	Resilient persona	2	--	--	--	--	--
3rd	+1	+3	+1	+3	Elocutionary talent, gravitas 2d6	3	--	--	--	--	--
4th	+2	+4	+1	+4	Organization ability	3	1	--	--	--	--
5th	+2	+4	+1	+4	Gravitas 3d6	4	2	--	--	--	--
6th	+3	+5	+2	+5	Elocutionary talent	4	3	--	--	--	--
7th	+3	+5	+2	+5	Gravitas 4d6	4	3	1	--	--	--
8th	+4	+6	+2	+6	Organization ability	4	4	2	--	--	--
9th	+4	+6	+3	+6	Elocutionary talent, Gravitas 5d6	5	4	3	--	--	--
10th	+5	+7	+3	+7	Slippery mind	5	4	3	1	--	--
11th	+5	+7	+3	+7	Gravitas 6d6	5	4	4	2	--	--
12th	+6/+1	+8	+4	+8	Elocutionary talent	5	5	4	3	--	--
13th	+6/+1	+8	+4	+8	Gravitas 7d6	5	5	4	3	1	--
14th	+7/+2	+9	+4	+9	---	5	5	4	4	2	--
15th	+7/+2	+9	+5	+9	Elocutionary talent, Gravitas 8d6	5	5	5	4	3	--
16th	+8/+3	+10	+5	+10	---	5	5	5	4	3	1
17th	+8/+3	+10	+5	+10	Gravitas 9d6	5	5	5	4	4	2
18th	+9/+4	+11	+6	+11	Elocutionary talent	5	5	5	5	4	3
19th	+9/+4	+11	+6	+11	Gravitas 10d6	5	5	5	5	5	4
20th	+10/+5	+12	+6	+12	Absolute Charisma	5	5	5	5	5	5

CLASS FEATURES

All of the following are class features of the chaplain.

Weapon and Armor Proficiency: A chaplain is proficient with all simple weapons. They are proficient with light armor, but not with shields.

Spells: A chaplain casts divine spells drawn from the chaplain spell lists. To learn or cast a spell, a chaplain must have a Charisma score equal to at least 10 + the spell level.

The Difficulty Class for a saving throw against a chaplain's spell is 10 + the spell's level + the chaplain's Charisma modifier.

Like other spellcasters, a chaplain can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on the table above. In addition, she receives bonus spells per day if she has a high Charisma score.

Unlike other divine spellcasters, a chaplain's selection of spells is extremely limited. A chaplain begins play knowing

four 0-level spells, one 1st-level spell determined by her pledged organization, and one 1st-level spell of her choice. At each new chaplain level, she gains one or more new spells, as indicated on Table 2-2: Chaplain Spells Known. Unlike spells per day, the number of spells a chaplain knows is not affected by her Charisma score; the numbers on the table are fixed.

Upon reaching 4th level, and at every even-numbered chaplain level after that (6th, 8th, and so on), a chaplain can choose to learn a new spell in place of one she already knows. In effect, the chaplain loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A chaplain may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. A chaplain can never swap an organization spell.

Unlike a cleric, a chaplain need not prepare her spells in advance. She can cast any spell she knows at any time,

TABLE 2-2: CHAPLAIN SPELLS KNOWN

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	1+1	--	--	--	--	--
2nd	5	2+1	--	--	--	--	--
3rd	6	3+1	--	--	--	--	--
4th	6	3+1	1+1	--	--	--	--
5th	6	3+1	2+1	--	--	--	--
6th	6	3+1	3+1	--	--	--	--
7th	6	4+1	3+1	1+1	--	--	--
8th	6	4+1	3+1	2+1	--	--	--
9th	6	4+1	3+1	3+1	--	--	--
10th	6	4+1	4+1	3+1	1+1	--	--
11th	6	5+1	4+1	3+1	2+1	--	--
12th	6	5+1	4+1	3+1	3+1	--	--
13th	6	5+1	4+1	4+1	3+1	1+1	--
14th	6	5+1	5+1	4+1	3+1	2+1	--
15th	6	5+1	5+1	4+1	3+1	3+1	--
16th	6	5+1	5+1	4+1	4+1	3+1	1+1
17th	6	5+1	5+1	5+1	4+1	3+1	2+1
18th	6	5+1	5+1	5+1	4+1	3+1	3+1
19th	6	5+1	5+1	5+1	4+1	4+1	3+1
20th	6	5+1	5+1	5+1	5+1	4+1	4+1

Note: "+1" represents the organization spell known

assuming she has not yet used up her spells per day for that spell level. Every chaplain spell has a verbal component (recitation) and chaplains do not need to provide a focus or divine focus to cast chaplain spells that list a focus (F) or divine focus (DF) as part of the components.

Organization Ability: At 1st level, a chaplain must pledge herself to a specific organization. Service to this organization shapes and defines the chaplain, directing how her skills and talents are utilized. An organization grants the chaplain a number of class skills, bonus spells known, and special abilities.

Eschew Materials: A chaplain gains Eschew Materials as a bonus feat at 1st level.

Gravitas (Su): The chaplain's voice and personality carry so much power and unearthly authority, that she can bolster or weaken a creature's resolve with a single utterance. Each

day she can use this ability a number of times equal to 1/2 her chaplain level (minimum of 1) plus her Charisma modifier. With one use of this ability, a chaplain can bestow 1d6 + the chaplain's Charisma modifier temporary hit points to one ally (including herself) within 30 feet that can hear her. The amount of temporary hit points bestowed by gravitas increases by 1d6 at every odd numbered level after 1st. These temporary hit points last for 3 rounds plus 1 round for every two levels the chaplain possesses, and they do not stack with temporary hit points from any source.

Alternatively, a chaplain can use gravitas to inflict an amount of nonlethal damage equal to 1d6 + the chaplain's Charisma modifier to one enemy within 30 feet that can hear her. The amount of nonlethal damage dealt by gravitas increases by 1d6 at every odd numbered level after 1st. Creatures that take nonlethal damage from gravitas receive a Will saving throw to halve the damage (minimum 1). The DC of this save is equal to 10 + 1/2 the chaplain's level + the chaplain's Charisma modifier. Nonlethal damage dealt with gravitas can never become lethal damage.

Using gravitas is a standard action, and does not provoke attacks of opportunity. For every two levels the chaplain possesses, she may target one additional creature with gravitas. If the chaplain targets a creature with gravitas, and that creature is still affected by a previous use of gravitas (or the effects of any previously applied elocutionary talents), the effects of the previous use of gravitas immediately end on the creature, and then the effects of the new use of gravitas are applied. Gravitas is a mind-affecting, language-dependent ability.

Rumor Mill (Ex): As perennial busybodies and community spokespersons, chaplains and the circles they run in become storehouses for disparate bits of information. A chaplain adds half her level (minimum of +1) on Knowledge (local) checks and Diplomacy checks made to gather information. In addition, the chaplain can make any Knowledge skill check untrained.

Orisons: Chaplains learn a number of orisons, or 0-level spells, as noted on the table above under "Spells Known." These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, such as those due to metamagic feats, are expended normally.

Resilient Persona (Ex): At 2nd level, a chaplain gains a bonus equal to her Charisma bonus on saving throws against enchantment spells and effects.

Elocutionary Talents (Su): As she gains levels, a chaplain's extreme force of personality bends and shapes how her gravitas ability, and other natural talents, manifest. At 3rd level, a chaplain gains one elocutionary talent of her choice. She gains an additional elocutionary talent at 6th level and for every three levels attained after 6th.

Each elocutionary talent marked with an asterisk (*) adds an effect to the chaplain's gravitas ability. Only one of these elocutionary talents can be applied to an individual use of gravitas at a time.

Aggression:* The chaplain's words cause any simmering emotions of hostility to boil over into physical action. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, all affected allies instead gain a number of temporary hit points equal to the chaplain's level + her Charisma modifier. For as long as these temporary hit points persist, affected allies also gain a +1 competence bonus to attack rolls and weapon damage rolls. At 5th level, and every five levels thereafter, these bonuses increase by +1, to a maximum of +5 at 20th level.

Alacrity:* Prompting them to duck and dive at the opportune moment, the chaplain's words draw attention to her allies' many potential threats. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, affected allies instead gain a number of temporary hit points equal to the chaplain's level + her Charisma modifier. For as long as these temporary hit points persist, affected allies also gain a +1 dodge bonus to AC and a +1 competence bonus to Reflex saving throws. At 5th level, and every five levels thereafter, these bonuses increase by +1, to a maximum of +5 at 20th level.

Bungling Doubt:* The chaplain fills the minds of her enemies with hesitation and doubt, causing them to become clumsy and exposed. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage

equal to the chaplain's level + her Charisma modifier. In addition, affected enemies take a -1 penalty to AC and a -1 penalty to Reflex saving throws for 3 rounds, plus 1 additional round for every two levels the chaplain possess. A successful Will save halves this nonlethal damage and negates these penalties. At 5th level, and every five levels thereafter, these penalties increase by -1, to a maximum of -5 at 20th level.

Charming Mien (Ex): The chaplain's pervading presence can be felt by even the lowliest or strangest of creatures. The chaplain can now use Diplomacy to attempt to improve the attitude of animals or magical beasts, but she takes a -4 penalty. In addition, whenever the chaplain makes a Diplomacy check to improve a creature's attitude, she may expend one use of her gravitas ability to treat her check result as if she had rolled a 20 on the dice. The use of this ability may be declared after the chaplain has made a Diplomacy check, but before the result of the check is determined. Whether or not the check is successful, the chaplain cannot use this ability again during the same encounter.

Clear Mind:* Words from the chaplain not only enrich the listener's mind, but set it working properly. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, the chaplain can choose to remove either the fascinated or dazed condition from affected allies. At 7th level, the chaplain can instead remove the confused condition. At 11th level, the chaplain can instead remove the stunned condition. The chosen condition can only be removed if it was caused by a mind-affecting effect. If the chosen condition cannot be removed, affected creatures instead ignore the chosen condition. The chosen condition returns after 1d4 minutes unless the affliction that caused the condition is removed during this time.

Confound:* A verbal retort from a chaplain can leave a listener drained and befuddled. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected creatures are confused for 1 round for every two levels the chaplain possesses (maximum of 5). A successful Will save halves

this nonlethal damage and negates this effect. Any time a confused creature acts normally on its turn, it may attempt another Will saving throw to end its confusion at the end of its turn. This version of gravitas gains the enchantment (compulsion) descriptor.

*Demoralize**: The chaplain's words crushes the spirits and determination of her enemies. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected enemies take a -1 penalty to attack rolls and a -1 penalty to Will saving throws for 3 rounds, plus 1 additional round for every two levels the chaplain possess. A successful Will save halves this nonlethal damage and negates these penalties. At 5th level, and every five levels thereafter, these penalties increase by -1, to a maximum of -5 at 20th level.

*Despair**: The chaplain's domineering voice rattles the very souls of her enemies. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected enemies become shaken for 1 round for every two levels the chaplain possesses. A successful Will save halves this nonlethal damage and negates this effect. This version of gravitas gains the fear descriptor.

*Allay Injuries**: The chaplain's words deflect from the severity of her ally's wounds, giving her allies the confidence and determination to overcome their injuries. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, affected allies do not gain temporary hit points. Instead, they recover a number of lost hit points equal to the chaplain's level + her Charisma modifier. This ability also heals nonlethal damage for the same amount, but this healing is not magical; it does not end bleed or other effects that end when receiving healing, nor does it harm creatures susceptible to positive energy. An individual cannot benefit from this healing more than once per day.

*Hearten**: The chaplain's voice and actions stir the hearts of her allies with courage. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, all affected allies instead gain a number of temporary hit points equal to the chaplain's level + her Charisma modifier. For as long as these temporary hit points persist, affected allies also gain a +1 morale bonus on saving throws against fear effects and a +1 competence bonus on attack rolls. At 5th level, and every five levels thereafter, these bonuses increase by +1, to a maximum of +5 at 20th level.

Instill Confidence (Ex): By expending one use of her gravitas ability, the chaplain can allow one ally within gravitas range to select one skill for which they are trained. The ally must be able to hear and see the chaplain. For the rest of the encounter, the ally become so confident in the use of their chosen skill, that they can use it reliably even under adverse conditions. For every three levels the chaplain possesses, she can affect one additional ally with this ability. At 7th level, affected allies may select two skills for which they are trained. At 14th level, affected allies can select three skills for which they are trained.

Instruction (Ex): A chaplain can use the aid another action to assist an ally within gravitas range on a skill or ability check. The ally must be able to hear and understand the chaplain's instructions. For every three class levels the chaplain possesses, she can instruct one additional ally. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

*Interdiction**: The chaplain's seemingly authoritative demeanor can prevent the listener from taking action. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected enemies are prevented from taking a specific action (see below) for 1 round for every two levels the chaplain possesses. A successful Will save halves this nonlethal damage and negates this effect. Each affected enemy gets another Will saving throw to break free from this ability at the start of each of its turns after the first. This version of gravitas gains the enchantment (compulsion) descriptor.

The chaplain can forbid one of the following actions, which all affected creatures avoid to the best of their ability.

Communication: The subject cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Hostility: The subject cannot take any action that involves an attack roll, or use a spell or ability that targets a foe or an area that includes a foe.

Magic-Use: The subject cannot cast spells or use spell-like abilities.

Movement: The subject can take no act that would cause it to end up in a different location. The subject does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

Readiness: The subject cannot ready or prepare any item, weapon, component, or equipment.

Mental Clout:* The chaplain's words stagger a foe's mind in the same manner as a physical blow to the head. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected enemies become staggered for 1 round for every two levels the chaplain possesses. A successful Will save halves this nonlethal damage and negates this effect.

Oratory Prowess (Ex): Whenever the chaplain makes a Bluff, Diplomacy, Intimidate, or Perform (oratory) check, and she is trained in that skill, she may expend one use of her gravitas ability as a free action to roll the check twice, taking the better result. The chaplain can use this elocutionary talent once per day plus one additional time per day for every four levels she possesses.

Perfect Cooperation (Ex): When the chaplain uses the instruction elocutionary talent, she chooses one ally that is attempting to aid another ally. The chosen ally automatically succeeds its aid attempt, and the aided ally gains a +3 bonus from the chosen ally's aid, instead of the normal +2 bonus.

The chaplain may choose one additional aiding ally for every five levels she possesses.

The chaplain must possess the instruction elocutionary talent before selecting this elocutionary talent.

Perfect Declamation (Ex): The chaplain's speech and gestures strike a true chord with all those who would perceive her, making her intentions perfectly clear. The chaplain makes herself understood to any creature able to understand language. Creatures that don't share a language with the chaplain are no longer immune to her language-dependent spells or abilities. This ability does not grant the chaplain the ability to understand another creature; the chaplain must share a language with the creature as normal.

The chaplain must be at least 12th level before selecting this elocutionary talent.

Projection (Ex): The range at which the chaplain may use gravitas increases by 5 feet for every two levels the chaplain possesses. In addition, should the chaplain wish to be heard, the DC to hear the chaplain speak in difficult conditions is reduced by an amount equal to her class level plus her Charisma modifier (minimum 0).

Purity:* The chaplain's words have the power to temporarily instill health in the infirm. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, all affected allies instead gain a number of temporary hit points equal to the chaplain's level + her Charisma modifier. For as long as these temporary hit points persist, affected allies ignore the sickened condition. At 7th level, affected allies can instead ignore any ability score penalties caused by disease or poison. At 11th level, affected allies can instead ignore the nauseated condition. The duration of these conditions continue to elapse while these temporary hit points persist.

The chaplain must be at least 6th level before selecting this elocutionary talent.

Quell Fear:* The chaplain's words have the power to still even the most frazzled minds. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, the chaplain can choose to remove either the shaken or cowering conditions from affected allies. At

7th level, the chaplain can instead remove the frightened condition. At 11th level, the chaplain can instead remove the panicked condition. The chosen condition can only be removed if it was caused by a mind-affecting effect. If the chosen condition cannot be removed, affected creatures instead ignore the chosen condition. The chosen condition returns after 1d4 minutes unless the affliction that caused the condition is removed during this time.

*Resolve**: The chaplain's words awaken a deep resilience and physical stubbornness within her allies. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, all affected allies instead gain a number of temporary hit points equal to the chaplain's level + her Charisma modifier. For as long as these temporary hit points persist, affected allies gain a +1 morale bonus to Fortitude saving throws and a +1 competence bonus to their combat maneuver defense against bull rush, drag, overrun, and reposition attempts. At 5th level, and every five levels thereafter, these bonuses increase by +1, to a maximum of +5 at 20th level.

Social Empathy (Ex): The chaplain adds her Wisdom bonus (if any) to all Bluff, Diplomacy, and Intimidate checks, as long as the chaplain is trained in that skill, and to all Charisma ability checks. If the chaplain is trained in Sense Motive, she instead adds her ranks in Sense Motive as well as her Wisdom bonus (if any) to the appropriate checks.

*Subjugate**: The chaplain's seemingly indomitable nature can press the listener into unwanted action. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected enemies are commanded to take a specific action (see below) for 1 round for every two levels the chaplain possesses. A successful Will save halves this nonlethal damage and negates this effect. Each affected enemy gets another Will saving throw to break free from this ability at the start of each of its turns after the first. This version of gravitas gains the enchantment (compulsion) descriptor.

The chaplain can issue one of the following commands. If a subjugated creature can't carry out the chaplain's command on its next turn, the subjugation immediately ends.

Approach: On its turn, the subject moves toward the chaplain as quickly and directly as possible. The subject may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. If the subject takes any damage from attacks of opportunity provoked by this movement, the subjugation immediately ends.

Cease: The subject remains in place. It may not take any actions but is not considered helpless.

Kneel: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Relinquish: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until the subjugation ends.

Retreat: On its turn, the subject moves away from the chaplain as quickly as possible. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. If the subject takes any damage from attacks of opportunity provoked by this movement, the subjugation immediately ends.

*Vigor**: Weariness is but a memory when the chaplain's words spur her allies into action. Whenever the chaplain would use gravitas to bestow temporary hit points, she can instead choose to use this ability. When using this version of gravitas, all affected allies instead gain a number of temporary hit points equal to the chaplain's level + her Charisma modifier. For as long as these temporary hit points persist, affected allies ignore the fatigued condition. At 7th level, affected allies can instead ignore the staggered condition. At 11th level, affected allies can instead ignore the exhausted condition. The duration of these conditions continue to elapse while these temporary hit points persist.

*Weaken**: The chaplain's words have the power not only to injure the spirit of her enemies, but to sap their physical resolve as well. Whenever the chaplain would use gravitas to inflict nonlethal damage, she can choose to use this ability. When using this version of gravitas, all affected enemies are instead dealt an amount of nonlethal damage equal to the chaplain's level + her Charisma modifier. In addition, affected enemies take a -1 penalty to weapon damage rolls and a -1 penalty to Fortitude saving throws for 3 rounds, plus 1 additional round for every two levels the chaplain possess. A successful Will save halves this nonlethal damage and negates these penalties. At 5th level, and every five levels thereafter, these penalties

increase by -1, to a maximum of -5 at 20th level. This use of gravitas has the despair descriptor.

Slippery Mind (Ex): Starting at 10th level, if the chaplain is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Absolute Charisma (Su): The chaplain's personality permeates reality in ways that extend beyond the aural and visual senses. At 20th level, creatures normally immune to mind-affecting effects, but that can understand language, are subject to the chaplain's mind-affecting spells and abilities as normal, except that such creatures gain a +5 bonus to their saving throws against such spells or abilities.

CHAPLAIN ORGANIZATIONS

The following organizations represent the most common chosen by chaplains.

THE GATEKEEPERS

Easily the most secretive non-governmental agency in Ullera, the Gatekeepers allow only wealthy males to join, strictly by invitation. No nonmember has ever stepped foot in one of their temples, thanks to their devotion to security and privacy. Nearly every Ulleran settlement with at least 5,000 citizens has a Gatekeepers Temple. The uninitiated make up stories about the goings-on during the group's meetings, which are only held during celestial events (new moon, eclipses, etc.). One thing is clear: the Gatekeepers have an unnatural way to toy with the psyches of others. This is evident in their habitual securing of lopsided business deals, winning elections by landslides, and charming juries. The ultimate goal of the organization is complete influence over the nations through curious means. Members study the stars, history, religion, and current events in order to find patterns and opportunities. As a result, a gatekeeper's governing philosophy is a mishmash of the most appealing (and seemingly effective) aspects of at least a dozen ideologies.

Chaplains of this order are dispatched to silence opposition, or dispose of it. Gatekeepers are aware of the rumors surrounding their ilk, and know how to use them to unnerve others in conversation and combat, always manipulating others to further the goals of the order, rarely leaving a trace of the order's involvement. It's no coincidence folks who publicly criticize the organization soon confess to crime, leave town, or commit suicide.

Organizations Spells Known: 1st—*bungle*, 2nd—*mad hallucination*, 3rd—*unadulterated loathing*, 4th—*terrible remorse*, 5th—*smug narcissism*, 6th—*envious urge*.

Class Skills: A chaplain of the Gatekeepers adds Knowledge (planes) and Use Magic Device to his class skill list. He adds half his chaplain level (minimum 1) to Intimidate checks.

Organization Abilities: A chaplain that belongs to the Gatekeepers gains the following abilities as he increases in level.

Vile Rhetoric (Su): Starting at 1st level, whenever a chaplain of the Gatekeepers casts a spell or uses an ability that produces a compulsion or fear effect, or casts an organization spell, the saving throw DC of that spell or ability increases by 1.

Looming Recitation (Su): Starting at 4th level, as an immediate action, when a chaplain of the Gatekeepers would cause a creature to become shaken or frightened, she may expend one use of her gravitas ability to enhance the severity of that creature's fear effect. The chaplain may either cause the creature to cower for the first round of the fear effect's duration, or she may increase the severity of the fear effect by one step for the first round of the fear effect's duration; shaken becomes frightened, frightened becomes panicked. For example, if the chaplain would cause a creature to be shaken for 4 rounds, the creature would instead either be cowering for 1 round and then shaken for 3 rounds, or frightened for 1 round and then shaken for 3 rounds.

A chaplain of the Gatekeepers can only ever alter one creature's state of fear with this ability.

Esoteric Curse (Sp): By 8th level, a chaplain of the Gatekeepers has gained access to the inner circle of his order and read their secret tome, learning an ancient incantation to reduce a foe to a slobbering madman. As a standard action, a chaplain of the Gatekeepers may expend two uses of her gravitas ability to force one living creature within 30 feet to lose control of its mind and body. The target receives a Will saving throw to negate this effect. The DC of this save is equal to 10 + 1/2 the chaplain's level + the chaplain's Charisma modifier. Whether or not the save is successful, a creature cannot be the target of this ability again for 24 hours. If the target fails its Will save, it is driven into a mad, bestial frenzy for 4 rounds. This is an enchantment (compulsion), mind-affecting effect.

In the first round, the target is dazed and drops any held items. For the middle two rounds of the ability's duration, the target behaves as if under simultaneous rage and confusion spells, attacking unarmed (or with natural weapons). During the

final round of the ability's duration, the target is again dazed as it returns to its normal state. At 12th level, and every four levels thereafter, the duration of this ability increases by 1 round, to a maximum of 7 rounds at 20th level.

TREFOIL LAURELS

Created during the Abolition War to provide battlefield aid to wounded freedom fighters, the Trefoil Laurels is an organization devoted to "eradicating suffering and furthering the healing sciences." It got its name from a three-leafed tree common to Harmonia and Sunderland whose roots were used for herbal healing. Today Laurels chaplains can be found on research expeditions the world over, collecting and cataloging herbs and minerals. They also often accompany Federation troops in excursions, erecting aid camps for all affected by combat.

Organization Spells Known: 1st—*cure light wounds*, 2nd—*cure moderate wounds*, 3rd—*cure serious wounds*, 4th—*cure critical wounds*, 5th—*breath of life*, 6th—*heal*.

Class Skills: A chaplain of the trefoil laurels adds Knowledge (nature) (Int) and Perception (Wis) to her list of class skills. A chaplain of the trefoil laurels adds one-half her level (minimum 1) to all Heal checks.

Organization Abilities: A chaplain that belongs to the trefoil laurels gains the following abilities as she increases in level.

Physician (Ex): A chaplain of the trefoil laurels spends a sizable portion of her training accumulating a diverse understanding of the healing arts, combining home remedy and folk medicine with more modern pharmaceutical practices. Many chaplains of the trefoil laurels are commonly afforded the honorific "doctor" because of this specialized training. At 1st level, a chaplain of the trefoil laurels gains Medical Practitioner as a bonus feat, even if she doesn't meet the feat's prerequisites.

In addition, whenever a chaplain of the trefoil laurels uses Heal to provide first aid, treat caltrop wounds, or treat poison on an ally, she does not provoke attacks of opportunity. If a chaplain of the trefoil laurels has 5 or more ranks in Heal, she can take 10 on her Heal checks, even under adverse conditions.

Lastly, a chaplain of the trefoil laurels begins play with a physician's kit with 10 uses.

Spiritual Healing (Su): Starting at 4th level, a chaplain of the trefoil laurels can use the Heal skill to treat the spirit, as well as

the body, aiding a patient in the removal of curses and negative levels. When performing this task, the chaplain must choose which affliction to treat: curses, temporary negative levels, or permanent negative levels. Tending to a single character suffering from either of these afflictions requires the chaplain to spend 10 minutes of work, and to expend two uses of a physician's kit. The chaplain takes a -2 penalty on her Heal skill check for each use from the physician's kit that she lacks. Regardless of the task performed, a subject can only benefit from this spiritual treatment once per day.

Treat Curse: The chaplain makes a Heal check against the DC of the curse. If successful, the subject immediately attempts a saving throw against the curse's DC. If the subject's new save is successful, the curse is lifted. The subject suffers no ill effects for failing this extra saving throw.

Treat Temporary Negative Levels: Every time the afflicted subject makes a saving throw to prevent a temporary negative from becoming permanent, the chaplain makes a Heal check. If her Heal check exceeds the DC of the negative levels, the



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CASSIE GOELITZ, LAURELS CHAPLAIN

subject receives a +4 competence bonus on his saving throw against the negative levels.

Treat Permanent Negative Levels: The chaplain makes a Heal check against the DC of the permanent negative levels. If successful, the subject immediately attempts a saving throw against the permanent negative level's DC. If the subject's new saving throw is successful, the subject removes 1 permanent negative level.

Trefoil Panacea (Su): Starting at 8th level, once per day, a chaplain of the trefoil laurels can create a trefoil panacea. This special medicinal remedy costs \$500 to create, takes 1 hour of work, and yields one dosage. One dose of trefoil panacea is enough to cure a single patient of all afflictions. The trefoil panacea remains potent for 24 hours after its creation, after which time it becomes inert.

Administering the trefoil panacea to an afflicted patient requires 1 minute of dedicated work. Once administered, the chaplain makes a Heal check against the DC of each poison, curse, disease, and negative level (temporary and permanent) afflicting the subject. Each successful Heal check removes that affliction.

MAGISTRACY

Founded in Brickton, graduates of Magister's Road go on to take up rank as chaplains of the magistracy. Magistrates, as they are called, view the world as spiraling into violence and chaos if not for the efforts of "the offices of man," which they are taught keeps society in check. Whereas some chaplains see nature as their companion, magistrates see it as a resource to be tamed, never forsaking the advances of modernity as that would leave too many people vulnerable and unprotected. To these ends, they are trained as criminal investigators and social chameleons who form powerful connections and use smart investing to ensure that they can meet their tasks at hand.

Organization Spells Known: 1st—*diagnose disease*, 2nd—*blood biography*, 3rd—*locate object*, 4th—*locate creature*, 5th—*find quarry*, 6th—*vision*.

Class Skills: A chaplain of the magistracy adds Appraise (Int), Bluff (Cha), Disguise (Cha), and Perception (Wis) to his list of class skills.

Organization Abilities: A chaplain that belongs to the magistracy gains the following abilities as he increases in level.

Autopsy (Ex): Magister's Road teaches that the best way to

learn from our mistakes is to dissect them and see what went wrong. Heinous crimes are society's greatest mistakes, and thus the core of every magistrate's training is the ability to perform a detailed autopsy. Starting at 1st level, a chaplain may perform the following new task of the Heal skill.

Autopsy: When performing an autopsy, a chaplain can discover facts about a corpse. An autopsy requires 1 hour of work, has a Heal check DC of 20, and the chaplain must expend two uses from a physician's kit. The chaplain takes a -2 penalty on his Heal check for each use from the physician's kit that he lacks. An autopsy reveals various items of information about the subject equal to the chaplain's Wisdom modifier (minimum 1) each time it is performed (e.g. time and cause of death, the creature's race and age, what the subject last ate, where the subject last resided, reproductive status, mental state, subject's BAB, speed and movement types, a special feat or skill it possessed, amount of damage it suffered at death, or the like). For every 5 by which the chaplain's check exceeds the DC, one additional item of information is also revealed.

An autopsy can only be performed on a humanoid or monstrous humanoid creature. If the chaplain is trained in the appropriate Knowledge skill, an autopsy may be performed on any creature relevant to that skill. A successful check deals 1d6 autopsy damage to the cadaver, while a check that fails by 5 or more instead deals 2d6 damage. This damage is not subject to damage reduction. Once the cadaver has sustained autopsy damage equal to the Constitution score it had in life, the body will yield no further information. Furthermore, if magic is suspected in the subject's death, a successful autopsy check allows the chaplain to make a Spellcraft check as a free action to determine what, if any, magical effects were the cause of death. In this case, the Spellcraft DC is 15 + the caster level of the magical effect involved.

In addition, training at Magister's Road freely provides the chaplain with the Medical Toxicologist feat, even if she doesn't meet the prerequisites.

Eidetic Memory (Ex): Starting at 4th level, once per day, a chaplain of the magistracy can tap into the extensive catalog of learning he was subject to during his time at Magister's Road and afterward to cull from this a greater level of clarity and understanding toward some problem or obstacle with which he is currently confronted. The chaplain's near perfect recall draws on textual and pictorial as well as testimonial and collegiate practice experiences to uncover some hint or clue to the current problem that has already been dealt with in the past. By succeeding on a DC 10 Wisdom check, the

chaplain receives some specific information (from the GM) to assist him in overcoming his problem. For example, during a fruitless battle against a construct made of vulcanized rubber, the chaplain uses his eidetic memory to “recall” how vulcanized rubber armatures are vulnerable to acid attacks.

Even on a failure, the chaplain receives a +2 insight bonus on all Intelligence-based skill checks until the end of the encounter. If the chaplain’s Wisdom check beats DC 15, the insight bonus is +4, or +6 if the check beats DC 20.

Road’s Scholar (Ex): By 8th level, a magistrate has attained the honor of “Road’s Scholar”. This provides the chaplain with a couple new advantages.

First, the chaplain is obligated to pay 100 bucks in monthly dues and spend one week a month teaching at an annex to gain access to the Scholar’s Fund. Thereafter, once per level, the chaplain may draw on the fund, requesting up to 5,000 bucks in credited grant money toward his endeavors. The funds are made available one week after the request has been placed. These funds need not be taken at every level, and funds not taken at one level rollover into subsequent uses at later levels.

Second, starting with this level and every even-numbered level after, the chaplain makes a new professional ally to include in his ring of “informants.” These are NPC characters loyal to the chaplain, but which rarely, if ever, join him on assignment. The player can discuss with the GM the nature of the informant, whether the informant is a contact at one of the dozens of Magister’s Road Annexes across Ullera, or a concerned citizen. In any case, the chaplain must arrange to meet with informants or have a means of communication in place to interact with them. An informant’s main function is to offer the chaplain a special service or source of information he cannot otherwise attain on his own. To this end, informants are keyed to one of the six different settlement modifier types available. Whenever the chaplain calls on an informant he must succeed on a DC 15 Diplomacy check. On a success, the chaplain receives a +/– 1 adjustment, whichever is favorable in that situation, to the associated modifier (i.e. Corruption, Crime, Economy, Law, Lore, or Society). If the chaplain fails by 5+, relations with the informant have been bruised enough to prevent further communication for at least one week.

For every 5 by which the chaplain exceeds the Diplomacy check DC, add +/– 1 more to the overall adjustment granted to that modifier. The chaplain, or anyone in his company, enjoys the modifier adjustment and how it affects the related skills for up to one day per Charisma modifier (minimum 1) the chaplain possesses.

CHAPLAIN SPELLS

Chaplains gain access to the following spells.

0-Level Chaplain Spells—*daze, detect magic, detect poison, guidance, message, read magic, resistance, stabilize, touch of fatigue, unwitting ally, virtue.*

1st-Level Chaplain Spells—*adoration, beguiling gift, cause fear, charm person, command, compel hostility, comprehend languages, confusion (lesser), cure light wounds, delusional pride, forbid action, fumble tongue, hideous laughter, ill omen, innocence, invigorate, liberating command, lock gaze, memory lapse, moment of greatness, murderous command, remove fear, sanctuary, share language, sleep, timely inspiration, touch of gracelessness, unprepared combatant, ventriloquism.*

2nd-Level Chaplain Spells—*acute senses, bear’s endurance, bestow weapon proficiency, bull’s strength, calm emotions, cacophonous call, cat’s grace, compassionate ally, cure moderate wounds, daze monster, eagle’s splendor, enthrall, fox’s cunning, gallant inspiration, heroism, hidden speech, hold person, honeyed tongue, miserable pity, oppressive boredom, owl’s wisdom, qualm, rage, reckless infatuation, scare, silence, sound burst, suggestion, tactical acumen, tongues, touch of idiocy, unadulterated loathing, unnatural lust.*

3rd-Level Chaplain Spells—*charm monster, communal tongues, confusion, crushing despair, cure serious wounds, deep slumber, elemental speech, fear, geas (lesser), glibness, good hope, invigorate (mass), malicious spite, overwhelming grief, speak with animals, smug narcissism, terrible remorse.*

4th-Level Chaplain Spells—*break enchantment, cure critical wounds, daze (mass), denounce, discordant blast, dominate person, envious urge, hold monster, locate creature, modify memory, primal scream, repel vermin, sending, serenity, shout, speak with plants, stay the hand, utter contempt.*

5th-Level Chaplain Spells—*breath of life, cacophonous call (mass), command (greater), feeblemind, foe to friend, heroism (greater), joyful rapture, suggestion (mass), resonating word, vengeful outrage.*

6th-Level Chaplain Spells—*bear’s endurance (mass), bull’s strength (mass), brilliant inspiration, cat’s grace (mass), charm monster (mass), eagle’s splendor (mass), euphoric tranquility, fool’s forbiddance, fox’s cunning (mass), geas/quest, heal, irresistible dance, overwhelming presence, owl’s wisdom (mass), shout (greater), waves of ecstasy.*

GEARHEAD

Long ago, people relied on mythology and mysticism to bring structure and order to the universe. Matters such as, “Why does the moon wax and wane each month?” were the purview of the priest or the mage, preaching godly might or incanting magic. The Era of Enlightenment ushers in something new: reliable answers that can be tested and proved to explain known phenomena. And it is the gearhead who maintains the greatest appetite for this scientific understanding, incorporating continual technical innovation into daily life.

The gearhead specializes in applied science and uses esoteric formulas and theories developed in laboratories to create extraordinary devices. While some gearheads are the stereotypical absentminded, myopic masterminds covered in trial-by-error stains and scorch marks, others have evolved a highly polished erudite pragmatism and maintain immaculate appearances. The ultimate capabilities of the gearhead are as high as the moon given that the trade constantly surpasses itself in inventiveness and aptitude, limited only by his access to the latest schematics, tools, time, and funding. Many gearheads become adventurers not only to right wrongs or fight for country, but also to gather the necessary funding to continue their research and tinkering.

Role: Gearheads are engineers and scientists able to develop contraptions that harness the elements, enable flight, manipulate time, and many other possibilities that were once only possible through magic. These contraptions are hand held devices and apparel that can be used by anyone with some knowledge of engineering, but are the most potent in the hands of a gearhead. Unlike spells, a contraption’s parameters are not fixed; the gearhead’s arsenal of contraptions, and the effects produced by each contraption, can be customized each day to meet the gearhead’s needs.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The gearhead’s class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the gearhead.

Weapon and Armor Proficiency: Gearheads are proficient with light armor, but not with shields. They are proficient with all simple weapons, firearms, the double crossbow, the hand crossbow, the heavy repeating crossbow, and the light repeating crossbow. Furthermore, a gearhead becomes proficient with any weapon he personally crafts.

Contraptions: Not only masters of building mundane machinery and mechanical devices, gearheads are capable of utilizing an arrangement of special blueprints, called schematics, in combination with various clockwork cogs, gears, pistons, springs, lenses and other mechanical components to create ingeniously complex mechanical devices, known as contraptions, that produce extraordinary effects.

Schematics are drawn from the gearhead schematic list. A gearhead stores his known schematics in a special book known as a draft book. He must refer to this book whenever he constructs or maintains a contraption, but not when he activates it (see Contraptions and Schematics: Constructing a Contraption, for more details).

A gearhead begins play knowing all target schematics, all 0-level effect schematics, and a number of 1st-level effect schematics equal to 3 + the gearhead’s Intelligence modifier. These schematics are learned as part of a gearhead’s basic training. These schematics do not have a cost to scribe and take up one page each in the gearhead’s draft book. Otherwise, effect schematics of 2nd level or above take up a number of pages in a draft book equal to the schematic’s level.

A gearhead learns new schematics through constant research and experimentation, but can also be taught new schematics at scientific universities across Ullera. At each new gearhead level, he adds 2 additional effect schematics to his draft book of any schematic level less than or equal to the highest level of contraption he can create. For example, a gearhead that has just attained 3rd level can add any 2 effect schematics of 2nd level or lower to his draft book. A gearhead can add new effect schematics to his draft book at any time for the same time and cost as it would take a wizard to add a spell of the same level to a spellbook. To learn a

TABLE 2-3: GEARHEAD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Contraptions per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+2	+2	Engineering, gadgets, scientific specialty	3	1	--	--	--	--	--	--	--	--
2nd	+1	+0	+3	+3	Jury-rig, salvage	4	2	--	--	--	--	--	--	--	--
3rd	+1	+1	+3	+3	---	4	2	1	--	--	--	--	--	--	--
4th	+2	+1	+4	+4	Swift engineering	4	3	2	--	--	--	--	--	--	--
5th	+2	+1	+4	+4	Innovation	4	3	2	1	--	--	--	--	--	--
6th	+3	+2	+5	+5	---	4	3	3	2	--	--	--	--	--	--
7th	+3	+2	+5	+5	---	4	4	3	2	1	--	--	--	--	--
8th	+4	+2	+6	+6	---	4	4	3	3	2	--	--	--	--	--
9th	+4	+3	+6	+6	---	4	4	4	3	2	1	--	--	--	--
10th	+5	+3	+7	+7	Innovation	4	4	4	3	3	2	--	--	--	--
11th	+5	+3	+7	+7	---	4	4	4	4	3	2	1	--	--	--
12th	+6/+1	+4	+8	+8	---	4	4	4	4	3	3	2	--	--	--
13th	+6/+1	+4	+8	+8	---	4	4	4	4	4	3	2	1	--	--
14th	+7/+2	+4	+9	+9	---	4	4	4	4	4	3	3	2	--	--
15th	+7/+2	+5	+9	+9	Innovation	4	4	4	4	4	4	3	2	1	--
16th	+8/+3	+5	+10	+10	---	4	4	4	4	4	4	3	3	2	--
17th	+8/+3	+5	+10	+10	---	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+11	+11	Instant engineering	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+11	+11	---	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+12	+12	Innovation	4	4	4	4	4	4	4	4	4	4

schematic and use it in the construction of contraptions, a gearhead must have an Intelligence score equal to at least 10 + the schematic's level.

A gearhead can only create and maintain a certain number of contraptions of each level per day (as given on the table above). A gearhead begins play with three 0-level prebuilt contraptions (known as gadgets, see below), and at least one 1st-level prebuilt contraption. If a gearhead passes a contraption to an ally, or otherwise loses a contraption, that contraption continues to occupy one of the gearhead's daily contraption slots for that contraption level for as long as the contraption remains functional. To build and activate a contraption, a gearhead must have an Intelligence score equal to at least 10 + the contraption's level.

A gearhead's contraptions harness energy generated through mechanical means. Some are given life by the kinetic energy found in the tension of clockwork springs or perpetual

motion gyroscopes. Others feed on the electromagnetic energy given off by friction motors or magnets. And others still work by the thermodynamic energy obtained from steam-pneumatic mechanisms, or some combination of these three scholarly methods. No known energy source is self-sustaining, however, and a gearhead's ability to power his contraptions is limited. As a gearhead progresses, he discovers new and more efficient ways to create and use energy, and the number of activations of each contraption level per day increases, as displayed in the table above. If the gearhead has a high Intelligence score, the energy he produces is used more efficiently, rewarding more activations of certain contraption levels per day than normal, in the same way a wizard receives bonus spells per day.

Allocating a daily activation charge to one of the gearhead's built contraptions is done at the time the contraption is activated, as part of the same action (see *Science: Activating a Contraption*, for more details). For example, a 2nd

TABLE 2-4: ACTIVATION CHARGES PER DAY

Level	Contraption Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	--	--	--	--	--	--	--	--
2nd	4	--	--	--	--	--	--	--	--
3rd	4	3	--	--	--	--	--	--	--
4th	5	4	--	--	--	--	--	--	--
5th	5	4	3	--	--	--	--	--	--
6th	5	5	4	--	--	--	--	--	--
7th	6	5	4	3	--	--	--	--	--
8th	6	5	5	4	--	--	--	--	--
9th	6	6	5	4	3	--	--	--	--
10th	6	6	5	5	4	--	--	--	--
11th	6	6	6	5	4	3	--	--	--
12th	6	6	6	5	5	4	--	--	--
13th	6	6	6	6	5	4	3	--	--
14th	6	6	6	6	5	5	4	--	--
15th	6	6	6	6	6	5	4	3	--
16th	6	6	6	6	6	5	5	4	--
17th	6	6	6	6	6	6	5	4	3
18th	6	6	6	6	6	6	5	5	4
19th	6	6	6	6	6	6	6	5	5
20th	6	6	6	6	6	6	6	6	6

level gearhead is able to build up to at least two 1st-level contraptions each day and his power source has enough supply to power four 1st-level contraption activations each day (assuming an Intelligence score of 11). Each time the gearhead activates either of his 1st level contraptions, he allocates one of those four daily activation charges to the activated contraption. This can be done in any combination he chooses each day; three activation charges in one contraption and one activation charge in the other, two activation charges in each contraption, or all four activation charges in one contraption.

Due to their unique complexity, contraptions can normally only be activated by the gearhead that built them, unless the activator already has a working knowledge of mechanical devices. Any creature activating a gearhead's contraption must succeed at a Knowledge (engineering) skill check with a DC equal to 15 + twice the contraption's level. Failure to activate the contraption consumes one of its charges, but produces no effects. A gearhead does not need to make a check to activate his own contraptions.

If a gearhead passes a contraption to one of his allies, he must decide how many of his daily activation charges to allocate to that contraption at the time it is passed. The contraption is then considered to have a number of temporary charges equal to the number of daily activation charges allocated to it; each activation consuming one temporary charge. These temporary charges dissipate after 8 hours.

A gearhead's power source replenishes (regains its daily activation charges) at the beginning of each day, after the gearhead has received 8 hours of rest and has performed a 1-hour period of maintenance. During this maintenance period, a gearhead constructs new contraptions, salvages old contraptions to free up slots, services existing contraptions, and repairs damaged contraptions. Once a contraption is constructed, it remains intact, functional, and able to have power allocated to it for as long as the contraption receives its daily maintenance or until the gearhead salvages the contraption. If 24 hours have passed since a contraption has received maintenance from the gearhead that constructed it, the contraption ceases to function and must be salvaged.

Engineering (Ex): When making a Knowledge (engineering) check, a Disable Device check, or any Craft skill check, the gearhead gains a competence bonus equal to one-half his class level on the check (minimum of 1). Furthermore, the gearhead can make Knowledge (engineering) and Disable Device checks untrained. In addition, a gearhead can use Knowledge (engineering) to identify revolutionary technological items as if using *detect magic* or the Spellcraft skill. He must hold and examine the item for 1 minute to make such a check.

At 5th level, once per week, the gearhead can take 20 on any Craft skill check. At 11th level, this ability can instead be used once per day.

Gadgets: Gearheads usually possess several 0-level contraptions, known as gadgets, at any one time. These contraptions are constructed, activated, and require maintenance just like any other contraption, but they contain unlimited activation charges. Gadgets can be constructed as either a worn item sized for the gearhead or a one-handed item sized for the gearhead (requiring only one hand to activate). A gadget weighs 2.5 lbs. and requires 5 minutes of work to construct.

Scientific Specialty (Ex): A gearhead can specialize in one field of science, gaining additional contraptions and abilities based on that field. This choice must be made at 1st level, and once made, it cannot be changed. A gearhead that does not select a scientific field receives the physicist specialty instead.

A gearhead's chosen field of science determines which scientific sources he specializes in. Specialist gearheads receive an additional contraption slot of each contraption level he can construct, from 1st on up. Each day, a gearhead can construct and maintain a contraption composed entirely of schematics from his specialty sources, known as a specialty contraption, in that slot. These schematics must be in the gearhead's draft-book. A gearhead can select a specialty contraption modified by a calibration feat to occupy his specialty slot, but it uses up a higher-level contraption slot. Gearheads with the physicist specialty do not receive a specialty contraption slot.



**BURRIGUN ROSTREN,
GEARHEAD: PNEUMATIC ENGINEER**

Unfortunately, a specialist gearhead must also select two scientific sources as his opposition sources, representing research and knowledge sacrificed in one area of science to gain mastery in another. A gearhead who constructs a contraption with a schematic from his opposition source, even if the contraption also contains one or more schematics from his specialty source, must use two contraption slots of that level to construct and maintain the contraption. A physicist gearhead can construct contraptions from any scientific source without restriction.

Jury-Rig (Ex): At 2nd level, the gearhead gains Field Repair as a bonus feat, even if he does not meet the feat's prerequisites. In addition, the gearhead can make temporary repairs to broken technology on the fly. Jury-rigging a broken object (including a vehicle's driving devices or engines) has a Craft DC equal to the Disable Device DC to disable a device of the same complexity, and requires the same amount of time; the Craft skill for this check must be relevant to the object being jury-rigged. If the check is successful, the object is relieved of the broken condition for up to 5 minutes. If a jury-rigged object takes any damage, it regains the broken condition. A jury-rigged object cannot benefit from this ability again until it has been repaired.

Salvage (Ex): Starting at 2nd level, the gearhead can salvage mechanical devices and other items for scrap, which can then be used to pay raw material costs when crafting mundane and technological items, or when making repairs.

To salvage a mundane or technological item, a gearhead must possess the skills and crafting feats normally required to craft the item. The salvaging process requires 1 hour of dedicated work for every \$1,000 of the item's market value (minimum 1 hour). After this time, the salvaged item is destroyed, but yields scrap with a value equal to one-third of the item's market price. If the item had the broken condition when it was salvaged, the scrap is valued only at one-fifth the item's market value. This salvaged scrap is then used to cover the costs of crafting or repairing mundane or technological items.

If the gearhead wishes to salvage an item that he normally couldn't craft, he can still attempt to salvage that item, but there is a chance that he may render the scrap unsuitable for crafting. After spending the normal amount of time required to salvage the item, the gearhead must make a DC 10 Intelligence check, with a bonus to the check equal

to one-half his level. This DC increases by +5 for every requirement the gearhead currently lacks to normally craft the item. If the check succeeds, the gearhead salvages the item successfully. If the check fails, the gearhead fails to yield any scrap and the item is destroyed in the process. Magic items cannot be salvaged.

Swift Engineering (Ex): Starting at 4th level, the gearhead can create, salvage, dismantle, and repair mechanical objects faster than normal. The time required for a gearhead to craft or repair a mundane or technological item is reduced by half (when determining progress, treat the item's cost as 50% less than normal). Likewise, the time required for a gearhead to salvage a mundane or technological item is also reduced by half (when determining the time required, treat the item's market value as 50% less than normal). Furthermore, the gearhead can perform any Disable Device check in half the normal amount of time: Simple devices require a standard action, Tricky devices require 1d2 rounds, Difficult and Extreme devices require 1d3+1 rounds.

Innovations (Ex): At 5th level, and then again every five levels thereafter, a gearhead makes a technological innovation, improving upon his contraptions and engineering expertise. Unless otherwise noted, a gearhead cannot select an individual innovation more than once.

Simplified Contraptions: While most contraptions normally feature confusingly numerous amounts of buttons, dials, and readouts that only he can comprehend, the gearhead has discovered a way to simplify his contraptions so that anyone can use them. The gearhead's contraptions can now be activated with either an Intelligence check or a Knowledge (engineering) check. In addition, a creature trained in Knowledge (engineering) may take 10 on its checks to activate the contraption, even if threatened or under duress.

Miniaturized Contraptions: The gearhead has discovered new ways to make his contraptions more portable and compact without sacrificing efficiency. When constructing a contraption, the gearhead may decide whether to make it miniaturized or not.

Miniaturized hand-held contraptions are one-handed devices sized for the gearhead. A one-handed contraption weighs half as much as normal, requires only one hand to activate it, and can be activated while grappled or swallowed

whole, but has hardness 5 and 5 hit points. Miniaturized hand-held gadgets are more easily concealed, granting the gearhead a +2 bonus on Sleight of Hand checks made to conceal the gadget on his body.

Miniaturized worn contraptions also weigh half as much as normal and only occupy 1/2 of a body slot, allowing two miniaturized contraptions, or one miniaturized contraption and one technological or magic device, to occupy the same body slot. A gearhead must be at least 10th level before selecting this innovation.

Ectoplasmic-Frequency Contraptions (Su): The gearhead's contraptions become tuned to both the physical and spiritual realms of reality, allowing their effects to manifest in both realities simultaneously. Incorporeal creatures now take half damage (50%) from the gearhead's contraptions; effects that do not cause damage now have a 50% chance of affecting incorporeal creatures. If the gearhead is trained in Knowledge (religion), his contraptions instead have full effect on any incorporeal creature whose HD is equal to or less than the number of ranks in Knowledge (religion) the gearhead possesses. This functionality of a contraption is supernatural in nature. While within an area that suppresses or negates magic, or if subjected to a similar effect, the gearhead's contraptions cannot harm or affect incorporeal creatures. In addition, while subjected to antimagic effects, the gearhead's contraptions deal only half damage (50%) to corporeal creatures and effects that do not cause damage only have a 50% chance of affecting corporeal creatures. Whenever a gearhead constructs a contraption, he can choose whether that contraption is an ectoplasmic-frequency contraption or a normal contraption.

Power Diversion: As a full-round action, the gearhead can "split" an unspent activation charge of any contraption level he knows to gain two activation charges of a contraption level that is two levels lower than the activation charge split. For example, a 5th level gearhead can split an unspent 3rd level contraption activation charge to gain two 1st level activation charges. An activation charge gained through splitting cannot be split itself. An activation charge must be of at least 3rd level to be split. These split charges last for 24 hours, or until the gearhead's power source has been refreshed through maintenance. This ability can be used a number of times per day equal to the gearhead's Intelligence modifier.

Calibration Feat: A gearhead that selects this innovation gains a bonus calibration feat (see Feats). He must meet the prerequisites of this feat as normal. This innovation may be taken multiple times.

Instant Engineering (Ex): At 18th level, the gearhead can construct or dismantle mechanical devices with inhuman efficiency. The time required for a gearhead to craft or repair a mundane or technological item is reduced by three-fourths (when determining progress, treat the item's cost as 75% less than normal). Likewise, the time required for a gearhead to salvage a mundane or technological item is also reduced by three-fourths (when determining the time required, treat the item's market value as 75% less than normal). Furthermore, he can perform any Disable Device check with almost supernatural speed: Simple devices require a swift action, Tricky devices require a standard action, Difficult and Extreme devices require 1d2 rounds.

GEARHEAD SCHEMATICS

Gearheads gain access to a variety of schematics.

0-Level Gearhead Effect Schematics—*beacon, chemical burn, chill, hydrate, illuminate, lift, scald, soak, spark*

1st-Level Gearhead Effect Schematics—*acid burn, alacrity, attraction, burn, dehydrate, detect constructs, detect fauna and flora, detect humanoids, detect undead, electromagnetic deflection, fade, glide, hydrant, scare, shock, simple order, tracker*

2nd-Level Gearhead Effect Schematics—*accelerate, corrosive acid, disappear, decelerate, detect anomalistic creatures, detect mystical creatures, discordant note, energy resistance, frigid cold, hover, kinetic burst, reveal hidden, sense thoughts, shatter*

3rd-Level Gearhead Effect Schematics—*blaze, complex order, dimensional hop, heat lightning, radiance, soar, suppress, time lapse*

4th-Level Gearhead Effect Schematics—*caustic acid, clinging ice, sonic blast, terrify*

5th-Level Gearhead Effect Schematics—*concealment field, crush will, dimensional jump, kinetic blast*

6th-Level Gearhead Effect Schematics—*amped lightning, energy immunity, negation field, unfetter*

7th-Level Gearhead Effect Schematics—*bio-hazardous cloud, destructive acoustics, dimensional shift, horrify*

8th-Level Gearhead Effect Schematics—*incinerate, thunder strike*

9th-Level Gearhead Effect Schematics—*halt time, repulse*

SCIENTIFIC SPECIALTIES

The following descriptions detail each scientific specialty and its corresponding abilities.

PNEUMATIC ENGINEER

Few things are more awe-inspiring than the unbridled power of water, as people come from all around to view crashing waterfalls and surging rivers. The pneumatic engineer simply takes that observation and awed respect to its natural conclusion, finding ways to use heated water and the energy it produces in marvelous ways.

Specialty Schematic Sources: Combustion and hydrology.

Scalding Steam (Ex): Starting at 1st level, whenever the gearhead constructs a contraption that has the fire descriptor, he can alter the contraption so that all fire effects instead manifest as superheated steam. This alteration persists until the contraption is dismantled. The altered contraption is treated as if it had the water descriptor, in addition to its other descriptors, and works normally underwater. Unlike fire, the steam cannot ignite objects or set creatures on fire. As the contraption still deals fire damage, fire resistance or immunity still applies to the contraption's effects.

In addition, whenever the gearhead uses a contraption that deals damage with steam, he deals additional fire damage equal to 1/2 his gearhead's level (minimum of +1). This bonus damage is not increased by calibration feats or similar effects, and applies only once per contraption activation, not once per effect schematic.

Steam Bleed (Ex): At 1st level, as a standard action that provokes an attack of opportunity, the gearhead may expel steam from his contraptions and power source. The gearhead can "lose" a daily activation charge of any contraption level of at least 1st to shroud himself

in a steamy mist for 1 round per level of the activation charge lost. This steamy mist fills the gearhead's space, granting him partial concealment (20%), and remains centered on the gearhead as he moves. Whenever the gearhead spends at least 1 round in the same square, or only takes a 5-foot step from his previous turn's square, this ability creates a cloud of mist, similar to the obscuring mist spell, that persists while the gearhead is bleeding steam, and for 1 minute after. If a strong wind disperses the cloud of mist, it reforms again at the next viable opportunity. While underwater, this cloud of mist cannot form, and the gearhead only gains partial concealment while he remains stationary.

This bled steam can also help propel the gearhead during a jump, while in mid-air, or while under water. While jumping, flying, or swimming, and while he continues to bleed steam, a gearhead's speed increases by 5 feet per level of the activation charge lost, and he gains a +2 competence bonus per level of the activation charge lost when making the appropriate Acrobatics, Fly, or Swim skill checks.

Pneumatic Armor (Ex): At 3rd level, the gearhead's constant tinkering yields him a free suit of pneumatically powered armor (see the table below). This pneumatic armor usually has an appearance similar to banded mail; made up of overlapping strips of metal, fastened to a leather backing. The gearhead is considered to be proficient with this suit of armor. While the gearhead wears his pneumatic armor, the armor is powered by the gearhead's power source, yielding the statistical attributes listed below. If another individual wears a gearhead's pneumatic armor without a proper power source, the armor functions as a normal suit of banded mail armor, without any pneumatic enhancements.

Starting at 3rd level, the armor provides its wearer with a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution) of the gearhead's choice. At 6th level, and then every three levels thereafter, the gearhead may choose to have the pneumatic armor either grant a +1 enhancement bonus to a different physical ability score, or to increase an existing enhancement bonus granted by the pneumatic armor by +1, to a maximum of +6. Once a selection is made, it cannot be changed unless the gearhead spends at least one week modifying his armor. At 20th level, all ability score enhancement bonuses provided by the armor increase by +2, up to the maximum of +6.

A suit of pneumatic armor also features a pair of gauntlets (so the gearhead is always considered armed), and both the suit of armor and the pair of gauntlets are always of masterwork quality. These gauntlets can be upgraded to masterwork spiked gauntlets by paying the difference in cost and making the appropriate Craft skill checks. A suit of pneumatic armor may be upgraded (with enhancement bonuses or other gadgetry) or reforged (to be constructed of a different material) like any other suit of armor, using the same rules and processes.

Due to the constant hissing of steam and firing of pneumatic pistons, pneumatic armor imposes a -5 penalty to Stealth checks on top of the armor's existing armor check penalty.

ELECTRICAL ENGINEER

Some say, when the first child shocked its sibling after creating friction with its foot across a rough floor, the first electrical engineer was born. These pioneers in the use of electricity are no mere children, however, but savvy and confident builders intent on pushing the bounds between positive and negative charges.

TABLE 2-5: PNEUMATIC ARMOR

					Arcane			
Armor	Cost*	Armor	Maximum Dex	Armor Check	Spell Failure	Speed		Weight
		Bonus	Bonus	Penalty	Chance	30 ft.	20 ft.	
Light Armor								
Pneumatic Armor	\$800	+7	+3	−3	35%	30 ft.	20 ft.	35 lbs.

* Includes modifiers for masterwork quality. This cost is listed only for the purposes of upgrading, repairing, or reforging a suit of pneumatic armor. If a suit of pneumatic armor is ever sold off, its base value is considered to be \$400, or the cost of masterwork banded mail.

Specialty Schematic Sources: Electromagnetic and kinetic.

Livewire (Ex): Whenever the gearhead uses a contraption or weapon (that he personally crafted) that deals electricity or force damage, he deals additional damage of the same type equal to 1/2 his gearhead's level (minimum of +1). This bonus damage is not increased by calibration feats or similar effects, and applies only once per contraption activation, not once per effect schematic. In addition, whenever an enemy confirms a critical hit against the gearhead or sunders one of his contraptions, and the enemy did so with a melee weapon composed mostly of metal, an unarmed attack, its body, or a natural melee weapon, that enemy takes electricity damage equal to 1/2 the gearhead's level + his Intelligence modifier. This damage cannot be dealt to the same creature more than once per round.

Electrical Diffusion (Ex): A gearhead's contraptions absorb and diffuse electrical energy throughout the gearhead's power source. Each time the gearhead would receive electricity damage, that damage is reduced by a number of points equal to twice the gearhead's level before being applied to his hit points or his equipment.

If this absorption would reduce the electricity damage taken to 0 or below, the gearhead suffers no ill side effects that accompanies the electricity damage and the gearhead regains one previously expended contraption activation charge of any contraption level he knows. This activation charge is regained only after the electricity attack or effect is resolved. If one of the gearhead's contraptions was the cause of the electricity attack or effect, this ability has no effect. The gearhead cannot regain more than one activation charge per encounter through this ability.

Amped (Ex): Starting at 6th level, as a swift action, the gearhead can "lose" an unspent activation charge of any contraption level he knows to temporarily increase his effective constructor level by an amount equal to the activation charge lost. This temporary increase in constructor level lasts until the gearhead activates a contraption, or until the end of his next turn, whichever happens first.

PHYSICIST

Unfettered by squabbles between competing engineers over which energy source is the best, physicists adopt a more holistic approach to the problems of their craft. Their homes, when they can even remember where to find them, are covered in impossible to decipher formulae and the newest prototypes fresh off the workbench.

Fundamentals (Ex): Anytime the gearhead uses a contraption or weapon (that he personally crafted) that deals energy damage, he deals an additional amount of energy damage of the same type equal to his Intelligence modifier. This bonus damage is not increased by calibration feats or similar effects, and applies only once per contraption activation, not once per effect schematic. At 3rd level, whenever the gearhead applies a calibration feat to a contraption, increase the contraption's DC by +1. This bonus does not stack with itself and does not apply to contraptions modified by the Intensified Contraption feat.

Calibration Expert (Ex): At 8th level, the gearhead can apply any one calibration feat that he knows to a contraption that he is about to either build or activate. This does not alter the level of the contraption or the activation time. The gearhead can use this ability once per day at 8th level and one additional time per day for every two gearhead levels he possesses beyond 8th. Any time the gearhead uses this ability to apply a calibration feat that increases the contraption level by more than 1, he must use an additional daily usage for each level above 1 that the feat adds to the contraption. Even though this ability does not modify the contraption's actual level, he cannot use this ability to build or activate a contraption whose modified contraption level would be above the level of the highest-level contraption that he is capable of building.

ARCHETYPES

ALCHEMIST

The alchemist has successfully blended the modern scientific field of chemistry with the ancient art of alchemy. Alchemy is now at the forefront of weapons development, medicine, and vehicle construction. The alchemical engine is the direct result of blending modern engineering with alchemical reagents. Every alchemist archetype is making new discoveries and formulas that push back the envelope of the impossible and the inconceivable.

FUMIGANT

A Fumigant is an alchemist that specializes in toxic gasses and chemical warfare. Bombs crafted by her hands often

emit blistering agents, choking gasses, burning oils, contagions, and other lingering effects. Fumigants are easily recognized by the gas masks they habitually wear as well as the rubberized clothing or environmentally sealed armor used to protect their skin from poison vapors.

Chemical Warfare (Ex): Fumigants are trained in the use of poison and starting at 1st level, and cannot accidentally poison themselves when applying poison to a weapon. In addition, a fumigant begins play with a gas mask, 1 gas mask filter, and three doses of small centipede poison. This ability replaces Brew Potion and poison use.

Toxin Bombs (Ex): A fumigant utilizes poisonous substances as a catalyst for his bombs, affecting all those unfortunate enough to be with its blast vicinity. On a direct hit, a fumigant's bomb inflicts 1d4 points of acid damage + additional damage equal to the fumigant's Intelligence modifier, and the target is subject to fumigant poison (see below). The damage of a fumigant's bomb increases by 1d4 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike).

Poison is used as the liquid catalyst for a fumigant's bombs; a toxin bomb is typically made with fumigant poison, but the fumigant can supply a dose of a different, more potent inhaled, injury, or contact poison that he has available at the time the bomb is created and thrown. A fumigant creates a number of doses of fumigant poison catalyst at the start of the day equal to the total number of bombs they can create in that day. Due to the nature of fumigant poison, however, the substance is not toxic enough to be used as a standard poison outside of toxin bombs, and multiple doses of fumigant poison cannot be combined to heighten its potency. It is not until the poison is mixed with explosive chemicals and a bit of alchemist magic that fumigant poison becomes lethal. If another poison is used in the creation of a toxin bomb, fumigant poison is so docile that it is overtaken

Artwork by Mates Laurentiu



FUMIGANT

by the substitute poison; therefore fumigant poison does not stack with other poisons.

Different types of poison have different methods of affecting targets of a toxin bomb. Toxin bombs that employ injury poison apply their poison to the target of a direct hit, as well as any target that fails its Reflex save to reduce the splash damage of a toxin bomb. Toxin bombs that employ contact poison apply their poison to any creature damaged by the toxin bomb, whether on a direct hit or splash damage; even if the Reflex save to reduce the splash damage of a toxin bomb was successful. Toxin bombs that employ inhaled poison fill an area equal to twice the bomb's splash radius with their poison until the end of the fumigant's turn, affecting all creatures within the area. Despite a poison's actual Fortitude DC, when used in the creation of a toxin bomb the poison's DC becomes $10 + \frac{1}{2}$ the fumigant's level + the fumigant's Intelligence modifier. A fumigant can infuse his toxin bomb with multiple doses of the same poison (except fumigant poison), up to a number of doses equal to his Intelligence modifier.

This ability is identical in all other ways to an alchemist's bomb ability, and supplements that ability.

Fumigant Poison (Ex): Bomb—*inhaled*; save Fort DC $10 + \frac{1}{2}$ the fumigant's level + the fumigant's Intelligence modifier; *frequency* instantaneous; *effect* 1 Constitution damage; *cure* 1 save.

Poison Conversion: At 1st level, the fumigant gains the poison conversion discovery, but he can only use the discovery to convert injury or contact poisons into inhaled poisons. At 6th level, the fumigant is no longer restricted when converting poisons; he can convert any one type of poison into any other type, as per the normal rules of the discovery. This ability replaces mutagen.

Lingering Miasma (Su): At 10th level, a fumigant becomes adept at creating lingering poison clouds. Areas hit with an inhaled poison-infused bomb are enshrouded by a sickly poisonous cloud. This cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level, except that each creature is immediately subject to the infused inhaled poison, and then again on the fumigant's turn each round it is within the cloud. This ability replaces persistent mutagen.

Discoveries: The following discoveries complement the fumigant archetype: acid bomb, concentrate poison, delayed bomb, plague bomb, poison bomb, smoke bomb, and stink bomb.

MOONSHINER

Ostensibly for the good of the people, most centralized governments of the day heavily regulate commerce and science. Some of the most explicit restrictions are placed on mind- and body-altering liquids. Ulleran hillfolk have rebellion in their bones, however, and many make it their business to distill and deliver the goods to anyone who wants a taste—free of taxes and pesky ingredient guidelines. Using hand scrawled recipes and unorthodox methods, moonshiners create wondrous effects in the form of potent liquids which affect the imbiber. Years of 'taste-testing' allow the moonshiner to metabolize and employ their brew in interesting ways. Tales are told of moonshiners breathing fire to spook lawmen, and brewing potions allowing them to double in size or harden their skin. They get their name by largely employing their craft 'by the light of the moon' to avoid legal entanglements. Harmonia is home to the majority of moonshiners, but anywhere the law restricts the imbibed substances, a moonshiner is sure to be close.

Moonshine Stupor (Ex): A moonshiner's body and mind handles alcohol differently from other people, mixing with his innate magical energy to astounding effect. As a move action, that does not provoke an attack of opportunity, the moonshiner can drink a tankard of ale or similar quantity of alcohol to enter into an intoxicated state for a number of rounds per encounter equal to 3 + his Intelligence modifier. At 2nd level, and every two levels thereafter, the duration of the moonshine stupor increases by 1 round. Upon entering into a moonshine stupor, the moonshiner gains a +2 dodge bonus to his AC and may apply a +4 alchemical bonus to his Strength, Dexterity, or Constitution, at the cost of a penalty to a mental ability score. He may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. If the moonshiner applies a bonus to his Strength, a –2 penalty applies to his Intelligence. If he applies a bonus to his Dexterity, a –2 penalty applies to his Wisdom. If he applies a bonus to his Constitution, a –2 penalty applies to his Charisma. Temporary penalties to Intelligence, such as those gained from the moonshiner's intoxicated state, do not decrease the total number of rounds that a moonshiner can remain in his intoxicated state. At 8th level, and again at 15th level, the dodge bonus of a moonshine stupor increases by +1 and the alchemical bonus increases by +2.

While in a moonshine stupor, the moonshiner can drink a potion, an extract, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion or extract has its normal effect, while an alcoholic drink allows the moonshiner to maintain his

stupor that round without expending a round of moonshine stupor for the encounter (instead of the alcohol's normal effects). For each alcoholic drink consumed while in a moonshine stupor (including the drink that initiated the stupor), the moonshiner is sickened for a number of rounds equal to 2 times the number of rounds spent in the stupor. If the moonshiner enters into a moonshine stupor while sickened, the sickened condition is suppressed for the duration of the stupor, but then the moonshiner becomes nauseated instead of sickened after the stupor ends. The moonshiner cannot enter into an inebriated state while nauseated. This ability replaces mutagen.

Signature Brew (Ex): Starting at 2nd level, when the moonshiner creates an extract he can infuse a bit of alcohol with the extract. When consumed, a signature brew is treated as both an extract and an alcoholic drink. When creating a signature brew, one tankard of ale or similar quantity of alcohol is consumed in the process. This ability replaces poison use.

Tempered Resilience (Ex): At 3rd level, a moonshiner gains a bonus on all saving throws against disease equal to his alchemist class bonus against poison. When he gains the poison immunity alchemist class ability, he becomes immune to disease as well. This ability replaces persistent mutagen.

Good for What Ails You (Ex): Starting at 6th level, while in a moonshine stupor, the moonshiner who takes a drink of alcohol may attempt a new saving throw against one of the following conditions that may be affecting him: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If he succeeds at the save, the effect is suppressed for the duration of the stupor. He also may attempt a new saving throw if poisoned; a successful save counts against those required for a cure, but a failed save has no ill effect. This ability replaces swift poisoning.

Moonshiner Discoveries: The following discoveries are only available to the moonshiner archetype.

Intoxicating Bomb*: When the moonshiner creates a bomb, he can choose to infuse it with strongly intoxicating alcohol instead of dealing damage. Creatures that take a direct hit from an intoxicating bomb are staggered and sickened for 1 round per damage die of the bomb. A Fortitude save negates the staggered condition, but the creature is still sickened for 1 round. Creatures in the splash area that fail their saves

are sickened for 1 round; those who make this save are not sickened at all. Creatures with the scent ability take a -2 penalty to their saving throw to resist this bomb.

Liquid Courage: While in a moonshine stupor, the moonshiner ignores the penalty to Will saves while taking a Wisdom penalty from his stupor. Furthermore, he gains a +1 morale bonus on saving throws against mind-affecting and fear effects for each alcoholic drink he consumes during his stupor (including the drink that initiated the stupor), to a maximum of +1 per four moonshiner levels.

Noxious Belch: While in a moonshine stupor, the moonshiner may expend 2 rounds of his stupor to expel noxious fumes from his stomach into an adjacent opponent's face. The target must make a Fortitude save (DC 10 + 1/2 the moonshiner's level + his Intelligence modifier), or be nauseated for 1d4+1 rounds. If the save succeeds, the creature is instead sickened for 1 round.

Staggering Stupor: While in a moonshine stupor, a moonshiner may move 5 feet as a swift action. This movement does not count against the moonshiner's ability to make a 5-foot step. Furthermore, he gains a +1 dodge bonus to AC against attacks of opportunity for each alcoholic drink he has consumed during his stupor (including the drink that initiated the stupor), to a maximum of +1 per four moonshiner levels.

Social Drinker: Whenever the moonshiner would be able to enhance a physical ability score when entering into a moonshine stupor, he can instead choose to enhance his Charisma ability score. If he does, the -2 penalty for the moonshine stupor applies to his Constitution ability score.

Discoveries: The following discoveries complement the moonshiner archetype: breath weapon bomb, combine extracts, staggering stupor, intoxicating bomb, precise bombs, social drinker, spontaneous healing.

BARBARIAN

Barbarians are a vanishing breed. As civilized society expands into the untamed wilderness, it brings with it the goods, medicines, and conveniences that lure the noble savage away from his traditions. Compounded with the virulent disease, herd declines, integration projects, and land portioning, few tribes can claim to be untouched by civilization. A tribal barbarian may be the last of his people trapped in a world turning progressively alien. Of course

there is the counter culture; some people intentionally dispense with socialization and choose to live as reverts and bohemians. Others over indulge in alcohol, stimulants, or aberrant behavior and lose all decorum and self-restraint.

CIVIL BEDLAMITE

Once a common citizen, each civil bedlamite was an unremarkable and inconsequential cog in a greater machine. Unknown to his coworkers, neighbors, and family, he was a powder keg ready to explode at the right trigger. The civil bedlamite has succumbed to barbarism. His rage is not fuelled by tribal warrior traditions, but the result of work stress, grief, or mental upheaval that has turned the character into an outcast and rebel. Perhaps he is a shell-shocked soldier, a backyard brawler, a teenage thrill seeker, an overworked postal drone, or a mercury-poisoned haberdasher. Whatever the genesis, civil bedlamites now delight in motorized violence and gunplay. Unlike other barbarians, they have no wilderness skills and instead have an urban/suburban skill set. Civil bedlamites intuitively use firearms and vehicles, and are alert, nimble pilots.

Weapon and Armor Proficiency: A civil bedlamite is not proficient with medium armor.

Skills: A civil bedlamite does not gain Handle Animal (Cha), Knowledge (nature) (Int), or Survival (Wis) as class skills; instead, he gains Knowledge (engineering) (Int), Knowledge (local) (Int), and Profession (Wis) as class skills.

Nothing to Lose (Ex): Starting at 1st level, a civil bedlamite gains a +1 bonus on saves against fear. This bonus increases by +1 for every four levels beyond 1st. This ability replaces fast movement.

Shooting Spree (Ex): When a civil bedlamite rages, instead of taking a normal rage he goes on a shooting spree. While on a shooting spree, a civil bedlamite takes a -2 penalty to AC, but he may make one additional ranged attack with a firearm each round when making a full-attack action. If he chooses to make this extra attack, all of his attack rolls that round take a -2 penalty. Furthermore, when on a shooting spree, a civil bedlamite can reload a single barrel of a one-handed or two-handed firearm as a swift action each round, but the misfire chance of his firearm increases by 2. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload a single barrel of the firearm as a free action once per round instead.



Artwork by Mates Laurentiu

CIVIL BEDLAMITE

When the civil bedlamite gains greater rage, he can reload up to two barrels of a single one-handed or two-handed firearm as a swift action each round. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload up to two barrels of a single one-handed or two-handed firearm as a free action once per round instead. Furthermore, reloading a firearm during a shooting spree no longer provokes attacks of opportunity.

When the civil bedlamite gains mighty rage, he can make two additional ranged attacks with a firearm when making a full-attack action during a shooting spree. Furthermore, the misfire chance of the bedlamite's firearms is no longer increased by 2 when quickly reloaded during a shooting spree.

If a civil bedlamite's hit point total drops to 0 or lower, but he is not dead, he may act as if disabled rather than dying (as if he possessed the Diehard feat). However, the bedlamite can use his actions only to draw a firearm, reload a firearm, or attack with a firearm. If he has the Diehard

feat, his shooting spree also allows him to add half his barbarian levels to his Constitution score for the purpose of determining the negative hit point total at which he dies.

When on a shooting spree, a civil bedlamite may use Intelligence-, Dexterity-, and Charisma-based skills, but cannot use any ability that requires patience or concentration. This ability otherwise follows the normal rules for rage.

Barnstormer (Ex): A civil bedlamite takes daring risks and bold maneuvers for kicks when driving a vehicle. At 3rd level, the civil bedlamite gains a +2 bonus to all driving checks and to the driven vehicle's CMB checks. The civil bedlamite also grants a +1 bonus to the driven vehicle's AC and CMD. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). This ability replaces trap sense.

Rage Powers: The following rage powers complement the civil bedlamite archetype: boasting taunt, deadly accuracy, lethal accuracy, no escape, sharpened accuracy, surprise accuracy.

BARD

There are no fewer exploits worthy of heraldry in the age of steam than in medieval times. In fact, heroes of Ullera tend to face greater odds due to the technological prowess of their foes. Bards, therefore, have their work cut out for them, spinning tales of greatness both past and present. Bards in Ullera are diverse, making use of modern instruments and gadgets to perform marvelous acts and escape danger.

GYPSY

Gypsies are traveling performers and notorious swindlers. They have no land or homes other than their colorful wagons and tents, and are often scorned by most civilized communities. Gypsies are only loyal to their own and have no qualms with corrupting, deceiving, or humiliating "townies". Gypsies have their own culture, morals, traditions, and secret language (gypsy cant) that insulates and isolates gypsies from the rest of the world. All gypsy camps are deeply immersed in performance, but especially music, storytelling, and dancing. It is through street performance that gypsies earn most of their coin. Additionally, gypsies often ply the trades of tinker, tattooist, smuggler, poacher, pamphleteer, anarchist, juggler, counterfeiter, carpet bagger, coquette, pickpocket, card sharp, curse breaker, and herbalist. Gypsies lack some of the formal education of the classic bard and instead

are adept in thievery. Even though gypsies are generally held in contempt, some of the largest and most successful traveling circuses and sideshows in Ullera are owned and staffed by gypsies.

Skills: A gypsy's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Weapon Proficiency: A gypsy is proficient with all simple weapons, plus the bladed scarf, kukri, rapier, sap, star knife, war razor, and whip. A gypsy is not proficient with shields. These replace the bard's normal weapon and shield proficiencies.

Tarot Reading (Su): By spending 10 minutes performing a tarot reading, a gypsy may affect her allies as if she had performed inspire courage as a bard of her gypsy level. The reading's effects last for 10 minutes. The gypsy must spend 4 rounds of bardic performance for each creature to be affected. At 3rd level, the gypsy may instead affect her allies as if she had performed inspire competence as a bard of her gypsy level. At 7th level, performing a tarot reading requires 5 minutes instead of 10. At 9th level, the gypsy may instead affect her allies as if she had performed inspire greatness as a bard of her gypsy level. At 13th level, performing a tarot reading requires 1 minute instead of 5. Lastly, at 15th level, the gypsy may instead affect her allies as if she had performed inspire heroics as a bard of her gypsy level. This ability replaces inspire courage, inspire competence, inspire greatness, and inspire heroics.

Gladhanding (Ex): A gypsy earns double the normal amount of money from Perform checks. As a standard action, she may use a Bluff check in place of a Diplomacy check to improve a creature's attitude for 1 minute, after which its attitude becomes one step worse than originally. This ability replaces countersong.

Streetwise Magpie (Ex): Don't let a gypsy's colorful dress and lack of etiquette fool you. Gypsies can easily blend into any crowd with a simple change of clothes, a change of language, and a change of manners. All gypsies gain Gypsy Cant (Romany) as an additional language. In addition, a gypsy gains a bonus equal to half her level on

Bluff, Disguise, Knowledge (local), and Sleight of Hand checks, Diplomacy or Intimidate checks made to influence crowds, and Diplomacy checks to gather information (minimum +1). This replaces bardic knowledge.

Gypsy Prank (Ex): There is no such thing as a “fair fight” with a gypsy as they will employ any stratagem to win a conflict, inflicting low blows and sucker punches with verve and joy. Starting at 2nd level, a gypsy selects either Perform (act), Perform (comedy), or Perform (dance). She may use her bonus in the chosen Perform skill in place of her combat maneuver bonus when performing a disarm, dirty trick, or steal combat maneuver. When substituting in this way, the gypsy uses her total Perform skill bonus, including class skill bonus, in place of her combat maneuver bonus. If the gypsy gains bonuses on combat maneuver checks from any feats, spells, magic items, or similar effects, they are added to the Perform bonus when using the appropriate combat maneuver. This ability replaces versatile performance.

Gypsy Intuition (Su): At 2nd level, once per day as an immediate action, a gypsy may receive a glimpse of the immediate future and predict the results of a specific action as if she had cast an *augury* spell. The caster level of this spell is equal to the gypsy’s bard class level. This ability replaces well-versed.

Quick Change (Ex): At 5th level, a gypsy can don a disguise as a standard action by taking a –5 penalty on her check. She can take 10 on Bluff and Disguise checks and use Bluff to create a diversion to hide as a swift action. She can take 20 on a Bluff or Disguise check once per day, plus one time per six levels beyond 5th. This ability replaces lore master.

FIGHTER

A fighter is anyone who trains his mind and body in martial combat. Unlike drafted soldiers and penal conscripts, the fighter has chosen a life of battle for himself. Fighters are the core of a nation’s military and many eventually become officers. Other fighters look for glory in sports, wealth as bodyguards, civic service as watchmen, or trophies as monster slayers. A few simply derive joy by spreading chaos and destruction wherever they go.

PUGILIST

Despite the advent of firearms and ‘gentlemen’s duels,’ there are still those who thrive on the rush of adrenaline and the crack

of knuckle on bone. In the ring, without the crutches of weapons and armor, none is more deadly than the pugilist. Outside the ring, he wears his bruises and scars as badges of honor. The pugilist knows how and where to strike hard to bring pain to his foe.

Weapon and Armor Proficiency: A pugilist is not proficient with martial weapons, light armor, medium armor, heavy armor, or shields. Instead, a pugilist gains the Float like a Butterfly class feature (see below), and he gains DR/— equal to half his fighter level (minimum of 1) against nonlethal damage or damage taken while he is grappled.

Boxing Style: At 1st level, a pugilist gains Improved Unarmed Strike as a bonus feat. While fighting unarmed in each hand, the pugilist gains Two-Weapon Fighting as a bonus feat, even if he doesn’t meet the feat’s prerequisites, and he may apply his full Strength bonus on damage rolls for all his off-hand unarmed strikes. At 6th level, while fighting unarmed in each hand, the pugilist gains Improved Two-Weapon Fighting as a bonus feat, even if he doesn’t meet the feat’s prerequisites. At 11th level, while fighting unarmed in each hand, the pugilist gains Greater Two-Weapon Fighting as a bonus feat, even if he doesn’t meet the feat’s prerequisites.

In order to benefit from his boxing style, the only unarmed strikes a pugilist can make are with his fists, or (although rather unsportsmanlike) be wielding brass knuckles or cestus. A pugilist can make unarmed strikes like normal (with knees, head, elbows, feet, etc.), but gains no bonus to damage (see below), and cannot make such attacks while using the Two-Weapon Fighting feat chain.

Although a pugilist’s unarmed strikes deal lethal damage, he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. Furthermore, a pugilist’s unarmed strike (his fist) is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A pugilist also deals more damage with his unarmed strikes than a normal person would. A Medium-sized pugilist deals 1d6 damage with his unarmed strikes, brass knuckles, and cestus, while a Small-sized pugilist deals 1d4, and a Large-size pugilist deals 1d8. This ability replaces the 1st-level fighter bonus combat feat.



Float like a Butterfly (Ex): Starting at 1st level, when a pugilist is wearing no armor and is unencumbered, he adds 1 point of Wisdom bonus (if any) per fighter class level as a dodge bonus to his AC. If a pugilist gains the monk's unarmored AC bonus class feature, he uses that bonus to AC instead.

Harsh Training (Ex): At 2nd level, a pugilist gains a +1 bonus on saving throws against effects that cause the exhausted, fatigued, or staggered conditions or temporary penalties to ability scores. This bonus increases by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Dukes Up (Ex): A pugilist is skilled at fighting defensively, using his hands to protect himself from incoming attacks while exchanging blows in return. Starting at 3rd level, the pugilist gains a +2 shield bonus to AC when fighting defensively. Furthermore, the pugilist only takes a -2 penalty on attack rolls for fighting defensively. This ability replaces armor training 1.

Sting like a Bee (Ex): At 5th level, a pugilist gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with his unarmed strikes (fists), brass knuckles, and cestus. Both of these bonuses increase by +1 for every four levels beyond 5th (to a maximum of +4 and +6 at 17th level). This ability replaces weapon training 1.

Feinting Jab (Ex): A pugilist can test his foes' defenses and then exploit their weaknesses with a follow-up jab. At 7th level, the pugilist gains Two-Weapon Feint as a bonus feat while fighting unarmed or while wielding brass knuckles or cestus, even if he doesn't meet the prerequisites. If the pugilist already has Two-Weapon Feint, the feat is instead replaced with Improved Two-Weapon Feint, even if he doesn't meet the prerequisites. If the pugilist already has Improved Two-Weapon Feint, he can take any other combat feat instead. In addition, whenever he uses the Bluff skill to feint, he may instead use his total unarmed attack bonus in place of his Bluff skill bonus, as if he were making an unarmed strike. This ability replaces armor training 2 and 3.

Rabbit Punch (Ex): The pugilist has mastered the art of debilitating blows. At 9th level, he gains the monk's Stunning Fist class feature, treating his fighter level as his monk level when determining the benefits of the ability, and may use his Strength modifier in place of his Wisdom modifier when determining the DC of a stunning attack. If the pugilist already has the Stunning Fist feat, he may select a different combat feat instead, but he must meet the

prerequisites of that feat as normal. This ability replaces weapon training 2.

Sucker Punch (Ex): At 13th level, when a pugilist strikes a creature that is denied its Dexterity bonus to AC, he can attempt a dirty trick or trip combat maneuver against that target as an immediate action. This ability replaces weapon training 3.

Knock-Out Punch (Ex): A well-placed blow means "lights out" for the pugilist's opponent. At 17th level, as a standard action, a pugilist can use his Stunning Fist to knock the target unconscious for 1 minute. Even if the target succeeds its saving throw against the stunning attack, it is still staggered for 1d4+1 rounds. All damage dealt by this stunning attack is nonlethal damage. This ability replaces weapon training 4.



T.R. BEAUCHAMP, PUGILIST

Sheer Toughness (Ex): At 19th level, a pugilist becomes immune to nonlethal damage and the exhausted, fatigued, and staggered conditions. This ability replaces armor mastery.

Weapon Mastery (Ex): This ability applies to unarmed strikes, brass knuckles, and cestus only.

RUCTIONEER

Wherever a fight breaks out for seemingly no reason a ructioneer is sure to be found grinning. To them violence is art, and they are the graffiti artists of their day. They often hire on as “wasters” and “mixers,” known by their contemporaries and the common folk alike as the best kind of toughs who waste no time in mixing it up. With an abundance of attitude and hard-won (if not downright dirty) ingenuity, ructioneers more often than not come out on top, even if that means ending up lying at the bottom of the pile.



CON GOODWIN, RUCTIONEER

Weapon and Armor Proficiency: A ructioneer is only proficient with simple weapons, firearms, and weapons from the close weapon group. Furthermore, the ructioneer treats the cestus and the knuckle axe as close weapons and he does not suffer any penalties for using an improvised weapon. A ructioneer is not proficient with heavy armor or tower shields.

Raw Methods (Ex): Rather than through formulaic instruction, many ructioneers have grown up or been forced to learn what others know in unconventional and untested ways. These raw methods still prove useful for sharpening the objects of their violent art in the quick, dirty, and punishing spaces where it thrives. Starting at 1st level, when qualifying for any combat feat that has an ability score prerequisite (such as Combat Expertise or Two-Weapon Fighting), the ructioneer may use his Charisma score plus one-half his fighter level (minimum of 1, maximum of 3), instead of the feat's normal ability score prerequisite. This ability replaces the 1st-level fighter bonus combat feat.

Dirty Maneuvers (Ex): At 2nd level, a ructioneer becomes skilled at disrupting and discomfiting his opponents. The ructioneer gains a +1 bonus on disarm, dirty trick, and trip combat maneuver checks. The ructioneer also gains a +1 bonus to CMD when attacked with the disarm, dirty trick, and trip combat maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Brutal Bravado (Ex): At 3rd level, the ructioneer's overbearing swagger and brutal confidence in combat unnerves his enemies, leaving them rattled. The ructioneer gains Dazzling Display as a bonus feat, even if he doesn't meet the feat's prerequisites. If the ructioneer already has the Dazzling Display feat, he can take any other combat feat instead. Dazzling Display applies to any improvised weapon or any weapon from the close weapon group.

Whenever the ructioneer hits with a charge attack, successfully performs a combat maneuver, successfully feints against an enemy, deals maximum damage on a weapon damage roll with an improvised or close weapon, or hits an opponent with at least two attacks during his turn while wielding an improvised or close weapon, the ructioneer can use Dazzling Display as a swift action. When making multiple attacks during his turn, the ructioneer gains a +2 bonus on his Intimidate check for every attack he hits with beyond the second.

Whenever the ructioneer confirms a critical hit, is the first person to damage an enemy during combat, or reduces an

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enemy to 0 or fewer hit points, the ructioneer can use Dazzling Display as an immediate action. If the ructioneer gains a special effect on this critical hit from a critical feat, he gains a +2 bonus on the Intimidate check. This ability replaces armor training 1.

Savage Ingenuity (Ex): At 5th level, the ructioneer can pick up an unattended object within his reach that he can use as an improvised weapon as part of the attack action to melee with or throw that item. Furthermore, the ructioneer gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with improvised melee weapons and weapons in the close weapon group. Both of these bonuses increase by +1 for every four levels after 5th (to a maximum of +4 and +6 at 17th level).

At 9th level, as a swift action, the ructioneer may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, the ructioneer gains Improved Weapon Mastery as a bonus feat. If the ructioneer already has the Improved Weapon Mastery feat, he can take any other combat feat instead. This ability replaces weapon training 1, 2, 3, and 4.

No Good, Lousy (Ex): Starting at 7th level, the galling effect of the ructioneer's behavior leaves foes reeling from his unsuspecting blows. When the ructioneer hits a creature that doesn't recognize the ructioneer as an enemy, hits an enemy that has not yet acted in a combat encounter, hits a flat-footed creature, or hits an opponent that is denied its Dexterity bonus to AC against him, and the ructioneer is wielding an improvised weapon or a weapon from the close weapon group, he may attempt a disarm, dirty trick, or trip combat maneuver as an immediate action as part of the attack. This ability replaces armor training 2.

Not Your Man (Ex): As the mercenary's mercenary, the ructioneer brings an undeterred swagger and decisiveness of action to every fight that others find hard to handle. Starting at 11th level, when the ructioneer would be hit by a combat maneuver, he can make an opposed Intimidate check against the attacker's combat maneuver check as an immediate action. If his check succeeds, the ructioneer negates the combat maneuver. The ructioneer can use this ability a number of times per day equal to his Charisma modifier. The ructioneer must be aware of his attacker to use this ability.

At 15th level, this ability also applies when the ructioneer would be subject to a rogue's sneak attack or to precision damage from attacks such as Vital Strike. The ructioneer makes an opposed Intimidate check against the attacker's attack roll. If his check succeeds, the ructioneer negates any extra sneak attack or

precision damage, and any effect applied to the sneak attack from rogue talents.

At 19th level, this ability further applies when a foe confirms a critical hit against the ructioneer. The ructioneer makes an opposed Intimidate check against the foe's confirmation roll. If his check succeeds, the ructioneer treats the critical hit as a normal hit, and negates any effects applied from critical feats. This ability replaces armor training 3 and 4, and armor mastery.

Weapon Mastery: This ability applies to improvised weapons and weapons from the close weapon group only.

MONK

Modern society abandoned religion and mysticism long ago. There are some, however, who hold to the ancient knowledge of self-perfection. These monks incorporate scientific discoveries and recent medical breakthroughs in order to hone their martial and mental prowess.

WIDOWMAN

Even the most devoted law enforcer has limits. Family life, lust, vices, and emotional scars provide a foundation of inherent weakness that clever crooks can exploit. Widowmen are Ullera's answer to this inherent flaw in mankind. These monks are trained at the mysterious Drevan Academy in Northeast Keystone. Their official government title is Drevan Adherent, but their aloofness, detachment from societal norms, and lack of family or friends resulted in the commonfolk referring to them as "widowmen," a term which is almost universally used now. Trained for federal service, widowmen candidates are taken from orphanages before they reach one month of age (supremely patriotic families have been known to give their children to the government to be trained as widowmen). Widowmen-in-training are chemically sterilized to preclude sexual distractions from the other gender. They train for decades with the goal of total mental and physical perfection. The result is an individual totally devoted to the State and undeterred by the offerings of society or nature. Widowmen are rare, and are only used by Ulleran officials for the most sensitive cases of espionage and organized crime investigation. Less than 10% of all candidates become widowmen, and those who wash out of training become dangerous individuals unable to fold into society. Widowmen rarely use firearms, as several misfiring by past federal agents have resulted in serious uproar from citizens of the Federation. Instead, they perfect the art of hand-to-hand combat, especially removing a criminal from their weapon and binding them to be taken for questioning or punishment.

Weapon Proficiency: Widowmen are proficient with the widowman baton only. A widowman does not suffer a penalty on his attack rolls when wielding an improvised weapon, and he treats improvised weapons as monk weapons. In the hands of a widowman, a widowman baton becomes the ultimate combat tool. In melee combat, a widowman baton is utilized to lock an opponent and target pressure points, granting the widowman a +2 bonus on combat maneuver checks to disarm or grapple, and allowing him to treat the baton as trip weapon. If the situation so calls, a widowman baton can be thrown at no penalty with a range increment of 10 feet. This replaces the normal monk weapon proficiencies.

Bonus Feat: A widowman replaces the normal monk bonus feats with the following: Agile Maneuvers, Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm,



GERARD CAFFREY, WIDOWMAN

Improved Grapple, Nimble Moves, Throw Anything, and Weapon Finesse. At 6th level, the following feats are also available: Acrobatic Steps, Bodyguard, Improved Feint, Improved Trip, Ki Throw, Mobility, Second Chance, and Sidestep. At 10th level, the following feats are added: Disarming Strike, In Harm's Way, Snatch Arrows, Spring Attack, and Tripping Strike.

Pacify Suspect (Ex): At 1st level, as an immediate action, a widowman can attempt a disarm or grapple combat maneuver against a creature that the widowman threatens and that attacks him. If the combat maneuver is successful, the attacker is staggered for 1 round (Reflex DC = 10 + 1/2 the widowman's level + widowman's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The widowman gains a +2 bonus on the disarm or grapple combat maneuver check and the save DC for pacify suspect increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

At 4th level, a widowman can use pacify suspect against an opponent that the widowman threatens and that attacks an ally with a melee attack. At 8th level, a widowman can make both a disarm and grapple maneuver, as part of a single immediate action with this ability. At 12th level, a widowman can use pacify suspect against any opponent that attacks him in melee, even if the widowman is not threatening the opponent who attacks him. A widowman can use this ability once per day per monk level, but no more than once per round. This ability replaces stunning fist.

Restraining Technique (Ex): At 3rd level, a widowman takes no penalties to Dexterity or on attack rolls while grappled, and retains his Dexterity bonus to AC while pinning an opponent. The widowman can make attacks of opportunity even when grappled and even against creatures attempting to grapple him if the opponent has the Improved Grapple feat or the grab ability. This ability replaces fast movement.

Subdue Expert (Ex): Starting at 4th level, when the widowman makes an attack with a monk weapon, he takes no penalty on the attack roll when he is attempting to make an attack that deals nonlethal damage. In addition, the widowman gains a +2 bonus to damage rolls on attacks he makes that deal nonlethal damage. At 8th level, and every four levels thereafter, this bonus increases by +2, to a maximum of +10 at 20th level. This ability replaces slow fall.

Elusive Target (Ex): At 5th level, as an immediate action, a widowman may spend 2 points from his *ki* pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. At 11th level and above, the widowman suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the widowman, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage. This ability replaces purity of body and diamond body.

Surveillance (Ex): At 5th level, a widowman adds half his level to all Perception and Sense Motive checks. In addition, he may take 10 on Perception and Sense Motive checks, even under adverse conditions. By spending 1 point from his *ki* pool as an immediate action, a widowman gains a +10 bonus on either Perception checks or Sense Motive checks (his choice) for 1 round. This ability replaces high jump.

Battle Calculus (Ex): The Drevan Academy teaches that everything is finite—including battle tactics. “Mankind,” the trainers say, “isn’t quite as creative as he tells himself.” After years of service, the widowman has seen virtually every martial application, and knows how to counter each and every foe effortlessly. At 19th level, as a free action once per round, a widowman may force one opponent to reroll any one roll and take the lower result. A widowman can use this ability a number of times per day equal to his Wisdom modifier. This ability replaces empty body.

RANGER

Rangers perform the same tasks as they always have in society. They are still trailblazers, war scouts, and huntsmen, but their weapons and tools have vastly improved. Black powder weapons have joined the arsenal of the ranger, as well as mechanized transport, precision instruments, and high speed communication. A patriotic ranger not only serves a country on the battlefield, but also leads expeditions to the arctic, into the depths of the oceans, below ground, and into the deep jungle to fill out blank spaces on maps and secure vital resources. A sentinel ranger guards the borders to defend the sovereignty and safety of community and property. The rapid devastation caused by clear-cutting and open pit mining has galvanized some rangers into picketing treasured environs from further poaching and plundering. The modern ranger hunts more than food or treasure and may pursue rare orchids, scientific knowledge, missing persons, or wanted criminals.

BLOCKADE RUNNER

The blockade runner is skilled at smuggling cargo, people, or information across hostile borders and security checkpoints. Many still pilot boats, while others now captain airships, augurs, submersibles, or souped-up steam wagons. Most blockade runners own small nimble vehicles able to outrun patrols while others rely on guile or subterfuge to pass through security cordons. The runner's allies consist of a handful of adventurous types that follow their leader based on loyalty and profit. Good aligned blockade runners may find work in the navy: helping refugees or supplying humanitarian aid in war zones. Neutral blockade runners are hired by spy rings, smuggling cartels, revolutionaries, and bonded carriers. Evil blockade runners may be involved in numerous illegal and amoral activities including kidnapping, slavery, poaching, narcotics, gun-running, or sabotage.

Class Skills: A blockade runner adds Bluff, Diplomacy, Disguise, Knowledge (local), and Linguistics to his list of class skills and removes Handle Animal, Heal, Knowledge (dungeoneering), Knowledge (nature), and Ride from his list of class skills.

Public Enemy (Ex): When the blockade runner selects a creature type that is capable of humanoid social interaction as his favored enemy, his favored enemy bonus against the chosen creature type also applies to Diplomacy, Disguise, and Intimidate skill checks. However, when selecting creature types incapable of humanoid social interaction, such as animals, constructs, or oozes, the blockade runner's favored enemy bonus is instead halved. This ability is identical in all other ways to favored enemy, and supplements that ability.

Wheelman (Ex): The blockade runner adds his level to drive checks made to pilot a vehicle. This ability replaces wild empathy.

Rogue Talents: At 2nd level, a blockade runner gains a rogue talent. He gains an additional rogue talent for every four levels of blockade runner gained after 2nd level. Otherwise, this works as the rogue's rogue talent ability. This ability replaces the blockade runner's combat style feats.

Contraband Smuggler (Ex): The blockade runner is an expert in smuggling cargo or personnel. While knowingly smuggling contraband with the blockade runner, or while being smuggled by the blockade runner, the blockade runner's allies gain a circumstance bonus to all Bluff, Disguise, and Stealth skill checks made to aid in the smuggling attempt. This bonus

is equal to one-half the blockade runner's total bonus in that skill, and applies for as long as a blockade runner's allies can either see or hear him. Also, the Survival DC to track a blockade runner and his allies while the blockade runner is attempting to hide his trail during a smuggling attempt (and thus moving at half speed) is increased by +10, instead of +5. This ability replaces hunter's bond.

Backroad Bypass (Ex): Starting at 8th level, when determining the travel time between two destinations, and the area in between is one for which the blockade runner is familiar, his overland speed and that of his allies is considered to be one-and-a-half times faster than normal. Succeeding at a Diplomacy check to gather information on an area and its backroad routes beforehand is sufficient enough to consider the blockade runner familiar with the

area. In addition, the random encounter chance to come upon humanoid patrols (such as border patrols, law-enforcement personnel, raiding parties, etc.) while traveling through a familiar area is lowered if the blockade runner wishes to avoid such encounters (GM's discretion, typically lowered by 5-10%). This ability replaces swift tracker.

Advanced Talent: At 10th level, and every four levels thereafter, a blockade runner can choose an advanced rogue talent in place of a rogue talent.

ROGUE

Rogues are found in every level of society. Rogues may pursue different goals, but share the same pool of talents. Each rogue archetype has its unique abilities and each has its own niche in civilized society. They can be government agents, specialists, mercenaries, radicals, fanatics, or criminals. They can follow strict morals, a professional code, or utter recklessness.

Rogue Talents: The following new rogue talents can be taken by any rogue who meets the prerequisites. Note that rogue talents marked with an asterisk (*) in this list add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

Sneak Maneuver: Whenever the rogue attempts a combat maneuver against a creature that he could sneak attack, he gains a +1 bonus to his CMB for each die of his sneak attack (e.g., 3d6 sneak attack dice equals a +3 bonus to his CMB).

CLYDESMAN

In a world where everything in that "collective machine" hurtles toward advancement at an ever rapid pace, there are those who are the gears, and those whose job it is to get caught up in the gears and not get crushed in the doing. These are the so-called airship mules or drifters, the bottom feeders, hooligans—the "clydes" that society has to offer—not always because they hail from such circles, but because they are the only ones "dumb enough" to risk life and limb to take on the dangerous jobs; to traverse locales others fear or deem impractical to tread, just to get the job done.

Precarious Positioning (Ex): A clydesman is at the top of her game while on the move, performing dangerous stunts. Whenever the clydesman makes a charge that starts 10 or



CLYDESMAN

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more feet above her target, or makes an Acrobatics or Climb skill check to move at least 10 feet before making an attack (including to soften a fall), the attack deals sneak attack damage as if the target was flat-footed, and the clydesman uses d8s to roll this sneak attack damage instead of d6s. For all other sneak attacks, she uses d4s instead of d6s. If the clydesman makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability, and must be sneak attacked normally. This ability is identical in all other ways to sneak attack, and supplements that ability.

Hard Knocks (Ex): Life on the fringes of society teaches a clydesman that, in order to survive, you must learn from your mistakes and past experiences. Starting at 1st level, whenever a clydesman fails a skill check or saving throw, she gains a +1 insight bonus. As a free action, the clydesman can spend this insight bonus to modify any future skill check or saving throw she would make this encounter. If a skill check or saving throw modified by this insight bonus results in failure, the bonus is not expended, and instead increases by +1 (up to a maximum equal to twice the base insight bonus). This insight bonus expires at the end of this encounter, and cannot be gained more than once per encounter. At 4th level, and every three levels thereafter, this insight bonus increases by +1, to a maximum of +7 at 19th level. This ability replaces trapfinding.

Never Out of Reach (Ex): With extreme effort, the clydesman can hustle for a limited time, granting her greater athletic ability and speed. Starting at 3rd level, the clydesman can hustle for a number of rounds per day equal to 3 + the clydesman's Constitution modifier (if positive). At each odd level after 3rd, she can hustle for 2 additional rounds. The clydesman can hustle as a free action. The total number of rounds of this hustle per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While hustling, the clydesman gains a +2 bonus on all Acrobatics, Climb, and Swim skill checks, and her base speed increases by +10 feet. At 8th level, and every five levels thereafter, the bonus to skill checks increases by +2 and her base speed increases by an additional +10 feet (to a maximum bonus of +8 and a maximum speed bonus of +40 feet at 18th level).

The clydesman can end his hustle as a free action and is fatigued after the hustle for a number of rounds equal to the number of rounds spent in the hustle. The clydesman cannot hustle while fatigued or exhausted but can otherwise hustle multiple times during a single encounter or combat. If the clydesman falls unconscious, her hustle immediately ends. This ability replaces trap sense.

Traversing the Works (Ex): At 4th level, a clydesman becomes more adept at traversing treacherous terrain. She retains her Dexterity bonus to AC while using Acrobatics to move on narrow surfaces or uneven ground, while balancing, and while climbing. In addition, as long as the clydesman gets a running start (moves at least 10 feet) before entering difficult terrain, she may ignore difficult terrain for the remainder of her movement, and may benefit from her precarious positioning ability at the end of his movement.

At 8th level, the clydesman is no longer required to move in a straight line when charging, and she can move into or through a narrow space unhindered, treating the space as if it were 1 square instead of 2. This ability replaces uncanny dodge and improved uncanny dodge.

Clydesman Talents: The following rogue talent is available only to the clydesman archetype.

***Tumbling Descent (Ex):** A clydesman can use her Acrobatics skill to attempt a rapid descent from an elevated surface, ricocheting against another surface and then diving through an opening (such as a balcony or window) directly below. So long as she has at least two surfaces no farther than 10 feet apart to bounce against, she can ricochet her body back from one to the next, descending great distances with a single check. The DC is 10 + 5 for every additional 10-foot increment descended beyond the initial 10 feet dropped. If she fails, she falls the full distance unless she can catch herself with a Climb check.*

Rogue Talents: The following rogue talents complement the clydesman archetype: expert leaper, fast getaway, ledge walker, peerless maneuver, nimble climber, terrain mastery, tumbling descent, and wall scramble.

Advanced Talents: The following advanced rogue talents complement the clydesman archetype: defensive roll, fast tumble, improved evasion, and skill mastery.

GREASE RAT

Grease rats are at home amongst gears and tools. Never acquiring formal schooling, they learn the language of repair by trial-and-error. In a pinch, none is better than he to keep a damaged device limping along. Grease rats tend to have a variety of skills; sometimes these skills are similar to an engineer's, but a grease rat's forte is repair done in the heat of action, when there is little time to craft a formal solution to a technical problem. Dirty, blistered hands and a sense of adrenaline set the grease rat apart from other mechanical savants.

Weapon Proficiency: In addition to the normal rogue weapon proficiencies, a grease rat is proficient with the light hammer and the warhammer.

Demolishing Blow (Ex): Constant trial-and-error while tinkering with mechanical devices, objects, and vehicles has given the grease rat a knack for their destruction, lending insight into weak points in their construction and the perfect location to 'toss in a wrench'. When sundering an object or attacking a vehicle (including a vehicle's engine), the grease rat deals his sneak attack damage. When he makes a sneak attack against a construct creature, an object, or a vehicle, he uses d8s to roll sneak attack damage instead of d6s. For sneak attacks against all other creatures, he uses d4s instead of d6s. This ability is identical in all other ways to sneak attack, and supplements that ability.

Crack Mechanic (Ex): At 2nd level, the grease rat can make any Craft check untrained when repairing an object or vehicle, and adds half his rogue level to all skill checks made to repair

objects or vehicles, and to all Disable Device checks. If the grease rat has the trapfinding class feature, he adds his full rogue level to Disable Device checks made to disable traps. Furthermore, the grease rat gains Vehicle Mechanic as a bonus feat, even if he does not meet the feat's prerequisites. This ability replaces evasion.

Jury-Rig (Ex): At 4th level, the grease rat gains Field Repair as a bonus feat, even if he does not meet the feat's prerequisites. In addition, the grease rat can make temporary repairs to broken technology on the fly. Jury-rigging a broken object (including a vehicle's driving devices or engines) has a Craft DC equal to the Disable Device DC to disable a device of the same complexity, and requires the same amount of time; the Craft skill for this check must be relevant to the object being jury-rigged. If the check is successful, the object is relieved of the broken condition for up to 5 minutes. If a jury-rigged object takes any damage, it regains the broken condition. A jury-rigged object cannot benefit from this ability again until it has been repaired. This ability replaces uncanny dodge.

Master Mechanic (Ex): At 8th level, the grease rat becomes fully experienced in the art of quick repairs and mechanical tinkering, even under pressure. The grease rat can always take 10 on his jury-rig check or when using Disable Device, even when under adverse conditions. In addition, the grease rat can make repairs or disable a device with masterful speed. He can make repairs on an object or vehicle in half the normal amount of time (repairing double the normal amount of damage per day of work). Furthermore, Simple devices can be disabled as a standard action, Tricky can be disabled in 1d2 rounds, and Difficult and Extreme devices can be disabled in 1d4+1 rounds. A grease rat with the Fast Picks rogue talent can open a simple lock as a swift action, a tricky lock as a standard action, and a difficult or extreme lock as a full-round action. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the grease rat archetype: combat trick, fast picks, firearm training, getaway artist, quick disable, and quick trapsmith.

Advanced Talents: The following advanced rogue talents complement the grease rat archetype: feat, frugal trapsmith, getaway master, improved evasion, and skill mastery.



KALLEN T. ROPERT, GREASE RAT

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TABLE 3-1: CLASS AC BONUS

Class AC Bonus				
Class Level	No Armor Proficiency	Light Armor Proficiency	Light and Medium Armor Proficiency	Light, Medium, and Heavy Armor Proficiency
1st	+0	+2	+3	+5
2nd	+0	+2	+3	+5
3rd	+1	+3	+4	+6
4th	+1	+3	+4	+6
5th	+1	+3	+4	+6
6th	+2	+4	+5	+7
7th	+2	+4	+5	+7
8th	+2	+4	+5	+7
9th	+3	+5	+6	+8
10th	+3	+5	+6	+8
11th	+3	+5	+6	+8
12th	+4	+6	+7	+9
13th	+4	+6	+7	+9
14th	+4	+6	+7	+9
15th	+5	+7	+8	+10
16th	+5	+7	+8	+10
17th	+5	+7	+8	+10
18th	+6	+8	+9	+11
19th	+6	+8	+9	+11
20th	+6	+8	+9	+11

VARIANT RULE: CLASS AC BONUS

With this variant, every character gains a class bonus to AC, however, it does not stack with the character's armor bonus. A character wearing armor gains either his armor bonus to AC (including any enhancement bonuses) or his class bonus to AC, whichever is higher. This class bonus to AC is determined by a character's class level and class' armor proficiencies (see below).

Taking an Armor Proficiency feat does not improve a character's class bonus. Armor proficiencies gained through class features, however, do increase a character's class bonus to AC.

This class bonus stacks with all other bonuses to AC, including the character's shield bonus, natural armor bonus, and so forth. A character loses this class bonus to AC when he is immobilized or helpless, or when he carries a medium or heavy load.

This class bonus does not apply to a character's flat-footed AC. Whenever a character is wearing light or no armor, and is applying this class bonus to AC, this class bonus also applies to his touch AC.

A multiclass character takes the highest class bonus to AC among each of his possessed classes. Monsters only gain this class bonus if they possess levels in a playable-character class or an NPC class, and their total class bonus is determined by their level in those classes, not by their total HD.

FEATS

CALIBRATION FEATS

As a contraption builder's engineering knowledge grows, he can learn to make tweaks and modifications to his contraptions that cause them to operate in ways slightly different from the norm. Performing these modifications without damaging the integrity of the contraption or risking a mishap is quite difficult but, thanks to calibration feats, it is at least possible. There are two ways to utilize calibration feats: during a contraption's construction or during a contraption's activation.

During Construction: When a calibration feat is utilized during a contraption's construction, the effects of the calibration feat apply every time the calibrated contraption is activated, until it receives maintenance or is salvaged. This process of utilizing a calibration feat causes the calibrated contraption to occupy a higher level contraption slot than normal (and thus requiring the use of higher level activation charges than normal). This does not change the actual level of the contraption, however, so the DC for saving throws against it does not increase, nor does this change the contraption's maximum schematic level. When applying calibration feats during a contraption's construction, the constructor may apply as many calibration feats he knows, each feat adjusting the contraption's effective level accordingly.

During Activation: When a calibration feat is utilized during a contraption's activation, the effects of the calibration feat apply to that individual activation, and last for that activation's duration. Utilizing a calibration feat in this spontaneous manner requires the use of a higher level activation charge than normal. This does not change the actual level of the contraption, however, so the DC for saving throws against it does not increase. When spontaneously applying calibration feats during a contraption's activation, the activator may apply any one calibration feat that he knows. This manner of utilizing a calibration feat is much

more difficult than normal, requiring more time to activate. If the contraption's activation time is normally a standard action, activating a spontaneously calibrated version of the contraption is instead a full-round action. For a contraption with a longer activation time, it takes an extra full-round action to activate a spontaneously calibrated version of the contraption. After a spontaneously calibrated contraption has been activated, it gains the broken condition and it cannot be modified by a calibration feat again until it has received maintenance.

FEAT DESCRIPTIONS

Recent advancements in training, technique, philosophy, and technology have spawned a profusion of new character feats.

BROADENED CONTRAPTION (CALIBRATION)

You can expand your contraptions' area of effect.

Benefit: These calibrations alter the burst, emanation, or spread-shaped (cone or line) effect of a contraption to increase its area. Any numeric measurements of the contraption's effect area increase by 100%. A broadened contraption is constructed and activated as a contraption three levels higher than its actual level. Contraptions that do not have an area of one of these four sorts are not affected by this calibration.

CRAFT ARMATURES (ITEM CREATION)

You can create construct creatures like armatures.

Prerequisites: Engineering level 5th, Craft Revolutionary Item, Craft Technological Arms and Armor.

Benefit: You can create any armature whose prerequisites you meet. The act of animating an armature takes one day for each \$1,000 in its market price. To create an armature, you must use up raw materials costing half of its base price. A newly created armature has average hit points for its Hit Dice.

CRAFT TECHNOLOGICAL ARMS AND ARMOR (ITEM CREATION)

You can create technological armor, shields, and weapons.

Prerequisite: Engineering level 5th.

Benefit: You can create technological weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each \$1,000 in the price of its technological features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the technological item creation rules in Technological Items for more information.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the base market value of the item when determining the time required to enhance the item.

You can also mend a broken technological weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

CRAFT REVOLUTIONARY ITEM (ITEM CREATION)

You can create revolutionary items, a type of technological item.

Prerequisite: Engineering level 3rd.

Benefit: You can create a wide variety of technological items. Crafting a revolutionary item takes 1 day for each \$1,000 in its price. To create a revolutionary item, you must use up raw materials costing half of its base price. See the technological item creation rules in Technological Items for more information.

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

EFFICIENT CRAFTSMAN

You know how to optimize the use of raw materials while performing your craft.

Prerequisite: Craft (any) 5 ranks.

Benefit: You receive a +2 bonus on checks with the chosen Craft skill. In addition, whenever you create or repair an item using the chosen Craft skill, use the item's dollar (\$) value as its dime (¢) value when determining your progress (do not multiply the item's dollar (\$) cost by 10 to determine its dime (¢) cost).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different Craft skill.

EXPERT SURGEON

You are well practiced in modern surgical practices.

Prerequisites: Heal 3 ranks, Medical Practitioner.

Benefit: You can use the treat deadly wounds task of the Heal skill 1 additional time per creature per day, and you only expend one use of a healer's kit when treating deadly wounds, instead of two. Whenever you exceed the DC to treat deadly wounds by 5 or more, you add your Wisdom modifier (if positive) plus the number of ranks in Heal that you possess to the amount of hit points restored.

Normal: Without this feat, you can only use the treat deadly wounds task of the Heal skill 1 time per creature per day, and you expend two uses of a healer's kit when performing the task. Whenever you exceed the DC to treat deadly wounds by 5 or more, you normally only add your Wisdom modifier (if positive) to the amount of hit points restored.

EXTRA ELOCUTIONARY TALENT

Your supple mind and tongue leave lawyers envious.

Prerequisite: Elocutionary talent class feature.

Benefit: You gain one additional elocutionary talent. You must meet all of the prerequisites for this elocutionary talent.

Special: You can gain Extra Elocutionary Talent multiple times.

EXTRA GRAVITAS

Your expansive repertoire grants added verbal ammunition during a crisis.

Prerequisite: Gravitas class feature.

Benefit: You can use your gravitas ability two additional times per day.

Special: You can gain Extra Gravitas multiple times. Its effects stack.

FIRE LANCE STYLE (COMBAT)

You have been trained in the use of the fire lance, making it both a deadly ranged and melee weapon.

Prerequisites: Base Attack Bonus +1 or monk level 1, flurry of blows class feature, proficient with fire lance.

Benefit: You may treat the fire lance as a quarterstaff with the fragile weapon property. Only one end of a fire lance (the end opposite of the barrel) may be modified or enchanted by melee technological or magic weapon special abilities. You threaten all creatures within your reach with a fire lance, even if you used the weapon to make a ranged attack in the same round. Furthermore, when you would spend 1 ki point to make an extra attack at your highest base attack bonus during a flurry of blows, you can instead make a ranged attack with a fire lance at your highest base attack bonus.

INFERNO LANCE (COMBAT)

Your mastery of the fire lance style culminates in keen accuracy and quick loading.

Prerequisites: Fire Lance Style, Smoldering Lance, Base Attack Bonus +6 or monk level 6.

Benefit: When making a ranged attack with a fire lance against a target within the weapon's first range increment, the attack is resolved against the target's touch AC, as normal for early firearms. In addition, you may spend 1 ki point to reload a fire lance as a move action. If you possess the Rapid Reload (fire lance) feat, you may instead reload a fire lance as a swift action.

INTENSIFIED CONTRAPTION (CALIBRATION)

You can heighten the effects of your contraptions.

Benefit: These calibrations allow a contraption to activate as if it were a higher contraption level than normal (up to a maximum level equal to the highest level contraption you can create based on your class). All effects dependent on contraption level (such as saving throw DCs) are calculated according to the contraption's modified level. An intensified contraption is constructed and activated as a contraption of its effective level.

IRRESISTIBLE CONTRAPTION (CALIBRATION)

You can alter the potency of your contraptions, making them more difficult to resist.

Benefit: These calibrations cause the targets of an irresistible contraption to roll their saving throws to resist the effects of the contraption twice and take the worse result. An irresistible contraption is constructed and activated as a contraption three levels higher than its actual level.

LASTING CONTRAPTION (CALIBRATION)

You can extend the duration of your contraption's effects.

Benefit: These calibrations double a contraption's duration. A contraption with a duration of 'concentration', 'instantaneous', or 'permanent' is not affected by this calibration. A lasting contraption is constructed and activated as a contraption one level higher than its actual level.

MAGNIFIED CONTRAPTION (CALIBRATION)

You can magnify the area effects of your contraptions onto one target.

Benefit: Upon activating a contraption that creates a burst (not an emanation) or cone-shaped effect, these calibrations allow you to select one creature within the area that you can see. This target is selected before saving throws are made. The selected target's saving throw DC to resist

the magnified contraption's effects is increased by 2, while the saving throw DC for all other creatures affected by the magnified contraption is decreased by 2. A magnified contraption is constructed and activated as a contraption two levels higher than its actual level. Contraptions that do not require a saving throw to resist or lessen the contraption's effects do not benefit from this calibration.

MASTERFUL ELOCUTION

You are an unflappable and accomplished speaker.

Prerequisite: Gravitas 3d6 class feature, Elocutionary talent class feature.

Benefit: You can apply two elocutionary talents to an individual use of gravitas at a time, but doing so expends one additional use of your gravitas ability.

MEDICAL MIRACLE

Your masterful skill of the medical field allows you to accomplish medical wonders.

Prerequisites: Heal 9 ranks, Medical Practitioner.

Benefit: You can attempt to save a creature that has recently died. If you are able to administer aid within 1 round of the creature's death, you can make a DC 30 Heal check to attempt to revivify the creature. If the check is successful, the creature regains 2 hit points per level of the creature plus an additional number of hit points equal to the number of ranks in Heal that you possess. If the treated creature's new hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's new hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through this feat gain a temporary negative level that lasts for 1 day. This temporary negative level cannot become permanent.

A creature who has been killed by a death effect, negative levels, or a Constitution-penalty, -damage, or -drain, can't be raised by this feat. This feat cannot bring back a creature that has died of old age or natural causes.

To perform this task, you must spend a full-round action and expend three uses from a healer's kit. You take a -2 penalty on your Heal skill check for each use from the healer's kit that you lack.

MEDICAL PRACTITIONER

You are well-learned on the most modern medical treatment techniques, enabling you to treat multiple patients at once.

Prerequisite: Heal 1 rank.

Benefit: You may provide first aid to two people or treat two people for poison as a standard action (make a separate

Heal check for each creature). When using the Heal skill to perform treatment tasks, such as treat wounds from caltrops (and so on), treat deadly wounds, treat poison, treat disease, or provide long-term care, you may treat double the normal number of people you may normally treat at the same time.

In addition, when you successfully provide long-term care, and exceed the DC by 5 or more, you may add your Wisdom bonus (if positive) to the total amount of hit points or ability score points restored.

Lastly, you may provide long-term care for yourself.

MEDICAL TOXICOLOGIST

You are trained in recognizing the signs and properties of toxic substances and creatures.

Prerequisites: Heal 2 ranks, Wisdom 13.

Benefit: By making a DC 15 Heal check, you can determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. If you are trained in the Craft (alchemy) skill, you may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. This check is made as a knowledge skill check.

MEDICAL TRIAGE

You are skilled at evaluating the immediate needs of a patient.

Prerequisites: Medical Practitioner.

Benefit: When using the Heal skill to provide long-term care, you can choose to treat only one patient. If you do, that patient recovers both hit points and ability score points while resting. Amount of hit points the patient recovers from this specialized care is at three times the normal rate, instead of twice the normal rate: 3 hit points per level for a full 8 hours of rest in a day, or 6 hit points per level for each full day of complete rest. If you have 10 or more ranks in Heal, you can provide this specialized care to up to two patients simultaneously.

Normal: Without this feat, a patient under your care can only recover either hit points or ability score points while resting, not both, successfully providing long-term care only allows a patient to recover hit points at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest.

OPTIMIZED CONTRAPTION (CALIBRATION)

You can calibrate your contraptions to operate at maximum efficiency.

Benefit: These calibrations maximize all variable, numeric effects of a contraption. Saving throws and opposed rolls are not affected, nor are contraption effects

without random variables. An overcharged, optimized contraption gains the separate benefits of each calibration: the maximum result plus half the normally rolled result. An optimized contraption is constructed and activated as a contraption three levels higher than its actual level.

OVERCHARGED CONTRAPTION (CALIBRATION)

You can empower the effects of you contraptions.

Benefit: These calibrations increase all variable, numeric effects of a contraption by half, including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are effects without random variables. An overcharged contraption is constructed and activated as a contraption two levels higher than its actual level.

PERSISTENT CONTRAPTION (CALIBRATION)

You can cause your contraptions with an instantaneous effect to briefly linger in reality.

Benefit: These calibrations cause a contraption that creates an instantaneous area effect to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. An effect with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. A persistent contraption is constructed and activated as a contraption one level higher than its actual level.

PIECEMEAL ARMOR MASTERY (COMBAT)

You are skilled at arranging your piecemeal armor to best protect your vital areas.

Benefit: When using piecemeal armor, you are considered to be wearing a suit of armor as long as you are wearing two or three armor pieces, gaining the +1 to armor bonus but still taking the +5% chance of arcane spell failure if the pieces are mixed.

Normal: When using piecemeal armor, you are considered to be wearing a suit of armor as long as you are wearing three armor pieces.

QUICK TREATMENT

You can treat an injured patient faster than normal.

Prerequisite: Heal 3 ranks.

Benefit: You may choose to use the Heal skill to provide quick treatment to a subject. Providing quick treatment increases the normal Heal check DC by 5, and can only ever be performed on one creature at a time. As a move action, you provide first aid, treat a wound, or treat poison. Quickly treating a disease or tending to a creature wounded by a

spike growth or *spike stones* spell takes you 5 minutes of work. Quickly treating deadly wounds takes you 30 minutes of work.

Restriction: You cannot use this feat in conjunction with the Medical Practitioner feat.

Normal: Without this feat, providing first aid, treating a wound, or treating poison is a standard action, treating a disease or tending a creature wounded by a *spike growth* or *spike stones* spell takes 10 minutes of work, and treating deadly wounds takes 1 hour of work.

RANGE-FINDING CONTRAPTION (CALIBRATION)

You can extend the range of your contraptions.

Benefit: These calibrations increase a contraption's range to a higher range category, using the following order: close, medium, and long. A range-finding contraption is constructed and activated as a contraption of one level higher than its actual level for each increase in range category. For example, a range-finding contraption with a range of 'close' increased to a range of 'long' is constructed and activated as a contraption two levels higher than its actual level. Contraptions that do not have a range of close or medium do not benefit from this calibration.

RESUSCITATE

You provide a little extra healing to patients at death's door.

Prerequisites: Medical Practitioner.

Benefit: When you successfully use the Heal skill to administer first aid to a dying creature, the creature stabilizes and regains 1 hit point per level of the creature plus an additional number of hit points equal to the number of ranks in Heal that you possess. A creature can never benefit from this extra healing more than once per day.

SMOLDERING LANCE (COMBAT)

Your prowess with the fire lance style improves, utilizing every aspect of the fire lance and maximizing its efficiency.

Prerequisites: Fire Lance Style, Base Attack Bonus +3 or monk level 3.

Benefit: Until the start of your next turn after making a ranged attack with a fire lance, your melee attacks with the barrel-end of the fire lance deal 1d4 extra fire damage. This fire damage does not cause combustible materials to ignite. In addition, the misfire chance of fire lances you wield are reduced by 2 (minimum of 0).

SOLEMNITY

You manifest your gravitas ability with greater sobriety of demeanor.

Prerequisite: Gravitas class feature.

Benefit: When bestowing temporary hit points or to inflicting nonlethal damage with your gravitas ability, you treat all rolls of 1s on each gravitas dice as 2s. If your gravitas ability is 6 gravitas dice or more, you instead treat all rolls of 1s and 2s on each gravitas dice as 3s.

VEHICLE MECHANIC

You are gifted at patching up vehicle damage.

Prerequisite: Craft (any) 3 ranks.

Benefit: When making an appropriate skill check to repair a vehicle, you repair 5 additional points of damage for every 5 points your skill check result exceeds the vehicle's repair DC.

VERSATILE GRAVITAS

Your words are double edged and target both friend and foe.

Prerequisite: Gravitas 2d6 class feature.

Benefit: You can use gravitas to simultaneously bestow temporary hit points to allies and inflict nonlethal damage to enemies, but doing so expends one additional use of your gravitas ability. When using this feat, the number of gravitas dice you may roll is reduced by half. For example, if you would normally roll 2d6 dice when using gravitas, you only roll 1d6 when employing this feat.

When using an elocutionary talent that would normally bestow a static value of temporary hit points or deal a static value of nonlethal damage (talents which don't require you to roll gravitas dice), you must roll your gravitas dice instead. For example, a 3rd level chaplain (2d6 gravitas dice) using the aggression elocutionary talent would normally bestow a number of temporary hit points to affected allies equal to her chaplain level + her Charisma modifier, and grant a competence bonus to attack and damage rolls while the temporary hit points persisted. When using the same elocutionary talent while employing this feat, the same chaplain would instead bestow 1d6 temporary hit points to affected allies and deal nonlethal damage to affected enemies equal to the same amount.

EQUIPMENT

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CURRENCY

In Ullera, the most common form of currency is the printed dollar note (\$), commonly referred to as a “buck” by the people of Ullera. A one-dollar note is worth 10 dime coins (¢). Each dime coin is worth 10 penny coins (¢¢). The printed dollar comes in notes of \$1, \$5, \$10, \$20, \$50, and \$100 denominations.

The standard dollar note (regardless of denomination) weighs about 1 gram (450 to the pound). The standard dime coin weighs about 5 grams (90 to the pound), while the standard penny coin weighs about 2.5 grams (180 to the pound).

The currency of Pure Steam otherwise mirrors that of the *Pathfinder Roleplaying Game*; one dollar is equivalent to one gold piece, one dime is equivalent to one silver piece, and one penny is equivalent to one copper piece. The prices listed in *Pathfinder Roleplaying Game* material for weapons, armor, equipment, and so on, are unchanged in the Pure Steam Campaign Setting unless otherwise stated.

TABLE 5-1: STARTING CHARACTER WEALTH

Class	Starting Wealth	Average
Chaplain	2d6 x \$10	\$70
Gearhead	5d6 x \$10	\$175

FIREARMS IN PURE STEAM

In the Pure Steam Campaign Setting, firearms are commonplace with early firearms being the most readily available. Instead of requiring the Exotic Weapon Proficiency feat, all firearms are martial weapons. Early firearms and their ammunition cost 25% of the amounts listed in *Pathfinder RPG: Ultimate Combat*, but advanced firearms and their ammunition are still rare and cost the full price to purchase or craft. In the Federated States of Ullera, however, advanced firearms are more common, costing 75% of the amounts listed in *Pathfinder RPG: Ultimate Combat* to purchase or craft.

WEAPONS

War is ever changing because weapons are ever evolving.

Alchemist’s Blade, Gnome: Designed by Gentry Gnomes, the alchemist’s blade resembles a thick, broad short sword with a cylindrical chamber running the length of the blade’s center. Extending out from this center chamber towards the edge of the blade are several small grooves. The hilt of an alchemist’s blade features a small device that allows you to safely fill the blade’s chamber with alchemical substances, such as alchemist’s fire. As a free action, you can release the alchemical substance within the blade, causing the substance to ignite across the blade. While the blade is sheathed in an alchemical substance, you deal 1d4 extra damage of a type relative to the substance stored within (alchemist fire, fire damage; acid flask, acid damage; liquid ice, cold damage),



Artwork by Jameson McMaster

until the start of your next turn. Filling an alchemist's blade with an alchemical substance is a full-round action that provokes an attack of opportunity. Feats and abilities that affect short swords apply to the alchemist's blade.

Arrow, Elven Fragmentation: The head of this arrow has a small charge of powder that causes it to fragment upon impact, scattering shrapnel throughout the wound. On a hit, a fragmentation arrow deals damage as if it were one size larger

than it actually is, and has a 5% chance of igniting flammable material. For instance, a Medium-sized fragmentation arrow fired from a Medium-sized longbow deals 2d6 points of damage instead of the 1d8 points of damage it would deal normally. A creature that rolls a natural 1 when firing a fragmentation arrow from a bow for which they are not proficient causes the arrow to prematurely detonate, dealing 1d4 points of slashing damage to the wielder and his bow and has a 5% chance of igniting any flammable material on the wielder.

TABLE 5-2: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Bosom/Boot Knife	\$2	1d2	1d3	19-20/x2	10 ft.	--	P or S	--
<i>Ranged Weapons</i>								
Slingshot	\$2	1d3	1d4	19-20/x2	50 ft.	--	B and P	--
Bullets, slingshot (10)	1¢	--	--	--	--	5 lbs.	--	--
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Alchemist's blade, gnome	\$20	1d4	1d6	19-20/x2	--	3 lbs.	P or S	--
<i>One-Handed Melee Weapons</i>								
Boarding axe, dwarven	\$8	1d4	1d6	x3	--	4lbs.	S or P	--
<i>Ranged Weapons</i>								
Pneumatic bowgun, hand	\$75	1d3	1d4	19-20/x2	30 ft.	3 lbs.	P	--
Bolts (3)	5¢	--	--	--	--	0.5 lbs.	--	--
Pneumatic bowgun, heavy	\$350	1d8	1d10	19-20/x2	120 ft.	13 lbs.	P	--
Bolts (5)	\$1	--	--	--	--	1 lbs.	--	--
Pneumatic bowgun, light	\$200	1d6	1d8	19-20/x2	80 ft.	7 lbs.	P	--
Bolts (5)	\$1	--	--	--	--	1 lbs.	--	--
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Felidae knife, halfling	\$8	1d2	1d3	19-20/x3	--	--	S	--
Widowman baton	\$50	1d4	1d6	x2	--	2 lbs.	B	blocking, monk, see text
<i>One-Handed Melee Weapons</i>								
Shillelagh club, halfling	\$5	1d6	1d8	19-20/x2	--	3 lbs.	B	trip
Maulaxe, dwarven	\$30	1d6	1d8	x4	--	9 lbs.	B or S	--
<i>Two-Handed Melee Weapons</i>								
Bang stick, orc	\$20	1d4/1d4	1d6/1d6	x2	--	6 lbs.	B	double, see text
Shillelagh staff, halfling	\$10	1d6/1d4	1d8/1d6	19-20/x2	--	5 lbs.	B	double, trip
Sledgeaxe, dwarven	\$50	1d10	1d12	x4	--	14 lbs.	B or S	--
<i>Ranged Weapons</i>								
Arrow, elven fragmentation	\$20	see text	see text	--	--	--	P and S	see text
Sling mine, halfling	\$20	1d6	1d6	x2	10 ft.	--	B and S and Fire	spalsh

TABLE 5-3: FIREARMS

Firearms	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>										
Pistol, dwarven boarding	\$200	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	5 lbs.	B and P	--
Pistol, gnome rocket	\$435	1d6	1d8	x4	20 ft.	1 (5 ft.)	2	4 lbs.	B and P	--
Bullet, rocket	\$35	--	--	--	see text	see text	--	--	B and P	see text
<i>Exotic Firearms</i>										
<i>Two-Handed Firearms</i>										
Tunnel sweeper, dwarven	\$650	2d4	2d6	x4	30 ft.	1-2 (10 ft.)	1	15 lbs.	B and P	scatter

Bang Stick, Orc: One of the few uniquely-orc inventions, a bang stick is essentially a quarterstaff with a pistol muzzle crudely grafted on each end. A creature may treat a bang stick as a simple weapon to wield it as a quarterstaff, but takes a -1 penalty on attacks rolls when doing so due to the awkward placement of the pistol barrels. Unlike other gunpowder weapons, the muzzles of a bang stick are not designed to fire bullets, imposing a -4 penalty on attacks rolls when doing so. Instead, the muzzles are designed to fire only gunpowder charges (1 dose of gunpowder per barrel), utilizing the muzzle blast for the weapon's desired effect.

Originally designed to frighten or disorient creatures in the wild, many orcs have begun using bang sticks for more clever and dirty purposes. The wielder may use the bang stick to perform a dirty trick combat maneuver with a +3 circumstance bonus as a standard action. If the maneuver is successful, the bang stick deals 1d4 points of fire damage in addition to the desired dirty trick effect, while a failed maneuver deals only half damage. This fire damage has a 5% chance to ignite flammable material.

A wielder that possesses the Exotic Weapon Proficiency (orc bang stick) feat may perform the dirty trick maneuver with the weapon as an attack action instead of a standard action, and, on a confirmed critical hit with the weapon, may choose to turn their critical hit into a normal hit to make a free dirty trick combat maneuver after the attack is resolved. This dirty trick maneuver does not provoke an attack of opportunity.

Boarding Axe, Dwarven: Favored by sailors, the head of this hand axe also features a backwards-pointing spike. The boarding axe is commonly used to chop through hatches or rigging, to drag burning debris off a ship, or as a melee weapon. As a weapon, this hand axe deals either slashing or piercing damage. Furthermore, the spike grants a +2 circumstance bonus on Climb checks on wooden surfaces.

Drague Dwarves trained in Profession (sailor) treat the boarding axe as a simple weapon.

Bosom/Boot Knife: Though it does little damage, it is easily concealed (the wielder gets a +2 bonus on Sleight of Hand skill checks made to conceal a bosom/boot knife on her body) and can be thrown short distances.

Bullet, Gnome Rocket: Instead of being propelled from a firearm from explosive gunpowder, a rocket bullet propels itself from the weapon with a controlled explosion from within the bullet's casing. Unlike conventional bullets that lose speed once they leave the gun barrel, rocket bullets increase in speed and velocity until it runs out of fuel, making the weapon more accurate at extreme ranges than other firearms. To fire a rocket bullet, a firearm must either have a rocket-rail or be chambered specifically for the bullet. A rocket bullet increases a firearm's range increment by +20 feet and has a maximum of 10 range increments instead of 5. A rocket bullet fired from a rocket-rail does not benefit from the enhancement bonus of the firearm from which it is fired. Loading a rocket bullet onto a rocket-rail requires one free hand and a move action that provokes an attack of opportunity, while a rocket bullet loaded into the barrel of a firearm is treated as an alchemical cartridge for the purpose of determining load time. If the wielder possesses the Quick Reload feat, the time required to load a rocket bullet is reduced accordingly (a free action if loaded onto a rocket-rail). A rocket bullet may be fired underwater.

Because the rocket bullet requires time and space to reach optimal speed, ranged attacks with a rocket bullet are resolved normally when the target is within the first range increment of the firearm, and resolved against touch AC when the target is beyond the first range increment. A rocket bullet has a 1-3 misfire chance that is independent from the firearm from which it is fired; a firearm's misfire chance does not affect a rocket bullet. An attack roll with a rocket bullet that results in a misfire does not break the firearm, instead the rocket bullet's flight path goes awry, targeting a random creature within the immediate vicinity of the wielder (including the wielder; GM's choice). A rogue rocket bullet has an attack bonus of +2, plus double any enhancement bonus it may have.



(From left to right): dwarven tunnel sweeper, halfling sling mine, gnome rocket pistol, elven fragmentation arrow, orc bang stick

Felidae Knife, Halfling: Inspired by the claws of large cats, this small, curved dagger has a metal loop at the base of its handle allowing it to be secured with a pinky or worn on a string tied in the hair. While relatively small, its curved blade can create brutal wounds and its unique design makes it difficult to disarm or sunder (the wielder gets a +1 bonus to CMD against disarm and sunder attempts). Its size and design, however, also make it slightly more difficult to wield than a standard knife or dagger. Easily concealed (the wielder gets a +2 bonus on Sleight of Hand skill checks made to conceal a felidae knife on her body), it is a favorite concealed weapon for rogues and assassins.

Tenderfoot Halflings treat felidae knives as simple weapons. For those that are proficient with the weapon, a felidae knife is treated as a dagger in conjunction with feats or abilities.

Maulaxe, Dwarven: A scaled down version of the dwarven sledgeaxe, and one of the few cultural weapons that both Brey and Drague Dwarves commonly share, the dwarven maulaxe is both a gruesome weapon and versatile tool. Not only is the dwarven maulaxe a lethal weapon, it is also commonly used during the construction of seafaring vessels or land-based battlements. By utilizing the axe-head for chopping lumber and the hammer-head for hammering, those proficient with the dwarven maulaxe can use it as a tool when making certain Craft skill checks. Although more manageable than the sledgeaxe, other races still feel that the dwarven maulaxe is oddly weighed for its size; thus, it is an exotic weapon.

Pistol, Dwarven Boarding: Favored by Drague sailors, this pistol features a dwarven boarding axe at the end of its barrel. The weapon can be used as both a pistol and a boarding axe. It is considered a double weapon for purposes of creating masterwork or technological versions of this weapon. If this firearm gains the broken condition, both the firearm component and the boarding axe are considered broken. A dwarven boarding pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol, Gnome Rocket: This pistol has a rocket-rail atop its barrel for which gnome rocket bullets may be loaded and fired while also chambering and firing standard black-powder bullets from its barrel; both the barrel and the rocket-rail can be fired independently as a separate action, or both can be shot at once with the same action. If both barrels are shot at once, they must both target the same creature or object, and the pistol jumps, throwing off the rocket bullet's trajectory, imparting a -2 penalty on the rocket shot. Because a rocket pistol launches a rocket bullet from its top rocket-rail instead of its own barrel, a rocket bullet relies on its own velocity to deal damage instead of the pistol's muzzle velocity, dealing damage as if fired from a firearm one size smaller than it actually is.

Pneumatic Bowgun, Hand: A hand pneumatic bowgun is essentially a hand crossbow with the mechanical workings of a repeating crossbow, except that the weapon's reloading lever is pneumatically cranked back into position after each shot by steam-cell-powered mechanisms, instead of

having to be pulled back by hand. If the weapon's steam cell is depleted, you must have a free hand to pull back the weapon's reloading lever manually (a swift action). It is assumed that a character replenishes his steam cell whenever possible between encounters. A GM may deem that a steam cell becomes depleted at any time during instances where a character does not have ample time or resources to replenish his steam cells.

A hand pneumatic bowgun holds 3 bowgun bolts. Loading a new case of bolts is a move action that provokes attacks of opportunity. You can fire a hand pneumatic bowgun with one hand at no penalty. You can shoot a hand pneumatic bowgun with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Pneumatic Bowgun, Heavy: A heavy pneumatic bowgun mirrors the design of the repeating crossbow, except that the bowgun's reloading lever is pneumatically cranked back into position after each shot by steam-cell-powered mechanisms, instead of having to be pulled back by hand. If the weapon's steam cell is depleted, you must use two hands to pull back the weapon's reloading lever manually (a full-round action that provokes an attack of opportunity). It is assumed that a character replenishes his steam cell whenever possible between encounters. A GM may deem that a steam cell becomes depleted at any time during instances where a character does not have ample time or resources to replenish his steam cells.

A heavy pneumatic bowgun holds 5 bowgun bolts. Loading a new case of bolts is a move action that provokes attacks of opportunity. Normally, operating a heavy pneumatic bowgun requires two hands. However, you can shoot the weapon with one hand at a -4 penalty on attack rolls. You can shoot a heavy pneumatic bowgun with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Pneumatic Bowgun, Light: A light pneumatic bowgun mirrors the design of the repeating crossbow, except that the bowgun's reloading lever is pneumatically cranked back into position after each shot by steam-cell-powered mechanisms, instead of having to be pulled back by hand. If the weapon's steam cell is depleted, you must use two hands to pull back the weapon's reloading lever manually (a move action that provokes an attack of opportunity). It is assumed that a character replenishes his steam cell whenever possible between encounters. A GM may deem that a steam cell becomes depleted at any time during instances where a character does not have ample time or resources to replenish his steam cells.

A light pneumatic bowgun holds 5 bowgun bolts. Loading a new case of bolts is a move action that provokes attacks of opportunity. Normally, operating a light pneumatic bowgun requires two hands. However, you can shoot the weapon with one hand at a -2 penalty on attack rolls. You can shoot a heavy pneumatic bowgun with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Shillelagh Club, Halfling: A halfling shillelagh club is typically the length of a walking stick (and often used as such in non-combat situations), often made of hardened and lacquered wood, featuring a heavy knob protruding from one end. This knob is usually hollowed out and filled with sand, cement, or molten lead to give the club extra striking power. The knobbed end of a shillelagh club is also uniquely designed to act as sort of hook for tripping a foe. A halfling shillelagh club counts as a club for the purpose of the spell *shillelagh*. Those not proficient with the halfling shillelagh club may treat it as a martial weapon that has the weapon qualities equal to that of a heavy mace of its size.

Leatherfoot Halflings treat shillelagh clubs as simple weapons.

Shillelagh Staff, Halfling: A much longer version of the shillelagh club, a halfling shillelagh staff is commonly used by Leatherfoot Halflings to help them traverse rough terrain as well as protect themselves in the wilds. Essentially, the halfling shillelagh staff is a quarterstaff with a large, heavy knob on the "hitting" end of the staff, whose unique design also acts as sort of hook for tripping a foe. A halfling shillelagh staff counts as a quarterstaff for the purpose of the spell *shillelagh*. Those not proficient with the halfling shillelagh staff can treat it as a martial weapon that has the weapon qualities equal to that of a quarterstaff of its size.

Leatherfoot Halflings treat shillelagh staves as simple weapons.

Sledgeaxe, Dwarven: A dwarven sledgeaxe has both a large axe-head and a dense, blunt-spiked hammer-head mounted to a long, thick handle. Both heads provide added weight and striking power to the other head, allowing the weapon to deal either deadly cleaving chops or tremendous crushing blows. Although the weight of both heads of this weapon seem perfectly balanced to dwarves due to their lower center gravity and broader body structure, other races find the weapon unwieldy; thus, it is an exotic weapon.

Sling Mine, Halfling: Similar in design to a naval mine, these metal spheres are covered with pins that detonate a powder

charge on impact. Sling mines can be flung from a sling like a sling bullet or thrown like a splash weapon; in either case, a sling mine has a misfire chance of 1-2, resulting in a dud sling mine that fails to detonate. Whether flung or thrown, a sling mine explodes on impact, dealing 1d6 points of bludgeoning, slashing, and fire damage on a direct hit, and every creature within 5 feet of the point where the mine hits takes 1d3 point of slashing and fire damage from the splash (Reflex DC 15 halves). When flung from a sling, a sling mine acts like a sling bullet that deals damage as if the sling were designed for a creature one size category smaller than it actually is and the wielder take a –1 penalty on attack rolls, but the sling mine detonates as normal. Fire damage from a sling mine has a 5% chance of igniting flammable material.

Slingshot: A rather simple yet effective weapon, a slingshot consists of a leather cup attached to a forked piece of wood or metal by a pair of highly elastic strings. Your Strength modifier applies to damage rolls when you use a slingshot, just as it does for thrown weapons. You need two hands to load and fire a slingshot. You can fire a slingshot while mounted, but not while prone. Loading a slingshot is a swift action that provokes attacks of opportunity. If you possess the Quick Draw feat, you may load a slingshot as a free action that does not provoke attacks of opportunity, and you may fire it as many times in a full-attack action as you could attack if you were using a bow.

Tunnel Sweeper, Dwarven: Designed by the Brey Dwarves to be a more manageable version of the culverin, the dwarven tunnel sweeper fires grapeshot in a 30-foot cone. Firing a tunnel sweeper without support (such as a wall, a window, or a stand) imparts a –2 penalty on attack rolls and subjects its wielder to an immediate bull rush attempt (+2 CMB), knocking the wielder prone. Characters that possess either the Exotic Weapon Proficiency (tunnel sweeper) feat or the stability racial trait are not subject to a bull rush maneuver when firing a sweeper without support, but it still packs a jarring wallop. A tunnel sweeper uses 3 doses of black powder and grapeshot.

Widowman Baton: This baton resembles an L-shaped policeman's baton good for striking and blocking. A hollow well inside the handle holds quartz, batteries, and a gravitational actuator. These components are wired internally to the magnetic ore at the tip of the baton, granting you a +2 bonus on combat maneuver checks to disarm a weapon comprised mostly of metal.

ARMOR

The age of shining knights is long past. A bullet shot at close range rips through all but ballistic cloth armor. Nowadays, men and women customize their armor to provide the desired amount of protection versus mobility that best suits their abilities. Heavy armor is still very useful for melee combat, but often a liability in backstreet shoot-outs.

Brigandine Armor: Brigandine armor consists of small metal plates riveted between an inner and outer layer of quilted cloth or treated leather. A suit of brigandine armor primarily protects the most critical locations of the body (torso, upper and lower arms, thighs, and shins), leaving the joints (but often protected by a free-swinging, molded metal plate) unhindered and free for maximum flexibility. Brigandine armor's unique composition allows it to be constructed from several different special materials; constructed from either darkleaf cloth or mithral, for example.

Jack of Plates: Also commonly referred to as a "jack", this shirt of heavily quilted cloth is reinforced with small metal plates riveted between an inner and outer layer. A jack's unique composition allows it to be constructed from several different special materials; constructed from either darkleaf cloth or mithral, for example.

PIECEMEAL ARMOR

The rules for Piecemeal Armor variant system can be found in *Pathfinder RPG: Ultimate Combat*. The following armor pieces are available for the piecemeal armor system in the Pure Steam Campaign Setting.

TABLE 5-4: AVAILABLE PIECEMEAL ARMOR

Armor Category	Armor
Light	leather, padded, quilted cloth, studded leather
Medium	chain, hide, scale
Heavy	agile plate, banded, plate, splint

SPECIAL MATERIALS

Industrial experimentation has produced new options in weapon and armor fabrication.

ASBESTOS CLOTH

Asbestos cloth will not catch on fire and armor constructed from asbestos cloth provides resistance to fire and heat. Asbestos clothing and cloth armor composed primarily of

TABLE 5-6: ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	20 ft.	Weight
<i>Light Armor</i>								
Jack of Plates	\$60	+4	+3	−2	15%	30 ft.	20 ft.	20 lbs.
<i>Medium Armor</i>								
Brigadine	\$100	+5	+3	−2	25%	20 ft.	15 ft.	30 lbs.
Piecemeal Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	20 ft.	Weight ¹
<i>Medium Arm Armor</i>								
Brigadine	\$20	+0	+4	−2	20%	20 ft.	15 ft.	5 lbs.
<i>Medium Leg Armor</i>								
Brigadine	\$20	+0	+4	−1	10%	20 ft.	15 ft.	5 lbs.
<i>Medium Torso Armor</i>								
Brigadine ²	\$60	+4	+3	−2	15%	20 ft.	15 ft.	20 lbs.

1 Weight figures are for armor pieces sized to fit Medium characters. Armor pieces fitted for Small characters weigh half as much, and armor pieces fitted for Large characters weigh twice as much.

2 These armor pieces are considered to be one weight category lower when worn with no other armor pieces. A brigandine torso armor piece worn alone is a jack of plates (light armor).

asbestos is immune to fire damage and is never at risk of catching on fire. However, this property only imparts fire resistance 5 to the wearer.

Objects constructed from asbestos cloth cost twice as much as their normal counterparts, but they take no longer to make than ordinary objects of that type (double all successful Craft results). Asbestos cloth has the same statistics as normal cloth.

STAINLESS STEEL

Stainless steel is both rust resistant and splendidly shiny. Steel objects electroplated with chromium are immune to rusting effects, such as the *rusting grasp* spell or from a rust monster's touch.

To determine the price of a stainless steel item, use the original weight but add \$10 per pound to the price of that item. Stainless steel has the same statistics as normal steel.

COPPER PLATED

Copper plated objects take half damage from acid effects. Armor composed primarily of metal that is plated in copper confers to its wearer acid resistance 1 for light armor, 3 for medium armor and shields, and 5 for heavy armor. Copper plated armor or shields render the wearer more vulnerable to electricity attacks, however, either granting any attack against the wearer that deals electricity damage a +2 bonus to attack

rolls or increases the DC to reduce the electricity damage by +1.

Copper plated weapons that channel or that deal electricity damage deal 1 extra point of electricity damage per electricity damage die on a successful hit (this extra damage is multiplied on a critical hit). For example, a magus channeling a 3d6 *shocking grasp* spell through his copper-plated longsword via the spellstrike class feature, would deal 3 extra electricity damage on a hit.

Copper plated steel has the same statistics as normal steel.

TABLE 5-7: COPPER PLATED ITEMS

Item Type	Item Cost Modifier
Weapons	+\$300
Light armor	+\$500
Medium armor or shield	+\$1,000
Heavy armor	+\$2,000
Other objects	+\$10/lb.

LEAD LINED

Lead lined weapons hit with greater impact, gaining a +1 bonus to damage rolls when dealing bludgeoning or slashing damage (this extra damage is multiplied on a critical hit). This bonus to damage is doubled for two-handed weapons. Lead lined clothing and armor grants its wearer negative energy resistance 1 for light armor and

clothing, 3 for medium armor, and 5 for heavy armor. However, the wearer takes a -1 penalty to all Dexterity- and Strength-based skill checks due to the unusual weight.

Lead lined objects weigh 1.5 times as much as their normal counterparts. Otherwise, lead lined steel has the same statistics as normal steel.

TABLE 5-8: LEAD LINED ITEMS

Item Type	Item Cost Modifier
One-handed weapon or one head of a double weapon	+\$300
Two-handed weapon or both heads of a double weapons	+\$600
Light armor or clothing	+\$500
Medium armor or shield	+\$1,000
Heavy armor	+\$2,000

VULCANIZED RUBBER

Vulcanized Rubber has numerous uses in contemporary arms and armor fabrication. Objects wholly constructed from or objects completely coated in vulcanized rubber are immune to electricity damage.

Against a target wearing rubber-coated armor or rubber clothing, electricity effects either receive a -10 penalty to attack rolls, or the DC to resist or reduce the effects of electricity attacks is lowered by 10. If an electricity effect would deal reduced damage on a successful save, the target wearing rubber-coated armor instead takes no electricity damage. If an electricity effect would deal electricity damage to a target wearing rubber-coated armor, the armor confers to its wearer electricity resistance 10. Shields coated in vulcanized rubber confer no additional protection to its wielder.

When using vulcanized rubber ammunition, a ranged weapon inflicts nonlethal damage. Bludgeoning weapons made primarily of vulcanized rubber also deal nonlethal damage and are sometimes flexible enough to wrap beneath clothes (+1 on Sleight of Hand checks made to conceal the weapon). Typically, vulcanized rubber ammunition and weapons deal no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

Objects constructed primarily of vulcanized rubber weigh half as much as their normal counterparts, have 10 hit points per inch of thickness, and hardness 3. Objects coated in vulcanized rubber weigh 1.2 times as much as their normal counterparts, but otherwise have the same hit points and hardness of their base material.

TABLE 5-9: VULCANIZED RUBBER ITEMS

Item Type	Item Cost Modifier
Ammunition or weapon (primarily rubber)	Double
Light armor (rubber coated)	+\$500
Medium armor (rubber coated)	+\$1,000
Heavy armor (rubber coated)	+\$2,000
Other objects (primarily rubber)	Double
Other objects (coated)	+\$10/lb.

GOODS AND SERVICES

RULES ADDENDUM

Obsolete Technology: Certain standard items found in the *Pathfinder RPG Core Rulebook* and *Advanced Player's Guide* are considered obsolete technology for the purposes of value and pricing in the Pure Steam Campaign Setting. This does not mean such items are any less prevalent or popular in use, but that the cost of producing and thus purchasing such items is reduced to 25% that of normal. For example, a spyglass is considered obsolete tech in Pure Steam, thus its cost is reduced to \$250. For a full list of what is considered obsolete, and thus needing an adjustment in cost, refer below.

Adventuring Gear: Flint and steel, hourglasses (all), periscope, spyglass, water clock.

Tools and Skill Kits: Compass, magnifying glass, sextant.

MANUFACTURING SIGNATURES

Each company below is known for producing items that feature special qualities ("signatures") unique to their brands. When buying equipment, players may decide which manufacturer's signature they would like to apply to a specific item upon purchase, if any (pending GM approval). Each signature provides a choice of one of two bonuses and a penalty or drawback, when applicable, to the item in question. These bonuses stack with those inherent to the item itself. Manufacturers' signatures may not be added to a used item. In some cases, the GM may rule that a given item is incompatible with a manufacturer's signature, or that the item does not warrant any signature at all; for example, chewing glue made by one company isn't likely to function any different from chewing glue made by another.

DAVRO DESIGNS DISPENSARY

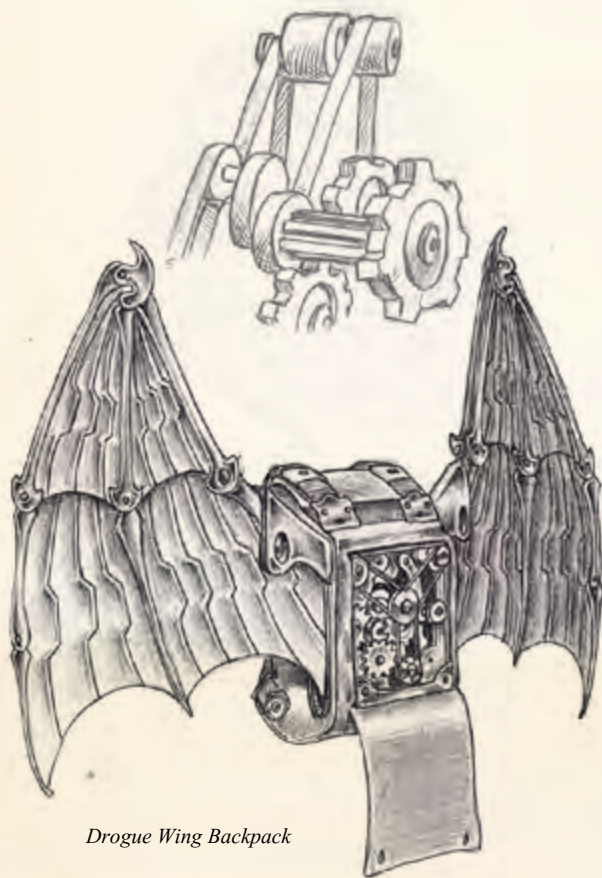
"A deft, dauntless design; it's all in the Three Ds."

An innovator in the field of compartmentalization and materials science, Davro Designs is known for taking excess mass out of bulky merchandise to produce versions that are lightweight or with recessed storage capability. Items made by this manufacture either reduce object weight by 20% (stacks with mithral or darkwood construction), or can be used as a functional housing to store inside itself another item less than half its size. DDD products are particularly susceptible to the broken condition after suffering only 10% hit point loss.

HABERRATH INDUSTRIES

"We know the sea."

This dwarven manufacturer is known for making devices and equipment sea-ready. Haberrath items can be made either waterproof (to a depth of 50 ft.), or rust resistant (with a +2 circumstance bonus against rust effects). The squared build and stiff jointing of Haberrath items imposes a -4 penalty on Sleight of Hand checks to conceal them.



Droque Wing Backpack

MAYRBRONNE LIMITED

"Undeterred by danger."

Known for their rugged design and thorough stress tests owing to strict factory standards, Mayrbronne products are among the least likely to breakdown over time or suffer impact trauma. Items of this brand can either reroll a failed saving throw when one must be made, or enjoy a +2 circumstance bonus on Craft checks for repair purposes. Mayrbronne products are notoriously imposing and unattractive, however, and impose a -2 penalty on all Charisma-based checks (except Intimidate).

RACCWEAR

"Nature outfitted for you."

This specialty clothiers and sporting goods company manufactures items based on animal motifs and often from animal remains (i.e. pelts, bones, etc.). These items are generally used for their convenience outdoors, or because they are small and easy to conceal. Items made by RaccWear provide either a +2 circumstance bonus on Sleight of Hand checks made to conceal the item, or Stealth checks when using the item in a given environment (i.e. temperate forests, deserts, etc.). Those carrying or using RaccWear products suffer a -4 penalty on Handle Animal checks.

SAVIG

"Brilliance is bliss!"

Savig's is a high-concept science bureau renowned for producing precision instruments that provide sharp resolution and accurate readings. Equipment bought from this manufacturer are ensured a +2 circumstance bonus on either Perception checks, or a specific Knowledge check associated with the item's use. Delicate and fragile as they are, Savig merchandise will immediately suffer the broken condition if the user rolls a natural 1 on a skill check involving use of the item.

ULLERAN MILITARY BARRACKS OUTFITTERS (UMBO)

This manufacturer was formed out of Ullera's historically war-filled past, with licensed surplus retailers dealing directly to the public across the country. Built for the battlefield, UMBO gear enjoys either a +1 bonus to its hardness and +2 bonus to hit points, or simply a +2 bonus to its hardness. This added durability comes at a cost; UMBO gear also weighs 10% more than normal (minimum +1 lb. per item).



Artwork by Mates Laurentiu

ADVENTURING GEAR

Barbwire: Barbwire is a quick and cheap way to fence in a property and keeps livestock off the roads. It marks the beginning of the end of open range ranching. Barbwire can be dangerous to off-road drivers and unwary riders on horseback. Vehicles or creatures that share the same space with it are subject to a +8 attack against their CMD, inflicting 1d4 damage per wire and potentially causing entanglement (50% chance of the entangled condition).

Backpack, Drogue Wing: Drogue wings ensure the safe descent of their wearer through a set of cellophane seraphim wings. This effect is similar to the spell feather fall, and lasts for 5 rounds. The wings deploy from the pack with a single yank of a ripcord (immediate action). Drogue wings are ripped to pieces by the descent and can only be used once, converting the item into a regular backpack afterward.

Beeswax: Beeswax is a valuable byproduct harvested when collecting honey. It is used in facial cosmetics, preserving

cheese, mustache wax, hair pomades, candles, shoe polish, phonograph cylinders, mold making, lip balm, and water repellent. Fresh beeswax can also be used to create an arma-fungal, arma-bacterial seal on porcelain and glass containers doubling the lifespan of preserves.

Binoculars, Hidden: These function much like the standard model described below except they are smaller and use unreflective lenses. The smaller size reduces its magnifying power to only three times normal (-1 penalty on Perception checks per 30 feet of distance), though they also provide a +1 circumstance bonus on Sleight of Hand checks to conceal the binoculars. However, binoculars restrict the user's field of peripheral vision, imposing a -2 penalty on Perception checks within the first 30-ft range.

Binoculars, Standard: Binoculars function like a pair of linked, high-powered spyglasses. Objects viewed through binoculars are magnified to five times their size. Characters using standard binoculars take a -1 penalty on Perception checks per 50 feet of distance to the target (instead of -1 per

10 feet), if the target is visible. However, binoculars restrict the user's field of peripheral vision, imposing a -2 penalty on Perception checks within the first 50-ft range.

Binoculars, Theater: A smaller, more stylish variety of the standard model, these often come in a fitted case, mountable on a holding rod, and constructed from pearl or porcelain with gold or silver filigree and finely stenciled decoration. The smaller size grants it three times normal magnification (-1 penalty on Perception checks per 30 feet of distance), and its stylish appeal grants the user a +1 circumstance bonus of Charisma-based checks among polite society. However, the binoculars restrict the user's field of peripheral vision, imposing a -2 penalty on Perception checks within the first 30-ft range.

Camera, Ferrottype: The Collodion Spirit Imager (sometimes "Col-Mag," or simply "Imager") is the leading model of ferrottype camera, complete with an oversized frame, aperture, diaphragm, and copper tubes. Ferrottype photographers often work at fairs and carnivals providing visitors with a black and white family picture within minutes after the picture is taken. The collodion photographic emulsion is stuck to a sheet of iron, hence the name, and can be sealed with lacquer to protect the image. The camera comes with a standing tripod for ease of use.

Canned Food: Meat, fruits, vegetables, and milk can be preserved for much longer by cooking it and sealing it inside a tin can. One can is enough for a meal for a medium-sized adult and tastes far better than dry rations.

Chewing Glue: Chewing glue or gum (made from paraffin wax, spruce gum, and other saps and synthetics) is a useful breath freshener as well as a multipurpose adhesive when merging small objects or attaching diminutive or smaller items to a subject's body without need for a specific means of storage. A stick of chewing glue repairs damaged objects after being chewed for 1 minute, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. Such a repair is only temporary, lasting until the object suffers damage again. All pieces of an object must be present for repair to occur, and magic items cannot be repaired in this way.

Flask, Whiskey: A whiskey flask is made of stainless steel and far more robust than a common glass flask. It is often monogrammed or designed for concealment (+1 circumstance bonus on Sleight of Hand). It holds one pint.



Gas Mask



Artwork by Mates Laurentiu

Gas Mask, Arma-Plague "Snout": A gas mask with plating fashioned to mimic the scutes found on an armadillo's hide. This type lasts twice as long as a standard gas mask (24 hours) and covers the head, neck, and sternum (+1 armor bonus to AC). The Snout occupies the "head" slot (for purposes of magic and technological item limitations). Replacing a gas mask filter requires a move action.

Gas Mask, Standard: The standard gas mask provides breathable air for 12 hours of exposure before the filter must be replaced. A functional gas mask grants immunity to inhaled poisons and smoke inhalation. A gas mask does not allow a creature to breathe under water. Replacing a gas mask filter requires a move action.

Helmet, Lamp: A lantern-mounted full helmet. The oil lamp burns like a hooded lantern in one 90-degree arc, and the padded helmet provides DR 2/- versus falling objects. The lamp helmet occupies the "head" slot (for purposes of magic and technological item limitations).



Incandescent Bulb: Various of Ullera's largest cities commonly use these in street-lamps, but miniaturization of this technology has only recently begun to make this relatively new invention available to the public. These bulbs can be installed in any standard lighting equipment in place of its regular fuel reservoir (at twice the bulb's cost), making them free of cumbersome and oftentimes dangerous fuel materials. The bulbs use a filament powered by a closed circuit chemical charge to provide uninterrupted light as a common lamp would, up to 24 hours per use. The bulbs are fragile, however, and suffer a 5% chance to burn out each time the housing device is turned on. Bulbs that have burned continuously for 24 hours or which have burnt out must be replaced (at standard cost). Replacing a bulb is a full-round action.

Lamp, Carbide: Carbide lamps produce light by burning the gas released by mixing water and calcium carbide. This lamp burns bright and hot and lasts as long as the chemical reaction continues, or 12 hours. This version is smaller and designed to be worn strapped on the head or over a mining helmet. The lamp's reflector creates normal light in a 40-ft cone and increases the light level out to an 80-ft cone (darkness becomes dim light and dim light becomes normal light). The carbide lamp occupies the "head" slot (for purposes of magic and technological item limitations).

Lantern, Carbide: Carbide lanterns function in the same way as lamps do, but they are larger and designed to be carried. The lantern's reflector creates normal light in an 80-ft cone and increases the light level out to a 160-ft cone (darkness becomes dim light and dim light becomes normal light).

Machine, Dictation: A dictation machine has three main components: a wax recording cylinder, a sound stylus, and speaking trumpet. It can record up to 5 minutes of sound on a single wax cylinder and play it back. The gramophone, phonograph, zonophone, and logophone are all competing commercial designs of the same basic machine, but use incompatible wax recordings. A clockwork motor keeps the record spinning.

Machine, Ether Ice: This device creates refrigeration through the evaporation of ether. It can be used to create ice or keep food, medicine, or volatiles at near freezing temperatures for 3 days before needing to be serviced (requiring a Craft DC 10 repair check and 4 hours or work).

Oil, Whale: Blubber is rendered into oil on whaling ships sailing the coasts of the Great Span. Whale oil is used in perfumes and functions identically to oil, except that it burns more stubbornly than comparable oils; 50% chance of resisting attempts by adverse conditions at putting it out.

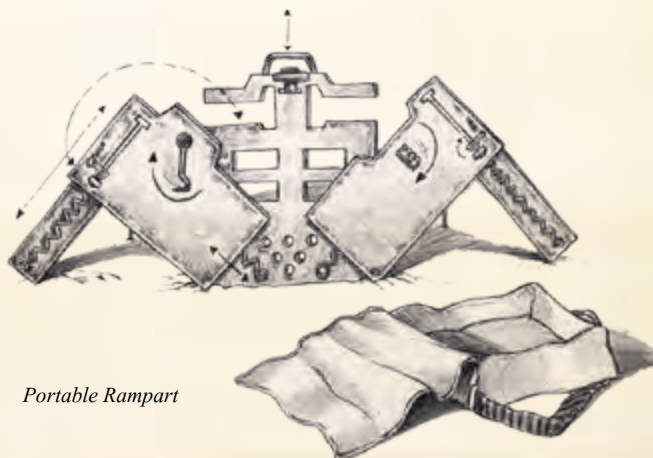
Paper Drinking Straws: Servers usually provide a pair since one rarely lasts through an entire beverage. Straws can be used to make an improvised single-use blowgun, lightweight framework models, or even as a breathing apparatus usable for 5 minutes from just beneath the water's surface.

Portable Rampart: Developed for Ulleran drop troops, the portable rampart is composed of four pieces of ballistic-grade sheet metal attached to a central weldment with strong springs and a heavy-duty clasp. When deployed (a full-round action), this piece of protective equipment serves as a short wall and provides cover from one side. A prone character gains improved cover from a portable rampart, and can shoot firearms and crossbows normally through the slit in the middle. Folding a portable rampart is also a full round action.

Pouch, Tobacco: A cloth tobacco pouch holds dried tobacco leaves that can be burning in a pipe or rolling papers.

Rayon: Rayon is an artificial silk used in clothing, gas bags, and parachutes. It is produced in Keystone by several factories and sold in bolts. The color and pattern printed on the rayon affects its wholesale price.

Snuff Tin: Snuff is powdered tobacco inhaled through the nose. The tin is usually very small to fit inside a waistcoat pocket or clutch bag. The tin keeps the snuff dry and helps measure out dosage. The tobacco can be combined with other drugs to make potent and addictive blends.



Portable Rampart

TABLE 5-10: GOODS AND SERVICES

<i>Adventuring Gear</i>		
Item	Cost	Weight
Barbwire	\$1 per 5 ft.	1 lb. per 5 ft.
Backpack, drogue wing	\$50	10 lbs.
Beeswax	\$10 per pound	—
Binoculars, hidden	\$800	1 lb.
Binoculars, standard	\$800	2 lbs.
Binoculars, theater	\$400 (\$50 for the case, without which the Charsima bonus is +1)	1 lb.
Camera, ferrotype	\$250	12 lbs.
Canned food	\$1 to \$5 per can depending on scarcity and season	1/2 lb.
Chewing glue	\$5 per stick	—
Flask, whiskey	\$1	2 lbs.
Gask mask, arma-plague “Snout”	\$200 (filter \$20)	12 lbs. (filter 2 lbs.)
Gas mask, standard	\$100 (filter \$10)	5 lbs. (filter 2 lbs.)
Helmet, lamp	\$30 (fuel \$1)	5 lbs.
Incandescent bulb	\$3	—
Lamp, carbide	\$10 (fuel \$1)	1 1/2 lbs.
Lantern, carbide	\$15 (fuel \$1)	3 lbs.
Machine, dictation	\$100 (recording blank \$5)	5 lbs.
Machine, ether ice	\$1000 (refill ether tanks \$200)	120 lbs.
Oil, whale	\$7 per quart	—
Paper drinking straws	\$5 for 100	1 lb. for 100
Portable rampart	\$150	25 lbs.
Pouch, tobacco	\$1	1/2 lb.
Rayon	(minimum) \$10 per square yard	1/2 lb. per square yard
Snuff tin	\$5	1 lb.
Soda	1 dime	1/2 lb.
Teeth, false, gold	\$100 per tooth or \$3200 smile	—
Tinderbox	\$4	1/2 lb.
Torch, foxfire	\$65	1 1/2 lbs.
Typewriter	\$90	5 lbs.
<i>Tools and Skill Kits</i>		
Item	Cost	Weight
Babbage calculator	\$100	10 lbs.
Barber’s kit	\$5 (masterwork \$55)	2 lbs.
Barometer	\$20	1 lb.
Boilermaker kit	\$80	50 lbs.
Chair, barber’s	\$90 (\$140 with restraints)	90 lbs.
Compass, masterwork	\$50	1/2 lb.
Fishing kit	\$50	5 lbs.

TABLE 5-11: GOODS AND SERVICES CONTINUED

<i>Tools and Skill Kits</i>		
Item	Cost	Weight
Physician's kit	\$70	4 lbs.
Sextant, masterwork	\$175	2 lbs.
Sportsman's kit	\$100	Varies (5 to 25 lbs.)
Thermometer, mercury	\$15	—
Watch, pocket	\$275	1 lb.
<i>Clothing and Apparel</i>		
Item	Cost	Weight
Aviator's outfit	\$4	5 lbs.
Coveralls	\$2	3 lbs.
Eyeglasses, glass lenses	\$10	—
Eyeglasses, smoked lenses	\$15	—
Eyeglasses, mirrored lenses	\$20	—
Sportsman's outfit	\$3	4 lbs.
Wilderness outfit	\$12	7 lbs.
Underwater Survival Apparatus (U.S.A.)	\$1,000	85 lbs.
Airline with manual respirator (required)	\$200	15 lbs.
<i>Transport</i>		
Item	Cost	Weight
Bicycle, penny-farthing	\$100	60 lbs.
Bicycle, standard	\$500	50 lbs.
Bicycle, velocipede	\$50	40 lbs.
Skates, ice	\$40	4 lbs.
Skates, roller	\$30	4 lbs.
Skies	\$50	12 lbs.
<i>Accessories</i>		
Item	Cost	Weight
Brow quillons	+\$15	+4 lbs.
Head rotors	+\$30	+7 lbs.
Polarized visor	+\$10	—
Sliding mirrored-slat	+\$10	+1/2 lb.
<i>Services</i>		
Item	Cost	Weight
<i>Communication</i>		
Brass tube	Free	—
Pantelegraph	Free to valued customers	—
Pneumatic mail tube	\$5 per object	—
Postage stamps	15 cents per stamp	—
Telegraph	1 cent per word per 10 miles	—
Ticker-tape machine	\$20 per month	— (receiver 2 lbs.)

TABLE 5-12: GOODS AND SERVICES CONTINUED

Item	<i>Services</i>	
	Cost	Weight
Telephone	\$100 per month	— (receiver 2 lbs.)
<i>Entertainment</i>		
Daguerreotype photo	\$25 per photo plate	1/2 lb.
Ferrottype photo	\$5 per photo plate	1/2 lb.
Kinescope	\$1 per viewing	—
Music box	\$10 per tune	1/2 lb.
Nickelodeon	5 cents per song	—
Roller-coaster	\$1 per ride	—
Wax recording	\$5 per record	—
Garbage removal	\$10 per week	—
<i>Periodicals</i>		
Dime novel	10 cents	1 lb. for 10
Mail order catalog	Free	—
Newspaper	5 cents	1 lb. for 10
Penny dreadful	1 cent	1 lb. for 100
Traveler's almanac	\$5	1 lb.

Soda: The health benefits of soda are widely touted and no pharmacy would be complete without a soda bar. Each drug store has its own signature flavors of soda (sarsaparilla, vanilla, lemon, orange, cherry, grape, or ginger) sold in small glass bottles.

Teeth, False, Gold: Gold is an excellent metal for teeth since they will not rust and are a mark of prosperity. A hollow tooth can hold a fine-sized object in its recess, but any head trauma the subject suffers has a 3% chance per hollow tooth to bend a tooth out of shape, thus giving the tooth and any object hidden within the broken condition.

Tinderbox: This airtight tin box holds 20 tindertwigs safe from spoilage by water or accidental ignition.

Torch, Foxfire: A foxfire torch is often used underground because it generates light without flame or heat. Gas pockets are a common hazard in caves and coal mines. Foxfire is a bioluminescent fungus grown on cultivated wood to create a green luminescence as bright as a common burning torch.

Typewriter: A typewriter creates legible documents much faster than by hand writing or the printing press. Carbon paper (5¢ per sheet) creates a duplicate of anything you type. A typewriter may be incorporated into complex machines as a control or communication system.

TOOLS AND SKILL KITS

Babbage Calculator: This device is an adding machine made of steel gears. This ten pound machine is used by artillery officers and accountants for speedy calculation of quadratic equations. It gives a +2 circumstance bonus on Profession (banker) and Profession (siege engineer) checks.

Barber's Kit: A barber's kit has all the tools you need to practice the profession of barber. A masterwork kit gives you a +2 circumstance bonus on Profession (barber) checks due to the quality of the straight razor and mustache wax.

Barometer: A barometer is a scientific device used to measure atmospheric pressure to help predict the weather. You gain a +2 circumstance bonus on Knowledge (nature) checks to predict the hourly weather with this device. A barometer can also be used to get an estimate of your altitude above or below sea level.

Boilermaker Kit: Within a boilermaker kit are all the tools you need to maintain and repair any steam engine. Tools in the kit include: a monkey wrench, two pipe wrenches, a 5-lb sledge hammer, large and small crescent wrenches, large and small pry bars, pliers, tin snips, a dozen bull pins, and one pair of bolt cutters.

Chair, Barber's: This padded chair is used by barbers and dentists to lift and recline the seated client. Torturers use a similar device equipped with masterwork manacles.

Compass, Masterwork: A magnetic compass aligns with the magnetic field encapsulating the planet and constantly points toward magnetic north. It provides a +3 circumstance bonus on Survival checks to avoid becoming lost and on Knowledge (dungeoneering) checks to navigate underground. A compass and pocket watch are vital for navigation without landmarks or stars. It can also be used to detect intense magnetic fields, indicating the strongest field within 10 feet.

Fishing Kit: This tackle box is a collection of fish hooks, lures, bait, cork floats, lead weights, fishing line, catch net, and has space to hold a collapsible fishing pole. The standard kit enables pole or fly fishing. A fishing kit adds a +2 circumstance bonus on Profession (fisherman) and can be used 10 times before depleted.

Physician's Kit: This collection of bandages, herbs, and surgeon's tools provides a +3 circumstance bonus on Heal checks, and counts as a healer's kit. A physician's kit is exhausted after 10 uses. A physician's kit can be replenished by spending \$5 after each use to keep it stocked, though it can never have more than 10 uses.

Sextant, Masterwork: A sextant is used to determine your latitude. A sextant grants a +3 circumstance bonus on Survival checks made to navigate while above ground under clear skies.

Sportsman's Kit: A commercial sportsman's kit provides legal gear to play a specific sport (turfball, knattleikr, rugby, spears, boxing, etc.). Add a +2 circumstance bonus on ability checks and any pertinent Perform skill checks when playing the sport. Clubs, sticks, mallets, and the like can be used as improvised clubs. Thrown objects are designed to be nonlethal. The weight of sporting gear depends on the sport. Additionally some teams buy padded armor as uniforms for contact sports.

Thermometer, Mercury: This sealed, glass pipette has a drop of mercury inside. The mercury expands when heated and condenses when cooled indicating the temperature of an object or of the ambient air. Mercury is a toxic substance (*Type:* ingested; *save* Fort DC 13; *onset:* 10 min.; *frequency:* 1/min. for 4 min.; *effect:* 1d4 Wisdom damage; *cure:* 1 save).

Watch, Pocket: A good pocket watch will keep nearly perfect time so long as it is maintained and wound (once daily for 2 rounds). It not only marks the passage of time, but is a vital tool for sea navigation, and its stylish appeal grants the user a +1 circumstance bonus of Charisma-based checks among polite society. Clockwork mechanisms are incorporated into many devices to measure time or provide kinetic energy through a compressed mainspring.

CLOTHING AND APPAREL

Aviator's Outfit: Aviators generally wear a pilot's cap, a heavily pocketed leather jacket, and thick-lined clothing to fight wind shear. Aviator clothing comes in a variety of styles by nation or allegiance.

Coveralls: Coveralls are usually made of denim, but rubber is used by sanitation workers. They are designed to preserve regular clothes from the filth of heavy labor, but some Ullerans even enjoy them as daily wear.

Eyeglasses, Glass Lens: Clear or colored glass can be used to create ordinary spectacles, goggles, monocles, or glass contact lenses. Clear glass lenses can be shaped to correct minor defects in vision. Clear goggles protect eyes from fumes, splinters, splashes, and improve underwater vision for land creatures. A monocle affects only one eye but costs half as much as spectacles. Bifocals combine reading glasses with long range lenses. Tinted glasses create a monochromatic perspective that hides or reveals hidden messages written with colored ink. Glass contacts also correct vision and tinted contacts will change eye color for a disguise (+1 circumstance bonus on Disguise checks), but are extremely uncomfortable and can only be worn for one hour per Constitution modifier (if positive; minimum 1 hour), after which the wearer suffers the dazzled condition. Eyeglasses occupies the "eyes" slot (for purposes of magic and technological item limitations).

Eyeglasses, Smoked Lens: Smoked lenses block out 80% of visible light and are used to protect eyes from intense glare. They can be used in spectacles, goggles, or glass contact lenses. All smoked lenses provide a +8 circumstances bonus on saves against visual effects, but impose a -4 penalty on sight-based Perception checks, and the wearer treats all opponents as having 20% concealment. Eyeglasses occupies the "eyes" slot (for purposes of magic and technological item limitations).

Eyeglasses, Mirrored Lens: Mirrored lenses function as one way mirrors and can be placed in any form of eyewear. Mirrored lenses grant a 10% chance of negating a gaze attack before a saving throw, but act like a blindfold in low light environments. Eyeglasses occupies the "eyes" slot (for purposes of magic and technological item limitations).

Sportsman's Outfit: A sportsman's outfit is the uniform worn on game day. Fans will often dress in support of their favorite team or star player.

Underwater Survival Apparatus (U.S.A.): This imposing yet cumbersome suit of metal and rubber creates a watertight environment for underwater exploration. A 150-ft air line connects from a valve in the headpiece to an above water manual respirator that must be worked by a second individual to keep oxygen flowing to the suit. Any damage to the suit breaks the watertight seal.

The sheer weight of the suit would make it untenable for movement if not for the pneumatic pistons and gear-spun joints and ligatures that grant it a move speed of 15 feet (or 10 feet for slower creatures).

Hardness: 7

Hit Points: 40

Armor Bonus: +8

Maximum Dex Bonus: +0

Armor Check Penalty: -7

Wilderness Outfit: While these outfits are derived from and made of skin and fur components from a variety of wildlife (e.g. badger, bear, boar, deer, fox, moose, etc.), the most common is that of the raccoon. The outfits consist of full-body dress and a hood or headpiece that provide a +2 circumstance bonus on Stealth checks made in an environment native to the animal from which the outfit is derived.

TRANSPORT

Bicycle, Penny-Farthing (“High Wheel”): The front wheel of this bicycle is much larger than the rear wheel and the rider is unable to touch the ground. The large front wheel provides great speed but makes the bike top-heavy. In the event of a crash the rider must leap clear (Reflex DC 8 or prone). It has a steel tube frame and solid rubber tires. The penny-farthing doubles a rider’s foot speed. Difficult maneuvers require an Acrobatics check (at a -5 penalty) to stay mounted.

Bicycle, Standard: This modern design has many features to improve the safety of the rider. The steel tube frame of the bike forms a diamond shape and both wheels are equal size. The bike has rear wheel drive and gears to reduce pedaling labor and brakes on both wheels. The inflated tires increase shock reduction. A bicycle doubles the foot speed of the rider. Difficult maneuvers require an Acrobatics check to stay mounted.

Bicycle, Velocipede (“Boneshaker”): This primitive design has a wrought iron frame and wooden wheels with iron tires. It uses front wheel drive and provides a jarring ride, but adds +50% to a character’s foot speed. Difficult maneuvers while riding a velocipede require an Acrobatics check to stay mounted.

Skates, Ice: Ice skates add +20 feet to a character’s foot speed on solid ice. Ice skates reduce a character’s CMD against bull-rush and reposition attempts by -2.

Skates, Roller: Roller skates add +10 feet to foot speed (+20 feet when going downhill) on a hard, flat surface. Roller skates reduce a character’s CMD against bull-rush and reposition attempts by -4.

Skis: Skis add +20 feet to a character’s foot speed (+30 feet when going downhill). Cross country skis only work on snow or ice, whereas water skis require placid water and motorized boats to function. Changes in direction and speed require an Acrobatics check to stay upright. Skis reduce a character’s CMD against bull-rush and reposition attempts by -2.

ACCESSORIES

Brow Quillons: Usable only with full helmets. These downwardly curved metallic projections (1d2 piercing damage (M); 1 piercing damage (S); x2 crit) permit the wearer to make an automatic attack of opportunity against a grappler at his highest base attack bonus. However, the wearer cannot charge, hustle, or run while wearing brow quillons without risking damaging himself once per round.

Head Rotors: Usable only with full helmets. These head-mounted metallic blades (1d4 slashing damage (M); 1d3 slashing damage (S); x3 crit), powered by a clockwork motor (takes 2 rounds to wind), can be used to make an additional attack for 2 rounds before needing to be wound again. During any round in which the head rotors are in use (a free action to activate once wound), each attack the wearer makes (including primary and off-hands, as well as the added attack from the head rotors) suffers a -2 penalty. The head rotors are treated as an exotic weapon.

Polarized Visor: Usable only with goggles, full helmets, and gas masks. This accessory reduces visual range to 30 ft., but provides a +2 circumstance bonus on Fort saves versus light-based attacks, and negates the light sensitivity weakness.

Sliding Mirrored-Slat: Usable only with goggles, full helmets, and gas masks. As a free action the wearer can slide this accessory into place, rendering him blind but also immune to gaze attacks.

COMMUNICATION

Brass Tube: A system of brass tubes is used to carry orders through many ships, fortifications, and homes. It does not require electricity and is cheap to install.

Pantelegraph: An early form of fax machine. An image of your signature and your personal four digit code are sent to the main office of a bank where the image is compared to the master original. If they match, the bank branch is authorized to release funds from your banking account.

Pneumatic Mail Tube: A steam furnace creates a vacuum that pulls message capsules throughout office buildings and over multiple city blocks. This system has been embraced by the public and the government, but cannot send an object weighing more than half a pound.

Postage Stamps: Stamps are a convenient way to send a message or package by land, air, or sea. The number of stamps needed depends on the weight and distance carried.

Telegraph: The telegraph uses Dittah Code (new language) to transmit letters by wire. The telegraph system is a government controlled monopoly.

Ticker-Tape Machines: These use telegraph wires to transmit stock quotes to all subscribers. The transmission machine has 36 keys that correspond to a 36-character alphanumeric letter wheel in each receiving machine. The machine uses 4-letter acronyms for each company and does not require knowledge of Dittah Code to read. A receiver comes free to each subscriber who pays the monthly fee.

Telephone: Telephones are available only to the very wealthy. All telephones pass through a switch board operator who completes the phone line connection. Anyone can pick up a phone and talk to anyone else hooked into the same line. The telephone currently remains a luxury of the mega-rich.

Elevators, Escalators, and Rolling Sidewalks: These devices are commonly used in multistory luxury buildings. An elevator operator ensures that the elevator stops aligned with each floor, directing passengers and monitoring overall weight in the car. Some patrons offer the elevator operator tips (or bribes) for speedy service.

ENTERTAINMENT

Daguerreotype Photo: Primitive photograph made on a silvered copper plate.

Ferrottype Photo: Modern less expensive photograph made on metallic plate through the collodion photographic emulsion process.

Kinescope: Displays a reel of celluloid film on a glass screen. The viewer stands in front of the machine and can see a 10 minute black and white motion picture.

Music Box: Price varies according to the volume, complexity, and length of the music. Music boxes use a clockwork engine.

Nickelodeon: Plays up to a dozen different songs. Some use automated musical instruments rather than a phonograph.

Roller-coaster: Roller-coasters are the central attraction at fairs and amusement parks.

Wax Recordings: Tubes of wax that can be played on a phonograph.

PERIODICALS

Dime Novel: Urban investigative stories, frontier tales, far-flung adventures, and romances are marketed to the middle class and casual readers.

Mail Order Catalog: A black and white booklet with brief sales pitches of various articles shipped through the postal system.

Newspaper: The size of the newspaper varies according to venue. City papers have more stories and are thickened by advertisements. Rural papers are often only a few pages long. Newspapers provide the reader with a +2 circumstance bonus on Knowledge (local) checks for that day in a particular city or municipality.

Penny Dreadful ("Potboiler"): A lurid serial printed weekly or monthly. The books are the equivalent of a single chapter of a horror or salacious novel aimed at entertainment of the lower classes.

Traveler's Almanac: This is an annual publication that includes information such as weather forecasts, a road map, tide tables, and tabular information arranged according to the calendar date. Astronomical data and various statistics are also found in almanacs, such as the times of the rising and setting of the sun and moon, eclipses, hours of full tide, holidays and festivals, terms of courts, local customs, local cuisine, taxonomic key, historical timelines, and more. This can be a vital aid to a party traveling through unfamiliar territory. An up-to-date almanac allows the reader to make one untrained Knowledge check per day with a +5 circumstance bonus after spending at least 10 minutes of reading.

SCIENCE

Science has grown from a hobby for wealth eccentrics to a national passion due to steam engineering. All the nations of Ullera are now locked in an industrial race for prestige and power to build the longest rail lines, to create the largest factories, and to make the greatest discoveries. Science has given us flight by airship, steam driven carriages, and an ironclad sea trade. Telegraph and rail lines allow the daily exchange of goods and information between the gaslight cities of Ullera. Science is also unlocking the mysteries of nature and gives us verifiable truths about ourselves, our world, and our universe.

Gearheads are at the forefront of scientific innovation and their schematics lay the groundwork for further technological development. Gearhead contraptions are prototypes based on the latest scientific discoveries. These prototypes are generally fickle devices that function properly only for the creator. Technological devices are refined machinery designed with universal engineering conventions for reliability.

The Republic of Ullera currently leads the continent in scientific progress due to free public education and its immense metal and coal deposits. Founded by people rebelling against the Atanak Empire which used magic to enslave and subjugate, the Ulleran public views spell casters with automatic suspicion. Scientific technology, unlike magical items, can be built and used by the common man, uses fuel instead of magical energy, doesn't require spell knowledge, and doesn't require powerful spell casters to create.

FIELDS OF SCIENCE

Almost every schematic contraption and technological item belongs to at least one of the many fields of science. A field of science is a group of related scientific principles, applications, and theories.

ACOUSTICS

Storing and replaying sound is now a possibility due to the invention of wax records and other similar devices. The field of Acoustics relies on recent and ancient technologies to amplify, distort, and replicate sound. Engineers can create contraptions that produce damaging sound waves as well as auditory illusions.

COMBUSTION

The field of Combustion studies how the potential energy stored in inflammable substances is harnessed and utilized. Steam engines, for instance, harness the heat energy produced by the exothermic chemical reaction of boiling water to function. The application of combustion by gearheads and engineers allows them to create miniaturized steam engines, chemical explosives or flares, or intense flames.

CRYOGENICS

Hibernation allows animals to slow their metabolisms to survive the harshest of winters by reducing the need for nourishment, circulation, and even respiration. The field of Cryogenics attempts to mimic this ability in people and food stuffs to increase longevity, slow illnesses, and stave off decay with re Fridgeration. These studies have also yielded other discoveries of what happens to creatures or objects at extremely low temperatures, such as harmful flash-freezing.

ELECTROMAGNETICS

Once electricity and magnetism were thought to be separate phenomena, but they are fundamentally linked. The field of Electromagnetism yields devices that generate electricity to deliver shocking jolts, to emit radiation waves of varying frequencies, to manipulate electromagnetic fields, or to power objects, buildings, or even entire cities.

HYDROLOGY

Hydrology is the study of fluids and hydrodynamics. Within the field of Hydrology, it is possible to manipulate the acidity of a substance, alter a fluid's surface tension or viscosity, and even create hydraulic pistons and high pressure valves.

OPTICS

Everything that can be visually perceived is affected by either the presence or absence of light radiation. While the fields of Optics and Electromagnetics both study the properties of electromagnetic waves and radiation, the former is concerned solely on the behaviour of visible, ultraviolet, and infrared light and the detection of varying radiation waves. The field of Optics utilizes lenses within telescopes and microscopes to focus incoming light to view objects that are either far away or extremely small, as well as crystalline prisms that splinter or focus light for spectrum analysis, illumination, or illusion.

POLYMERIZATION

Polymerization is simply the creation of artificial, molecular fibers (polymers) through chemical reactions. Polymers are used to create industrial goods such as fireproof cloth, jewelry, cable insulation, adhesives, ceramics, lubricants, unbreakable glass, pantyhose, and parachutes. While more commonly utilized in the process of industrial manufacturing, there are some gearheads that specialize in the field of Polymerization, possessing the ability to provide extraordinary traits such as energy resistance or extreme frictionless through spray-on polymer coating.

PSYCHOLOGY

A clinical understanding of the mind has eluded mankind for centuries. Only recently has a systematic study of mental afflictions begun, unlocking the mysteries of the mind. Through the field of Psychology, a gearhead is able to tap into the subconscious terrors of mankind and, through hypnosis and narcotics, generate phobias, hallucinations, and neuroses in ordinarily healthy minds.

RELATIVITY

The field of Relativity creates an appreciation of the various forces impacting our universe. Gravity is just one of these forces and affects weight, time, and scale. Gravity can be harnessed in the form of kinetic energy to create localized distortions in the fabric of space-time, producing barriers, time-distortion, and concussive force.

CONTRAPTIONS

Contraptions are complex mechanical devices made up of various clockwork cogs, gears, pistons, springs, lenses and other mechanical components. Their construction is directed by a series of schematics, which define the parameters and capabilities of the contraption.

The effects a contraption produces are extraordinary in nature. As such, a contraption's effects cannot be dispelled and are not subject to spell resistance. Effects that suppress or negate magic have no effect on contraptions or their effects. Furthermore, contraptions normally have no effect on incorporeal creatures. Abilities, class features, or feats that affect spells or magical effects do not function with contraptions, despite any similar descriptors.

Contraptions also tend to be quite bulky, featuring several protruding lenses, wires, vents, and hoses. As such, contraptions have weight and must be constructed to either be worn on the body or be hand-held (chosen at the time of the contraption's construction.)

A hand-held contraption sized for the constructor weighs 10 lbs. if he is Medium-sized or 7 lbs. if he is Small-sized, requires a move action to draw or stow, and requires two-hands to activate. A constructor can be disarmed of his held contraptions. A hand-held contraption can also be sundered, and has hardness 5 and 5 hit points.

Worn contraptions must be worn on (or over) a particular part of the body, known as a "slot," similar to how magic/tech items are worn. A worn contraption sized for the constructor occupies one body slot. A constructor with a humanoid-shaped body is able to wear as many as 15 contraptions sized for him at the same time. Some contraption body slots mirror magic-/tech-item body slots. In this case, a contraption cannot occupy the same body slot as a tech-device or magic item, and vice versa, even if the constructor could wear multiple contraptions in that slot (like the wrist slot or shoulders slot, for example). A constructor can wear a contraption in the following body slots: back, belt, chest, eyes (up to two), feet, hands (up to two), head, headband, neck, shoulders (up to two), and wrists (up to two). A worn contraption sized for the gearhead weighs 5 lbs. if he is Medium-sized or 3.5 lbs. if he is Small-sized.

A worn contraption requires a full-round action to put on or remove, and may be worn over armor and clothing. Worn contraptions may also be attached to armor, in which case the contraption can only be donned or removed when

the armor is donned or removed. Removing an attached contraption to a suit of armor, without removing the armor itself, requires a Disable Device check and is considered a tricky device. A worn contraption requires at least one hand to activate, and may be activated while grappled or while swallowed whole.

Contraptions and the Broken Condition: A contraption can become damaged just like any other object. Any attacks made with a broken contraption suffer a -2 penalty to attack rolls and damage rolls. Furthermore, the save DC of a broken contraption is lowered by 2 and every time the contraption is activated, it has a 5% chance to malfunction and cause a mishap (see below).

Contraption Mishaps: When a contraption malfunctions, a mishap occurs, usually in a reversed or harmful manner. The GM determines what sort of mishap occurs. As a default, the contraption fails to activate and causes 1d4 points of damage per contraption level to the activator, and ceases to function until it has received maintenance. If the contraption deals energy damage, the damage dealt from a mishap is of the same energy type(s). Other possible outcomes include:

- If the contraption has a ranged target schematic, then it activates, but it affects the activator, an ally, or a random target within range instead of the intended target or area.
- If the contraption has a ranged target schematic, then it activates as if it had a different, random target schematic instead, affecting a random area or targets.
- If the contraption has the burst target schematic, then it activates, but it takes effect at some random location within range.
- The contraption fails to activate and causes 1d6 points of damage per contraption level to the activator, and half that amount of damage to all creatures adjacent to the activator. Creatures adjacent to the activator may reduce this damage by half with a successful DC 15 Reflex save. The contraption ceases to function until it has received maintenance when this mishap occurs.
- The contraption simply fails to activate, without causing harm to the activator. The contraption may or may not cease to function until it has received maintenance when this mishap occurs.
- The contraption activates 1d4 rounds later than intended, selecting a random target if it has a ranged target schematic.

CONSTRUCTING A CONTRAPTION

Contraptions are constructed, repaired, calibrated, maintained, and salvaged throughout a constructor's maintenance period. A typical maintenance period requires at least 1 hour of dedicated, focused work. In order for a constructor to effectively perform maintenance on his contraptions, he must be well rested, getting at least 8 hours of sleep beforehand. This 8-hour period of rest is also crucial for a constructor's power source, which takes this time to fully recharge and replenish itself.

When constructing a contraption, follow these steps:

STEP 1: DETERMINE CONTRAPTION LEVEL

The first step in constructing a contraption is determining the desired level of the contraption that the constructor can create based on his constructor class level, his available number of contraption slots for a given contraption level, and the maximum level of contraption he has discovered. For example, a 1st level gearhead can create and maintain up to three 0-level contraptions and one 1st-level contraption each day.

STEP 2: CHOOSE A TARGET SCHEMATIC

This schematic determines the range of a contraption, how the effects of the contraption manifest, and what it can affect. If the contraption has an area, it affects every creature in the area defined by the target schematic. If it has targets, it affects the specific targets described by its schematic. A contraption can have only one target schematic, unless specified otherwise by an effect schematic.

STEP 3: CHOOSE ONE OR MORE EFFECT SCHEMATICS

Effect schematics determine what effect a contraption produces when activated. They also determine from which scientific sources they originate, the descriptors of the contraption, and its duration and saving throw, if any. A contraption can have more than one effect schematic, even ones from different scientific sources. In this case, the contraption counts as belonging to both scientific sources, and as having the descriptors of each effect schematic. The maximum level of the effect schematics contained within a contraption depends on the unmodified level of the contraption and the number of effect schematics arranged in the contraption, as noted in the Effect Schematics Combinations table below. For example, a 5th-level contraption might include one 5th-level effect schematic,

TABLE 6-1: EFFECT SCHEMATIC COMBINATIONS

Contraption Level	Maximum Effect Schematic Level		
	One Schematic	Two Schematics	Three Schematics
0	0	---	---
1st	1	---	---
2nd	2	0/0	---
3rd	3	1/1 or 2/0	0/0/0
4th	4	2/2 or 3/1	1/1/1 or 2/0/0
5th	5	3/3 or 4/2	2/2/2 or 3/1/1
6th	6	4/4 or 5/3	3/3/3 or 4/2/2
7th	7	5/5 or 6/4	4/4/4 or 5/3/3
8th	8	6/6 or 7/5	5/5/5 or 6/4/4
9th	9	7/7 or 8/5	6/6/6 or 7/5/5

two 3rd-level effect schematics, or three 2nd-level effect schematics. Alternatively, the contraption might include one 4th-level effect schematic and one effect schematic of up to 2nd-level, or one 3rd-level effect schematic and two effect schematics of up to 1st-level.

If the desired effect schematic combination is not reflected in the Effect Schematics Combinations table, first determine which two contraption levels the desired contraption would fall between, based on each contraption's effect schematic combination, and then take the higher of the two contraptions. For example, a contraption constructed from one 3rd-level effect schematic and one 2nd-level effect schematic would fall between a 4th-level contraption (effect schematic combination of 3/1) and a 5th-level contraption (effect schematic combination of 4/2). Therefore, the desired contraption's level would be 5th, as that is the higher level contraption of the two.

A contraption typically cannot have more than one effect schematic from the same scientific source, but there are exceptions. A contraption can have more than one effect schematic from the Optics source, but cannot have an effect schematic from the Optics source and an effect schematic from any other source, unless stated otherwise.

Schematic Augmentation: Both target and effect schematics have one or multiple augmentation effects, as detailed in that schematic's description, that the constructor can use during a contraption's construction to enhance that schematic. Some augmented descriptions increase the level of the effect schematic or target schematic, and can only

be used if the constructor is able to create contraptions of a high enough level (according to his constructor level) to accommodate the new schematic level. If a schematic has more than one augmented description, the constructor can choose which to use (but never more than one per schematic). This augmentation can be applied to a contraption multiple times—once to the target schematic and once for each effect schematic.

STEP 4: DETERMINE REMAINING STATISTICS

After determining a contraptions level, range and targets, refer to the contraptions effect schematics to determine the contraptions scientific sources, descriptors, saving throws, duration, effects and damage.

Contraption Sources and Descriptors: If a contraption has more than one effect schematic, it can belong to more than one scientific source or have multiple descriptors, although it never benefits from effects based on source or descriptors more than once (such as from the Scientific Focus feat). It can, however, take penalties based on source or descriptor more than once; for example, if a target has a bonus on saving throws against enchantment and illusion effects, that character would add both bonuses on the saving throw if the contraption has both descriptors.

Contraption Saving Throws: The base saving throw DC for a contraption is equal to 8 + the contraption's base level + the constructor's Intelligence modifier. The type of saving throw for a contraption is determined by the highest-level effect schematic used that allows a saving throw (or the constructor's choice if they are the same). If the save is successful, it applies to both effect schematics, but the result for each effect schematic can vary based on the individual effect schematic. If the save fails, the target takes the full effect of both effect schematics.

For example, if a 5th-level contraption contains a 2nd-level effect schematic that allows a Reflex save for half and a 4th-level effect schematic that allows a Will save to negate, targets of the contraption make a Will save with a DC of 13 + the constructor's Intelligence modifier. If the save is successful, the target takes half the normal effect from the 2nd-level schematic and negates the 4th-level schematic. If the save fails, the target takes the full effect of both effect schematics.

Multiple Effect Schematics and Damage: If more than one effect schematic causes the contraption to deal damage, the total number of dice of damage

the contraption can deal can be no greater than the contraption's constructor level. The constructor can decide which dice belong to which effect schematic, in any combination, so long as the total number does not exceed his constructor level and the number of dice allocated to a specific effect schematic does not exceed its maximum.

For example, if a 10th-level constructor creates a contraption with the burn and sonic blast effect schematics, he gains 5d4 damage dice from the burn effect schematic, and 10d6 damage dice from the sonic blast effect schematic. Since the total number of damage dice cannot exceed his constructor level (10 dice), and since the number of damage dice from the burn effect schematic cannot exceed the schematic's maximum (5d4), the constructor can either allocate the total number of dice to 5d4 and 5d6, 2d4 and 8d6, 1d4 and 9d6, or any combination in between.

Multiple Effect Schematics and Duration: If a contraption has more than one effect schematic, the shortest of all the effect schematics' durations is used to determine the duration of the contraption's effects.

ACTIVATING A CONTRAPTION

Contraptions use the use-activation method, so activating a contraption is usually a standard action that does not provoke an attack of opportunity (unless the contraption requires the activator to make a ranged attack). If the schematic used to create the contraption has a longer activation time than 1 action, however, it takes that long to activate the contraption.

NAMING A CONTRAPTION

For player and GM identification purposes, a contraption is named after the collection and sequence of its schematics (target schematic + effect schematics). For example, a *line chill* contraption reveals that it has the *line* target schematic and *chill* effect schematic. Likewise, a *burst(II) dehydrate blaze* contraption reveals that the contraption has the *burst* target schematic (augment level II), and the *dehydrate* and *blaze* effect schematics.

While this naming convention may look silly, it's a simple and easy way to identify contraption effects and statistics, and aids the player when looking up the details of a schematic. In-game, however, a gearhead may name a contraption whatever he wishes!

SCHEMATICS

Schematics are the paper blueprints of a mechanism that represents the mechanical implementation of a newly discovered scientific concept. When arranged with other schematics during the construction of a contraption, the chosen series of schematics define how a contraption operates. There are two different types of schematics: *target schematics*, which define what a contraption can affect, and *effect schematics*, which define what a contraption does to those it affects.

Each schematic has a level associated with it and, in some cases, restrictions on what other schematics can be arranged in a contraption with it. The level of a schematic is also the minimum level of the contraption that the constructor must have discovered before it can be learned or used in the construction of a contraption. For example, a 2nd-level schematic cannot be used in the construction of a 1st-level contraption. Likewise, a constructor cannot learn a 2nd-level schematic or use that schematic in the construction of a contraption until he has discovered how to construct 2nd-level contraptions.

TARGET SCHEMATICS

Target schematics establish the way in which a contraption determines its targets. Some effect schematics restrict the type of target schematics that can be used in contraptions that contain them. A contraption contains only one target schematic. Target schematics use the following format.

Name: This is the name of the target schematic. It is used as part of the contraption's complete title.

Minimum Contraption Level: This line lists the minimum required level for a contraption to contain this target schematic.

Range: This line describes the range of a contraption containing this target schematic.

Target: This paragraph describes how a contraption using this target schematic determines its targets or area of effect. This could be a selection of targets by the caster or the creation of an area of effect, in which case all the creatures in the area are automatically targets of the spell. It might also create an effect that has no specific targets, instead just causing the effect schematic to occupy the listed space.

Augment: If the target schematic can be augmented, the effects are listed here. The roman numeral after "augment" denotes the augmentation level when determining the name of the contraption.

BURST

Minimum Contraption Level 1

Range close (25 ft. + 5 ft./2 levels)

A contraption with this target schematic affects everything it catches in a 10-foot-radius burst. Some effect schematics that use the burst target schematic are instead emanations, taking up the same area as the burst.

These effect schematics typically have a longer duration and cannot be moved once created. They are noted by the word “emanation” in parentheses after the burst target restriction.

Augment I: The contraption affects everything in a 20-foot-radius burst. Its range increases to medium (100 ft. + 10 ft./level). Augmenting this target schematic increases its minimum contraption level requirement to 3.

Augment II: The contraption affects everything in a 40-foot-radius burst. Its range increases to long (400 ft. + 40 ft./level). Augmenting this target schematic increases its minimum contraption level requirement to 5.

CONE

Minimum Contraption Level 0

Range 15 ft.

A contraption with this target schematic affects everything in a cone-shaped burst.

Augment I: The range increases to 30 feet. Augmenting this target schematic increases its minimum contraption level requirement to 2.

Augment II: The range increases to 60 feet. Augmenting this target schematic increases its minimum contraption level requirement to 4.

LINE

Minimum Contraption Level 1

Range 30 ft.

A contraption with this target schematic affects everything in a 30-foot line.

Augment I: The range increases to 60 feet. Augmenting this target schematic increases its minimum contraption level requirement to 2.

Augment II: The range increases to 120 feet. Augmenting this target schematic increases its minimum contraption level requirement to 3.

PERSONAL

Minimum Contraption Level 0

Range self

A contraption with this target schematic only affects the activator. Effect schematics that are restricted to this schematic can be combined with other effect schematics, but the activator is the only target, regardless of other target possibilities.

A contraption with this target schematic must be a worn contraption.

PROJECTED

Minimum Contraption Level 0

Range close (25 ft. + 5 ft./2 levels)

A contraption with this target schematic requires a either a melee or ranged touch attack that, if it hits, subjects a single target to its effects. When arranged with this target schematic, effect schematics do not allow a saving throw to negate the contraption’s effects. The type of touch attack is chosen during construction.

If the contraption requires a ranged touch attack, it fires a projectile. If the contraption’s projectiles miss, they are destroyed, preventing them from being returned to the contraption and reused. An activator aims the ranged touch attack from a contraption with this target schematic as if using a ranged weapon, and follows the same rules as ray attacks (*Pathfinder RPG Core Rulebook: Magic: Aiming a Spell*).

If the contraption requires a melee touch attack, then this target schematic has a range of ‘touch’. If a melee touch attack from a contraption with this target schematic misses, the activator can hold the charge and try again with subsequent attacks.

SELECTIVE

Minimum Contraption Level 0

Range close (25 ft. + 5 ft./2 levels)

A contraption with this target schematic affects a single target within range, forcing the target to make a saving throw to resist the effects of a contraption.

Augment I: Instead of one target, the contraption affects up to one target per constructor level, no two of which can be more than 30 feet apart nor targeted more than once. The range increases to medium (100 ft. + 10 ft./level). Augmenting this target schematic increases its minimum contraption level requirement to 3.

EFFECT SCHEMATICS

Effect schematics determine the overall outcome of a contraption. A contraption can contain more than one effect schematic, and it is possible for their effects to counteract one another. Effect schematics use the following format.

Name: This is the name of the effect schematic. Each schematic belongs to a group of similar schematics, noted in parentheses.

Sciences: This entry lists the scientific sources that the effects of the schematic are derived from, whether they are from a scientific reaction, theory, or field of study. Unless otherwise noted, an individual contraption cannot contain two effect schematics from the same scientific source.

Descriptors: This entry lists the descriptors associated with the effects of a schematic, much like how the fireball spell has the 'fire' descriptor and is a 'fire effect,' or the cause fear spell has the 'fear' descriptor and is a 'fear effect'.

Level: This entry lists the classes that can learn the effect schematic and what level the schematic is for members of that class. Note that an individual contraption can contain no schematics of a level higher than the contraption's level.

Duration: This line lists the duration of the effect schematic. This is determined by the constructor's level.

Saving Throw: If the effect schematic allows a saving throw, it is noted here along with the effect of a successful save.

Target Restrictions: Some effect schematics can only be combined with specific target schematics when constructing contraptions. If this is the case, the specific target schematics are noted here.

Contraption Restrictions: Some effect schematics can only be contained within specific types of contraptions, either worn or hand-held. If an effect schematic must be in a worn contraption that occupies a specific body slot, that body slot is listed in parenthesis.

Description: This paragraph describes the effects of the schematic when arranged in a contraption.

Augment: If the effect schematic can be augmented, the effects are listed here.

Constructor Level: The numerical effects of an effect schematic are determined by the expertise of individual building the contraption, known as the constructor. A constructor's effective constructor level is equal to the sum of his class levels in contraption-building classes, such as the gearhead class.

Activator: The individual activating the contraption is considered the activator. This individual may be different from the constructor.

ACCELERATE

Sciences relativity; **Level** gearhead 2

Duration 1 round/level

Target Restrictions personal

The activator of a contraption with this effect schematic can take one additional move action each turn. This move action can come before, after, or between other actions, but not during a full-round action.

This is a haste effect that stacks with the *alacrity* effect schematic. Otherwise, multiple haste effects do not stack. *Accelerate* counters *decelerate*. A contraption can contain both this effect schematic and the *alacrity* effect schematic.

Augment I: If the activator takes a full-attack action, it can, instead of taking an extra move action, make one additional attack at its highest attack bonus. In addition, the activator gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves for the duration. Augmenting this effect schematic increases its level by 1.

ACID BURN

Sciences hydrology; **Descriptors** acid; **Level** gearhead 1

Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

A contraption with this effect schematic deals 1d4 points of acid damage per constructor level (maximum of 5d4).

If successfully delivered as a ranged touch attack, this effect schematic also deals 1 point of acid damage per constructor level (maximum of 5) to all creatures adjacent to the target.

ALACRITY

Sciences relativity; **Level** gearhead 1

Duration 1 minute/level

Target Restrictions personal

This effect schematic increases the speed of all of the activator's modes of movement by 20 feet for the duration, to a maximum of twice the activator's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

This is a haste effect that stacks with the *accelerate* effect schematic. Otherwise, multiple haste effects do not stack. A contraption can contain both this effect schematic and the *accelerate* effect schematic.

AMPED LIGHTNING

Sciences electromagnetics; **Descriptors** electricity

Level gearhead 6

Duration instantaneous

Saving Throw Reflex half, Fortitude negates (see text)

A contraption with this effect schematic deals 1d6 points of electricity damage per caster level (maximum 20d6). A creature that takes damage from this effect schematic must also make a Fortitude save or become stunned for 1 round.

ATTRACTION

Sciences psychology; **Descriptors** enchantment (charm), mind-affecting; **Level** gearhead 1

Duration 10 minutes/level

Saving Throw Will negates

Target Restrictions selective

The target of a contraption with this effect schematic treats the activator as a trusted ally. The creature will defend the activator and will not attack the activator's allies while the contraption persists. If the creature is attacked by the caster or his allies, this effect immediately ends (though other effects of the contraption may continue). A contraption with this effect schematic only affects creatures of the humanoid type; targets receive a +4 bonus on the saving throw if a contraption with this effect schematic has its target schematic augmented to affect more than one creature.

BEACON

Sciences electromagnetics; **Level** gearhead 0

Duration 1 hour/level

Target Restrictions personal

When a contraption with this effect schematic is activated, the exact location of the activator becomes a fixed point. For the duration of this activation, the contraption always displays the direction and distance to the point where it was activated. This effect does not instruct the activator on how to reach the point, but rather merely indicates the direction to the point, even if that direction leads through solid objects and other hazards.

Only one point can ever be displayed at any one time. If the contraption is activated again before a previous activation has expired, the previous activation and point-tracking ends and is replaced by the new activation and point-tracking.

BIOHAZARDOUS CLOUD

Sciences hydrology; **Descriptors** acid; **Level** gearhead 7

Duration 1 round/level

Saving Throw Fortitude half

Target Restrictions burst (emanation)

A contraption with this effect schematic creates a cloud of noxious green vapor that obscures vision. Creatures caught in the cloud take 1d6 points of acid damage per constructor level (maximum 20d6) and are fatigued. Creatures caught in the cloud receive a Fortitude save to halve the damage and to negate the fatigued effect. Creatures that remain in the cloud take a cumulative -2 penalty on the save each round they remain in the cloud, but spending just 1 round outside the cloud's area resets this penalty. Creatures in the cloud that are fatigued become exhausted on a failed saving throw. A strong wind disperses this cloud immediately.

BLAZE

Sciences combustion; **Descriptors** fire; **Level** gearhead 3

Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d6 points of fire damage per constructor level (maximum 10d6). This fire damage causes combustibles and targets that either fail their saving throw or that are not allowed a saving throw, to catch on fire (*Pathfinder RPG Core Rulebook: Environment*). The DC to avoid catching on fire or to put out a fire caused by this effect schematic is equal to the contraption's saving throw DC. This effect schematic does not function under water.

Augment I: This effect schematic's maximum damage increases to 15d6. Augmenting this effect schematic increases its level by 2.

BURN

Sciences combustion; **Descriptors** fire; **Level** gearhead 1

Duration instantaneous

Saving Throw Reflex half

Target Restrictions not *selective*

A contraption with this effect schematic deals 1d4 points of fire damage per constructor level (maximum 5d4). This fire damage causes combustibles and targets that either fail their saving throw or that are not allowed a saving throw, to catch on fire (*Pathfinder RPG Core Rulebook: Environment*). The DC to avoid catching on fire or to put

out a fire caused by this effect schematic is equal to the contraption's saving throw DC. This effect schematic does not function under water.

Augment I: This effect schematic's fire damage dice increases to 1d6 points of fire damage per constructor level (maximum 5d6). Augmenting this effect schematic increases its level by 1.

CAUSTIC ACID

Sciences hydrology; **Descriptors** acid; **Level** gearhead 4
Duration instantaneous

Saving Throw Reflex half and partial (see text)

Target Restrictions not *selective*

A contraption with this effect schematic deals 1d6 points of acid damage per constructor level (maximum 10d6). Targets that fail their saving throw or that are not allowed a saving throw become sickened for 1 round per two constructor levels (maximum of 5 rounds). Targets that succeed on their saving throw are still sickened for 1 round.

If successfully delivered as a ranged touch attack, this effect schematic also deals 1 point of acid damage per constructor level (maximum of 10) to all creatures adjacent to the target. In addition, all creatures adjacent to the target become sickened for 1 round. If the ranged touch attack is a confirmed critical hit, the primary target is instead sickened for 1 minute.

CHEMICAL BURN

Sciences hydrology; **Descriptors** acid; **Level** gearhead 0
Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d3 points of acid damage.

If successfully delivered as a ranged touch attack, this effect schematic also deals 1 point of acid to all creatures adjacent to the target.

CHILL

Sciences cryogenics; **Descriptors** cold; **Level** gearhead 0
Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

A contraption with this effect schematic deals 1d4 points of cold damage.

CLINGING ICE

Sciences cryogenics; **Descriptors** cold; **Level** gearhead 4
Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

A contraption with this effect schematic deals 1d6 points of cold damage per constructor level (maximum 10d6). A target that fails its saving throw or that is not allowed a saving throw is entangled by ice for 1d4 rounds.

COMPLEX ORDER

Sciences psychology; **Descriptors** enchantment (compulsion), language-dependent, mind-affecting; **Level** gearhead 3

Duration 10 minutes/level

Saving Throw Will negates

Target Restrictions selective

The target of a contraption with this effect schematic must follow the activator's instructions. The activator must be able to convey the orders within 1 round and the actions must be possible to complete within the contraption's duration. The instructions cannot include anything that is obviously dangerous or harmful to the target. The instructions do not have to take the entire duration, and once completed, a contraption with this effect schematic ends. If the instructions are not completed by the time the duration expires, the target is under no compulsion to finish enacting them.

CONCEALMENT FIELD

Sciences optics; **Descriptors** illusion (glamour); **Level** gearhead 5
Duration 1 minute/level

Saving Throw Will negates (harmless)

Target Restrictions personal

The activator of a contraption with this effect schematic, and all creatures and objects within 10 feet of the activator, becomes invisible as per the *invisibility* spell for the effect's duration and as long as they remain within 10 feet of the activator. If a creature affected by this effect attacks or otherwise takes an offensive action (as defined in the *invisibility* spell), this effect ends on that individual. If the effect ends on the activator, it also ends for all others affected.

Augment I: This effect schematic functions as above, except those affected by the contraption do not become visible if they attack or take an offensive action. Augmenting this effect schematic increases its level by 2.

CORROSIVE ACID

Sciences hydrology; **Descriptors** acid; **Level** gearhead 2

Duration 1 round + 1 round per three levels

Saving Throw Reflex half and negates (see text)

Target Restrictions not selective

A contraption with this effect schematic deals 2d4 points of acid damage. For every three constructor levels the constructor possesses, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing 2d4 acid damage again in each round if the target failed its initial saving throw or is not allowed a saving throw.

CRUSH WILL

Sciences psychology; **Descriptors** enchantment (compulsion), language-dependent, mind-affecting; **Level** gearhead 5

Duration 1 round/level

Saving Throw Will negates

Target Restrictions selective

The target of a contraption with this effect schematic obeys any commands given by the activator. These commands are sent through a mental link that does not require speech. The target ignores any commands that are suicidal or self-destructive. A contraption with this effect schematic only affects creatures of the humanoid type; targets receive a +2 bonus on the saving throw if a contraption with the effect schematic has its target schematic augmented to affect more than one creature.

DISAPPEAR

Sciences optics; **Descriptors** illusion (glamour); **Level** gearhead 2

Duration 1 minute/level

Saving Throw Will negates (harmless)

Target Restrictions personal

The activator of a contraption with this effect schematic becomes invisible, as per the invisibility spell, for the effect's duration. If the target attacks or otherwise takes an offensive action (as defined in the invisibility spell), this effect ends.

Augment I: This effect schematic functions as above, except the activator does not become visible if it attacks or takes an offensive action. Augmenting this effect schematic increases its level by 2.

DECELERATE

Sciences relativity; **Level** gearhead 2

Duration 1 round/level

Saving Throw none

Target Restrictions burst (emanation)

A contraption with this effect schematic creates a zone of decelerated time. Creatures within the area are staggered as long as they remain within the area. Projectiles or missiles fired through or out of the area automatically miss. Projectiles or missiles fired at creatures within the area receive a -4 penalty to their attack roll. This is a slow effect. Multiple slow effects do not stack. *Decelerate* counters *accelerate*.

Augment I: Additionally, affected creatures take a -1 penalty on attack rolls, AC, and Reflex saves, and move at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Augmenting this effect schematic increases its level by 1.

DEHYDRATE

Sciences combustion; **Level** gearhead 1

Duration instantaneous

Saving Throw Fortitude half and negates (see text)

Target Restrictions projected (melee only), burst, cone, line, selective (single target only)

A contraption with this effect schematic removes the water from a creature or object through convection heating. If used on up to one cubic feet of food, this effect schematic can create one day's worth of trail rations. Creatures that naturally contain water within their bodies are dealt 1d6 nonlethal damage per constructor level (maximum of 5d6) and are fatigued for 1d4 rounds. This damage is lethal against creature comprised entirely of water (such as oozes or water elementals). If allowed a saving throw, a successful Fortitude save reduces this damage by half and negates the fatigued condition.

DESTRUCTIVE ACOUSTICS

Sciences acoustics; **Descriptors** sonic; **Level** gearhead 7

Duration instantaneous, 1 round/level, see text

Saving Throw Fortitude half and negates

Target Restrictions cone or line

This effect schematic deals 1d6 points of sonic damage per constructor level (maximum 15d6) and causes the targets to become deafened for 1 round per level. A successful Fortitude save halves the damage and negates the deafened condition.

DETECT ANOMALISTIC CREATURES

Sciences optics; **Level** gearhead 2

Duration concentration, up to 10 minutes/level

Saving Throw none

Target Restrictions cone (see text)

Contraption Restrictions worn (eye), hand-held

A contraption with this effect schematic functions like *detect fauna or flora* (including its augments), except it detects creatures of the aberration or ooze type, or creatures of a specific outsider subtype that the constructor has previously encountered or studied.

DETECT CONSTRUCTS

Sciences optics; **Level** gearhead 2

Duration concentration, up to 10 minutes/level

Saving Throw none

Target Restrictions cone (see text)

Contraption Restrictions worn (eye), hand-held

A contraption with this effect schematic functions like *detect fauna or flora* (including its augments), except it detects creatures of the construct type.

DETECT FAUNA OR FLORA

Sciences optics; **Level** gearhead 1

Duration concentration, up to 10 minutes/level

Saving Throw none

Target Restrictions cone (see text)

Contraption Restrictions worn (eye), hand-held

Regardless of the size of cone target schematic used, a contraption with this effect schematic detects a particular species of animal, vermin or plant that the constructor has previously encountered or studied in a 60-foot cone emanating out from you in whatever direction you face. The species of animal, vermin or plant can be changed each round. The amount of information revealed depends on how long you search a particular area or focus on a specific species of animal, vermin or plant.

1st Round: Presence or absence of that species of animal, vermin or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal, vermin or a plant is outside your line of sight, then you discern its general location.

Conditions: For purposes of this effect schematic, the categories of condition are as follows. If a creature falls into more than one category, the contraption indicates the weaker of the two.

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

Each round you can turn to detect a species of animal, vermin or plant in a new area. The contraption can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Special: Augmenting the cone target schematic of a contraption with this effect schematic does not alter this effect schematic's area of detection. Instead, it doubles or triples (respectively) this effect schematic's ability to penetrate barriers.

Augment I: The effect schematic no longer requires concentration to reveal information. Upon activation, the contraption reveals the location and condition of each individual present in the area. Augmenting this effect schematic increases its level by 2.

DETECT HUMANOIDS

Sciences optics; **Level** gearhead 1

Duration concentration, up to 10 minutes/level

Saving Throw none

Target Restrictions cone (see text)

Contraption Restrictions worn (eye), hand-held

A contraption with this effect schematic functions like *detect fauna or flora* (including its augments), except it detects humanoid creatures of a specific subtype that the constructor has previously encountered or studied.

DETECT MYSTICAL CREATURES

Sciences optics; **Level** gearhead 2

Duration concentration, up to 10 minutes/level

Saving Throw none

Target Restrictions cone (see text)

Contraption Restrictions worn (eye), hand-held

A contraption with this effect schematic functions like *detect fauna or flora* (including its augments), except it detects creatures of the dragon, fey, magical beast, or monstrous humanoid type that the constructor has previously encountered or studied.

DETECT PARANORMAL

Sciences optics; **Level** gearhead 1

Duration concentration, up to 10 minutes/level

Saving Throw none

Target Restrictions cone (see text)

Contraption Restrictions worn (eye), hand-held

A contraption with this effect schematic functions like *detect fauna or flora* (including its augments), except it detects creatures of the undead type.

DIMENSIONAL HOP

Sciences relativity; **Descriptors** teleportation; **Level** gearhead 3

Duration instantaneous

Saving Throw Will negates (harmless)

Target Restrictions personal

A contraption with this effect schematic teleports the activator to another location within line of sight of the activator and within long range (400 ft. + 40 ft./ 2 levels).

After activating this contraption, the activator can't take any other actions until his next turn. He can bring along objects as long as their weight doesn't exceed his maximum load. He may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three constructor levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with the activator.

If the activator arrives in a place that is already occupied by a solid body, the activator and each creature traveling

with him take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, the activator and each creature traveling with him take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, the activator and each creature traveling with him take an additional 4d6 points of damage and the activation simply fails.

Due to the complexity of this effect schematic, it cannot be combined with other effect schematics.

DIMENSIONAL JUMP

Sciences relativity; **Descriptors** teleportation; **Level** gearhead 5

Duration instantaneous

Saving Throw Will negates (harmless)

Target Restrictions personal

A contraption with this effect schematic functions as the *dimensional hop* effect schematic, except the destination may be any location within 100 miles per constructor level that the activator has visited in the past.

The activator must have some informational calculation of the location and layout of the destination. The more accurate the activator's calculation, the more likely the teleportation works.

To see how well the teleportation works, roll d% and consult the table at the end of this effect schematic. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the activator has been very often and where he feels at home. "Studied carefully" is a place the activator knows well, either because he can currently physically see it or he has been there often. "Seen casually" is a place that the activator has seen more than once but with which he is not very familiar. "Viewed once" is a place that the activator has seen once, possibly in a picture or on a postcard.

On Target: The activator and anyone else teleporting with him appear where they want to be.

Off Target: The activator and anyone else teleporting with him appear within 1 to 100 miles away from the destination in a random direction.

Similar Area: The activator and anyone else teleporting with him wind up in an area that's visually or thematically similar to the target area. Generally, they appear in the

closest similar place within range. If no such area exists within the contraption's range, the activation simply fails instead.

Mishap: The activator and anyone else teleporting with him have gotten "scrambled." They each take 1d10 points of damage, and then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	---
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100

Due to the complexity of this effect schematic, it cannot be combined with other effect schematics.

Augment I: This effect schematic has no range restriction and teleportation can no longer result in a similar area or a mishap. If teleportation would result off target, the variance in distance is limited to 1 to 100 feet in a random direction. Augmenting this effect schematic increases its level by 2.

DIMENSIONAL SHIFT

Sciences relativity; **Descriptors** teleportation; **Level** gearhead 7

Duration instantaneous

Saving Throw Will negates (harmless)

Target Restrictions personal

A contraption with this effect schematic functions as the *dimensional jump* effect schematic, except the destination may be any location on the same plane of existence that the activator has visited in the past. In addition, a teleportation can no longer result in a similar area or a mishap, and if it results off target, the variance in distance is reduced to 1 to 100 feet in a random direction.

The teleportation table differs as follows:

Familiarity	On Target	Off Target
Very familiar	01-99	100
Studied carefully	01-97	98-100
Seen casually	01-94	95-100
Viewed once	01-88	89-100

Due to the complexity of this effect schematic, it cannot be combined with other effect schematics.

DISCORDANT NOTE

Sciences acoustics; **Descriptors** sonic; **Level** gearhead 2

Duration instantaneous

Saving Throw Fortitude half and partial

Target Restrictions not selective (multiple targets augment)

This effect schematic deals 1d4 points of sonic damage per constructor level (maximum 5d4) and causes the targets to become staggered for 1 round. A successful Fortitude save halves the damage and negates the staggered condition.

ELECTROMAGNETIC DEFLECTION

Sciences electromagnetics; **Level** gearhead 1

Duration 1 minute/level

Saving Throw Will negates (harmless)

Target Restrictions personal

The activator of a contraption with this effect schematic receives a +2 deflection bonus to AC. If the activator is attacked by a creature, weapon, or object that is comprised mostly of metal, the deflection bonus to AC increases by +2 against that attack.

Augment I: The deflection bonus granted by this effect schematic increases by +1 point for every four constructor levels. If the activator has a great deflection bonus from another source, this effect schematic instead increases that deflection bonus by +1, or by +2 if the activator is attacked by a creature, weapon, or object that is comprised mostly of metal. Augmenting this effect schematic increases its level by 2.

ENERGY IMMUNITY

Sciences electromagnetics or polymerization

Level gearhead 6

Duration 1 round/level

Saving Throw Will negates (harmless)

Target Restrictions personal, projected (melee touch)

The target of a contraption with this effect schematic becomes either shielded by an element-neutralizing field or coated in an element-immune polymer (depending on the field of science), gaining immunity to one energy type (acid, cold, electricity, or fire; chosen once during construction). The target still suffers any other side effects that might accompany the energy damage.

ENERGY RESISTANCE

Sciences electromagnetics or polymerization

Level gearhead 2

Duration 1 minute/level

Saving Throw Will negates (harmless)

Target Restrictions personal, projected (melee touch)

The target of a contraption with this effect schematic becomes either shielded by an element-resistant field or coated in an element-resilient polymer (depending on the field of science), gaining resistance 10 to one energy type (acid, cold, electricity, or fire; chosen once during construction). The target still suffers any other side effects that might accompany the energy damage.

Augment I: The target gains resistance 20 to one energy type. This augment increases this effect schematics level by 2.

FADE

Sciences optics; **Descriptors** illusion (glamour); **Level** gearhead 1

Duration 1 round/level (up to 5 rounds)

Saving Throw Will negates (harmless)

Target Restrictions personal

The activator of a contraption with this effect schematic becomes invisible, as per the *invisibility* spell, for the effect's duration. If the target attacks or otherwise takes an offensive action (as defined in the *invisibility* spell), this effect ends.

Augment: A contraption with this effect schematic can be activated as an immediate action. In this case, the effect lasts until the end of your next turn. This augment cannot be used if the contraption includes another effect schematic (unless that schematic can also be activated as an immediate action). This augment increases this effect schematic's level by 1.

FRIGID CLOUD

Sciences cryogenics; **Descriptors** cold; **Level** gearhead 2

Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

A contraption with this effect schematic deals 1d6 points of cold damage per constructor level (maximum 5d6). A target that fails its saving throw or that is not allowed a saving throw is also staggered for 1 round. If made as an attack, and the attack is a critical hit, the target is staggered for 1 minute instead.

GLIDE

Sciences combustion; **Level** gearhead 1

Activation immediate action

Duration 1 round/level

Target Restrictions personal

A contraption with this effect schematic causes the activator to fall at a rate of 20 feet per round, and for every 5 feet fallen in this way, the activator can move horizontally 20 feet, up to a maximum of 80 feet per round. Regardless of the circumstances, the activator can never gain elevation with this effect, and this effect immediately ends the next time the activator lands on a solid surface. If the effect ends while the activator is still gliding, he falls as normal.

HALT TIME

Sciences relativity; **Level** gearhead 9

Duration instantaneous

Target Restrictions personal

Time around the activator of a contraption with this effect schematic comes to a halt, allowing the activator to take 1d4 standard actions before time resumes. All other creatures and objects are immune to the activator during these additional actions. Other creatures cannot even be targeted while time is stopped in this way. The activator can activate contraptions, cast spells, and use items on his person at the time of activation as normal.

HEAT LIGHTNING

Sciences electromagnetics; **Descriptors** electricity

Level gearhead 3

Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d6 points of electricity damage per caster level (maximum 10d6). The electricity damage of this effect schematic sets fire to combustibles and can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

If created as a burst, cone, or line, the electricity damage of this effect schematic damages objects in its path. If the damage caused to an interposing barrier shatters or breaks through it, the burst, cone, or line may continue beyond the barrier if the contraption's range permits; otherwise, it stops at the barrier just as any other effect schematic does.

HOVER

Sciences combustion; **Level** gearhead 2

Duration 1 minute/level

Target Restrictions personal

A contraption with this effect schematic causes the activator to float in the air, rising or falling at a rate of 20 feet per round as a move action. Alternatively, the activator may move horizontally at a rate of 10 feet per round as a move action, or 10 feet vertically and 5 feet horizontally per round as a move action. The activator can end this effect prematurely as an immediate action.

An activator that attacks with a melee or ranged weapon while hovering finds himself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the activator to begin again at -1.

HORRIFY

Sciences psychology; **Descriptors** fear, mind-affecting

Level gearhead 7

Duration 1 round

Saving Throw Will partial

This effect schematic causes the target to take 10 points of nonlethal damage per constructor level and the target is panicked and cowering for 1 round (it does not flee). If the save succeeds, the target instead takes 3d6 points of nonlethal damage + 1 per constructor level and the target is shaken for 1 round.

HYDRANT

Sciences hydrology; **Descriptors** water; **Level** gearhead 1

Duration instantaneous

Target Restrictions projected (ranged only)

A contraption with this effect schematic sprays a strong stream of water that knocks over and soaks one creature or square. The activator can use this stream of water to make a bull rush against any one creature or object. The CMB for this bull rush is equal to the constructor's constructor level plus his Intelligence modifier. This bull rush does not provoke an attack of opportunity. This effect schematic extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

HYDRATE

Sciences hydrology; **Descriptors** water; **Level** gearhead 0

Duration instantaneous

Target Restrictions personal (see text)

Contraption Restrictions worn or hand-held

A contraption with this effect schematic creates a small amount of water, up to 1 gallon per two constructor levels, which is poured directly from the contraption. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. If poured out, 1 gallon of water is enough to cover a 5-foot square area with a very thin layer.

ILLUMINATE

Sciences optics; **Level** gearhead 0

Duration 10 minutes/level

Target Restrictions personal (see text), cone, or burst (emanation)

A contraption with this effect schematic shines light like a torch or lantern for the duration, shedding normal light in the contraption's area and increasing the light level for an additional 20 feet by one step, up to normal light. This effect schematic can be ended prematurely as an immediate action.

If the contraption has the personal target schematic, the light radiates out in a 10-foot-radius burst from the contraption itself. This effect schematic may be arranged with other effect schematics.

Augment I: As a standard action, the activator can prematurely end this effect schematic to create a bright flash of light. Creating this flash of light gives this effect schematic the light descriptor. This flash of light causes all creatures in the contraption's area (except for the activator) to become dazzled for 1 minute unless they make a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by this effect schematic.

Alternatively, this bright flash of light can be generated upon activating a contraption with this effect schematic. This activation of the contraption has a duration of *instantaneous*. Augmenting this effect schematic increases its level by 1.

INCINERATE

Sciences combustion; **Descriptors** fire; **Level** gearhead 8

Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

A contraption with this effect schematic deals 1d8 points of fire damage per constructor level (maximum 20d8). This fire damage causes combustibles and targets that either fail their saving throw or that are not allowed a saving throw, to catch on fire (*Pathfinder RPG Core Rulebook: Environment*). The DC to avoid catching on fire or to put out a fire caused by this effect schematic is equal to the contraption's saving throw DC.

This effect schematic does not function under water.

KINETIC BLAST

Sciences relativity; **Descriptors** force; **Level** gearhead 5

Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d6 points of force damage per constructor level (maximum 10d6).

KINETIC BURST

Sciences relativity; **Descriptors** force; **Level** gearhead 2

Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d4 points of force damage per constructor level (maximum 5d4).

LIFT

Sciences electromagnetics; **Level** gearhead 0

Duration concentration (up to 1 round/level)

Target Restrictions selective

This effect schematic lifts and moves a nonmagical objects weighing up to 5 pounds at a distance of up to 25 feet + 5 feet per two levels of the constructor. Objects moved by this effect can be moved up to 15 feet per round and cannot be used to make attacks.

NEGATION FIELD

Sciences electromagnetics; **Level** gearhead 6

Duration 1 round/level

Saving Throw none

Target Restrictions burst

A contraption with this effect schematic creates an area in which contraptions, technological devices, and even magic does not function. All contraption, technological, and magic effects are suppressed while inside the area. As a result, this schematic cannot be combined with other effect schematics. Contraption, technological, and magic effects cannot cross through the area. Time spent within the field counts against the duration of the suppressed effects. Objects still maintain their function while in the area, so a weapon still cuts, even if it loses its technological or magic properties.

RADIANCE

Sciences optics; **Level** gearhead 3

Duration 10 minutes/level

Target Restrictions personal (see text), cone, or burst (emanation)

A contraption with this effect schematic shines bright light like a torch or lantern for the duration, shedding shining white light in the contraption's area and increasing the light level for an additional 30 feet by one step, up to bright light. Creatures that take penalties in bright light take those penalties while in the contraption's area, but it is not true sunlight and does not damage or destroy creatures vulnerable to real sunlight. This effect schematic can be ended prematurely as an immediate action.

If the contraption has the personal target schematic, the light radiates out in a 10-foot-radius burst from the contraption itself. This effect schematic may be arranged with other effect schematics.

Augment I: As a standard action, the activator can prematurely end this effect schematic to create a blinding flash of light. Creating this flash of light gives this effect schematic the *light* descriptor. This flash of light causes all creatures in the contraption's area (except for the activator) to become blinded for 1 minute unless they make a successful Fortitude save. Targets vulnerable to bright light that fail their saving throw are also stunned for 1 round. Sightless or blind creatures are not affected by this effect schematic.

Alternatively, this blinding flash of light can be generated upon activating a contraption with this effect schematic. This activation of the contraption has a duration of *instantaneous*. Augmenting this effect schematic increases its level by 1.

REPULSE

Sciences electromagnetics; **Level** gearhead 9

Duration 1 round/level

Saving Throw none

Target Restrictions burst (emanation)

This effect schematic creates an area of impossible gravity, where all creatures and objects not securely fastened to the ground fall away from the center of the burst, to its exterior edge. Creatures inside the area when it forms are immediately moved toward its nearest edge. If, because of an obstacle, they cannot reach the edge, they strike the barrier and take falling damage. While this effect persists, objects cannot enter the area unless they possess the ability to fly. Any flying creatures that rely on wings and enter the area must immediately make a DC 25 Fly skill check or be repelled by the area, unable to enter this turn. Missile weapons that pass through this area automatically miss their target. The activator is immune to this effect and may enter the area freely.

REVEAL HIDDEN

Sciences optics; **Level** gearhead 2

Duration concentration, up to 1 minute/level

Saving Throw none

Target Restrictions cone (minimum of 30-foot cone)

Contraption Restrictions worn (eye)

A contraption with this effect schematic allows the activator to see invisible creatures and objects in a cone emanating out from the activator in whatever direction he faces. The activator can sense that the objects and creatures are hidden in this way, but he can still see them normally.

Augment I: The activator can see through illusions, see the true form of polymorphed creatures and objects, and locate creatures protected by effects that grant concealment. The activator can sense the presence or absence of creatures protected by spells and magical effects that grant concealment in the area, but cannot determine their exact location. The activator also receives a +4 circumstance bonus on saves against illusion spells and effects. Augmenting this effect schematic increases its level by 4.

SCALD

Sciences combustion; **Descriptors** fire; **Level** gearhead 0

Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

A contraption with this effect schematic deals 1d4 points of fire damage. This effect schematic does not function under water.

SCARE

Sciences psychology; **Descriptors** fear, mind-affecting

Level gearhead 1

Duration 1d4 rounds or 1 round; see text

Saving Throw Will partial

This effect schematic causes the targets to become frightened for 1d4 rounds. A target may attempt another saving throw to end this effect at the end of each of its turns. A target that succeeds at its initial saving throw is shaken for 1 round.

SENSE THOUGHTS

Sciences psychology; **Level** gearhead 2

Duration concentration, up to 1 minute/level

Saving Throw Will negates

Target Restrictions cone (minimum of 30-foot cone)

Contraption Restrictions worn (head or headband)

A contraption with this effect schematic allows the activator to detect the surface thoughts of creatures in a cone emanating out from the activator in whatever direction he faces. By focusing on one creature in the area, the activator can read the surface thoughts of that creature. The activator must be otherwise aware of the creature to focus on it. A Will save prevents the activator from reading the creature's thoughts for the duration of this activation. If the target has an Intelligence score at least 10 higher than the activator and it makes its Will save, the target can instead read the surface thoughts of the activator for the duration of this activation, while the activator receives no insight. Each round, the activator can focus on a new creature if he desires.

SHATTER

Sciences acoustics; **Descriptors** sonic; **Level** gearhead 2

Duration instantaneous

Saving Throw Will negates (object)

Target Restrictions selective (single target only)

A contraption with this effect schematic destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are

smashed into dozens of pieces. Objects weighing more than 1 pound per constructor level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the activator can target a contraption with this effect schematic against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per constructor level. Targeted against such an object or a crystalline creature (of any weight), this effect schematic deals 1d6 points of sonic damage per constructor level (maximum 10d6). A crystalline creature does not make a Will save, and instead makes a Fortitude save for half damage.

Items in another creature's possession use the save of the creature or the item, whichever is better. Artifacts are not affected by this schematic.

SHOCK

Sciences electromagnetics; **Descriptors** electricity

Level gearhead 1

Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d6 points of electricity damage per constructor level (maximum 5d6).

SIMPLE ORDER

Sciences psychology; **Descriptors** enchantment (compulsion), language-dependent, mind-affecting; **Level** gearhead 1

Duration 1 round

Saving Throw Will negates

Target Restrictions selective

The target of a contraption with this effect schematic must follow one of five simple commands to the best of its ability on its next turn. If the target cannot take the specified action on its next turn, this effect of the contraption fails. The possible commands are as follows.

Approach: The target must move toward the caster as quickly and directly as possible, provoking attacks of opportunity as normal. The target avoids obvious hazards, such as fire, pits, or traps that it is aware of (other creatures do not count).

Drop: The target drops whatever it is holding and does not pick up anything this round. It can otherwise act normally.

Fall: The target falls to the ground and remains prone until its next turn. It can otherwise act normally.

Flee: The target moves away from the activator as quickly and directly as possible. This otherwise functions as approach.

Halt: The target does not move and takes no other action on its turn, although it is not considered flat-footed or helpless.

SOAK

Sciences hydrology; **Descriptors** water; **Level** gearhead 0

Duration instantaneous

Saving Throw Reflex negates

Target Restrictions projected (ranged only), burst, cone, or line

A contraption with this effect schematic soaks a creature, object, or area with water, extinguishing any normal fires on creatures or objects which it is targeted against (or a single 5-foot square if made as a ranged touch attack). Magical fires are unaffected. Any area targeted by this effect schematic is left wet with a thin layer of water.

SOAR

Sciences combustion; **Level** gearhead 3

Duration 1 minute/level

Target Restrictions personal

A contraption with this effect schematic grants the activator a fly speed of 60 feet with average maneuverability (40 feet if encumbered or wearing medium or heavy armor).

SONIC BLAST

Sciences acoustics; **Descriptors** sonic; **Level** gearhead 4

Duration instantaneous

Saving Throw Reflex half

Target Restrictions not selective

This effect schematic deals 1d6 points of sonic damage per constructor level (maximum 10d6).

SPARK

Sciences electromagnetics; **Descriptors** electricity

Level gearhead 0

Duration instantaneous

Saving Throw Reflex half

A contraption with this effect schematic deals 1d4 points of electricity damage.

SUPPRESS

Sciences electromagnetics; **Level** gearhead 3

Duration 1 minute/level

Saving Throw none

Target Restrictions selective

A contraption with this effect schematic suppresses the functionality and effects of a targeted contraption or technological item. The activator must make a constructor level check with a DC of 11 + the constructor or crafter level of the contraption or technological item. A constructor level check is a d20 roll modified by the constructor level of a contraption with this effect schematic.

If successful, the targeted contraption or technological item temporarily ceases to function. For as long as the contraption with this effect schematic remains activated, the targeted contraption or technological item cannot be activated, and any active effects produced by the targeted contraption or technological item with a duration greater than instantaneous are suppressed and the duration of these effects continue to expire.

TERRIFY

Sciences psychology; **Descriptors** fear, mind-affecting
Level gearhead 4

Duration 1 round/level

Saving Throw Will partial

This effect schematic causes the targets to become frightened for the effect's duration. A feared target may attempt another saving throw to end this effect at the end of each of its turns. A target that succeeds at its saving throw is shaken for 1 round.

A target that would become panicked from this effect is cowering instead of panicked for the first round of this effect, and panicked for the rest of the duration.

THUNDER STRIKE

Sciences electromagnetics; **Descriptors** electricity
Level gearhead 8

Duration instantaneous

Saving Throw Reflex half; Fortitude negates (see text)

A contraption with this effect schematic deals 1d8 points of electricity damage per constructor level (maximum 20d8). In addition, a target that takes damage from this effect schematic must make a Fortitude save or be dazed and deafened for 1 round per two constructor levels.

TIME LAPSE

Sciences relativity; **Level** gearhead 3

Duration 1 round/level

Saving Throw none

Target Restrictions burst (emanation)

A contraption with this effect schematic creates a zone of forwardly lapsed time. Creatures within the area temporarily age while within the area, immediately advancing to the next age category. Affected creatures immediately take the age penalties to Strength, Dexterity, and Constitution for their new age category, but do not gain the Intelligence, Wisdom, or Charisma bonuses for that category. A creature whose age is unknown is treated as if the contraption advanced it to old age. Ageless or immortal creatures are immune to this effect.

Objects, constructs, or undead creatures within the area immediately take 3d6 points of damage + 1 point per constructor level (maximum +15) as they become weathered and corroded.

UNFETTER

Sciences electromagnetics; **Level** gearhead 6

Duration 1 round/level

Saving Throw Will negates

Target Restrictions personal or burst (emanation)

This effect schematic makes the bonds of gravity work in reverse for the targets. If this effect was created as a burst, the targets are subject to this effect as long as they remain in the effect's area.

This reverse in gravity causes targets to fall up for the duration of this effect. They treat up as down and down as up. This can cause the creatures to take falling damage when they hit the ceiling or another surface above them. This effect applies to the targets and all of their gear, so long as it remains on their person. Thrown and missile weapons interact with gravity normally, but the disorientation caused by unfetter means the target takes a -4 penalty on such attacks. When this effect ends, the targets fall to the ground unless they have some means of staying aloft.

TECHNOLOGY

Technology is a colloquial expression used for newfangled, revolutionary devices, weapons, and armor that possess scientific enhancements or special capabilities that seem wondrous in nature. They utilize extraordinary scientific principles such as pneumatics, electromagnetism, kinetics, cryogenics, optics, acoustics, hydrology, or relativity in their functionality and produce extraordinary effects.

IDENTIFYING TECHNOLOGICAL ITEMS

Much in the same way that a magical item can be identified through the use of *detect magic* and the Spellcraft skill, a creature can use the Knowledge (engineering) skill to identify the properties of a technological item. After 10 minutes of careful examination of a technological item, a character trained in the skill can make a Knowledge (engineering) check to identify the item. The DC of this check is 15 + the item's engineering level. On a successful check, the character reveals the properties of the technological item and how to use it.

TECHNOLOGICAL ITEM USAGE AND STATISTICS

The rules for using and wearing technological items, saving throws against technological items, and damaging or repairing technological items mirror those in the *Pathfinder Core Rulebook: Magic Items* chapter for magical items; technological items are, for all mechanical purposes, non-magical "magical" items.

Technological items are not magical and are therefore not vulnerable to disruption from antimagic zones. They can, however, be delayed or disabled with a successful Disable Device check. The DC and time required to delay or disable a technological item depends on the item's complexity. The DC is equal to the DC of a device of the same complexity, plus one-half the technological item's EL. The time required is as follows: Simple science, Tricky device; Moderate science, Difficult device; Advanced science, Extreme device.

Unlike magical items, technological items run on finite energy generated through scientific principles and application. For gameplay purposes, however, it is assumed that characters have the capability to recharge their technological devices between adventures (unless the item has a listed limited charge value), instead of having to numerically keep track of an item's available energy. GMs are encouraged to use this element in their storytelling (perhaps a item doesn't function in a particularly dramatic situation, for example), but only in extreme moderation.

The Industrial Revolution has fostered the development of new alloys and superior forging techniques. Enhancement of armor and weapons can be accomplished through craftsmanship rather than magic. Technological enhancement provides attack and damage bonuses to weapons and an AC bonus to armor and shields, just as magic does, but the enhancement bonus of a technological item is denoted as "+1^T item," to differentiate a technological enhancement bonus from a magical enhancement bonus. These enhancement bonuses do not stack with each other, but a magic enhancement bonus always overrides a technological enhancement bonus if the bonuses are the same.

Unlike magic weapons and armor that require at least a +1 enhancement bonus to possess special abilities, technological weapons and armor only need to be of at least masterwork quality to possess special abilities.

The controls of a technological device can often be complex or unintuitive, but anyone trained in Knowledge (engineering) or that has an Intelligence score of 12 or higher can activate a technological device without issue. Otherwise, a DC 10 Intelligence check is required each time the technological device is activated.

MAGIC ITEM CONVERSION

The *Pathfinder Roleplaying Game* has such an abundant offering of unique magical items, weapons, and armor that it would prove very difficult for us to come up with original technological devices that didn't somehow closely resemble an existing magical item in functionality. Instead, we opted for the route of converting existing magical items into technological items.

Nearly any magic item in the *Pathfinder Roleplaying Game* can be converted into a technological item using scientific theory and principles to explain how the item would function in a non-magical, extraordinary way.

In general, a technological item based on a magic item should be the same Engineering Level (EL; see below) as the magic item's caster level and should cost the same amount of currency to create. A technological item based on a magic item that is normally a spell completion or spell trigger item instead becomes a use activated item.

In general, most spell requirements for crafting a magic item can be dropped or ignored when converting it into a technological item, as many spells do not translate well into skills. If a spell could translate into a skill (GM discretion), it should have a single skill requirement, regardless of the number of spells the item required, with a rank requirement equal to the caster level normally required to cast the level of spell the skill is replacing. If a spell appears on multiple class spell lists, use the caster level of the class that can cast the spell at the earliest level. For example, a 3rd-level spell requirement for an item would be replaced by a specific skill requirement of 5 ranks, as it would normally take a wizard or cleric of 5th level to cast that 3rd-level spell.

The school of magic used to define the magic item's aura is replaced with a field of science (see chapter X: Science), and its aura strength is replaced with a corresponding level of complexity of its applied scientific principles (Faint aura, Simple science; Moderate aura, Moderate science; Strong aura, Advanced science).

TECHNOLOGICAL ITEM DESCRIPTIONS

Items have their abilities detailed in their description, and each of the following topics is covered in notational form as part of its entry.

Science: Most of the time, a Knowledge (engineering) skill check reveals the field of science associated with a technological item and the complexity of its employed scientific principles. This information (when applicable) is given at the beginning of the item's notational entry.

Engineering Level (EL): The next item in a notational entry gives the engineering level of the item, indicating its relative complexity. The engineering level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level of crafting expertise a character must possess in order to create the item.

Slot: Most technological items can only be utilized if worn or wielded in their proper slots. If the item is stowed or placed elsewhere, it does not function. If the slot lists "none," the item must be held or otherwise carried to function. The list for technological item slots mirrors that of magic item slots.

Price: This is the cost, in dollars, to purchase the item, if it is available for sale. Generally speaking, technological items can be sold by PCs for half this value.

Weight: This is the weight of an item. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry). In general, technological items are 20% heavier than similar magic items due to the energy source and extra inner mechanical workings required to make technological items function.

Description: This section of a technological item describes the item's abilities.

Construction: Most technological items can be built by an engineer with the appropriate feats and prerequisites. This section describes those prerequisites.

Requirements: Certain requirements must be met in order for a character to create a technological item. These include feats, skills, and miscellaneous requirements.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the engineer's level must be known.

Cost: This is the cost in dollars to create the item. Generally this cost is equal to half the price of an item, but additional material components might increase this number. The cost to create includes the costs derived from the base cost plus the costs of the components.

SAMPLE TECHNOLOGICAL ITEMS

Instead of converting every magical item offered to date in the *Pathfinder Roleplaying Game* into a technological item, we instead listed several samples of such a conversion, and encourage GMs and players to work together to convert items as they pertain to their adventures.

TECHNOLOGICAL ARMOR AND SHIELDS

Below is a list of sample technological armor and shield special abilities and their descriptions.

Ablative: The hard decorative bits covering this piece of armor or shield gives it greater protection from sundering. The armor adds its enhancement modifier to its wearer's CMD against sunder attacks. The armor or shield requires at least a +1^T enhancement modifier to possess this special ability.

Science simple polymerization; EL 2nd; *Construction* Craft Technological Arms and Armor; *Price* +\$1,000

Bulletproofing: This special modification is often given to pieces of armor of troops expected to come under sustained fire. Bulletproof armor is reinforced by many tightly woven layers of silk that are designed to absorb the impact from firearm-fired projectiles. Ranged attacks with a firearm that target a character wearing bulletproof armor are resolved against the character's normal AC or touch AC, whichever is higher. This special ability increases the armor weight by 50%.

Science simple polymerization; EL 5th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (clothing) 3 ranks; *Price* +1 bonus

Bulletproofing, Improved: As *bulletproofing*, and a character wearing improved bulletproof armor has DR against ranged firearm attacks (1/- for light armor; 2/- for medium armor; 3/- for heavy armor).

Science moderate polymerization; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (clothing) 3 ranks; *Price* +2 bonus

Chromophore: This armor has an artificial skin that adopts the color of its surrounding. It provides a +5 competence bonus on Stealth checks to the wearer, but armor's armor check penalty still applies normally.

Science simple optics; EL 5th; *Construction* Craft Technological Arms and Armor; *Requirement* Perception 3 ranks or Stealth 3 ranks; *Price* +\$3,750

Chromophore, Greater: As *chromophore*, except it grants a +15 competence bonus on Stealth checks.

Science advanced optics; EL 15th; *Construction* Craft Technological Arms and Armor; *Requirement* Perception 3 ranks or Stealth 3 ranks; *Price* +\$33,750

Chromophore, Improved: As *chromophore*, except it grants a +10 competence bonus to Stealth checks.

Science moderate optics; EL 10th; *Construction* Craft Technological Arms and Armor; *Requirement* Perception 3 ranks or Stealth 3 ranks; *Price* +\$15,000

Concealed: The armor is concealed beneath panels of cloth so that it resembles ordinary clothing in shape and appearance. The armor retains all its properties (including weight) when it is so disguised. Only physical contact or metal detectors will reveal it.

Science moderate polymerization; EL 10th; *Construction* Craft Technological Arms and Armor; *Requirement* Disguise 1 rank; *Price* +\$2,700

Deployable: If you are within 30 feet of a empty suit of deployable armor, you can draw the armor to your body as an immediate action. You must be wearing a special contact magnet suit (included in the price, 10 lbs.) to draw the armor to you. The armor is donned over 1d3 rounds, granting a fraction of its armor bonus until it has fully donned (full bonus if donned over 1 round, 1/2 if donned over 2 rounds, 1/3 if donned over 3 rounds). You must have line of effect for your armor to be drawn to you. This special ability can only be applied to medium or heavy armor comprised primarily of metal plates (not hide, chain, or scale, for example).

Science moderate electromagnetics; EL 9th; *Construction* Craft Technological Arms and Armor; *Requirement* Disable Device 5 ranks; *Price* +2 bonus

Dynamic: Springs and pistons mounted on this piece of armor lower the wearer's center of gravity, improve posture, and absorbs shock. The wearer gains a +4 bonus to his Combat Maneuver Defense against combat maneuvers made to bullrush, overrun or trip and on Acrobatics check made to maintain balance.

Science simple relativity; EL 5th; *Construction* Craft Technological Arms and Armor; *Requirement* Acrobatics 3 ranks; *Price* +1 bonus

Dynamic, Improved: As *dynamic*, except the armor also negates the usual speed penalty for wearing medium or heavy armor.

Science simple relativity; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Acrobatics 3 ranks; *Price* +2 bonus

Energy Resistance: Armor with this property protects against one type of energy (acid, cold, electricity, fire, or sonic) and sports a hazard symbol depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take.

Science simple polymerization; EL 3rd; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 5 ranks; *Price* +\$18,000

Energy Resistance, Greater: As *energy resistance*, except it absorbs the first 30 points of energy damage per attack.

Science moderate polymerization; EL 11th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 5 ranks; *Price* +\$66,000

Improved Energy Resistance: As *energy resistance*, except it absorbs the first 20 points of energy damage per attack.

Science moderate polymerization; EL 7th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 5 ranks; *Price* +\$42,000

Fortification: Fortified armor have sections of reinforced material at the joints and other vital points of the body. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	50%	+3 bonus
Heavy	75%	+5 bonus

Science advanced polymerization; EL 13th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (armor) 13 ranks; *Price* varies (see above).

Gravitating: The gravitational field generated by the shield draws attacks to the shield and away from the target. It provides a deflection bonus of +1 against all physical weapons aimed at the wielder. Additionally, any projectiles or thrown weapons used against any creature adjacent to the shield bearer will be diverted to the shield bearer instead. If the shield bearer has total cover relative to the attacker, the projectile or thrown weapon is not diverted. Unfortunately, physical weapons targeting the wearer ignore any miss chances from concealment. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the shield. The shield bearer can activate or deactivate this ability with the flip of a switch as a free action.

Science moderate relativity; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 1 rank; *Price* +2 bonus

Momentum: A shield with this special ability is designed to perform a shield bash by gathering momentum faster than normal. A momentum shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. Only light and heavy shields can have this ability, not tower shields

Science moderate relativity; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (armor) 3 ranks; *Price* +1 bonus

Oiled: This lubricated armor continually exudes slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. The armor's armor check penalty still applies normally.

Science simple polymerization; EL 4th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (alchemy) 1 rank; *Price* +\$3,750

Oiled, Greater: As *oiled*, except it grants a +15 competence bonus on Escape Artist checks.

Science advanced polymerization; EL 15th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (alchemy) 1 rank; *Price* +\$33,750

Oiled, Improved: As *oiled*, except it grants a +10 competence bonus on Escape Artist checks.

Science moderate polymerization; EL 10th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (alchemy) 1 rank; *Price* +\$15,000

Parabolic: This concave shield is polished like a mirror. Its surface is completely reflective. Once per encounter, it can be called on to reflect a light based attack or effect back to its origin exactly like the *spell turning* spell. To use this ability, you must succeed at a Reflex save opposed by the light effect's attack roll or save DC.

Science advanced polymerization; EL 14th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (glass or jewelry) 13 ranks; *Price* +5 bonus

Retracting: The piece of armor is designed to collapse like a folding telescope. In its retracted form the armor is reduced to thick bands of material at the shoulders, waist, or thighs. While retracted the wearer still moves at reduced

speed, but his armor no longer inflicts an armor check penalty. Retracted armor provides no armor bonus to the AC of wearer or special abilities and it takes a full round action to extend or retract.

Science simple electromagnetism; EL 12th; *Construction* Craft Technological Arms and Armor; *Requirement* Disable Device 3 ranks; *Price* +\$2000

Spinning Dial: This shield has two layers, the original shield overlapped by slotted dial. The press of a button causes the dial to spin with a shriek of escaping steam. With luck the ovals will hook your opponent's weapon and pull it from his grasp. Whenever an armed aggressor fails to hit the shield bearer with a melee attack, as an immediate action, the shield bearer can make a disarm combat maneuver with a circumstance bonus equal to the shield's enhancement bonus (minimum of +1). This combat maneuver does not provoke an attack of opportunity. This ability can only be used once per 1d4 rounds as the steam pressure rebuilds within the shield.

Science simple relativity; EL 6th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (clockwork) 3 ranks or Sleight of Hand 5 ranks; *Price* +1 bonus

Strobing: A shield with this ability blazes with a brilliant light up to twice per day when the built in strobe bulb is triggered. Except for the wielder, anyone within 20 feet must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Science moderate optics; EL 7th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (alchemy) 5 ranks; *Price* +1 bonus.

Torqued: The mechanical advantage of gears and pistons built into this piece of armor gives you extended rotation, boosted plyometric response, and improved grip, granting a +3 competence bonus to combat maneuver checks made to grapple, reposition, or trip, and to CMD against grapple and overrun combat maneuvers.

Science moderate relativity; EL 7th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (clockwork) 5 ranks; *Price* +1 bonus

TECHNOLOGICAL WEAPONS

Below is a list of sample technological weapon special abilities and their descriptions.

Amped: Upon activation (free action), an *amped* weapon crackles with electric energy produced from a chemical battery. On a successful hit, an *amped* weapon deals an extra 1d6 points of electricity damage. While active, an

amped weapon can possibly harm its wielder without proper protection (such as rubber gloves). This effect remains until deactivated. This ability can only be placed on melee weapons.

Science moderate electromagnetics; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 5 ranks; *Price* +1 bonus

Cryofreeze: Upon activation (free action), the blade or head of a *cryofreeze* weapon fills with liquid nitrogen, causing it to reach extremely low temperatures. On a successful hit, a *cryofreeze* weapon deals an extra 1d6 points of cold damage. While active, a *cryofreeze* weapon can possibly harm its wielder without proper protection. This effect remains until deactivated. This ability can only be placed on melee weapons.

Science moderate cryogenics; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (alchemy) 3 ranks; *Price* +1 bonus

'Eavy Metal: As a *punk'd* weapon, except a *'eavy metal* weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d8 points of sonic damage instead, and if the multiplier is $\times 4$, add an extra 3d8 points of sonic damage. This sonic damage does not harm the wielder. Subjects dealt critical hits by a *'eavy metal* weapon must make a successful DC 14 Fortitude save or be deafened for 1d4 minutes. This ability can only be placed on melee weapons.

Science moderate acoustics; EL 9th; *Construction* Craft Technological Arms and Armor; *Requirement* Perform (keyboard, string or percussion instruments) 3 ranks; *Price* +2 bonus

Expanded Capacity: This special ability can only be placed on firearms. This ability increases a firearm's capacity by one (generally by adding another barrel, depending on the weapon's design), but also increases its weight by 50%. Because of the complexity of increasing its capacity, the firearm is more prone to misfire, and its misfire value increases by 1. This special ability may be applied to the same firearm up to two times.

Science None; EL 2nd; *Construction* Craft Technological Arms and Armor; *Requirement* Gunsmithing feat; *Price* +\$600

Expanded Chamber: A firearm with an *expanded chamber* has a much larger than normal chamber for black powder, allowing the weapon to use 2 doses of powder with each shot. This special ability increases a firearm's enhancement bonus to damage rolls by 50% (minimum of +1). The

weapon grants a +1 circumstance bonus on damage rolls. However, when the weapon misfires, it causes a flashburn. This is the same as the weapon exploding (dealing damage from a corner of the shooter's square), except the weapon is not automatically destroyed. If a broken weapon misfires, it is destroyed as normal.

Science simple combustion; EL 2nd; *Construction* Craft Technological Arms and Armor; *Requirement* Gunsmithing feat; *Price* +\$600

Grapple Launching: This special ability can only be placed on firearms. The special ability includes a special set of rails that allows its wielder to slide a grappling hook over the firearm's barrel and fire it as a full-round action. The grappling hook anchors into anything you successfully hit with an attack roll, and the DC of the Strength check required to pull the grappling hook loose is equal to your attack roll to lodge it in place. A Disable Device check can remove it with a +5 bonus on the check, and a creature struck by the hook can escape it with a combat maneuver check or Escape Artist check with a +5 bonus on the check. The firearm is powerful enough to fire a hook trailing up to 100 feet of rope, but reduces the firearm's range by 50%.

Science simple combustion; EL 3rd; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (firearms) 3 ranks; *Price* +\$1,500

Grenade Launching: This special ability adds a special tube onto a firearm that can hold 1 alchemical grenade, such as alchemist's fire, a tanglefoot bag, or a thunderstone. A special trigger allows the wielder to channel the force of black powder into this tube to launch the grenade as a ranged attack with half the range increment of the firearm. The wielder can take this action in place of any single ranged attack, and may use the same attack bonus that he can apply to the firearm. Reloading the tube is a time-consuming process and requires two full-round actions. If the weapon misfires while loaded with an alchemical substance, it detonates with the wielder (and the firearm) as the target.

Science simple combustion; EL 3rd; *Construction* Craft Technological Arms and Armor; *Requirement* Gunsmithing feat; *Price* +1 bonus

Iron Repulsor: This module creates an adjustable magnetic field about any iron or steel melee weapon. The field will divert attacks made by other ferrous weapons. The user can dial up or down the magnetic field of a *iron repulsor* weapon to transfer some or all of the weapon's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's

enhancement bonus at the start of his turn before using the weapon, and the bonus to AC lasts until his next turn. This ability can only be placed on melee weapons composed primarily of metal and with at least a +1^T enhancement bonus.

Science moderate electromagnetics; EL 8th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 1 rank; *Price* +1 bonus

Keyed: This special ability can only be placed on firearms. A puzzle ring worn on the shooter's hand is an integral part of a *keyed* firearm's firing mechanism. Firing a *keyed* firearm without the proper ring causes a misfire and flashburn. This is the same as the weapon exploding (dealing damage from a corner of the shooter's square), except the weapon is not automatically destroyed. If a broken weapon misfires, it is destroyed as normal.

Science None; EL 2nd; *Construction* Craft Technological Arms and Armor; *Requirement* Gunsmithing feat; *Price* +\$1,000

Nichrome: The blade edge of a nichrome weapon is inset with a ribbon of nichrome. Upon activation (a free action), the ribbon becomes superheated by an electrical current, powered by a chemical battery attached to the weapon. On a successful hit, a *nichrome* weapon deals an extra 1d6 points of fire damage. A *nichrome* weapon must be a piercing or slashing melee weapon. This effect remains until deactivated. This ability can only be placed on melee weapons.

Science moderate electromagnetics; EL 10th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 3 ranks; *Price* +1 bonus

Nichrome, Greater: As a *nichrome* weapon, except that weapon's blade or head is comprised entirely of a composite that generates significantly more heat. In addition to dealing an extra 1d6 points of fire damage on a successful hit, a *greater nichrome* weapon causes the target to catch fire (*Pathfinder RPG Core Rulebook: Environment*) upon striking it with a successful critical hit. The target does not get a saving throw to avoid catching fire, but can make a save each round on its turn to put out the fire. The *nichrome* weapon must be active to set enemies on fire. A *greater nichrome* weapon can be any melee weapon, but can possibly harm the wielder without proper protection (such as heat-retardant gloves). This effect remains until deactivated. This ability can only be placed on melee weapons.

Science moderate electromagnetics; EL 12th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 3 ranks; *Price* +2 bonus



Greater Nichrome Sword

Artwork by Mates Laurentiu

Punk'd: This special ability can only be placed on melee weapons that are not light weapons. A *punk'd* weapon delivers a potent acoustic blast when it strikes (this does not harm the wielder), dealing damage as if the weapon were one size category larger. Half of a *punk'd* weapon's weapon damage dice is treated as sonic damage when dealing damage to objects or crystalline creatures. For a wielder trained in Perform (keyboard, percussion, or string instruments), a *punk'd* weapon can be used as an impromptu musical instrument. This ability can only be placed on melee weapons.

Science simple acoustics; EL 5th; *Construction* Craft Technological Arms and Armor; *Requirement* Perform (keyboard, string or percussion instruments) 3 ranks; *Price* +1 bonus

Recoilless: This special ability includes a series of gears, springs, and pistons designed to reduce a firearm's recoil and thus improve accuracy. The range increment of the weapon increases by 10 feet. However, the system is fragile and easily damaged. Anytime the weapon misfires, this system becomes broken and does not function until the system is repaired (a 1 hour process).

Science simple combustion; EL 2nd; *Construction* Craft Technological Arms and Armor; *Requirement* Gunsmithing feat; *Price* +\$500

Rifled: This special ability can only be placed on firearms without the scatter property. Rifling cuts spiral grooves into

the gun's barrel that spin a bullet as it leaves the firearm, increasing accuracy and range. A *rifled* firearm has 10 range increments, instead of five. This modification is usually used to improve the performance of smoothbores but can also be used to change the ballistic signature of any firearm.

Science simple relativity; EL 4th; *Construction* Craft Technological Arms and Armor; *Requirement* Gunsmithing feat; *Price* +2 bonus

Savig-Coil: As an *amped* weapon, except that a *savig-coil* weapon features a miniaturized electrostatic machine in its frame, able to generate a significantly more powerful electrical shock. In addition to the extra electricity damage from the *amped* ability, a *savig-coil* weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of electricity damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points. The *amped* ability must be active for this weapon to deal extra electricity damage on a successful critical hit. This ability can only be placed on melee weapons.

Science Moderate Electromagnetics; EL 10th; *Construction* Craft Technological Arms and Armor; *Requirement* Knowledge (nature) 5 ranks; *Price* +2 bonus

Solvent Sprinkler: Glue factories created a chemical that liquefies bone salts and dissolves decaying flesh. This solution is equally effective at destroying undead. A reservoir built into the weapon splashes the target with the bone solvent with each blow much like an aspergillum. Any corporeal undead creature damaged by a solvent sprinkler weapon takes 1d6 acid damage immediately, and then again each round for 1d4+1 rounds at the start of their turns. This acid damage is not multiplied on a critical hit. A non-undead creature hit by a solvent sprinkler weapon takes only minimum acid damage. At the start of each of their turns, a creature hit with a solvent sprinkler weapon may make a Fortitude save (DC 14) to reduce the acid damage taken that round by half and negate or end the ongoing acid damage. A sufficient amount of water can wash away the acid as well, ending the ongoing acid effect. Multiple hits from a solvent sprinkler weapon increase the duration of the ongoing acid effect, and increases the acid damage an undead creature takes each turn by +1 (when the ongoing acid effect ends, the damage bonus resets to +0). The reservoir is depleted after 10 successful blows and costs \$30 to refill (1pt of solvent). A *solvent sprinkler* weapon must be a bludgeoning melee weapon.

Science moderate hydrology; EL 14th; *Construction* Craft Technological Arms and Armor; *Requirement* Craft (alchemy) 11 ranks; *Price* +2 bonus

REVOLUTIONARY ITEMS

Below is a list of sample miscellaneous technological devices, and their descriptions. For randomly generating any of the following revolutionary items, or a revolutionary item that you converted from a magic item, for an adventure, consult Table 7-1: Revolutionary Item Tiers, below.

TABLE 7-1: REVOLUTIONARY ITEM TIERS

Revolutionary Item Tier	Price
Minor	\$50 - \$7,500
Medium	\$8,000 - \$27,500
Major	\$28,000 - \$200,000+

AIR BLADDER BROGANS

Science simple hydrology; **EL** 2nd
Slot feet; **Price** \$500; **Weight** 1 lb.

DESCRIPTION

These stretchy gumboots are covered with leather air bladders that expand around the shoe when inflated. Inflating the shoes takes a two full-round actions as you pump an internal air bellows concealed in the tongues of the shoes. The air bladders have a hardness of 2 and 5 hit points.

While pressurized, the wearer of these shoes is considered to be moving across an uneven surface at half speed, even when walking on a completely flat and stable surface, but they also allow her to move across water in this way. The base Acrobatics DC to move in these shoes is 8, which is further modified based on the surface being moved acrossed (see Acrobatics skill). No Acrobatics check is needed to move in these shoes unless the modifiers to the surface increase the DC to 10 or higher. A failed check results in the wearer falling prone or into the water.

CONSTRUCTION

Requirements Craft Revolutionary Item, Acrobatics 2 ranks, Swim 1 rank; **Cost** \$250

AUTOMATED LOCK PICK

Science simple relativity; **EL** 11th
Slot none; **Price** \$3,000; **Weight** 1 lb.

DESCRIPTION

An automated lock pick is a brass pistol-like device filled with a drill bit and mechanized lock picks. When pressed against key or combination locks it can force them open. It can also cut door chains and lift door bars. The device

works on mechanical doors, manacles, pad locks and dead bolts, but will trigger any attached traps.

The wielder makes a +10 Disable Device check to force a lock. The DC of this check is equal to the Disable Device DC to open the lock. Each use only opens one lock. A brand new auto lock pick can be used a total of 10 times before it breaks and becomes useless. This device is highly illegal, often requiring a permit.

CONSTRUCTION

Requirements Craft Revolutionary Item, Craft (clockwork) 5 ranks, Disable Device 5 ranks; **Cost** \$1,500

BEASTLY TATTOO

Science simple polymerization; **EL** 5th
Slot none; **Price** \$5,000 (+1), \$20,000 (+2), \$45,000 (+3), \$80,000 (+4), \$125,000 (+5); **Weight** —

DESCRIPTION

This tattoo grants an enhancement bonus of +1^T to +5^T on attack and damage rolls with unarmed attacks and natural weapons. This enhancement bonus is an extraordinary effect from an injection of alchemical inks distilled from animal pituitary glands that naturally elongate teeth and claws, and toughens skin and bones. The pattern of the tattoo is unimportant; the quantity of ink injected determines its power. The tattoo is permanent, and a creature can only benefit from one *beastly tattoo* at one time, but the tattoo can be tattooed over to alter and increase the enhancement bonus and special abilities produced by the tattoo.

Alternatively, alchemical inks can be instilled with aberrant or beastly hormones to grant melee weapon special abilities, so long as they can be applied to unarmed attacks. These effects are drawn from the lists of magical weapon special abilities, but are supernatural effects in nature. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. A *beastly tattoo* cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. A *beastly tattoo* does not need to have a +1^T enhancement bonus to grant a melee weapon special ability.

Tattoos may be inscribed on the following slots: arms (extend up arms, but take up wrists slot), belt, body, chest, feet, head, neck, or shoulder.

Some common side effects of being injected by alien hormones are changes in voice, excess body hair, patches of callused skin, thick nails, elongated canines, and similar.



CONSTRUCTION

Requirements Craft Revolutionary Item, Craft (tattoo) 5 ranks, Craft (alchemy) 5 ranks, creator's engineering level must be at least three times the tattoo's bonus, plus any requirements of the melee weapon special abilities (a vial of a creature's blood relative to the desired special ability with a CR equal to or greater than the CL of the desired special ability); **Cost** \$2,500 (+1), \$10,000 (+2), \$22,500 (+3), \$40,000 (+4), \$62,500 (+5)

BELT OF ELECTROMAGNETIC DEFLECTION

Science simple electromagnetics; **EL** 5th
Slot waist; **Price** \$2,000 (+1), \$8,000 (+2), \$18,000 (+3), \$32,000 (+4), \$50,000 (+5); **Weight** 2 lbs.

DESCRIPTION

This belt features a powerful earth magnetic wrapped in copper wire that, when activated, generates a personal electromagnetic field around the wearer. This field offers its wearer protection in the form of a deflection bonus of +1 to +5 to AC. Against attacks made with natural or non-metal weapons or projectiles, this bonus is reduced by half.

For the first 24 hours of wearing a *belt of electromagnetic deflection*, its wearer must adjust to the strength of the field and its effects on her actions or her ability to manipulate metal objects on her person within the field. Typically, the wearer takes a penalty on checks or rolls equal to the belt's deflection bonus when manipulating or using metal weapons or objects, until she has adjusted to the belt's field.

CONSTRUCTION

Requirement Craft Revolutionary Item, Knowledge (nature) 3 ranks, the creator must be of an engineering level at least three times the bonus of the belt; **Cost** \$1,000 (+1), \$4,000 (+2), \$9,000 (+3), \$16,000 (+4), \$25,000 (+5)

COPTER HARNESS

Science moderate relativity; **EL** 8th
Slot body; **Price** \$16,000; **Weight** 30 lbs.

DESCRIPTION

This leather harness is fitted with a miniaturized gyroscopic engine that spins a retractable helicopter blade big enough to lift 300 lbs. in addition to the weight of the engine. When the wearer straps the harness across her shoulders and chest, and flips a switch, the blade unfolds from the engine and then begins to spin, allowing the wearer to fly. This effect mechanically functions as



Belt of Electromagnetic Deflection

the *fly* spell (including a +4 bonus on Fly skill checks). The wearer can fly three times per day for up to 5 minutes per flight.

CONSTRUCTION

Requirements Craft Revolutionary Item, Craft (clockwork) 7 ranks, Fly 7 ranks; **Cost** \$8,000

DARK LIGHT GOGGLES

Science simple optics; **EL** 3rd
Slot eyes; **Price** \$12,000; **Weight** 1 lb.

DESCRIPTION

These goggles intensify atmospheric light enabling the wearer to see in very low light, granting him 60-foot darkvision. However, while wearing these goggles, the wearer can only see in shades of grey and is treated as if he had the light sensitivity ability (see *Pathfinder RPG Bestiary 1: Universal Monster Rules*).

CONSTRUCTION

Requirements Craft Revolutionary Item, Perception 3 ranks; **Cost** \$6,000

MAGNETIC HEELS

Science simple electromagnetics; **EL** 4th
Slot feet; **Price** \$4,800; **Weight** 1 lb.

DESCRIPTION

When worn, a pair of these boots enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her climb speed is 20 feet. Non-ferrous or non-metallic surfaces make these boots useless. The boots can be used for 10 minutes per day, split up as the wearer chooses (minimum 1 minute per use).

CONSTRUCTION

Requirements Craft Revolutionary Item, Craft (metalworking) 3 ranks; **Cost** \$2,400

MUFFLING EMOUCHURE

Science simple acoustics; **EL** 5th

Slot none (see below); **Price** \$3,000; **Weight** 1 lb.

DESCRIPTION

This embouchure reduces the flare and volume of a firearm when fired. This embouchure can be attached to a single one-handed or two-handed firearm. When this is done, the embouchure becomes part of the weapon, but can be removed from that weapon with a full-round action. The base Perception DC to hear a firearm fired with this embouchure is 5. Furthermore, the penalty to Stealth checks for firing a firearm with this embouchure while sniping is reduced by half.

CONSTRUCTION

Requirement Craft Revolutionary Item, Perception 3 ranks; **Cost** \$1,500

PNEUMATIC GAUNTLETS

Science simple hydrology; **EL** 5th

Slot hands; **Price** \$8,000; **Weight** 5 lbs.

DESCRIPTION

A character wearing *pneumatic gauntlets* is always considered to be wielding a pair of gauntlets. These gauntlets deal damage as if they were made for a creature one size larger than they actually are. Furthermore, pneumatic gears and pistons aid in strengthening the wielder's grip, granting him a +4 bonus on his Climb skill checks, to his combat maneuver checks made to grapple, to his CMD against disarm attacks or effects that cause him to lose his grip on something he is holding (such as the *grease* spell), and any kind of check he makes to maintain his grip or to break or crush an object. The wearer doesn't drop held items when panicked or stunned.

Due to the size of the gauntlets and slight delay in actuator response times, pneumatic gauntlets give the wearer a -2 penalty on all precision-based tasks involving his hands (such as opening locks).

CONSTRUCTION

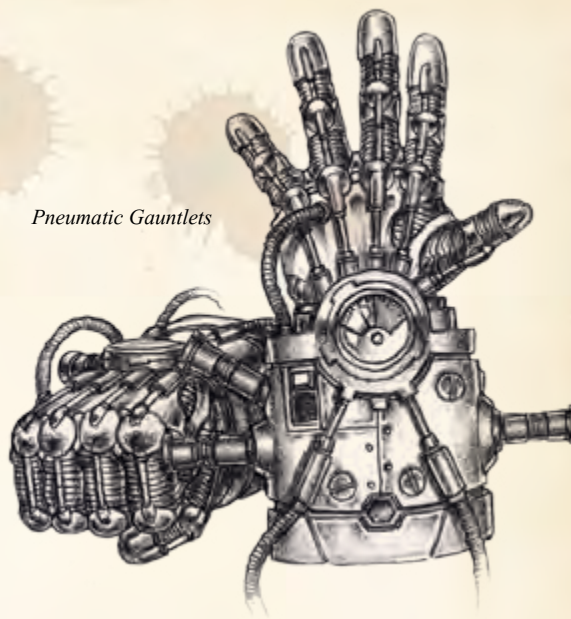
Requirement Craft Revolutionary Item, Craft (clockwork) 3 ranks; **Cost** \$4,000

SEXTANT SIGHT

Science simple optics; **EL** 2nd

Slot none (see below); **Price** \$2,000; **Weight** 1 lb.

Pneumatic Gauntlets



DESCRIPTION

This elaborate gun scope features adjustable crosshairs that allow the wielder to calculate bullet trajectory, adjust for bullet drop, and compensate for wind speed. This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder can choose to spend a full-round action to make a single shot with a firearm that has this sight. When he does, he reduces any penalties to his attack roll due to range or severe wind or weather conditions.

Furthermore, objects viewed through this sight are magnified. Characters using this sight take a -1 penalty on Perception skill checks per 20 feet of distance to the target, if the target is visible.

CONSTRUCTION

Requirement Craft Revolutionary Item, Knowledge (geography) 2 ranks; **Cost** \$1,000

SONAR SIGHT

Science moderate acoustics; **EL** 5th

Slot none (see below); **Price** \$8,000; **Weight** 1 lb.

DESCRIPTION

Using echolocation, this elaborate gun scope repeatedly emits an ultrasonic chirp and interprets the echo into a visual image on the scope. This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from

Artwork by Mates Laurentiu



that weapon with a full-round action. A firearm wielder can choose to spend a full-round action to make a single shot with a firearm that has this sight. When he does, his attack is treated as if he had blindsight out to a range of 120 feet.

Furthermore, objects viewed through this sight are magnified. Characters using this sight take a -1 penalty on Perception skill checks per 20 feet of distance to the target, if the target is visible.

CONSTRUCTION

Requirement Craft Revolutionary Item, Perception 3 ranks; **Cost** \$4,000

SPRING HEEL JACK BOOTS

Science simple relativity; **EL** 3rd
Slot foot; **Price** \$5,500; **Weight** 2 lbs.

DESCRIPTION

These spring loaded boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

CONSTRUCTION

Requirements Craft Revolutionary Item, Acrobatics 5 ranks; **Cost** \$2,750

TELESCOPIC SIGHT

Science simple optics; **EL** 3rd
Slot none (see below); **Price** \$4,000; **Weight** 1 lb.

DESCRIPTION

This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder can choose to spend a full-round action to make a single shot with a firearm that has this sight. When he does, he can resolve the attack against the touch AC of his target regardless of the range increment.

Furthermore, objects viewed through this sight are magnified. Characters using this sight take a -1 penalty on Perception skill checks per 40 feet of distance to the target, if the target is visible.

CONSTRUCTION

Requirements Craft Revolutionary Item, Perception 1 rank; **Cost** \$2,000

Spring Heel Jack Boots



TRUTH SERUM

Science simple psychology; **EL** 5th
Slot none; **Price** \$500; **Weight** —

DESCRIPTION

This serum is stored in single-dose disposable hypodermic needles. This serum forces the injected subject to say nothing but the truth for 10 minutes (Will DC 13 negates). She must answer any questions put to her in that time, but with each question she can make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question (if she does answer, she must tell the truth). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

CONSTRUCTION

Requirements Craft Revolutionary Item, Craft (alchemy) 3 ranks; **Cost** \$250

TECHNOLOGICAL ITEM CREATION

To create technological items, engineers use special feats which allow them to invest time and money in an item's creation.

Engineering Level: A creator's Engineering Level (EL) is equal to either the number of ranks in Knowledge (engineering) he possesses or his gearhead class level (whichever is greater).

Supplies for technological items are always half of the base price in dollars (\$). For many items, the market price equals the base price. Armor, shields, weapons, and items with value independent of their technologically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of supplies), but it does increase the final market price.

Creating a technological item requires 1 day of work per \$1,000 in the item's base price (or fraction thereof), with a minimum of at least 8 hours. The character must spend the money at the beginning of the construction process. Regardless of the time needed for construction, a crafter can create no more than one technological item per day. This process can be accelerated to 4 hours of work per \$1,000 in the item's base price (or fraction thereof) by increasing the DC to create the item by +5.

The crafter can work for up to 8 hours each day. He cannot rush the process by working longer each day, but the days need not be consecutive, and the crafter can use the rest of his time as he sees fit. If the crafter is out adventuring, he can devote 4 hours each day to item creation, although he nets only 2 hours' worth of work. This time is not spent in one continuous period, but rather during lunch, morning preparation, and during watches at night. If time is dedicated to creation, it must be spent in uninterrupted 4-hour blocks. This work is generally done in a controlled environment, where distractions are at a minimum, such as a laboratory or workshop. Work that is performed in a distracting or dangerous environment nets only half the amount of progress (just as with the adventuring crafter).

At the end of each work period, the crafter must make a Craft skill check (relative to the item being created) to make progress or finish the item. The DC to create a technological item is 10 + the engineering level for the item. Failing this check means that no progress was made on creating the item, while failing this check by 5 or more also results in half of the raw materials being wasted.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created.

Most of the time, they take the form of skills that must be known by the item's creator. The DC to create a technological item increases by +5 for each prerequisite the crafter does not meet. The only exception to this is the requisite item creation feat, which is mandatory.

A character can work on only one item at a time. If a character starts work on a new item, all materials used on the under-construction item are wasted.

Abilities that Simulate a Spell or Contraption Schema Effect: When creating a technological item that simulates a spell, the creator treats his engineering level as his caster level for determining the parameters of the spell effect, as well as the price of the item. Likewise, when creating a technological item that simulates a contraption schema, the creator treats his engineering level as his constructor level for determining the parameters of the contraption schema effect, as well as the price of the item. A creator can create an item at a lower engineering level than her own, but never lower than the minimum caster level needed to cast the spell or the minimum constructor level needed to build the contraption. Using calibration feats, a creator can simulate spell or contraption schema effects with items at a higher level than normal.

If a simulated spell has a material component, the equivalent dollar (\$) cost of the component is added to the price of the item. If the item has multiple charges, the cost of the material component is multiplied by desired number of charges the item is to possess.

Note that the effects produced by a technological item that is based on a spell are nonmagical, extraordinary effects. As such, the save DC to resist the effects of such items are reduced by 2.

Multiple Similar Abilities: For items with multiple similar abilities that don't take up space on a character's body, use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus 1/2 the value of any other abilities.

Multiple Different Abilities: Abilities such as an attack roll bonus or saving throw bonus and a spell- or contraption-like effect are not similar, and their values are simply added together to determine the cost. For items that take up a space on a character's body, each additional power not only has no discount, but instead has a 50% increase in price.

0-Level Spells and Contraption Schema: When multiplying spell or contraption levels to determine value, 0-level spells or contraption schema should be treated as 1/2 level.

TABLE 7-2: ESTIMATING TECHNOLOGICAL ITEM DOLLAR VALUES

Effect	Base Price
Ability bonus (enhancement)	Bonus squared x \$1,000
Armor bonus (enhancement)	Bonus squared x \$1,000
AC bonus (deflection)	Bonus squared x \$2,000
Natural armor bonus (enhancement)	Bonus squared x \$2,000
Save bonus (resistance)	Bonus squared x \$1,000
Skill bonus (competence)	Bonus squared x \$100
Weapon bonus (enhancement)	Bonus squared x \$2,000
Simulate Spell Effect	Base Price
Single use, use-activated	Spell level x engineering level x \$50
Limited charges (maximum 50), use-activated	Spell level x engineering level x \$15 per charge ¹
Limitless, use-activated	Spell level x engineering level x \$1,800
Command word	Spell level x engineering level x \$1,800
Continuous	Spell level x engineering level x \$2,000 ²
Simulate Contraption Schema Effect	Base Price
Single use, use-activated	Contraption level x engineering level x \$50
Limited charges (maximum 50), use-activated	Contraption level x engineering level x \$15 per charge ¹
Limitless, use-activated	Contraption level x engineering level x \$1,800
Command word	Contraption level x engineering level x \$1,800
Continuous	Contraption level x engineering level x \$2,000 ²
Special	Base Price
Charges per day	Divide by (5 divided by charges per day)
No space limitation ³	Multiply entire cost by 2
Multiple different abilities	Multiply lower item cost by 1.5
Charged (50 charges)	1/2 unlimited use base price
Component	Extra Cost
Armor, shield, or weapon	Add cost of masterwork item
Spell has material component cost	Add \$ value directly into price of item per charge

1 If a continuous item has an effect based on a spell or contraption schema with a duration measured in rounds, multiply the cost by 4. If the duration of the spell or contraption schema is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell or contraption schema has a 24-hour duration or greater, divide the cost in half.

2 If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

3 An item that does not take up one of the spaces on a body costs double.

Other Considerations: Once you have a cost figure, reduce that number if either of the following conditions applies:

Item Requires Skill to Use: Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

Item Requires Specific Class or Alignment to Use: Even more restrictive than requiring a skill, this limitation cuts the price by 30%.

Prices presented in the technological item descriptions (the dollar value following the item's slot) are the market value, which is generally twice what it costs the creator to make the item.

Not all items adhere to these formulas. First and foremost, these few formulas aren't enough to truly gauge the exact differences between items. The price of a technological item may be modified based on its actual worth. The formulas only provide a starting point.

CREATING TECHNOLOGICAL ARMOR

To create technological armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into technological armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional engineering supply costs for the materials are subsumed in the cost for creating the technological armor—half the base price of the item.

Creating technological armor has a special prerequisite: The creator's engineering level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two engineering level requirements must be met. Technological armor or a technological shield must be at least masterwork to have any armor or shield special abilities.

The enhancement bonus of technological armor is denoted as "+1^T armor," to differentiate a technological enhancement bonus from a magical enhancement bonus.

Creating some armor may entail other prerequisites beyond or other than successful Craft checks. See the individual descriptions for details.

Item Creation Feat Required: Craft Technological Arms and Armor.

Skill Used in Creation: Craft (armor).

CREATING TECHNOLOGICAL WEAPONS

To create a technological weapon, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a technological weapon, and the masterwork cost is added to the total cost to determine final market value. Additional engineering supplies costs for the materials are subsumed in the cost for creating the technological weapon—half the base price of the item based upon the item's total effective bonus.

Creating a technological weapon has a special prerequisite: The creator's engineering level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability, the higher of the two engineering level requirements must be met. A technological weapon must be at least masterwork to have any melee or ranged special weapon abilities.

Creating technological double-headed weapons is treated as creating two weapons when determining cost, time, and special abilities.

The enhancement bonus of a technological weapon is denoted as "+1^T weapon," to differentiate a technological enhancement bonus from a magical enhancement bonus.

Creating some weapons may entail other prerequisites beyond or other than successful Craft checks. See the individual descriptions for details.

Item Creation Feat Required: Craft Technological Arms and Armor.

Skill Used in Creation: Craft (bows) (for technological bows and arrows), Craft (firearms) (for technological firearms and ammunition), or Craft (weapons) (for all other weapons).

CREATING REVOLUTIONARY ITEMS

To create a revolutionary item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Revolutionary item costs are difficult to determine. Refer to Table: Estimating Technological Item Dollar Values and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

Creating some items may entail other prerequisites beyond or other than successful Craft checks. See the individual descriptions for details.

Item Creation Feat Required: Craft Revolutionary Item.

Skill Used In Creation: An applicable Craft skill (for example, clockwork, metalworking, mechanical, etc.).

ADDING NEW ABILITIES

Sometimes, lack of funds or time make it impossible for a technological item crafter to create the desired item from scratch. Fortunately, it is possible to enhance or build upon an existing technological item. Only time, money, and the various prerequisites required of the new ability to be added to the technological item restrict the type of additional innovations one can add.

The cost to add additional abilities to an item is the same as if the item was not technological, less the value of the original item. Thus, a +1^T longsword can be made into a +2^T nichrome longsword, with the cost to create it being equal to that of a +2^T nichrome sword minus the cost of a +1^T longsword.

If the item is one that occupies a specific place on a character's body, the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer invisibility (via a contraption schema with the personal and disappear schematics) to her belt of electromagnetic deflection +2, the cost of adding this ability is the same as for creating a belt of disappearing (2nd level contraption-equivalent) multiplied by 1.5.

VEHICLES

Ullera boasts the pinnacle of technological achievement. Factories with mechanical production lines manufacture components and assemblies at staggering rates. Firearms make it so a 95 lb. schoolteacher on the frontier can protect herself against a mob of muscular ne'er-dowells. And modern vehicles allow rapid transit across land, sea, and air. Steam engines propel safe and reliable transport devices. Lighter-than-air travel is becoming more affordable and prevalent, but largely only sees use by the military and elites. Some gnomish inventors with government grants recently patented gyroscopic propulsion, which is highly experimental but promising.

The following vehicles make use of rules in the *Pathfinder Roleplaying Game: Ultimate Combat* supplement.

GYRO COPTER

Large air vehicle

Squares 6 (10 ft. by 15 ft.; 10 ft. high; copter blades have a radius of 20 ft.); **Cost** \$3,000

DEFENSE

AC 9; **Hardness** 7

hp 96 (48)

Base Save +2

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 50 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8 (or primary rotor; 2d8 slashing)

DESCRIPTION

This tin flying marvel has a rapidly turning rotor that keeps it airborne.



Propulsion Gyro Engine (2 squares of gyroscopic engines; hardness 8, hp 50; extreme device); engine typically located in the middle squares of the copter

Driving Check Knowledge (engineering) or Fly

Forward Facing the vehicle's forward

Driving Device throttle lever, rudder rotor (AC 11, hardness 8, hp 16), primary rotor (AC 8, hardness 8, hp 64); If the primary rotor is destroyed, the vehicle gains the wrecked condition.

Driving Space a single 5-ft.-by-5-ft. square that contains the throttle lever that serve as the copter's driving device; the driving space is located at the front of the vehicle, in front of the engine squares, adjacent to the crew space; the rudder rotor is located at the rear of the vehicle

Crew 1 (if crew member is a gunner)

Passengers 1 (if crew member is not a gunner)

Weapons Typically either one double hackbut or one culverin, located in the crew's space.

GYRO CYCLE

Large land vehicle

Squares 2 (5 ft. by 10 ft.; 10 ft. high); **Cost** \$1,200

DEFENSE

AC 9; **Hardness** 7

hp 30 (15)

Base Save +2

OFFENSE

Maximum Speed 120 ft.; **Acceleration** 60 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This cycle has only a single massive motorized wheel, leaving the driver exposed on either side. It is largely constructed of tin to reduce weight, and is commonly used for raiding or recon.

Propulsion Gyro Engine (1 square of gyroscopic engine; hardness 8, hp 25; extreme device); engine located within the driving space, beneath the driver

Driving Check Acrobatics or Knowledge (engineering)

Forward Facing the vehicle's forward

Driving Device steering peddles, throttle and brake

Driving Space a single 5-ft.-by-5-ft. square that contains the steering peddles, throttle and brakes that serve as the cycles' driving device; the driving space is located directly in the middle of the vehicle's space, and shares this space with the vehicle's engine.



Passengers 1 (a passenger may share the driving space with the driver, however, this causes the space to become cramped, imposing a -4 penalty to the driver's driving checks.)

STEAM HARVESTER

Gargantuan land vehicle

Space 16 squares (20ft wide, 20ft long, and up to 20ft tall), **Cost** \$11,000

DEFENSE

AC 6, **Hardness** 5

hp 240 (120)

Base Save +1

OFFENSE

Maximum Speed 80 ft. (20 ft. when harvesting or planting); **Acceleration** 20 ft. (5 ft. while harvesting or planting)

CMB +4 (+16 grapple); **CMD** 14 (26 when opponent is attempting to escape grapple)

Ramming Damage 4d8

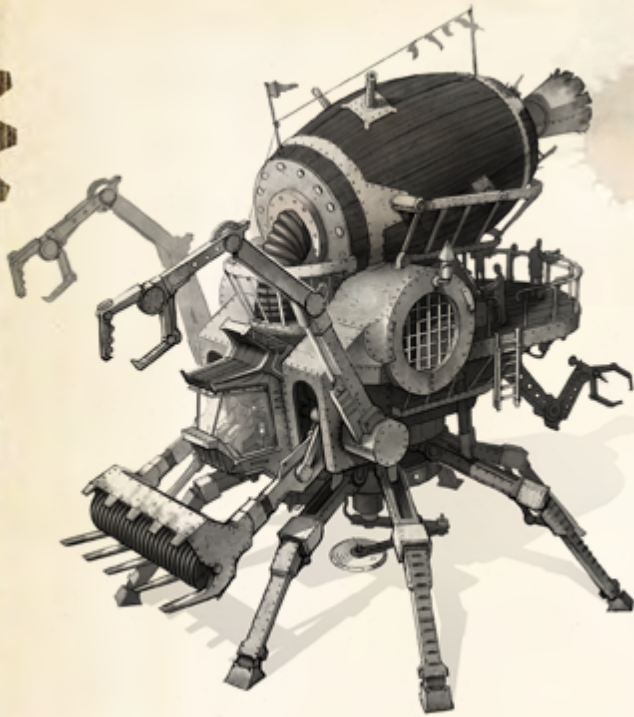
Space 20 ft.; **Reach** 20 ft.

Attack 2 pincers +4 melee (2d8 plus grab); The harvester uses the pilot's base attack bonus to determine its total attack bonus with its pincers and grapples. The harvester does not gain the grappled condition when grabbing a creature.

DESCRIPTION

A harvester resembles a mechanical spider with smokestack jutting from its back. It stands on eight massive articulated pistons allowing the body of the

Artwork by Alejandro Lee



Artwork by Alejandro Lee

vehicle to tower up to twenty feet in the air or squat just a foot off the ground. The “mandibles” of the harvester are an interchangeable set of mechanized tools for a variety of farm applications. A mandible can be a buzz saw for timber, a gullet grinder for crushing stone, wood, or ice into dust, a pesticide sprayer, a water jet for fighting fires or drilling, a jack hammer, or a suction tube for collecting liquids.

Eight people can stand atop the spider on running boards to pick crops while the harvester moves through fields and orchards. Ladders bolted to the sides of each leg allow pickers to climb on and off the harvester. The “head” of the spider is a glass cockpit occupied by the pilot. The “abdomen” of the harvester is a wicker bin used to carry harvested crops or seed stock for replanting. The spider harvester is a wooden vehicle not intended for military use, but can move a squad of troops rapidly through difficult terrain. The long spindly legs of the vehicle allow it to ignore many types of difficult terrains and step over obstacles less than 10 ft. in height.

Propulsion coal engine (2 squares of coal burning engines; hardness 8, hp 40; difficult device); The engine is typically located at the rear of the harvester.

Driving Check Knowledge (Engineering)

Forward Facing The mandibles and pilot’s cockpit are at the front. The mechanical spider legs allow the vehicle to

sidestep in any direction and scale 60 degree escarpments.

Driving Device pair of throttles, 2 foot pedals. eight huge mechanical legs (AC 8, hardness 10, hp 60; difficult device). If all the legs on one side are disabled or more than four legs are destroyed the vehicle can’t move. The harvester’s maximum speed is reduced by 10 ft. for each disabled or destroyed leg.

Driving Space a 5-foot-by-5-foot square glass enclosed cockpit
Crew 1 (coal tender ride inside the vehicle)

Passengers The running boards allow eight passengers to latch onto the sides of the harvester.

Decks 1; Running boards are located on either side of the harvester.

STEAM TANK

Huge land vehicle

Squares 8 (10 ft. by 20 ft.; 15 ft. high); **Cost** \$7,200

DEFENSE

AC 8; **Hardness** 15

hp 320 (160)

Base Save +1

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 20 ft.

CMB +2; **CMD** 12

Ramming Damage 4d8

DESCRIPTION

The steam tank is the latest innovation in ground warfare made possible only by dwarven engineering. Powered by a powerful oil burning engine, this gigantic rivet plate war machine is designed to plow through any obstacles in its way. It’s commonly equipped with a single siege cannon in the prow and four swivel guns to protect its sides and rear, but some models carry instead rocket racks for anti-air or rotary guns for anti-infantry. The ominous black plume expelled by its substantial smoke stack foreshadows the future funeral fires of its foes.

Propulsion steam engine (2 squares of oil burning engines; hardness 8, hp 40; difficult device); engine typically located in the rear squares of the tank

Driving Check Knowledge (engineering)

Forward Facing the vehicle’s forward

Driving Device steering wheel and two levers (brake and throttle)

Driving Space a single 5-ft.-by-5-ft. square that contains the steering wheel and two levers that serve as the tank’s driving device; the steering wheel and levers are located in the middle of the tank, in front of the engine



Crew 5 (five gunners)

Passengers 2 (tight squeeze with a full crew)

Decks 1

Weapons four medium culverin turrets and one large cannon; ram plate

STEAM WAGON

Huge land vehicle

Squares 8 (10 ft. by 20 ft.; 15 ft. high); **Cost** \$7,200

DEFENSE

AC 8; **Hardness** 7

hp 180 (90)

Base Save +1

OFFENSE

Maximum Speed 80 ft.; **Acceleration** 20 ft.

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

Steam wagons resemble a wooden stage coach, but all the horsepower comes from a coal fed steam engine. It is a common sight in rural areas not yet served by the rail and frequently used by prosperous farmers and ranchers. Even though the vehicle is bulky, clumsy, and emits clouds of stinging dirty black smoke, it is frequently used on urban thoroughfares and is considered a tremendous status symbol for magnates, street gangs, and those that like to crush those that get in their way. Its spring suspension buffers cobbled streets as well as

rocky roads. The vehicle is also less prone to cracked seals and fractured pipes from excessive jarring that afflict less rugged designs.

Propulsion Coal Engine (2 squares of coal burning engines; hardness 8, hp 40; difficult device); engine typically located in the rear squares of the wagon

Driving Check Knowledge (engineering) or Profession (driver)

Forward Facing the vehicle's forward

Driving Device steering wheel and two levers (brake and throttle)

Driving Space a single 5-ft.-by-5-ft. square that contains the steering wheel and two levers that serve as the wagon's driving device; the steering wheel and levers are located in the middle of the wagon, in front of the engine

Crew 1 (one person needs to periodically shovel coal into the coal burning engine; while not shoveling coal, this crew member is treated as a passenger)

Passengers 4

Decks 2; The lower deck seats the steam wagon's passengers and cargo, and gives access to the coal burning engine that powers the steam wagon. The lower deck has small windows, granting passengers improved cover from attacks outside the vehicle. The top deck consists of the steam wagon's driving device and driving square. The driver's square is only partially exposed, and encased in glass windows, granting the driver cover from attacks outside the vehicle.



Artwork by Alejandro Lee



WAR ZEPPLIN

Colossal air vehicle

Squares 48 (cabin, 20 ft. by 60 ft.; 30 ft. high; two 160 square dirigibles on either side, 40 ft. by 100 ft.; 40 ft. high);

Cost \$70,000

DEFENSE

AC 2; **Hardness** 7

hp 720 (360)

Base Save +0

OFFENSE

Maximum Speed 90 ft. (120 ft. with air current);

Acceleration 30 ft. (45 ft. with air current)

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

This massive rigid skinned blimp is built for combat up to 3000 ft. in the air. The gas bags are divided into multiple compartments so that a single puncture will not deflate an entire balloon. The zeppelin is commonly crewed by 18 aeronauts (captain, commissar, chief engineer, cook, signals officer, navigator, and 12 non-commissioned crew). In addition to its weapon armament, it often carries 16 glider troopers and their wings. A war zeppelin can carry up to 10 tons of cargo or 30 passengers.

Propulsion Gas bag (vertical lift and partial air current travel; two sets of 160 square silk dirigibles, 1,600 hp each) and oil engine (4 squares of oil burning engines; hardness 8, hp 60; difficult device); the engine's cabin is typically located behind the ship, with access on the second deck of the ship

Driving Check Knowledge (nature) for air current navigation or Knowledge (engineering) or Profession (sailor)

Forward Facing the vehicle's forward

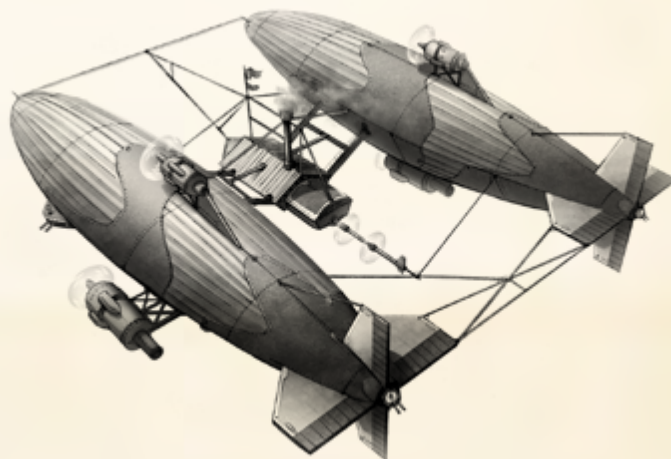
Driving Device steering wheel, throttle, rudder, propellers (8)

Driving Space an 8 square space that contains the steering wheel and throttle; the driving space is located at the front of the vehicle, on the third deck of the ship

Crew 7 (including pilot; at least one navigator, at least one signals officer, and at least four engineers tending the engines and maintenance)

Decks 4; The lower deck of the ship is reserved for the ship's cargo. The second deck of the ship is typically reserved for passengers, the crew's quarters, and grants access to the ship's engine compartment. The third deck of the ship houses the ship's helm and navigation room, a war room, and the captain's quarters. The top deck of the ship is an open-air typically used as either a landing strip for gliders or an observation deck

Weapons typically 7 large direct-fire siege weapons



ULLERA

Ullera is a continent that rests in the western and northern hemispheres of the planet Geir. It is bordered by water on all sides: the Great Span to the east, the Manteca Gulf and the Straits of Ciminno south, the Sun Current west, and the Hiegliht Ocean in the icy north. Much of Ullera is formed by a massive continental shelf that gradually rises east to west into broad peak lands; coastal plains dominate the eastern seaboard, and mighty evergreen forests cover western shores.

Ullera is significant among the many landmasses of Geir for being the first to truly embrace and apply the concept of 'pure steam' in all walks of life. No where else is science and technology more widely used or more commonly accepted. Battles for control of this technology and what other secrets its knowledge might unlock have defined generations of civilization here. The most populace and powerful nations on Ullera are the Federated States of Ullera, Atanak, Mazan, and Rausch. Human, gnomes, halflings, orcs, dwarves, goblins, and many other races big and small populate the cities of each nation. Ullera's history is laden with examples of these peoples working and fighting together (or against each other) to shape the continent's ever-evolving future.

TIMELINE OF ULLERAN HISTORY

–10,000 - Earliest evidence of Halfling and Gnome hunter-gatherer communities in the Bastion. Rageaic tribes control the Heartwater as far south as modern day Harmonia.

–5,000 - Borndrin nomads first encountered in Ullera by the Folk.

–4,300 - Dwarf sailors discover the northeast coasts of Acares (Keystone) and make contact with the Folk there.

–3,100–3,000 - Human farmers move north from desert communities into Ullera.

–2,600–2,400 - Tribal relations between Human (ancestors of the Mezoqua), Halfling (Leatherfoot ancestors), Half-Orc (borndrin), and the Folk improve as new cultures are born out of the peaceful coexistence of populations. Many human tribes adopt halfling

ways of living, becoming the Krin Nation, whereas other halflings do the same with the Folk (mostly Gentry Gnomes), resulting in the Nation of Sheraneek Peoples.

–2,000–1,900 - Hordes of Jonnish cross the ice bridge from Okrug into Atanak, pillaging, conquering and enslaving the resident Borndrin. Many are transported back to Okrug as slaves, the remaining Borndrin of southern Atanak flee into the wide prairies of the Feral Expanse (Sunderland).

–1,700–1,600 - The Krin and Sheraneek Nations adopt mound-builder techniques of northern tribes and adapt them to southern climes. These tribal nations become collectively known as the People of the Mounds.

–1,400–1,300 - Oral tradition tells of the last flight and hunt of dragons. Apart from anomalies (e.g. isolated cryptids, evolved states, etc.), most scholars contend that traditional dragons are effectively extinct after this period.

–1,100 - The first king of the newly named Theocracy of Rausch is seated upon the throne. Rausch is roughly a third the size of its present-day territory at this time.

–1,000 - Rageaic armies erupt from Subterra and establish the Dominion centered on Cog Island.

–830 - Using slave labor and armed legions, the Dominion becomes the greatest power on the continent.

–815 - Dominion control extends as far south as the Manteca Gulf along the Great River. There they found the prison colony, South Den, over the site of a former human tribal fishing village.

–525 - Scientific breakthroughs derived from the ruins of Cog Island spark an industrial revolution. Primitive firearms and cannons are introduced into warfare.

–520 - Emissaries to the Dominion from Rausch come half-expecting to be disappointed by their visit to Cog Island, but are instead horrified by the widespread slavery and cruelty exhibited by their hosts.

–500 - A Rauschite oracle is executed by the Dominion for publicly declaring the dynasty had reached the midpoint of

its reign over the continent. Rausch cuts political ties with the Dominion.

–490 - The first fully autonomous clockwork device is invented and recorded.

–240 - Rauschite emigrants carefully and peacefully insinuate themselves into many cities of the Dominion, interbreeding with local populations. Early chaplains form in these communities.

–216 - Slave revolts begin to plague the Dominion.

–77 - Prisoner and liberator efforts at South Den finally break away from Dominion control and become the Liberated Colony of Belle Venue.

1 EA - The Era of Abolition (or Enlightened Age) begins. Dwarves, Halflings, Humans, and Gnomes join to form the Federation of Ullera and draft the Rational Orders. Ullera claims control of Keystone. The first steam engine is invented.

1.5 EA - The First and Last Stand (Abolition War) begins in Keystone.

2 EA - The Fervent Fight (Abolition War) begins in the lands south of Keystone (Harmonia).

4 EA - The Federal Patent Office opens.

7.2 EA - The Abolition Trail comes into modern use.

20.4 EA - An earthquake destroys the city of Brickton. The event is known as the Brickton Quake.

24.5 EA - The first recorded mason jar moonshine is created.

45.8 EA - Topper's Highway develops into modern use, bisecting the Abolition Trail.

50 EA - Ullera moves south assimilating Harmonia and the Bastion, acquiring the southern end of the Great River through the annexation of Belle Venue. The burgeoning nation expands to become more formally known as the Federated States of Ullera.

50.5 EA - The Fervent Fight (Abolition War) temporarily ends in Harmonia.

58 EA - The first wondrous armature is invented.

61.7 EA - The Fervent Fight (Abolition War) resumes in Harmonia. The Dominion seeks to reassert control over the continent sensing weakness in Ullera's solidarity. Travelers leaving Ullera become targeted prey, and other Ullerans move to defend their brothers and sisters on exodus.

64.4 EA - Ram Arness is successful in crossing the Inland Seas by air ("The Fortuitous Flight"). He founds Ramson Downs on the shores of the Melpomene.

70.2~71 EA - The Dominion is pushed north of the Inland Seas and reforms into the Atanak Empire. Ullera begins to build trade cities in Sunderland on the river banks and the coasts of the Inland Seas. The Fervent Fight (Abolition War) again ends in Harmonia.

77.9 EA - The Border Threat (Abolition War) begins in Sunderland.

86 EA - The First and Last Stand (Abolition War) ends in Keystone.

89~91 EA - Diasporic populations of Rauschite in Ullera begin a mass return to their homeland. These pious humans known for their use of the Rauschite tongue, religious taboos, and social isolationism led to friction with their neighbors and the central government which precipitated their departure.

100.1 EA - Several other northern settlements in Sunderland are captured or sacked and looted as Ramson Downs is burned to the ground during the Great Hellfire.

100.5 EA - Construction of Second City begins.

110 EA - The Border Threat (Abolition War) ends in Sunderland.

118.8 EA - Northern emigrants, primarily retired veterans from The Border Threat and old money out of Keystone, begin developing land and transcontinental means of transportation in the Bastion.

122.3~.5 EA - Cresape's War ensues.

140 EA - Those "convicted" for the Hill House Rebellion are executed in Second City. Many mark this as the beginning of the modern anarchist movement.

153.7 EA - Berradine County Slaughter occurs in Harmonia (the bloodiest event on Ulleran soil since the Abolition War ended there).

162 EA - Last public appearance of V. R. Etrau before leaving for the Eastern Continents.

165.7 EA - First recorded moon shot attempt.

168 EA - The Brelon faith is founded in Rausch by an acolyte of the state church, Walter Hornby Thanek.

169.2 EA - The War of Division (Abolition War) begins in the Bastion.

173.1 EA - The Leacher's Vale Uprising occurs.

173.4 EA - The War of Division (Abolition War) ends in the Bastion.

174.5 EA - King Thanek is crowned in Rausch.

175.6 EA - Summit City becomes the capital of Ullera.

180.6 EA - The Holwake Incident, named for the suspect thought to have planned the treasonous attack, concludes on Summit City's 5th anniversary. Though Holwake is found dead in a burned down warehouse, and most of his accomplices are captured, many conspiracies still swirl about the true nature of the attack and whether such insurrectionist sentiments have fully abated.

188 EA - The events of "Trouble in Grassy Spur" occur. Present day.



Artwork by Robert Albauer

The Abolition War?

No one can deny that the advent of "pure steam," as first noted scientist V. R. Etraan, is a defining element in Ullera's betterment. Neither can any sober beneficiary deny that the Abolition War, in whatever corner of our tightly wound Federation one may have experienced it, has been a defining cause in our recent shared history. Though we have come to identify these conflicts as belonging under one title—as unified in our belief of the want of every man to be liberated as we are in the singular truth of a unified Ullera—the Abolition Wars is a more accurate term. For near to two centuries now, a period of uneasy progress and short-lived peace marked by momentary spikes in violence and dissolution have been the Abolition Wars' legacy.

The first recorded ministrations of abolition were some 400 years ago as repeated slave uprisings hampered the Old Dominion. Though records are incomplete and experts cannot agree on how difficult the fighting was in the lands of Drom Gol, unchallenged acceptance shows that it was one each of the common races—a gnome, halfling, and human—led by a young Brey dwarf captain who organized the first instance of armed resistance here in Ullera (And how the talk of commemorating those few in immortal rock continues to this day!).

Fighting in earnest began first in Keystone, but only after the Dominion realized its failure to quell the other regions insofar as it would force Keystone's obeisance, did desperate attempts to retake the region resume. Had the Dominion resolved to raze the land from the start, perhaps history would speak less kindly?—but due to the concentrated build up of mixed settlements and the interconnected nature of its peoples, no matter how many minor victories the Dominion accrued, it was never enough to weaken Keystone entire. And, in perhaps the most famous offer of outside assistance during the wars, the King of Drom Gol sent two letters suggesting the use of that country's dire mammoths in the fight against the Dominion—Ullera, however, politely declined the offer, indicating the perpetual importance of technology as the foremost weapon against her enemies. To this day, the war is known locally by many as "The First and Last Stand."

In Harmonia, simultaneous feelings of rebellion were no less spirited. Though the earliest large scale battles did not take place here, the root cause precipitating war had always been the Abolition Trail. It is unsurprising how this spine of the Blue Cape Mountains also became the backbone of the fighting effort to thwart Dominion troops. Suggesting that their control of Drom Gol was less complete than they were boasting, the Dominion's efforts to pacify Harmonia were a key strategy in attempting to force Keystone into capitulation. Ullera's enemies sought to hedge in Keystone by controlling the "lesser regions" that fueled and fed her, but this strategy would prove more difficult than designed. Here the war is spoken of as "The Fervent Fight."

The fighting in Sunderland was instead against an ideological threat: "chaos." As Ullera's only remaining frontier, the encroachment of settlement pressed the natives of the Feral Expanse into desperate situations. The Atanak Empire (formerly the Dominion) seized upon this opportunity by stoking native fervors and directing native outrage in concerted attempts to unseat the Ulleran settlers. Ultimately, it was through gritty integrity and stubborn rebuilding that Ullerans were able to abolish Atanakan influence from Sunderland and begin a new relationship with its native peoples. Most know this era of the Abolition War as the "The Border Threat."

In the Bastion, so named for how untouched it remained during previous wars, developers and landowners confident from their successes and inheritances in the north came to make their retirement or what their appetite for expansion. A rift developed, however, between those whose ambitious vision of the future did not match with those who were content with what had already been fought over and won. Responsibility and honor played a part too in the war that followed, pitting Ullerans against each other in a civil war of new versus old, citizen versus native, and brother versus brother. With the use of veterans and forces wrought out of earlier wars, and the central issue of Ullera finding and defending itself through threats (both external and internal), "The War of Division," as it is known in the Bastion, was the last conflict in the Abolition Wars.

—Thalomon G. Zaslo, Ulleran chronicler, 188 E.A.

THE RATIONAL ORDERS

For as much as it hath been adjudged in wisdom, discourse, and reason to order and dispose of things that we the Inhabitants and Residents of the lands between the Great River and the Great Span, and well knowing where a people are gathered together rules and laws are required to maintain the peace and union of such a people, there should be an orderly and decent Government established according to Rationality to order and dispose of the affairs of the people at all seasons as occasion shall require; we do therefore associate and conjoin ourselves to be as one Federation of Ullera; and do for ourselves and our successors and such as shall be adjoined to us at any time hereafter, enter into Combination of States or Regions together, to maintain and preserve the liberty and purity of our intentions and principles which we now profess; as also, the discipline of Rationality, which is now practiced amongst us, as also in our civil affairs to be guided and governed according to such Laws, Rules, Orders and Decrees as shall be made, ordered, and decreed as forthwith:

MULTORUM SCURITAS

The safety of the Citizenry of the Federation is the paramount duty of the Government. The Borders of Ullera must be secured against trespass, infringement, and illicit trade.

EADEM OMINA IURA

The same laws apply to all Citizens of Ullera. Legal punishment is equal regardless to status, race, or intent. Citizens who commit a crime must prove their innocence to the commissioned legal authority of jurisdiction.

OMNIS TERRA TUCTUR

All land in the Federation is partitioned into townships. Townships are incorporated and have full control over the use and development of the land under their authority. Districts are composed of associated townships. A state, or region, is a political area composed of a contiguous grouping of associated districts.

UT TELLUS LEO

The only standing professional army allowed within Ullera is the Federal Army. All citizens must provide the Federation with two years of service to the federal armed forces, district militias, or core of engineers. All citizens are entitled to bear arms and armor to protect their personal property.

NON ALITER SE

One cannot own another. Slavery within the Borders of Ullera is forbidden; any slave who enters the nation's territory is immediately emancipated.

IGNORANTAI ROBUR

It is an act of treason to publish, distribute, or release information determined to be vital to the safety and security of Ullera. The punishment for violating National Confidentiality is to be rendered mute.

BELLUM PAX

The Federation is vigilant in protecting its interests both foreign and domestic. The Citizenry of Ullera shall be defended by the Federal Army while abroad. Vandalism, rioting, and defamation shall not be tolerated and is considered a threat to public safety. Civic leaders can use any means to suppress unrest deemed a threat to public safety including martial law.

LIBERTAS SERVITUS

All citizenry must give the government two years of military service to earn the right to vote.

HIERARCHIA LEGUM

A township may draft any law that does not infringe district laws. A district can draft any law that does not violate federal law.

ORDINIS BONIS

The government must provide order to insure the prosperity of its citizenry. All voting citizenry shall gather at least twice annually to address issues raised and legal proposals drafted by the elected body. Resolution among multiple competing proposals is by popular vote.

ULLERAN LEXICON GUIDE

Anarchaea [an-ar-kay-uh]: A loosely affiliated radical group of energetic youth led by frustrated historians who are pledged to anarchist designs of misrule and usurpation of the Ulleran establishment.

arma-: The linguistic equivalent of the prefix, ‘anti-,’ as in “arma-bacterial.”

Berradiner [bair-uh-din-er]: A regional subculture within Ulleran society; any person demonstrating willful defiance or stubborn resistance to pressure from outside their social setting.

Borndrin [bawrn-drin] (“readymade” or “made to move” in Orc): Racial term used to refer to orcs native to the continent of Ullera or their shared heritage. Used as a proper noun to refer to such tribal culture(s) descendent from orc ancestry. Although orc in species, borndrin vary genetically from their jonnish cousins due to distinct evolutionary traits, typifying them as “half-orc”.

Brelonite [bre-luhn-ahyt]: A member of the Reformed State Church of Rausch.

Brelonism [bre-luhn-izum]: A faith order and code of personal conduct established in Rausch by W. H. Thanek, the current king and theocratic leader of that nation.

Cairnbrūd [kairn-brood] (“rock kin” in Giant): Colloquial racial term used to refer to giants or their shared heritage.

clyde: Colloquial term for a dolt, dullard, or hooligan. Specifically, it refers to a stratum of the Ulleran population that go from job to job, with no real home, because “that’s all there is.”

coterage (portmanteau of ‘coterie’ and ‘cottage’) [cot-er-ij]: Architectural term for a gnomish family dwelling. Sometimes called “mound-cabins,” these homes feature a modern interior that incorporates traditional mound building techniques with log buttressing and bedrock foundations.

cryptid: A creature or plant whose existence has been suggested but is not recognized by scientific consensus.

Eastern Continents, the: A catchall geographic term for a group of land masses populated with foreign races and creatures native to Geir’s eastern hemisphere.

Enesora [in-eh-sawr-uh] (“riderless one” in Sylvan): Colloquial racial term used to refer to centaurs or their shared heritage.

“Eureka!” (also in written form): A universal proclamation of discovery. Also used as a nonracially distinct, non-disciplinary exclamation with the same socio-linguistic connotation as,

“Great!”, “Superb!”, or “Amazing!”

Feral Expanse, the: Common colloquial term to refer to the continent where Ullera rests. Official nomenclature denotes the continent as well as the nation as, “Ullera,” but those wishing to distinguish between them will often use this term.

five marks: A tribal greeting once used among the People of the Mounds; executed by touching five finger tips to the upraised palm of another. A “five-mark” is now a unique bill of trade worth 25 bucks in the Bastion, but only 5 bucks outside the region.

Folk, the: Colloquial racial term used to refer to gnomes or their shared heritage.

FSU: The Federated States of Ullera.

Geir [geyr]: Scientific term denoting the planet upon which everyone rests.

Great Span, the: Geographic term for the body of water lying between the Eastern Continents and Ullera.

icetreaders: Colloquial term used to refer to borndrin half-orcs.

Jonnish [jon-ish] (“prepared race” in Orc): Racial term used to refer to pure orcs or their shared heritage. Used as a proper noun to refer to such tribal culture(s) descendent from orc ancestry.

knattleikr [neyt-l-eh-ker]: A dwarven winter game played on ice using special footwear, a wooden ball, and sticks.

Krin (Nation): A distinct cultural milieu of races, primarily humans of Mezoqua stock and Leatherfoot Halflings in the lowlands south of the Blue Capes, that coalesced out of shared living practices (adopted by human immigrants) and peaceful brotherhood.

Kor-: The linguistic equivalent of the surname prefix, Mc- meaning “son of ~.”

landshark: Another term for bulette.

People of the Mounds: The collective term for all such native tribal peoples of southern Ullera. Sometimes simply referred to as “the People.”

“Pork Bellies”: Specifically, a derogatory term for civic proctors found in the largest cities of Sunderland. In general, this term has begun to be used to denote any such corrupt police officers across Ullera.

Rageaic [ri-jake] (Goblin): Colloquial racial term used to refer to hobgoblins or their shared heritage.

railroad: Engineering term that refers to the physical rail and all that rides it. Professionals use it to denote plans on a map, or the geographical area upon which a rail-line sits.

railway: Business term that refers to a specific railroad company; the plural refers to the collective companies in a given region.

rail-line: Engineering term that refers more to the type of transport the rail is suited to carry and/or the type of commercial services

offered on a particular length of track (i.e. freight, passenger, etc.)
rapid oxidation tempest (ROT): A supernatural storm common to northwest Ullera that causes metal to rust and disintegrate within a few minutes.

rumrunner: One who brews and sells liquor without paying taxes or obtaining a liquor license.

Scholarly Method, the: The standard process by which ideas are tested in Ullera, requiring results to be repeatable in order for them to support a claim.

Sheraneek [shair-an-eeek] (Peoples, Nation of): A distinct cultural milieu of races (primarily halflings and Gentry Gnomes in the foothills south of the Blue Capes) that coalesced out of historically similar living practices and mutual prosperity.

soci etas [so-see eh-tayss]: A kind of magic hidden away within and fueled by interactions of people on a large scale. Chaplains practice this form of “magic,” though few outside of their circles understand it.

tamers: Colloquial term used to refer to jonnish orcs.

Temarest [tem-uh-rest]: Gnome term denoting their ancestral homeland; translated to mean “Deep Rest” or “Stone’s Rest,” and often shortened to simply “The Rest” in everyday speech.

temporal riparian biome (TRB): A geographic region where the rate of time changes erratically.

“Topper’s friend”: An expression given to labeling or describing someone known for their association with vagabonds, traders, and clydesmen. Often used to reassure another of one’s experience on the road.

Trail, the: Common colloquial term used concerning the famed Abolition Trail running through Harmonia and Keystone.

turfball: A widely played warm-weather ball game of Ulleran invention using a special field, teams, and league play.

Ullera [yoo-leyr-uh]: The given name of the continent on which the FSU is located. Also used to refer to the FSU as a nation.

Venuvian: A resident of the township of Belle Venue.

SETTLEMENTS

In additions to the settlement options presented in the *Pathfinder RPG: Game Mastery Guide*, some settlements in the Pure Steam Campaign Setting possess the following settlement qualities or disadvantages.

TABLE 9-1: ULLERA POPULATION RANGES

Settlement Type	Population Range
Thorp	Fewer than 200
Hamlet	201-600
Village	601-2,000
Small town	2,001-20,000
Large town	20,001-50,000
Small city	50,001-100,000
Large city	100,001-250,000
Metropolis	More than 250,000

SETTLEMENT QUALITIES

Frontier: The settlement sits near the border of a civilized nation. (Economy -2, Society -1)

Industrialized: The settlement benefits from great technological advances in fabrication. Tools, factories, raw materials, and skilled labor are abundant here. (Economy +2, Decrease all minor tech items costs by 25%)

Travel Hub: Due to its location and/or economy, the settlement affords locals with a vast array of travel options vying for business. (Economy +1, Decrease all travel services costs by 50%)

SETTLEMENT DISADVANTAGES

Disputed: The settlement sits in the Disputed Lands, and thus is subject to wavering loyalties. This has eroded both the ethics of those in power and the social fiber of the citizenry. (Corruption +1, Society -1)

TABLE 9-2: ULLERA SETTLEMENT STATISTICS

Type	Modifiers	Qualities	Danger	Base Limit	Purchase Limit	Spellcasting
Thorp	-4	1	-10	\$100	\$1,000	---
Hamlet	-2	1	-5	\$400	\$2,000	---
Village	-1	2	0	\$1,000	\$5,000	1st
Small town	0	2	0	\$2,000	\$10,000	2nd
Large town	0	3	5	\$4,000	\$20,000	3rd
Small city	+1	4	5	\$8,000	\$50,000	4th
Large city	+2	5	10	\$16,000	\$100,000	5th
Metropolis	+4	6	10	\$32,000	\$200,000	6th

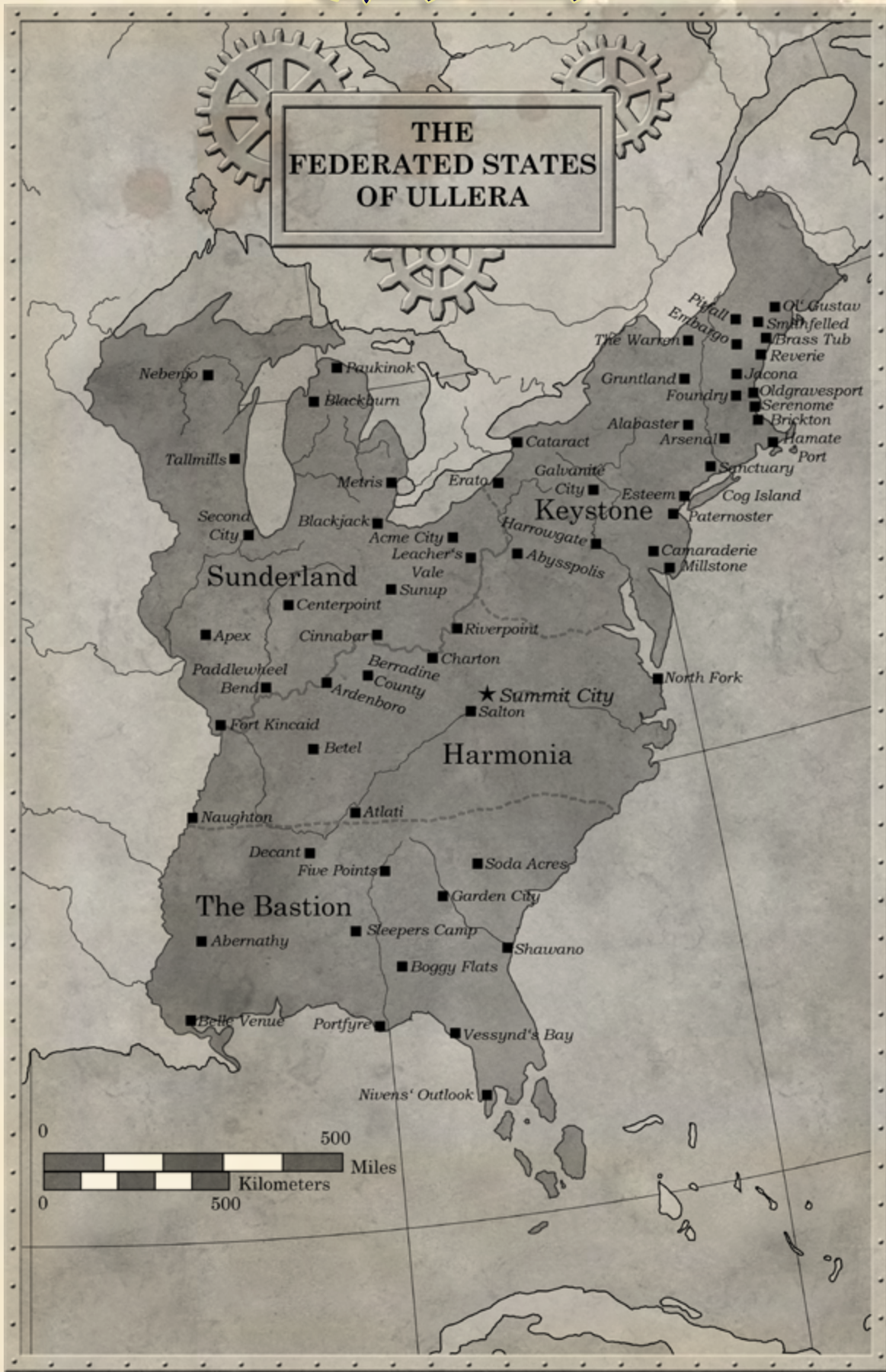


TABLE 9-3: ITEM AVAILABILITY IN ULLERA

Community Size	Base Value	Technological Items			Magic Items		
		Minor	Medium	Major	Minor	Medium	Major
Thorp	\$100	1d4 items	—	—	—	—	—
Hamlet	\$400	1d6 items	—	—	—	—	—
Village	\$1,000	2d4 items	1d4 items	—	1d2-1 items	—	—
Small town	\$2,000	3d4 items	1d6 items	—	1d2 items	—	—
Large town	\$4,000	3d4 items	2d4 items	1d4 items	1d3 items	—	—
Small city	\$8,000	4d4 items	3d4 items	1d6 items	1d4 items	1d2-1 items	—
Large city	\$16,000	4d4 items	3d4 items	2d4 items	1d6 items	1d2 items	1d2-1 items
Metropolis	\$32,000	*	4d4 items	3d4 items	2d4 items	1d3 items	1d2 items

* In a metropolis, nearly all minor technological items are available.

THE BASTION

“Ne’er been one to call a place home ... there be Homes for the Sick, Homes for the Elderly, Homes for the Poor—not the kind of places a fella can get lost in, find hisself. Here, you have that chance.” – Jharlie Puck (CG male halfling [leatherfoot] gunslinger 9; *“fastest gun in the south”*)

Alignment Chaotic Good

Population 3,696,150 (45% Human, 34% Halfling, 16% Gnome, 3% Half-Orc, 2% other races)

Capital The City and County of Five Points (pop 59,000)

Notable Settlements Belle Venue (pop 168,100), Garden City (29,650), Shawano (22,300)

Government Confederal timocracy (nine appointed county marshals and a comptroller each delegated by the Communist League), and one autonomous municipality

AUTHORITY

High Minister Parl Geffen Radditch Longtom

(N male gnome [gentry] aristocrat 11; spokesman for the city of Five Points and nominal figurehead of the Bastion)

NOTABLE RESIDENTS

Eirick Everin (CG male human [ulleran] chaplain 9; noted Communist idealist, equestrian, and suitor),

Gavel Hallasmaster (CN male dwarf [brey] fighter [ructioneer] 9/rogue 5; noted information broker and the High Minister’s bodyguard),

Laanwana (CN female human [ulleran] sorcerer 12; quiet advocate of the People and dark-eyed, brooding sponsor of the Mud Daubers),

Tadyurnok “Tad” Pelle (CG male gnome [sharper] gearhead 5/rogue [clydesman] 5; descendent of

“Rostafer, Savior of Belle Venue” and claimant as king to one of the most powerful Crewes in the city).

LANGUAGES

Common (known as “Gent”, as opposed to “Prude” which is spoken in the North), *Halfling*, *Musgee* (native tribal tongue), and *Gnome*.

Those who speak *Orc* are viewed in an extremely poor, even racist light, given the centuries of cruelty Jonnish tribes once perpetrated against Leatherfoot and Folk alike.

MAJOR EXPORTS

Transportation equipment, textile materials (cotton, wool, flax), fine tobacco products, fruit, nuts, livestock.

MAJOR IMPORTS

Raw materials (coal, metal ore, timber), skilled workers, furniture, gunpowder, feed, processed goods, textiles.

Prior to the arrival of Mezoqua emigrants, natives such as the Pitch Tree Tribe of Leatherfeet and mixed tribes belonging to the Folk shared the land surrounding the central village of Standing Pitch Tree. Uninterested in conquest, the humans instead learned from the native inhabitants—content perhaps merely to be out of the desert—and the Krin and Sheranek Nations were born under the boughs of the Standing Pitch. South of the Painted River, the plateau upon which Standing Pitch Tree rested has long been a natural deterrent against flooding and inclement weather. Long too has the region been marked by bountiful greenery—soaring oaks, magnolias, dogwoods, and pine trees filling the void between here and the Blue Cape Mountains to the north where black bear, grouse, boar, wild turkey, and whitetail deer all roam.

Quite apart from the rest in the southwest lies cloistered Belle Venue. Founded as a humble fishing village overlooking the Manteca Gulf, this formerly Atanakan city now boasts unrivaled wealth and unparalleled poverty to match. A place of decadence which masks its internal calamity, Belle Venue is nevertheless known for its gourmet food and trendsetting music, all birthed in the stagnant swamps and endemic disease of the Three Sloughs Delta. And though, statewide, many of these things remain, so too have some very important things recently changed.

HISTORY

The most notable change occurred some three generations ago when northern settlers began to move into the region in droves. Initial reaction by northern settlers upon first contact with the natives saw a mass exodus of the People of the Mounds. Many opted to cede their land rather than risk losing their families and watching their homes burn to the ground to sate the land-grabbing appetites of what became known as the Expansionist wing of the northern settlers. With the influx of population came a flood of new ideas and industry, and after only fifteen years several railroads crossed the state, all stretching to the same terminus—the site that links them all becoming known as Five Points. Over the next twenty years, the town had quadrupled in size and become a bustling supply depot and railing juggernaut, but had also been divided by the factions that came to shape regional politics there: the Expansionists and the Commonists.

Expansionists, largely composed of savvy urbanite immigrants and their indentured army of icetreaders, believed it was their destiny to tame the frontier and bring order to an otherwise chaotic wilderness. Naturally, those who stood against such progress were to be “removed” or displaced. The Communist cause, made up more of working-class immigrants and large swaths of the native population, cautioned against creating unchecked diasporas of people, and championed the idea of a common fellowship that promised to work through differences, no matter how great the struggle. Further divisions were drummed up and hostilities broke out.

Their Venuvian neighbors, however, were not concerned. For generations had they established a functional and thriving society where they lived, satisfied with what they had built and unconcerned about the rapacious habits of others. Instead, they cut themselves off from the growing conflict, secluded behind fortresses of steel and cannoned towers. Still, the war waged on with or without Belle

Venue’s consent, and while Expansionists and Commonists both sent emissaries to curry favor and assistance during those times, history has yet to tell how successful any of them were or to what extent Venuvian backing may have affected the war.

The fiercest fighting of the War of Division played out over four years across the state: pitting stubborn Communist pride of their right to the land and a long tradition of peaceful coexistence against bold Expansionist overzealousness in transforming the land and a long tradition of successful campaigning. Ideal versus ideal, and brother against brother, the war resulted in the deaths of thousands and a rift that has only now begun to heal. And though Expansionist numbers remain strong, the Communist cause ultimately won out, leading to the current climate in the Bastion. Only time will tell, however, if that victory is permanent, or merely a brief calm before an even greater storm.

GOVERNMENT & PEOPLE

Transformed out of the ashes of the civil war that split these lands more than fifteen years ago, the Atlantan Society is all that remains of the still influential Expansionists. Adopting a banner and change in name to go with their vision of a human-led nation spanning across the West from the Great Span, much of their bark is now gone, but their bite still remains. Permitted to maintain a private army of 5,000 icetreaders, all veterans of the war, regarded as the Bastion’s only standing military, and led by Commander Hardt (N male half-orc [borndrin] fighter 13), a fierce opponent of “disloyalists,” the Society engages them in chaplain-led rebuilding projects across the state, while also working hard at rebranding their image as responsible landowners and concerned patriarchs.

The Society is allowed to exist, as are all peoples and persuasions within the borders of the Bastion, because of the Communist League’s continued belief in mutual prosperity through a commonwealth of shared labor and resources. Clear ownership of property and possessions is approved by each county’s comptroller, whereas each county’s marshal enforces the law and oversees disputes. Other state matters (e.g. trade, land-zoning, lawmaking, etc.) are overseen by the League itself, a purportedly revolving body of officials representative of the Bastion’s wide diversity, and deemed the most trustworthy and influential members from their respective camps. Rumor has it that the League has no true power, and is under constant review and repeal by Ulleran leadership.

There is yet one corner of the Bastion where outside political rancor has no say. Led by the Prefect of Belle Venue and her elected Council of Wardens, the fortress-city and its surrounding hamlets have built an autonomous culture of strict organization and discipline coupled with unchecked avenues of expression and recreation. Innovative civic bodies such as the Sanctification & Sanitation Department (SSD), Municipal Transport Department (MTD), and Department of Measures & Weights (DMW) all operate under the leadership's purview, with citizens of all stripes taking up positions within these bureaus as Brigadiers or Watchers (the militia and police), Plugmen (fire and cleanup), Dispatchers (porters and coach), and Levies (tax and gate keepers). It is these long-standing, self-perpetuating governmental functions which keep high-class Venuvians sequestered from outside influences, but also put them at odds with grassroots feelings that call for parity and a more open society, like that advocated by the League.

Foremost among the Communist League's members is the High Minister, currently a gnome by the name of Parl Geffen Radditch Longtom. Hailing from a gnomish enclave—bastions unto themselves—he is regarded by many as fair, levelheaded, and not without a firm sense of familial jurisprudence that is seen as the hallmark of his race. The Folk from the Blue Cape Mountains played a significant part in the latter days of the war as they began to mediate and enjoy confidence on both sides, which historians are recording as having helped to end the hostilities. Some see the Folk as the worst kind of opportunists, however, pointing to the fact that steam-powered weapons and vehicles of gnomish design often crop up in postwar collections from both sides of the conflict.

And whereas the Folk are relatively staid inhabitants of the Bastion, others of the land's natives are restless. Though no longer chief among them in numbers (because of disease, diaspora, and war), the People of the Mounds, as the tribal nations are collectively known, wage a patient war of tolerance and suffering against the onslaught of encroaching populations. Secretly at first, though not so subtly these days, the People are building a resistance, working to discredit and sabotage attempts at displacing them further, and even to supplant the current government entirely, some say.

In the mean, the People are defined mainly by their largest constituency: the Leatherfeet of the Pitch Tree Tribe. As "pureheart kin" to all races, the halflings ever keep their mixed brothers and sisters out of starting another war with

their willingness to accept the Communist cause; not once forgetting (or able to forget) whose side they were on during the bloodshed. These Leatherfeet champion the People's love of running free, living outdoors, and shepherding the land, but aren't afraid of outsiders and "building bridges," qualities which continue to make them the strongest and ironically least overlooked voice in a mixed society that is still trying to find its way.

GAZETTEER

The Bastion consists of one incorporated municipality (Belle Venue) and five districts or counties. Outside of Five Points, which is its own county, the counties are named for the cardinal directions (e.g. "South County") and divvy up the land fairly equally by population. Prolonged settlement by civilized races has seen to the removal or extinction of many of the most fell creatures here as compared to northern regions, though at least one recognized Rageaic settlement has sprung up on the western range. Other occasional threats such as the itinerant giant or field-hidden gang of redcaps exist. Giant dragonflies and mud bugs infest the rivers, and the rare giant snapping turtle also occupy overgrown places on the coast. Winged lynx and caterwaul fish too are indigenous to the region.

Belle Venue: The city is divided into twelve wards, all of which grew organically causing the centers of each ward to bulge from the inside out. The initial plan for Belle Venue was a perfectly geometric city with a series of square urban blocks surrounded by diamond-patterned fortifications facing the Great River, explaining why First Ward is still called the "Old Square." Gant and Broadmeir were the next wards added to the city due to the sudden influx of immigrants fleeing a rash of "corpsemen" on the Crab Islands.

Old Square is famous for its hotels, restaurants, boutiques, and dance halls. Gant is a residential area for the middle class of the city. Broadmeir is the industrial heart of the city. Lakeside is filled with parks and the mansions of the wealthy. Melody is famous for its artists and musicians. Rumrun turns shipments of sugar and wood into rum and watercraft. Lorue is a mixture of low income housing and tenant farmers. Breem is well known for its warehouse district and skilled craftsmen. Crux is a mid-income ward that caters to the river trade. Low Bank is an impoverished ward notorious for street gangs and frequent flooding. Dray and Drover are the two newest wards composed of plantations that grow food and livestock for the city. A warden is elected for each ward who appoints a cabinet to

help administer the ward. Wardens' cabinets are composed of the five commanding officers from each of the city's unique bureaus.

Causeway Bridge: The largest mechanical bridge in existence, this major road traffic artery leads into Belle Venue from across Lake Char-Pony Train. It is also a time-honored mustering point for annual talks in discussing changes in colors, leadership, and membership between the Heralds and Bannerguards of the city's Crewe Promenade during Masqueraad. Three massive sections of this five-lane bridge rise 220 feet into the air to allow the passage of water vessels. The center lane of the bridge maintains a skyrail line that operates from beneath the arching superstructure.

"Listen here, now, 'less you forget. The number '5' is afforded much significance, what some 'ould say, superstition, in the city. You find it 'ere you go, and that's no mistake. A'fore five railways as there's always been, more had we then; bought and sold for the keeping! Four walls do not a coterage make for the Folk, as pentagonal designs are comin' into fashion hereabouts. And the five burrows, you no doubt know...but what o' the five marks, hmm? A 'paw' ... yes, 's what they call it don't they? What's now five ink-dipped fingers pressed to a bill of trade was once an old truce 'n greet o' passage 'tween friends among the People, like a firm clasp o' hands. S'true. C'mere, I'll show ya how it's done."

—Marla Aves on local customs

Garden City: The earliest recorded shared settlement in the Bastion began in the sandy hills here. At the time, Summerdale housed prosperous lines of both the Krin and Sheraneek, though as more and more settlers were drawn to the town to luxuriate in the mild weather and friendly conditions, many natives became xenophobic at the overcrowding and frivolous use of resources, relocating south or west. One holdover of note is the Summer Parish, an old chaplain's training seminary founded by famed pioneer Welborn Smith, where many chaplains still study and return to when seeking respite. The city also caters to seasonal tourism, offering the finest "beauty and relaxation," or B&R, spas and the regional benchmark in herbal and alcoholic brews to complement the retiring scenery and services.

Lying east along the rail from Garden City stands Soda Acres (pop 13,800), an agricultural hub made up of textile and sugar farms. Soda Acres is also the nation's largest

producer of carbonated beverages and soda drinks, hence the name, and puts out a new flavor every year. This year's delight is "Pomegranite Blast."

The Great River: Reaching its widest point (over 1 mile) in several places along the Bastion's western flank, the river is also known as the "Heartwater" because of its centuries-long role in continental trade and traffic. The river's long history also conceals many things, and it is an odd year when the diggers and surveyors who canvas the river's floodplains don't find some relic or body (or worse!) buried in the silt up and down its shores.

The Lowshore: Composed of the Bubbling Water Swamp and the surrounding low coastal lands, this peat-rich wetland has become home for many new settlers and older residents, collectively called "swampers" by folk at large. Numerous pontoon towns and barge-cabins connected by planks and floating bridges can be found tucked within heavy mangrove coves and bogs to eighty miles inland.

Boggy Flats (pop 4,000) is the largest of these settlements, a place where peat from all over the Lowshore is brought to market. Peat sold here is particularly prized as a fuel source (for trains, etc.), and as roofing insulation, demanding prices of up to 9 bucks a pound. The Flats also see many visitors year-round who come looking to make their fortune by skimming and diving the waters offshore, in hopes of discovering some bygone relic or remnant from the Drowning Isles, the vanishing archipelago of a long dead culture.

Foraging, hunting, and taxidermy are also major pastimes in places like Portfyre (pop 1,800). The ground in these locales is pocked with steaming tar pits that are scoured for hidden treasures, most often well-preserved carcasses. Afterward, these tar pits are set aflame by locals to provide lighting or as entertainment. Wildlife in the area includes mallards, herons, egrets, and ibises, while toads, turtles, lizards, and snakes are often kept as pets, and more dangerous bog threats such as bleeders, dire alligators and bears, and even carnivorous plants, like the hooded pitcher or the predatory thorny hurler, are to be avoided.

ZINGIBER SOLULIDE "GINGEROOT"

This regional favorite is renown for its medicinal purposes, promoting the feeling of youth and resistance to nausea symptoms and effects. Less well known are its addictive qualities and side-effects, which can lead to some particularly hazardous results.

Type ingested; Addiction minor, Fortitude DC 12

Price \$30

Effects 1d6 hours; imbiber becomes immune to nauseated conditions, ignores physical aging penalties up to middle-age, and receives fast healing (2/minute) toward nonlethal damage during this period. However, when the imbiber receives lethal damage during this period, he loses 1 additional hit point per consecutive instance that lethal damage is taken.

Damage 1d2 Con damage

Painted River: Where rail and air transport dominate travel in North, East, and West County, towed-barges, paddleboats, and steamers of all sorts troll the over 400-mile artery that navigates South County's deep reaches. The river, a symbol of their lifeblood, takes its name from Musgee; various spurs of rock and overhangs bearing evidence of Nature's art in metamorphic swirls and swatches of color. Its banks are studded with cypress, sweetgum, and white hickory, while its waters are full with trout, bream, bass, and catfish. The dreaded caterwaul keeps to smaller creeks and streams off the main waterway, where land prey is plentiful.

During the war, a number of earth and wooden wedge-shaped fortifications were built and arranged along the riverbank in saw-tooth patterns as defensive choke points. Today, much of the Bastion's army spends time patrolling and securing these territories, often demolishing the forts after retaking them from bandits or smugglers held up inside.

Rock Mountain: This massive quartz and granite dome, east of Five Points, is the tallest summit for miles around (at 840 feet). Dating back to prehistory, the People of the Mounds used it as a defensible vantage point and ceremonial site, with strange circular rock formations still found on the dome's top to this day; oddly, these rock formations seemed to have served no real tactical purpose. The mountain is traversable by foot up an even slope on three sides, but the fourth is a sheer drop and famous suicide location. A skyrail line connects the Rock Mountain Observatory to the army depot and base camp, Hiker's Breach (pop 650).

Shawano: Long a stronghold of the People, many developers and landowners have sought to acquire the town and nearby territories in hopes of creating a second Garden City on the coast. News of freak accidents and sudden deterrents such as disease and misfortune, the causes of which are seldomly apparent, routinely block such land-grabbing attempts. The deer population is immense here, and the People hold these animals in high regard. There are many eyewitness stories of lone bucks or small groups of does coming to the aid of an injured or threatened traveler, and even some who claim to have seen natives "conversing" with the deer.

Sugar Dome: Behind their polished veneers, Venuvians have a mean streak of competition and a vigorous gladiator tradition. Arenaed within the Sugar Dome, beasts, machines, and gladiators alike do battle for glory and wealth. Most battles are nonlethal and full medical support is provided for all combatants. Death matches, called "Blood Wails," are rare, and often fueled by intense rivalries among gladiators or between differing schools of thought or criminal disputes in society. Standard ranged weaponry and firearms are prohibited as a courtesy to the viewing audience. The Dome is often transformed to accomodate other events, such as the "Bayou Thunder" (a swamp boat race), "Gator Hunt" (a somewhat less sporting version of a tribal rite of passage), "Mudbug Madness" (a demolition derby involving wheeled, tracked, bi- or quadripedal, and air cushion vehicles), and the "Gorgon Run" (wherein citizens reenact the last successful invasion of the city, an event that sees them play out both sides of the conflict in all its gory detail).

FIVE POINTS

Latitude 33N 45', Longitude 84W 23'

CG small city

Corruption +1; **Crime** +2; **Economy** +4; **Law** +1;
Lore +2; **Society** +1

Qualities prosperous, rumormongering citizens,
strategic location, travel hub

Danger +5

DEMOGRAPHICS

Government autocracy

Population 59,000 (41% Human, 34% Halfling, 17% Gnome, 7% Half-Orc, 1% other races).

NOTABLE NPCS

High Minister Parl Geffen Radditch Longtom (N male gnome [gentry] aristocrat 11),

Jonas Thrasher III (CG male human [ulleran] fighter 2/ aristocrat 5; youngest heir of whom and single richest landowner in the city),

Marla Aves (CG female halfling (leatherfoot) aristocrat 9; local historian).

MARKETPLACE

Base Value \$11,200; **Purchase Limit** \$75,000

Spellcasting 4th

Technological Items Minor 4d4; Medium 3d4; Major 1d6

Magic Items Minor 1d4; Medium 1d2-1; ---

Major Industries Rail, cotton, seasonal crops (peaches, pecans, peanuts)

Also called “Terminus,” the city’s prominent rise from depot to trade center over the course of a few short decades owes largely to the rail industry. There are five major railway companies that originate here, doing business far and wide: Ulleran Road*, South Settler Rail, Central Banking Rail (CBR), Bastion & Sunderland (B&S)*, and All Points Rail (APR)*, by order of establishment (railways with an “*” changed names due either to mergers or takeovers). While not directly responsible for how the city is structured today, the rails brought trade, war, and ensuing peace to the region, negotiated by the people who would call it home.

The neighborhoods, called “burrows,” as coined by Leatherfoot and Folk surveyors, are all fairly strictly defined. Much of the manufacturing within the city, including RaccWear’s headquarters, is located in Thrasherford, named for a prominent founder. Other burrows include: Marlasville (after the highly revered and elderly comptroller who still presides there), East Town (shared by humans and icetreaders; where the army camps in winter), Old Fourth Quarter (predominantly tribal natives), and Claytonburg (the richest and most affluent neighborhood).

POINTS OF INTEREST

Five Points Enclave: A much lauded and influential learning and residential center begun as a Folk neighborhood before the Abolition War came to these lands. Enclaves are renowned for producing brilliant minds and brokers of social welfare within the secluded suburbs where they are found, though Five Points Enclave is unique for the openness and transparency it allows, even providing grounds for an academy open to the public. Outstanding members of the enclave often reach out to private concerns around the region to satisfy a need.

Seat of the League: A splendid piece of architecture, evincing the joined work of many races in its veined marble columns, handsome clay-tiled roof, and richly polished latticework windows. The Seat houses the clerical offices for the comptrollers and an auditorium where they convene with marshals and other citizens during public hearings.

The Springs: Due to Five Points raised position above the riverbed, getting water to the county can be difficult. A number of ferrying services and water towers are available to the citizenry, but the most popular method of getting water is by the many artesian wells kept here. Groundwater is plentiful, and since much of the city’s center is at a lower elevation than the plateau’s ridgeline,

the use of artesian wells is an effective and inexpensive way for the city to supply water to its people. Several of the wells have seen postwar conversions into luxurious beauty and relaxation spas (rivalled only by those in Garden City), famous for its heated mud baths, massage therapy, and “gingerroot” teas (known for its restorative properties), all of which can run a customer upwards of 50 bucks a visit.

“The Switchtracks”: While air traffic transfers through the Milepost, the Switchtracks, an organic community belonging to workers called “rail gypsies” that grew up along the rails, services five independent rail-lines (each with its own circuit of spur lines). There are rails each that travel through South and East Counties, two that mainly engage in northern trade, and one that goes west through Decant (pop 1,100) and Abernathy (pop 5,200), then on to Naughton in Harmonia. Each of these railroads is dotted with dozens of outlying farms and smaller settlements where rail gypsies congregate to maintain the spur lines and benefit from doing commerce with travelers.

Terminus Army Depot: The largest military training grounds in the Bastion, the annual number of soldiers stationed here averages 3,000, accounting for the majority of icetreaders in the city. Encamped amid a tent-city with very few permanent structures, soldiers practice routine drills and see to ground repairs. The cost of encamping such large numbers of troops in the city has persuaded army commanders to give local businesses leasing rights to employ small companies of soldiers for approved labor and security tasks.

Zero Milepost: Rising high above the rustic, track-laden landscape is a 500-foot slender tower of gently rusted metal framework and cable; the most recognizable supply offloading and airship mooring point in the Bastion. Begun as a simple spike in the ground to mark where future railroad tracks would intersect, the Milepost became not only the center of town but a symbol of Bastonian unity. During the war, neither side would lay siege to it out of respect for its meaning (though more likely because it was too important a strategic locale to do away with). Most talk relating to distance in Five Points and the surrounding countryside is measured by the Post, as in, “Army’s gone out beyond the ten-Milepost,” or, “His place is out beyond the Post” (meaning the Post can’t be seen from that location).



SARZEC "THE MAGNIFICENT" CR 8

"Split your lip for it?"

XP 4,800

Male human [ulleran] fighter [pugilist] 9

NE Medium humanoid (human)

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

DEFENSE

AC 19, **touch** 19, **flat-footed** 13 (+2 Dex, +4 dodge, +3 natural armor)

hp 74 (9d10+20)

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

Defensive Abilities DR 4/lethal damage, dukes up, harsh training

OFFENSE

Speed 30 ft.

Melee unarmed +18/+13 (1d6+9/x2)

Special Attacks boxing style, rabbit punch

TACTICS

During Combat Sarzec prefers to dominate a single opponent at a time, using his unarmed abilities to isolate him and one other opponent to the exclusion of others, if possible. He will refuse to attack with ranged weapons, even if it were tactically advantageous to do so, but will not rush headlong into gunfire.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

BAB +9; **CMB** +13; **CMD** 25

Feats Dazzling Display (unarmed strike), Flanking Foil, Gory Finish, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Toughness, Two-Weapon Fighting (unarmed only), Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Climb +16, Craft (alchemy) +8, Craft (tattoo) +15, Handle Animal +3, Intimidate +15, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Ride +6, Survival +7, Swim +8

Languages Common

Gear beastly tattoo (arms slot; +3 enhancement bonus to unarmed attacks), tattoo armor (chest slot; +3 natural armor), hip flask, black ink, 7 colored inks, masterwork tool (Craft [tattoo]), patchwork cloak, top hat, barrel of dwarven fire ale (18 doses), opium block (40 doses), \$100

BOON

A PC who lasts more than 5 consecutive rounds with Sarzec in a non-hostile challenge bout will earn his respect, and Sarzec will offer his services as an added strong-arm for 1 day free of charge, or even an alchemically-enhanced tattoo at reduced cost (-50%), within the next week.

Sarzec was born under a circus tent and has traveled with various carnival troops all his life. His bald body is a supreme display of the tattooist's trade, mixing together tattoos of normal and alchemically-enhanced inks. He usually gigs "king of the ring" matches, as a carnival strong man, or even tattoo artist, but has lately formed a carnival smuggling ring. Using the needles of flesh engraving he acquired from a carnival "magician," he hides black market cargo in his beastly tattoos until they can be delivered. He is proud of his hand-to-hand combat style and loves to rip apart opponents with his bare hands. His three most impressive tattoos are the angel and devil decorating opposing arms, and the ironclad sailing across his chest.

NIVENS' OUTLOOK

Latitude 27N 46', **Longitude** 82W 38'

CN small town

Corruption +2; **Crime** +0; **Economy** +1; **Law** +1;

Lore +1; **Society** -2

Qualities notorious, tourist attraction

Danger +10

DEMOGRAPHICS

Government overlord

Population ~2,500 (can increase to twice this number before and after rainy seasons; 63% humans, 17% halflings, 16% elves, 14% others)

NOTABLE NPCS

Jonah Bell Nivens (CN male human [ulleran] fighter 8/rogue [pirate] 1),

Caerwyn (CN female half-elf [loci] barbarian [sea reaver] 7; at times Jonah Bell's first mate and rumored lover, at other times his greatest competition for control of the town),

Reemus KorDolloway (NE male human [ulleran] bard [archaeologist] 6; the foremost local expert on legends and rumored treasure locations).

MARKETPLACE

Base Value \$2,920; **Purchase Limit** \$15,000;

Spellcasting 2nd

Technological Items Minor 3d4; Medium 1d6; Major ---

Magic Items Minor 1d2; Medium ---; Major ---

Major Industries Salvage and recovery, rare and black market items trade, piracy, information

Whereas most upstanding citizens go through Boggy Flats to acquire a treasure hunter's license—a practice never made official by the federal government—on their fortune-finding excursions off the coasts of South County, a less savory sort finds his home in the flotilla of private and contract vessels that make up the community of Nivens' Outlook.

Ostensibly led by a salty crumb of the earth pirate and enforced by a tenuous league of "loyal swabbies," Jonah Bell Nivens oversees a semi-legal marine salvage operation that fuels the local economy. The Ulleran government has made some kind of deal with the pirate, at first glance anyway, that he police the islands and report on any news that comes his way—though what he shares is anyone's guess. Steam trawlers, barges, sailing vessels, and dinghies litter the island where the Outlook calls home, and attracts more than its fair share of cutthroats, gypsies, and tramps.

POINTS OF INTEREST

Filcher's Bureau: Nivens runs this small ticket office out of a covered barge he keeps floating near to shore. Visitors can purchase portage, steerage, and salvage licenses through this office. The pirate mayor often pesters, but never harms, visitors with valid "shore-bought licenses," and is not above trying to swindle them into buying a second set on

pain of confiscated goods, as decreed by the many forged congressional writs he keeps about the place.

"Grabnsnatch" Docks: A series of low-board vessels and beached housing forms an awkward walkway and docking facility where most of the town resides. Named as such because vessels here bear names such as "The Dauntless Grabnsnatch," "The Water Sprite Grabnsnatch," or "The Teary-eyed Grabnsnatch," designating the vessel's primary use. A crew of mercenaries who work for Nivens tending the artificial wave barrier that is used to mark the town's outer limits are also quartered here.

The Gull's Nest: A lashed and welded assemblage of three or four different masts rise over a hundred feet in the air marking the town's highest point. Lookouts do not post here, but the masts mark where many of the islands denizens come to fill their cups and partake of the more carnal pleasures in this ramshackle den that is also one of the only freestanding buildings anywhere in town.

The Laffey Theater: Called "Laffey's," this multi-stage performance arena hosts everything from bawdy theater acts to black market auctions, and from empty audience readings of epic poetry to packed house crooked mock (and not so mock) trials that usually end in a dunking (or a hanging).

JONAH BELL NIVENS

CR 8

"Ware your eyes and pad your thighs if yer wading round these parts. The water hides more'n shiny treasures!"

XP 4,800

Male human [ulleran] fighter 8/rogue [pirate] 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +14

DEFENSE

AC 23, **touch** 11, **flat-footed** 22 (+10 armor, +1 Dex, +2 shield)

hp 72 (8d10+16 plus 1d8+2)

Fort +8, **Ref** +5, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee +1^T scimitar +15/+10 (1d6+7/15-20)

Ranged buckler gun +10/+5 (1d6+1/x4)

Special Attacks sneak attack +1d6, weapon training (firearms +1)

TACTICS

During Combat Nivens is not afraid to stand out in the open and exchange, confident that his armor will protect him from most common forms of attack. In a pinch, he is not above using others as cover, and may even tie an opponent up in a grapple before pitching himself overboard in an attempt to drown the enemy.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 23

Feats Dazzling Display (scimitar), Fortified Armor Training, Gory Finish, Greater Weapon Focus (scimitar), Hero's Display, Improved Critical (scimitar), Intimidating Prowess, Martial Versatility (Greater Weapon Focus [scimitar]), Sea Legs, Shield Focus, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +4 (+0 on jumps), Appraise +7, Climb +7, Disable Device +4, Escape Artist -2, Fly -2, Intimidate +15, Knowledge (engineering) +6, Perception +14, Profession (gambler) +10, Profession (sailor) +14, Ride -2, Stealth +2, Survival +6, Swim +7

Languages Common

SQ heart of the fields 1/day (and +4 on Profession [sailor] checks), mandatory service

Gear 4 antitoxins, 2 buoyant balloons, +1^T full plate, +1^T scimitar (w/hollowed pommel), 2 alchemical cartridges (dragon's breath), buckler gun, banner ("yellow squid tentacle protruding from rusty bell bottom"), 5 fishhooks, flask, grappling hook, hammock, hooded lantern (waterproof), hourglass, motorized respirator (w/150 ft. air hose; functions similar to the "U.S.A.," except respirator is automatic, requiring a Knowledge [Engineering] check DC 10 to operate, and runs up to 1 hour/day), silk rope (50 ft.), sea charts, masterwork thieves' tools, \$150

BOON

Nivens can arrange to have the PCs released from custody or spared criminal penalty while in the Drowning Isles—for a price.

This canny pirate specializes in high-risk dives into shipwrecks and the undersea ruins dotting the Drowning Isles—that is, when he isn't playing lord and mayor to his own self-titled settlement. His success has earned him acclaim and the envy of other sailors, though few would disagree that his success was not achieved without help—but from whom?



Artwork by Mates Laurentiu

Nivens knows that valuable treasure finds are extremely dangerous, drawing in competitors and local navies. Wrecks themselves are often dangerous and can be unstable or infested with monsters. Nivens tends to operate in secrecy with a trusted crew, and he changes boats and routes frequently to throw off spies and thieves. He is known for using a rubberized and airtight suit of plate armor that allows him to walk along the seafloor at considerable depths.

PLOTS

Flooding Five Points: An underground movement from within the People have taken to dressing up as "bog monsters" and filling the artesian wells within the city in an attempt to back up some of the wells and cause the others to flood the city. The saboteurs are particularly skilled at this considering they use methods once common among their people for constructing mud chimneys and tunnels. As such, the name they've taken for themselves translates into "Mud Dauber" (a distinctive mud-dwelling wasp).

Holy Water Vs. Holy Railers: Work on a sixth railroad linking Five Points with parts along the Painted has been ongoing for six months. City folk see it as a convenient alternative to river travel, but rural settlers only see their lands being bought up or reduced, and river transport businesses don't fancy the competition. Because of all this, city planners and other interested parties are beginning to think they're sitting on a social powder keg in Sleepers Camp (pop 1,450), where railroad ties are manufactured. Adding to matters, the town is set to host a delegation of Rauschite priests who wish to bless the undertaking as they commemorate one of the few remaining Brelonite places of worship in Ullera.

Masqueraad: During this celebration marking the end of the year, wherein citizens of Belle Venue enjoy masked balls, parades, stunts, trysts, and are invited to indulge themselves in bawdy affairs and the "art of the vendetta", outside interest and participation in the infamous week long event has reached an all-time high. The Prefect and leaders of the city have decided to institute a new tradition of permitting one new Crewe Promenade to form out of the masses of non-citizenry seeking admission at Masqueraad, a post to be held in trust by them throughout the year (with restriction of residence to those who can actually afford to live there). Though the highly competitive and territorial kings, queens, and courtiers who lead and make up the bulk of each Crewe may have other ideas.

"Ulleran Vault in Them Thar Hills!": Recently, reports of hammering heard within the stone and witnesses claiming to have seen lights shafting out from crevices in the rock have brought all manner of interested sightseers to Rock Mountain. Local government has asked people to stay away while the army looks into it, and many of those who've claimed seeing or hearing something are often found drunk or seem "mind-addled" afterwards, convincing some people that the stories are hogwash, or that the dangers are real.

HARMONIA

"What too many folk aren't for knowin' is, this is where we work, what makes us who we are, what we want the future to be..." – Tomdan Merlyn (NG male human [ulleran] cavalier [emissary] 5/rogue [driver] 6; personal envoy to the President's Mansion, and renowned freelance courier)

Alignment Neutral

Population 4,266,700 (33% Human, 27% Gnome, 20% Halfling, 14% Dwarf, 4% Half-Orc, 2% other races)

Capital Summit City (pop 65,650)

Notable Settlements Naughton (pop 164,500), Ardenboro (128,800), Betel (70,150), North Fork (30,450)

Government Representative council (composed of elected industry leaders)

AUTHORITY

Chief Councilor Eustice Curutherford (NG female human [ulleran] ranger [warden] 5/aristocrat 1; Harmonia's first female governor, duly appointed on widespread popularity and trade council approval after rescuing her predecessor's youngest on the Abolition Trail. She then delivered a scathing reprimand to the former Councilor's face in light of that event among others.)

NOTABLE RESIDENTS

Lady Burnelle Dorothea (N female dwarf [drague] wizard [spellslinger] 8; iron-fisted plantation owner and wealthy socialite),

Messer Illbottom (NE male half-orc [avus] cavalier [musketeer] 4/rogue [grease rat] 8; cunning knave and personal rival of Tomdan Merlyn),

Purvis (NG male halfling [leatherfoot] bard 4; traveling hillbilly and promising minstrel),

"Tiny Red" Gage (CE male gnome [sharper] rogue 2/druid [world walker] 14; smuggling savant and foremost rumrunner in Harmonia).

LANGUAGES

Common, Gnome, Halfling, Sylvan, Dwarven.

MAJOR EXPORTS

Raw materials (coal, metal ore, timber), gunpowder, fine alcoholic products, laborers, fine tobacco products, fine horse breeds.

MAJOR IMPORTS

Transportation equipment, fruit, livestock, processed goods, grain, textiles, skilled workers.



Harmonia describes the largely mountainous state seated laterally across the center of Ullera. Named for the peace and tranquility of the local nature, with a mild climate featuring few extremes, Harmonia is by all accounts a pleasant place to live. In recent years, it's come also to refer to the diverse racial, social, and political factions which confer more civilly than in the rest of the nation.

From steel mill studded valleys to coastlines sprawling with vast plantation acres, and from blue-hued strips of mountain country to the wide plateaus and steep ridges that partition the rest, Harmonia is likely the most unspoiled of all incorporated Ullera. Thanks in part to these unique geographic features, and Harmonites own quiet yet proudly held social contract of "living apart," broad travel and settlement in the region is anything but ordinary.

HISTORY

The tale of Harmonia can best be summarized by examining the artery through which its lifeblood—its people—arrived: the Abolition Trail. The Trail was first used by ancient tribes in various short segments as they followed migration patterns of deer, elk, and other beasts. Its more recognized use came in the days before the Abolition War. Slaves from near the Inland Seas and other parts in the northern Feral Expanse fled their harsh masters and clung to the largely unknown path, hiding in caves and creek beds as they did. Together, after the Brey offered their assistance to indigenous humans, gnomes, and halflings, Harmonia's forebears secured the northernmost hundred miles of the Trail with garrisons. It was here that the first fugitive freemen formed an alliance with the dwarves. Dwarven control of the Trail expanded, and it became a means for spies to transfer information throughout enemy lines. It was on the Trail that Human and Dwarven forces met, even surrounded on all sides by Rageaic regiments. While unconventional (in that the forces voluntarily allowed themselves to be flanked), "The Pinch" worked, securing the Trail as a conduit for supplies, espionage, and free passage for new freemen.

During the Abolition War, a platoon of freedom fighters hid in the nearby caves along the Trail and discovered a concentration of saltpeter, crucial to the making of gunpowder. They risked life and limb to report this discovery to their superiors. Soon, an entire garrison was stationed there to ensure the goblinoids couldn't take the powder, and a strong Federal Ulleran military presence has remained in the region ever since.

Though fiercely independent, Harmonites possess a deep patriotic streak that stems directly from the state's experiences during the Abolition War. Although historians in Keystone largely dispute the claim, native residents still boast that Salton was the first "true" Ulleran town. Still, there's no doubt that the discovery of the saltpeter mine there was the turning point of the War here, and no small cause for the state's patriotic pride.

GOVERNMENT & PEOPLE

Unlike in other regions of Ullera, where the people and their homes are divided along more politically driven lines of race or socioeconomic status, Harmonites can be categorized more easily by relational borders and group sensibilities reflected in the small geographic differences than by anything else. Resourceful, stubborn, trustworthy, and backwards—all terms which have been used to define citizens of Blue Cape, "The first place you'd want your wagon to break, and the last you'd want to insult someone," and all are true to some extent. The people of Oyo Valley are said to be as diverse as those in all of Ullera, and just as unpredictable. Conversely, the people of Smokerise are a quiet, determined frontier bunch, where meeting eyes with a resident elicits a silent nod but rarely more. And most know the people of Susquah are rich, with a self-aware reputation for elitism. Despite these differences, they are nothing more than what might be found within a very, very large family, and it is the commonly held practices of the region which are more characteristic of its nature, if not its name.

Many towns in Harmonia are governed by Trade Councils, composed of members from each of the major trade industries (labor, transport, thoroughbreds, and spirits). These members hold closed-door meetings to set trade quotas, tariffs, and enforcement measures. Apart from these measures, much of the policing and governing happens on the local level, with many concerns taken up and resolved by the respective parties without outside arbitration.

Though Harmonites are well known for congeniality among their kind, their fierce independence is equally as famous. A segment of the population from Berradine County, called Berradiners, are the prime example of this. They are frequently guilty of refusing to answer federal census data, failing to register for the military draft, and making outsiders feel quite unwelcome. Any attempts to disrupt the moonshining trade of the Berradiners is met with outrage (and often violence).

The largest number of Ulleran deaths in Harmonia since the Abolition War ended here is known as the County Slaughter, an event that erupted after the Federal Government increased the tax on spirits and potions from 3% to 7%. Berradiners simply refused to pay, bypassing federal checkpoints to deliver their goods direct to consumers. Locals started outfitting their wagons with cannon and steel plating. The government sent in one thousand soldiers and an air squadron to collect the taxes. They were met with gunfire, which went on for four days until the federals retreated. Over one thousand Berradiners and six hundred federals died in that period. The tax is currently at 3%, paid on an honor system. Because of events like these, the term “Berradiner” has been embraced by anyone exhibiting or supportive of such behavior.

While much of the legal trade of distilled spirits occurs in Ardenboro, rumrunners bent on evading taxes do a decent portion of illicit trade throughout the state, too. There has rarely been a major bust of this illicit activity in Harmonia, however, which leads citizens to believe the authorities are either inept or in bed with the rumrunner elements.

Despite years of peace, Harmonites quietly (but not secretly) train and maintain an all volunteer militia, with members as young as thirteen. Even many federal soldiers garrisoned within the region sneak off on duty weekends to drill with the Eveready, who number in the thousands. Brigadier General Andrew KorDunna (LG halfling [leatherfoot] fighter 10/cavalier 6) currently leads the Eveready, personally commanding a cavalry regiment (thought outdated since the advent of vehicles) of 200 soldiers mounted on all manner of beast: horse, pony, and riding dog, among others.

GAZETTEER

Harmonia boasts four distinct districts, each offering notable economies and cultures. These are (from northwest to southeast): Oyo Valley, Smokerise, the Blue Capes, and Susquah Bay. There are several hollows and shanty towns in Oyo Valley populated solely by Rageaic ex-patriots and refugees that have fled here hoping for tolerance from the surrounding populace. Smokerise residents enjoy regaling each other about a family of Cairnbūd tending a herd of bison on the plateau. Tales of a crag creature (advanced cairn linnorm), thought to have been a war beast near the tail end of The Fervent Fight, continue to this day, some say raising a brood in the Blue Cape Mountains. And though the shores feature little more than abundant waterfowl and the rare cryptid as compared to the interior, Harmonia’s hazardous coastline has claimed more ships than any other in the nation.

Abolition Trail: Starting near the Bastion, running through the Blue Cape Mountains, and ending on the northeastern edge of Ullera is an ancient footpath known by locals as simply “the Trail.” The Trail is largely traveled by history buffs and adventure seekers. Though far from uncommon, rumrunners and other illicit activity on the Trail are infrequently reported, and haven’t garnered federal attention. What all trail-goers are fully aware of, and try desperately to avoid, is the true terror of the region: mothman. Residents are unsure if only one such specimen exists or if there are many, with only solitary sightings and no corpses to mention. Whatever the case, the cryptid roams always out of sight of larger settlements and can scarcely be tracked across open ground. More than a handful of people have been committed to mental asylums or worse after coming face to face with this boogeyman of the mountains and canyons where the Trail wends travelers.

Ardenboro: Situated at Buckeye Falls, a series of rapids and a natural barrier to boats and barges on the Buckeye River, settlement became forced here at this stopping point. During the early period, boats were rented so that individuals could debark at one end of the falls, return their rented boat, procure wagon transport to the other end of the falls, and rent another boat for the rest of the way. This practice ended when the Arden Locks and Dam Project was completed, allowing largely uninterrupted travel. By that time, however, Ardenboro was a permanent fixture.

The city attracts thousands every year for the annual Ardenboro Runoff, the capstone event to two weeks of drinking, riding, showmanship, and celebration. Such an honored, apolitical venture is the Runoff that members are welcome to enter from any nation, even Atanak. Nevertheless, some small amount of drama always threatens when outspoken members of the Enesora from Sunderland come to attend the event, conducting usually nonviolent civil disturbances and preaching against the recreational servitude of their “bondslave” cousins.

Betel: Something of an anomaly among Ulleran cities, the people here are very well integrated yet also seem to conform to the most predictable stereotypes of their breed, all at the behest of human planners. Smaller folk (halflings and gnomes) tend to fall into servile positions, pushing papers and running errands; dwarves do much of the labor in the city. Unions govern the shared work, with human overseers to guide everything, but no one does much complaining outside of their own inner family squabbles.

Betel is also unique for two other reasons—both defeats. A bulk of the leadership offered the Expansionist cause during the Bastion's War of Division were educated in Betel, and the city became a major funnel for political support and resources in that struggle against the Bastion's native constituents. Furthermore, Betel was among the leading cities in the bid to win the privilege to become the federal capital. Despite these setbacks, Betel remains a proud and respected city, and a nerve center attracting newcomers and forward thinking radicals from all around.

Blue Cape Mountains: Weaving its way between broad leafs and needle leaves—primarily spruce, fir, and pine—the Trail finds its home among the crooks and valleys in a range of low peaks called the Blue Capes. The Blue Capes form the spine and southernmost extent of the "Ulleran Uplands"—a series of plateaus and ranges that create an east-west barrier up and down the continent. All manner of arboreal and ground burrowing animals abound here, preyed upon by snakes, foxes, coyotes, and wolves. Cliff faces and mined fault lines lie open like old wounds up and down the range, some of which hide crystal smokehouses once used by woodland tribes of the Folk and Leatherfoot, or expose temporal riparian biomes where ancient wildlife has stewed since time immemorial.

Sunk into the salt marshes of the Sheraneek River basin, Salton (pop 1,500) has long been an ecological curiosity of the region. Prior to settlement, these marshes attracted wildlife, or some say spawned it through the weird ministrations of astronomical phenomena and geological stress unique to districts like Salton's. Some of the most ancient remains of prehistoric creatures are found preserved in the region. Most notably, locals tell of the mid-torso and head of a precursor resembling a kelpie—with gangly, webbed hands, and a misshapen horse's skull—that was found nearly perfectly intact during a saltpeter excavation decades ago. Others, though, dispute the claims that such cryptids are limited to the fossil record, and aren't above sharing these secreted locations with interested parties.

Healing Wells: Thermal vents run throughout the Blue Capes, and the nearest minerals often form a solution in the natural pools of water that collect here. Primitive beings held these springs sacred. Today, those aware of these wells use them for all manner of healing. Travelers who rest in and around these springs may double their natural healing rate. Spending just an hour soaking in a healing well lessens the following conditions by one step: exhausted to fatigued to normal, or nauseated to sickened to normal.

Naughton: Occupying a substantial bluff rising from the Heartwater, the site of Naughton is a natural location for settlement. First discovered by primitive Rageaic tribes, for over ten millennia they occupied the bluffs along the river, continually building a large mound on the bluff. Today, the city's "Star Committee," an elected trade council of seven (one each drawn from the state's primary industries, and three nonbusiness related adviserships) oversees things. Several large islands exist off the river banks of Naughton, all reserved by government decree for tribes seeking peaceful shelter after the War of Division in the Bastion. Racial tensions are high in Naughton, however, as interest groups are challenging the local government's tradition of mandating that at least two tribal members maintain sovereignty on their island sanctuaries as well as have seats on the Star Committee, though militant reactions have yet to develop.

Naughton has the second largest contingent of tribal peoples—outside of Shawano in the Bastion—living within its borders. Naughton also has the second-busiest cargo port on the Heartwater, second only to Belle Venue. Four heavy-duty rail bridges cross the Great River at Naughton; two with lanes for steam wagons, carts, and foot traffic. Persistent volumes of rail freight move through Naughton, transported by its two railways: Barber & Whitehall (B&W), and Ulleran Road, both of which do major trade between Ullera and Rausch.

North Fork: The world's largest naval shipyard lines the docks of North Fork, taking up the majority of the shoreline here. This port also serves as the third most popular point of embarkation for exploratory endeavors. From North Fork, adventurers can commission ships on air or sea to traverse the Great Span on a voyage to the Eastern Continents.

Shellfish and other sea life are heavily harvested here and find their way onto everyone's plate, and into all manner of personal and house decoration. Sightings of giant jellyfish, shark-eating crabs, and at least one shipwrecker crab are reported in the region at various times. Some point to the coastline's heavenly formation in ancient times as the reason for such large and threatening specimens today. Others suspect the government knows more than its letting on about these finds. News of glowing orbs (or "caseless lanterns") being transported from the water's edge to secluded locations inland, dockworkers not requiring light to work at night, and decommissioned dry docks where ships haven't been made in months have thus far proved nothing more than coincidences of the day.

Oyo Valley: Married to the original Folk name for the Buckeye River, Oyo Valley serves as an integral link in a major overland trade route across Ullera: Topper's Highway. The Highway starts deep within Keystone, travels across Harmonia through Oyo Valley, and spills out into the Heartwater. All manner of industrial work abounds along this route, from the turning of turbines to the cooling of slag.

Berradine County (est. pop 16,000; citizens do not consent to the federal census) has long been renowned for its distilleries. Since the art of distilling alcohol was developed, denizens of the county have worked to innovate and perfect the practice. Locals claim that the region's natural freshwater filtration system provides the best circumstances for moonshine and other distilled goods. Outsiders, however, claim that the backwards folk are so miserable in their squalor they have to drink to stay happy, resulting in their high level of skill making the drink; the truth lies somewhere in the middle. Towns in Berradine County typically hold no more than 200 permanent residents, and largely serve as trade points. Residents live in multigenerational family steads spanning dozens of acres. Many of them still don't boast modern amenities, and don't much care to.

Smokerise: From the Heartwater, clear to the foothills of the Blue Capes, Smokerise is a watershed plateau that has seen its share of troubles. The term was coined by human settlers perched on nearby hills who saw myriad plumes of smoke coiling from primitive tribal camps. During the Abolition War, the bulk of the bloodiest battles happened in this area, with entire settlements, forts, and forests set ablaze by warmongers. Even now, the district earns its namesake from the sheer number of industrial factories and forges at work atop the plateau.

Riverpoint (pop 1,150), long a military and economic strategic location, sits at the confluence of the Buckeye and Stonejaw Rivers. The town serves as a trade depot for Harmonia to the north, allowing easy commerce with many parts of Sunderland and Keystone. Fort KorLee was erected here before the first shots of the Abolition War, and housed human soldiers and goods. It still stands to this day, but more as a historic museum than any true form of defense. A small federal presence (80 resident soldiers) is here to regulate interprovincial trade and provide the appearance of security.

Summit City: Named for its elevation and easy access for zeppelins, Summit City has only recently flourished into a political and economic powerhouse. This is thanks

to the founding of many major coal mines nearby, and its strategic location (in the near middle of the nation). All these factors led to a congressional vote to move the Ulleran capital to Summit City, and with it a boom of population. Artisans and architects were brought in from all corners of the known world to craft illustrious buildings and pave new roads. Work finally completed this year on the State Building, President's Mansion, and Halls of Congress, and a special congressional session to be held uninterrupted by the ongoing construction will fall on the first Monday this August.

Other architectural feats in the city include four buildings over ten-stories high, each with special rooftops that serve as private airdocks able to receive up to four zeppelins or copters at a time. The rarity of these airdocks (due to government regulation) makes use of them nearly cost prohibitive to all but the most wealthy operators, though cheaper landing zones exist outside city limits. However, the residents of Millionaire's Town, located roughly eight miles northwest of the city limits, require no such low-grade municipal handouts. As its name suggests, this suburb is situated in the perfect location for Summit City's richest members to enjoy a modicum of privacy, and an exclusivity of access and privilege to the fruits of everyone's labor—even behind the closed doors of their private community—that some are beginning to clamor about.

Susquah Bay: Residents forever spin stories about this district's formation after the impact of a burning, building-sized meteorite that struck the bay an eon ago. People here are a weathered and colorful sort, with a tradesman's appearance and a poet's acumen at speech, they balance an appreciation of seafaring myth equally with the science of a laborer's trade. The Bay is also the most developed military and shipping port in the nation, where Ulleran Military Barracks Outfitters (UMBO) calls home.

Many of the surrounding lands feature fertile plantations fed by The Holdwater that support the district's key cash crop: tobacco. These plantations are the manors of long families that sit upon the most valued real estate in the region. Plantation homes boast three to four levels above ground, often with elaborate cellars underneath. Although times are good, staffs of hired hands are slowly being replaced with steam combine walkers which can be operated by two to three hands and can perform a variety of tasks including plowing, sowing, reaping, and baling.

THE ROILING SOUP

A mixture of cold from the Gairnwurt Current and hot from the Manteca Flow roil in the waters off the coast of Harmonia, especially around Croaker's Island and the Outer Bars. The weather around any of these locations, including Croaker's Cape, Cape Spyglass, and Cape Abandon, can be particularly severe when under inclement conditions. When rolling for random weather effects in or around the above locations, adjust the percentile numbers on the table to expand the ranges for anything above "Normal" weather by 5 each, and subtract 20 from the Normal category. Furthermore, adjust all numerical effects of inclement weather (e.g. weather durations, amounts of rain/snowfall, penalties on skill checks, damages, and radiuses of effect [if any]) by +50% (half again) beyond the listed values.

Lastly, there have been documented cases of lightning strike survivors who were in these water or standing on these shores and yielded some strange effect from the incident. Some were reported to have spontaneously begun spurting electrical discharges from their hands and feet (similar to an at-will *ray of frost* spell, except that it deals 1d3 electricity damage), glowing bodily with a pale yellow light under darkness (as the *light* spell), or creating bursts of sparkling energy out to close range with but a clap of hands (similar to the *flare* spell). These spontaneous reactions are random, and typically last for 1d4+1 uses or 24 hours, whichever elapses first, after being struck by the lightning.

CHARTON

Latitude 38N 27', Longitude 82W 38'

LN small town

Corruption +0; Crime -4; Economy +1; Law +3;

Lore +1; Society +2

Qualities prosperous, superstitious

Danger +0

DEMOGRAPHICS

Government autocracy

Population 3,350 (50% humans, 25% gnomes, 10% halflings, 9% dwarves, 6% others)

NOTABLE NPCS

Mayor Turlis Auscamp (NG male human [ulleran] expert 3/warrior 1),

Slovak "The Ironmonger" Weiscov (LE male half-orc [borndrin] rogue [grease rat] 8).

MARKETPLACE

Base Value \$2,600; **Purchase Limit** \$15,000;

Spellcasting None

Technological Items Minor 3d4; Medium 1d6; Major ---

Magic Items Minor 1d2; Medium ---; Major ---

Major Industries Iron, medical services and supplies, freight

Charton began as the Weiscov family estate in the Silverwater Valley of the Blue Capes district. Trade and travel down Topper's Highway brought immigrants, and extended-family settlements like Weiscov's Landing became the norm as the federal government was eager to grant plots of land to those who would develop them. Ultimately, the settlement changed its name to Charton as it grew into a town and industry started to blanket the region.

The town's economic growth came from the pig iron smelts and stockyards that built up here. The Barber & Whitehall Rail Company also maintains a small depot and station in the town. During the second span of warfare that marked The Fervent Fight in the region, chaplains used Charton as a base hospital for tending to the sick and wounded. The Noble Son Hospital remains a prominent fixture to this day.

POINTS OF INTEREST

Mosquito Cemetery: Despite its clever name, this 57-acre park is the central attraction for the town's recreation. At first supporting a pond, engineers filled it with dirt after an infestation of stirges struck the town. Though several colonies of striges tend to return to the humid area seasonally, the park is best known as a place to enjoy a game of turfball.

Noble Son Hospital: A chaplain training seminary and care provider that sees patients from all over Harmonia. Many of the richest landowners in the region submit requests to have a number of the staff here on permanent retainer, and some believe such requests are beginning to gain traction. Chaplains belonging to the Trefoil Laurels number the greatest among current staff members.

The Steel Yards: These open-area stockyards are each connected to steel plants in towns where this work happens. While much of the work is done by hand, a good portion of it is automated by machinery. Where automation goes, danger is sure to follow, and more than a few of the town's youth wind up being rescued from or pulverized by the machinery in these steel yards every year.



Weiscov's Chop Shop: Secret crime boss, Slovak Weiscov, runs a profitable chop shop out of a three-story building here: a mishmash of brick, corrugated tin, and abandoned rail cars encircling a dusty courtyard of rusty rubbish. It's the largest pawnshop and scrapyards in town where a dedicated shopper with a keen eye may find just about anything.

SLOVAK "THE IRONMONGER" WEISCOV CR 7

"No refunds, no trademarks, and nothing leading back to me. Take your pick and make it quick, I've got customers lined up."

XP 3,200

Male half-orc [borndrin] rogue [grease rat] 8

LE Medium humanoid (human, orc)

Init +4; **Senses** darkvision; **Perception** +1

DEFENSE

AC 18, **touch** 14, **flat-footed** 14 (+4 armor, +4 Dex)

HP 47 (8d8+8)

Fort +4, **Ref** +11, **Will** +3; +2 vs. traps

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1^T warhammer musket +9/+4 (1d8+3/x3)

Ranged +1^T warhammer musket +11/+6 (1d8+1/x4)

Special Attacks sneak attack +4d4 (+4d8 vs. constructs and objects)

TACTICS

During Combat Slovak prefers to use his handmade traps and utilizing other hazards to harm his enemies to a straight fight. If cornered, he is a true rat, and will alternate between destroying his enemies' main weapons and devices and attacking the weakest opponents until he gets the upper-hand and can escape.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +8 (+12 when sundering); **CMD** 22 (24 vs. sunder attempts)

Feats Cosmopolitan (Knowledge [engineering], Survival), Field Repair, Greater Sunder, Improved Sunder, Power Attack, Vehicle Mechanic

Skills Acrobatics +15, Appraise +13, Climb +13, Craft (armor) +12/+16*, Craft (firearms) +8/+12*, Craft (traps) +12/+16*, Craft (weapons) +8/+12*, Disable Device +25*, Escape Artist +8, Knowledge (engineering) +13, Perception +11 (+15 to locate traps, only -1/20 ft. while using a spyglass, instead of -1/10 ft., +13 to find hidden



objects [including secret doors and traps], determine whether food is spoiled, or identify a potion by taste), Profession (siege engineer) +11, Sense Motive +4, Sleight of Hand +8, Stealth +15, Survival +4

Skill Modifiers rogue talents (cunning trigger, firearm training, quick disable, quick trapsmith [max CR 4]), Scavenger, Crack Mechanic*

Languages Common, Draconic, Giant, Gnome, Goblin, Orc

SQ trapfinding +4

Gear 7 mini-mines (CR 4 trap), 6 tindertwigs, mithral shirt, +1^T warhammer musket, 20 doses of black powder, 20 firearm bullets, 12 masterwork backpacks, 8 bandoliers, canteen, gunsmith's kit, iron vial, masterwork tool (Craft [armor]), masterwork tool (Craft [traps]), 2 powder horns, hemp rope (50 ft.), folding shovel, spyglass, masterwork thieves' tools, 4 trail rations, \$14.85

BOON

Slovak can provide a 5% cumulative discount (up to 30% max) to repeat customers.

"The Ironmonger" has been the dark sobriquet of an infamous Harmonite fence for the last thirty years or more. Slovak Weiscov is the most recent owner of the title "Ironmonger," but he is far more than a simple shop owner. He arrived in Harmonia a penniless refugee, seeking out the roots of his native heritage, but scaled the ladder of the rich Maginot family instead to become a crime boss in the region.

Besides his pawnshop in Charton, he also operates an underground smuggling ring, protection racket, and talent brokerage. Many come to him to acquire or repair the weapons, armor, and devices they can't obtain legally as well as the custom devices built in his sweatshops. Slovak has a reputation for ruthlessness but is a man of his word. The Ironmonger is well defended by bribed officials as well as guardian golems concealed within the mounds of scrap about his domain.

PLOTS

The Haunt of Atlati: During the Bastion's War of Division, explosives were warehoused for easy transport across the border at Atlati (pop 17,450), the largest population center of dwarves and gnomes this far south. A decade ago, citizens reported seeing, "A caped man, lurking in shadows, his eyes glowing red." They heard odd veiled warnings through their phonographs, and several citizens went mad. Two weeks after the first sighting, a munitions warehouse burst into flames, sending cannonballs and smoldering shrapnel throughout the town, killing thirty and harming over ten times more. Sightings of the mysterious figure continue in nearby areas, usually followed by a catastrophe.

Hell to the Chief: Boss Brohl of Betel's Barber & Whitehall Rail Company is upset with where the capital currently sits, as it's proving much harder for him to "influence" this new government. He has orchestrated several rail "accidents" in the state to make the case for a widened jurisdiction of his rail police—most famously during the Holwake Incident—but these actions were never pinned to him despite local and federal investigation. He's currently hiring adventurers to carry out other acts of sabotage, and may even consent to staging a foiled assassination attempt on the president's procession—to show a lax in capitol police security, opening the door for him to make a case for moving the nation's seat to his more well protected city.

Horseshoes & Hunches: As trainers and onlookers anticipate this year's Ardenboro Runoff, plans are again being made to host Atanakan entrants for the race. As before, this is never much of a security threat given that each foreign horse may only be accompanied by a cadre of six individuals (including the trainer and jockey). Atanakans have never won, but are gaining more respect each year as breeders. An inordinate number of Atanakan entries in the Runoff this year has Ulleran intelligence forces on edge. Are they simply trying to win the Runoff, or will the 96 Atanakans justify the suspicion?

New Marshal In Town: Adherent Drake Spurr (LN male human [ulleran] monk [widowman] 6) has been assigned to Berradine County. He plans to crack down on the voluntary tax collection method, but is he lighting the fuse to another powder keg?

KEYSTONE

"A monument to our triumphs, and a fierce lesson of failure to those against whom those triumphs were won."

—Thalomon G. Zaslo (NG male human [ulleran] expert 2/ aristocrat 2; federal chronicler)

Alignment Lawful Neutral

Population 6,103,000 (26% Human, 24% Gnome, 22% Dwarf, 20% Halfling, 2% Half-Elf, 2% Half-Orc, 2% goblinoid, 2% other races)

Capital Esteem (pop 1,755,200)

Notable Settlements Camaraderie (pop 837,550), Brickton (358,800), Abysspolis (190,900), Paternoster (127,300), Alabaster (75,950), Sanctuary (60,250), Galvanite City (60,150), Foundry (35,300), Harrowgate (31,500), Arsenal (30,900), Brass Tub (29,150), Erato (28,450), Serenome (21,600)

Government Representative council (composed of elected district leaders)

AUTHORITY

Samuel Halsker, Proctor-at-Large (LN male human [ulleran] aristocrat 3). Halsker is merely the current vessel of an advanced 14 HD unique LN ghost—recognizing itself as the spiritual embodiment of Reemus Feathercrown, an early founder of Ullera—who has possessed and controlled the actions of this region's governors for the past 150 years.

NOTABLE RESIDENTS

Neffigenia "Neffy" Wilikers (CG female halfling [tenderfoot] bard 12; renowned stage personality and secret cutpurse who is lusted after by all), *Gerrard Caffrey* (LE male human [ulleran] monk [widowman] 20; premier training commander at the Drevan Academy), *T. R. Beauchamp* (NG male human [ulleran] fighter [pugilist] 13; storied prizefighter out of Esteem), *Dr. Ptolemy Fields* (LN male human [ulleran] chaplain [magistrate] 11; accomplished and tireless pursuer of unsolved mysteries).

LANGUAGES

Common, Gnome, Sylvan, Dwarven, Halfling, "Commirse" (a regional dialect of Common using shorthand phrases and a wealth of economic vargon to allude to other more mundane topics), and *Ditdah Code* (a read-only telegraph-based language using "dits" and "dahs" to communicate).

MAJOR EXPORTS

Building supplies, processed goods, textiles, immigrants, skilled workers, furniture.

MAJOR IMPORTS

Raw materials (coal, metal ore, timber), dairy products, textile materials (cotton, wool, flax), fruit, grain, fine alcoholic products, fine tobacco products, paper.

Keystone is the oldest region in Ullera, described by the disparate influences which guide it, the unique position and rambling borders that define it, and the coveted existence of Cog Island that lies at its heart—and from which much of the modern era of enlightenment has evolved.

A group of nine districts in the northeast of Ullera give Keystone its shape. From north to south these districts are Acarest, Nova Hamal, Vorlejj, the Commonwealth, Rubro Ipsum, Lushbarrow, Heavenswake, Pennoncelle, and Gardenia. Districts range from lightly populated to heavily industrialized, and the region enjoys rich internal supplies of timber, fur, fish, shellfish, and stone.

Many of the forests in the region are untouched by civilization and are home to tribal bands of tamers, goblinoids, and gnolls. Summers are mild here, but winters are bitterly cold. The climate from north to south shifts generally from sub-arctic to humid continental with pockets of subtropical warmth more common to Harmonia hidden within thickly wooded clefts along the coastal plain. The humanoid population has its highest density along the coastlines, many pursuing seafaring and mercantile professions.

HISTORY

Long had the fist of Subterranean rule clenched the lands that would be Ullera in a time before such dreams were had. The attractive potential which had drawn Rageaic tribes out of their fortresses and boltholes was centered on Cog Island. Little did the conquerers know that other spirited races with their own designs on the land would be attracted to the great potential hidden away within the very earth itself—and indeed, too, within themselves. Having served as the hub of the Dominion for many years, the origins of the island are shrouded in mystery. Some believe the island is a divine miracle, while others see it as a curse. Orthodox views state that Cog Island is an exposed part of the buried machinery that regulates the globe.

And thus it is that Keystone takes its name: a place by which all mysteries can be unlocked if but for the ingenuity of its peoples. Its natives, the Folk, are said to have long

understood this in an innate sense, but it was only after their discovery by dwarves across the Great Span, their mingling with Leatherfoot and Tenderfoot tribes of the south, and their acceptance of human tribes from the west were they all able to render a working plan for the betterment of all.

Birtherd among the region's districts, each reacted with the same revulsion of and stubborn will to fight against tyranny that Ullera is known for. Keystoneans know this action as The First and Last Stand—an 85-year struggle to oust and then keep out dominating influences from their homes. Though the fighting was rarely constant, with periods of cold war and proxy war throughout, history tells how it was the Commonwealth that took the lead in the fight. The Commonwealth drew its courage and mustered its forces through the enlightened acknowledgement that each individual was free to determine its own path—as recognized in the Rational Orders—and was the first to abolish slavery and institute universal suffrage.

Whereas common purpose helped to drive Keystoneans to victory in many early battles during the war, it was often the things out of their control which stood in their way. The Brickton Quake was one such example, having devastated that city and set early Ulleran leadership about the region to find less centralized headquarters to further promote their war efforts. These mobile activities and a trusted seafaring tradition have been ingrained in Keystone's development, and while calamity and war were on the rise, the region has often had to combat its dark history with privateers eager to take advantage of any situation. So too do many Keystoneans watch for signs and portents, eager to stave off the next natural disaster or supernatural event. Small communities in the region often erect blessed placards and guard stones in the town square or green to ward against ill fortune and sate superstitions. In hindsight though, the quake did have one positive effect on Keystone's development: greater gentrification. This led to improved building codes, a housing boom, and shared wealth as created by the newly built factories which sprang up all over.

As Keystone's society began to take shape, and the highest minds of its citizens began to work together, ideas and solutions were put forth to better predict the future. Across the region, important centers of meteorological science began to crop up, such as the Great Blue Hill Observatory (GBHO) and its many satellite labs. Meteorologists educated here keep the populace apprised of dangers—including rapid oxidation tempests and sough whirlpools—and academic achievements in weather science.

And as infrastructure and the Scholarly Method took root in Keystone, so too did the need for careful financing. Lushbarrow was founded by a group of financiers and industrialists persuaded to move their money management businesses out of the Commonwealth during the war. Financial networks soon grew across the state, backing and insuring homeowners and entrepreneurs alike against the onslaught of war. Commuter routes later developed to carry workers to upper management offices in Esteem, which was largely insulated from attack by its sheer population and collaborating elements scattered throughout the region.

Today, most federal banks have headquarters in one of the major cities of Keystone. As Keystoneans invested, the banks in turn used their money to provide loans at profitable interest rates. Legal statutes were written to require banks to have enough currency on hand to cover daily withdrawals and prevent runaway inflation. Crucial innovations such as the telegraph and the ticker-tape machine came out of this financial boom. Additionally, bankers invented punch card “bank notes” representing a fixed sum of credit for exchange at designated depositories. Bank notes have been commonly used in the cities of Ullera for decades, but have not seen much use in rural areas or foreign nations.

Another great tradition which came out of the Abolition War, aided by the competitive mix of races in Keystone, was a thriving sports scene. Periodically, the war left the ground dead and scorched, and turfball fields were improvised to salvage the land in those places. Besides providing exercise and a break from the stressors of fighting, Keystoneans learned to hone basic skills and practice teamwork in their spare time. Turfball is a common sight today, with Keystone’s league play and its nine districts each supporting its own club, including venues for other sporting events and contests of skill and physical prowess the people here have pioneered.

Though not all interaction within the region is conciliatory and sportsmanlike. Historically, border disputes with neighboring districts and regions has been as much a pastime as turfball. The most famous of these concerns various lengths of land lying between Keystone and Harmonia. Towns this side of the border feature the stiffest bureaucracy in all of Keystone. Communities south of Abysspolis contain some of the most jealously guarded coal and oil caches in Ullera, and it is a rare year when miserly miner and driller families aren’t feuding across borders with each other.

GOVERNMENT & PEOPLE

The districts here govern from the bottom up, with most decisions coming from town forums that are then passed up the chain of communication to other administrative bodies. Each district consists of cities, towns, and villages, like any other, which are at first nominated and if eligible granted a communal charter, making each one an incorporated township. Keystonean townships differ in that the local town government rather than the region has legal jurisdiction over the land surrounding the town, can determine how land is used, and adjudicates public services and utilities for the region-at-large.

Each district elects a proctor and a second to communicate with the others, and together the proctors form the “highest” level of regional government which it turn reports and receives messages to and from federal offices. Nevertheless, town forums are the breeding grounds for democracy in Keystone, and although the process can be laborious—wherein a township must first inform its district’s second to inform the district’s proctor to inform another proctor who informs that district’s second to inform a corroborating township before something can be agreed upon—most would agree they would not have it any other way.

In the Commonwealth, nicknamed “Cadet Alley” because of the multitude of private military colleges lining the River Lush, privateers guilds have become a passing fancy to those seeking a life of money, sex, and adventure. Although enjoying a stretch of peace time at present, the military academies here continue to put out stalwart graduates; though without an enemy to fight, these talented youth often end up selling their services to clandestine guilds than state causes. This trend is only now catching the attention of government agents, and it remains to be seen if the privateers guilds will cooperate with the reduction of their memberships or move their ambitious hopefuls about to conceal their agendas.

Most of Acares’s people—primarily gnomes and dwarves—live on the coast as whalers and fishermen, so inured to their trades that they hardly stop to notice privateering activities. Few coasters choose to live inland with more than one person for miles around. The largest industries in Acares are fisheries, mills, and presses. Steel vehicles are rare in the district due to frequent rapid oxidation tempests (called “ROTs”) and the bountiful supply of wood. Most citizens use archaic transports like sailing ships, wood wagons, pole barges, hide canoes, dog sleds, and draft ponies.

Lushbarrow lies directly south of the Commonwealth, bisected by a popular rafting stretch of the River Lush that runs north to south, emptying into the Great Span. Lushbarrow is extremely flat, and its southern coastline is heavily populated. Small cities and fisheries line the southern seaboard across to Esteem Sound. Many of the district's citizens, colloquially called "cargo hops" or "hoppers," routinely take the ferry to work in Esteem businesses, while "homers" back in the district tend their plots and reel in their catches to be served up in Esteem eateries and markets.

Mountainous Nova Hamal can be divided into four geographical regions for the types of critters raised there: the Great Moth Woods, the White Ant Mountains, the Leech Country, and the Crayfish Basin. Most of the district is covered by forests which are home to hundreds of varieties of moths, their larvae, and the vermin that feed on them. The hermetic monks of the Tin Mountain Monastery, brought east by half-elven explorers, use trained giant luna moths as mounts, couriers, and for their silk. Patrolling the bitterly cold White Ant Mountain range, the monks here have developed sophisticated methods of extracting dyes from the scales of the native Whipsaw Koi—found in the lake of the same name—and injecting the dyes under their skin to fend off the cold. The brilliant dyes also have the side-effect of coloring the monks' skin in splotches of reds, yellows, and blues.

Vorlejj is known as the "Green Peak District," not because of its high population of icetreaders, but because of the green mica deposits in its forested ranges; the highest being Killaman Peak. Vorlejj is unique among the districts of Ullera because it is actually a protectorate. The district has no official charters, only a provisional land grant on federal trust that the districts inhabitants will protect themselves and the surrounding lands from foreign incursion. A "council of borderlords" represents each tribal band. The Borderlords maintain a loose economy with wider Ullera as the leading producers of ambrosia syrup. The icetreader tribes of Gruntland (pop 10,600) tend dairy herds and ship lumber, granite, marble, and slate by the Green Peak Rail to locations outside the district.

The smallest district of Keystone is not a district in the normal sense, but a massive prison plantation, work camp, and group of rogue islands where castaways and recluses live offshore. The inmates of mainland Rubro Ipsum must serve out a life sentence and are forbidden from rejoining the nation-at-large. Prisoners here vary by type, though

rumors persist that political detainees outweigh the more heinous offenders. Prisoners have no vote, no property, and are left with no means to communicate outside their confinement. A few favored individuals are employed by the outside government as supervisors to maintain order, meet work quotas, and distribute supplies. In return, these "stewards" earn various perks, luxuries, and a measure of safety. To attack or kill a steward is a death sentence.

Much of the acreage in the district is dominated by plantations that raise crops to feed the inmates and stewards. The massive docks of the prison are home to the most dangerous and toxic foundries and factories in Ullera, and are leased by government contract. Unlike other conventional prisons, Rubro Ipsum has no walls and no guards. No recorded escape has yet occurred at Rubro Ipsum because of "aqua vitae," a purple sap-like drug that the inmates are fed daily and dependent on to survive. It is difficult for an individual to build up a surplus of aqua vitae, but tiny smuggled vials are used for gambling and secret trading. Every inmate is issued a uniform, the color and pattern of which matches the steward of their assigned group. While some stewards are brutal toward those under their care, others are merely pragmatic or even paternalistic.

The district of Heavenswake is the most populous district in Ullera. Esteem, Ullera's most massive city, serves as the state capital along the narrow sea coast. Heavenswake is the center of the region and shares a land border or maritime body with almost every other district of the state. The immense size and industry of Esteem means it is also a nexus of culture, politics, and commerce for the region. The Planners of Esteem, as the city-dwellers are known, each take pride in the work they contribute, no matter how menial, to ensure that the city remains great. No small amount of pride is held by those who know Esteem was the site of the first and some of the largest battles against the Dominion, and was the first municipality to be evacuated of Dominion troops during the Abolition War.

The citizens of Gardenia are sandwiched between two large cities: Esteem to the northeast and Camaraderie to the southwest. "Old Baron" Jammer Felcon, a leader during the Abolition War and architect of Ulleran freedom, called the state "a barrel tapped at both ends." Gardenian politics is shaped by its powerful neighbors. Generally though, Gardenia takes its cues from Pennoncelle, as both districts share in profitable ore mining operations across their borders. Bog iron pits in Southern Gardenia are among the finest sources of iron in Ullera. Shared mines with

Pennoncelle include the Mt. Despair Excavation Escarpment and the Rockery Dale Mines, integral to feeding the steam industry. Zinc mines are also profitable, especially the Worthy Knoll Mine. Also, the first steam engine in Ullera was introduced at the Schuyler Copper Mine in Millstone (pop 8,000), Gardenia. Mining has created boomtowns throughout Gardenia and Pennoncelle, and so long as everyone continues to share in the wealth no large amount of discontent will be felt by those who know authorities out of Pennoncelle call the shots. Gardenia and Pennoncelle both have recently experienced mass migrations of goblinoids, or “greenskins,” into their cities and towns, giving the area a distinctly earthy tone and ethnic feel.

GAZETTEER

Keystone features a wide array of climates and geographies. The most northern and eastern climes are 90% old growth forest with rolling hills and a jagged rocky coastline. The mountainous ranges and trails, starting in Acares, moving down through Nova Hamal, and into non-coastal portions of Heavenswake, are lightly populated and heavily forested, full of conifers and broadleaf deciduous trees. The flatter lands in Lushbarrow across to Pennoncelle are cooler on average than the heights, but many lowland areas, in particular those near the Erato Sea, experience more than a hundred inches of snowfall each winter. Water spouts are not uncommon, and they have been known to touch down on flat terrain and form into full-blown tornadoes across the region. Various vermin of staggering sizes persist under many of the largest cities and in hidden country hollows. Monstrous crabs, selkies, and sea serpents plague the waters all the way from Delaminate Estuary to north of The Hook.

AMBROSIA SYRUP

Ambrosia syrup is harvested in the Uplands of Vorlejj (the area between the Warren and Gruntland) from the Elder Trees, known for their amazing regenerative capabilities. The syrup can be made into one of the following applications: a salve, a lotion, or a paste. As a salve, it heals most minor wounds (1d4 hit points, and stops bleeding effects or effects that require magical healing; a creature cannot heal more than 4 hit points per day from ambrosia syrup); as a lotion, it provides acid and fire resistance 2 for 1 hour; as a paste, it can be used to reattach severed limbs so long as the limb is recovered within 1 hour of its amputation (requires 5 applications of the syrup).

Turning sap into syrup is the tedious work of a careful dehydration and mixing process, understood or practiced by

very few outside Vorlejj. Ambrosia is one of the major cash crops of the Uplands, for the syrup is worth its weight in gold. Fierce feuds have erupted over ownership of specific trees and accusations of sap piracy. Elder Trees are well guarded and tended by hereditary ambrosia farmers. Rumored byproducts of ambrosia are also valuable and include a powerful incendiary fluid and a potent narcoleptic powder.

Cost: \$75 (per application)

Abyssopolis: Abyssopolis is not only the center of coal and oil mining in the district, but also the chief exporter of fossil fuels in Keystone. The city is named after the network of narrow, lightless, mining tunnels excavated from beneath the city. The miners are mostly dwarves, but goblinoids, kobolds, and tamers are also hired at greatly reduced wages. The most valuable mineral apart from “abyss diamonds” is anthracite. This high luster coal has the greatest calorific content of any coal and produces a smokeless blue flame of incredible heat. A steam vehicle fueled with anthracite needs only half as much coal and is 10% faster. Anthracite averages 20 bucks per pound up and down Topper’s Highway.

Miners spin stories about the creatures lurking in the deepest mines when every year some of them disappear without a trace. The output of each mine is not only a matter of profit for the mining company, but an issue of state security. Unions and labor strikes are discouraged at both the local and federal level, and any decrease in productivity must be rapidly addressed. Problem solvers are handsomely rewarded and viewed favorably by the government.

Alabaster: So named for the many pieces of worked gypsum and calcite that virtually litter the entire city. In its early days, limestone quarries throughout Keystone had trouble marketing the material for use in construction, and the city of Alabaster was conceived as a marketing ploy to show other municipalities that the material was worthy of notice. Instead of propagating its use region-wide, people from all over began to migrate to Alabaster, summoned some say by an irrational attraction to the mineral, and ultimately it became the seat of the district. Here all manner of buildings, statuary, thoroughfares, and new “stonecraft” machineries are made of the stuff.

Arsenal: The largest mass producer of single-shot pistols and long firearms in Ullera, the city’s blast facilities also supply the Ulleran Army and Navy divisions with brass cannons, mortars, and other siege weaponry. Arsenal has

transfigured the construction of firearms with its assembly lines and production of interchangeable gun parts. And even though the city contains more firepower than any three others combined, Arsenal's heavily enforced ordnance policies ensure that accidents and mass shootings are kept to a nationwide record low.

Brass Tub: As a major coastal port and shipping center, Brass Tub features a much lauded row of docking slips that form its pristine shipyard. Local lumber is used here to build a variety of clippers and coasters that ply the trade routes of the Great Span. Many shipbuilders here also contract to make very specific vessels: unique types bought by collectors or buyers seeking a ship unlike any other. Many independent nautical craftsmen got their start at Haberrath Industries, which is headquartered here.

The city takes its name from several of its famed slips which are built almost entirely from brass. The upkeep on these facilities is tremendous, but workers say the product is infinitely of a higher quality. The brass housings of the slips help to prevent sparks and fires from damaging a hull during the build. Vessels which "sing" as they slide off the brass slips are said to be the most fortunate; blessed with special traits or characteristics generally unknown to all, even the ship's designers.

Brickton: The birthplace of Ullera's founding contract with its peoples, Brickton is the fortified seat of the district, and by far the most industrious and populous of all the cities in the Commonwealth. Its citizens see themselves as Bricktonians foremost, with their allegiance to Keystone secondary and to Ullera in general tertiary. As its name implies, most of the buildings of the city are made of red clay bricks as well as many of its most scenic streets. Redheaded births are also curiously common in the region despite the appearance of their parents. Bricks, unfortunately, perform poorly against earthquakes, and much of the city was heavily damaged after the historic Brickton Quake.

The city itself is on a heavily fortified peninsula with only a tiny land bridge linking it to the continent. Harbors surround the city, but many of the subsistence level fishers and sailors live outside these areas, superstitious that their presence there would generate another earthquake. Replacing much of the low cost housing are massive warehouses used for shipping and other commercial structures. The focus of Brickton's economy is banking, medicine, book publishing, and higher education. This focus has created a greater than normal concentration of entrepreneurs, professors, and tycoons. Magister's Road is a well known chaplain college

located here since the city's founding, its campus one of the richest and most well staffed in the nation. Castle Island is a vital naval fortress used to protect the sea lanes leading to the city with tea kettle destroyers and massive cannons. The largest naval battle fought in the harbor was the "Brickton Brouhaha," so dubbed in honor of the valiant role the district's naval services had played.

Camaraderie: The third most populous city in all of Ullera, Camaraderie sprawls across the roof of the Delaminate Estuary and the South River. Numerous railroads and canals carve up the city's infrastructure into neat quadrangles and open-area courtyards that serve as popular meeting venues for the citizens' personal and business affairs. The city is built on a principle of openness and fair use of local resources as a means of fostering the key value attributed by the city's namesake. Still, though, visitors can't help but notice a strange patina of inauthenticity in many of the citizens' attitudes toward togetherness. Certain "crackpot" analysts have pointed out time and time again that this is due to the city's water supply and/or architectural style—a style that borderlines on the inhumanly mechanical.

Catamount Mountains: Throughout Keystone, but especially in the Catamounts of Heavenswake, environmental phenomena like temporal riparian biomes (TRB) are relatively common. TRBs, first identified in Keystone, are usually acre-sized plots of land or larger, the environment of which is distinguished by finite temporal vortexes causing lifeforms within them to experience time at a much slower or faster rate than normal. It is theorized that inhabitants can spend a minute (10 rounds) of "false time" in a riparian biome that may last only seconds or several hours of real time (1d100 x 1d20 rounds). TRBs are typically undetectable and require special instruments to observe. The biomes expand and contract haphazardly in random locations, and travelers are frequently enveloped in a TRB by accident. The effect of TRBs is often apparent in the deciduous trees of the range, in that some swaths of forest acquire their autumn colors prematurely while others remain inexplicably green. Rumors of immortal hermits living in the mountains have been the basis of songs and folklore for generations, and some have even taken up residence in regional sanatoriums.

Cog Island: This historic and awe-inspiring stretch of land is composed of an interconnected set of five dials made of concentric rings of bedrock in constant counterpoint rotation. Each cog disc is twenty-three miles in diameter and divided into one-mile wide rings with a five-mile diameter wooded park at their centers. The outer rim of each

disc is the busiest and is filled with federally licensed and leased vendors of all sorts—including the workshops of the widely successful Savig's brand (named for the inventor, Niklos Savig [CG male half-elf [loci] expert 3/gearhead 9/wizard 6]). The inner rings are largely residential with the most valuable property surrounding the central parks. Building codes and loitering laws here are very strict so as not to interrupt the so-called delicate and intricate work of the cogs. The entire chain of five cogs is 118 miles long.

The origins of the island are shrouded in mystery, but it was the throne of Dominion rule for centuries. Some believed the island was a divine miracle while others saw it as a curse. Today, the widely held orthodox view is that Cog Island is an exposed part of the buried machinery that regulates the globe, and the spark from which the Scholarly Method lights up the world.

“Cut a swath with nature's knife”: No other region in Ullera contains as many artificial waterways connecting its natural rivers and lakes as does Keystone. Long ago, a plethora of developers, many owing their trade and expertise to either gnomish or dwarven engineering, rallied round a common motto and set about carving up the land with canals, levees, and dams for creating new routes of travel and commerce. And it is little wonder that many of the state's townships developed along these lines. The most famous canal-city of Cataract (pop 4,950), site of where the truce to end the First and Last Stand was signed, is built on both sides of the Cataract Falls between the lakes Erato and Clio. Turbine-driven mills are powered by the rushing waters, unnavigable by ship. The citizenry here are also unique in that they maintain a strictly neutral policy—some say encouraged by federal agents—toward Ulleran and Atanakan influences, even though Cataract is on Ulleran soil. Concerned more with managing the canals circumscribing the falls than politics, the people of Cataract have peaceably negotiated a toll system the bordering nations use as one of the only standing legal means of egress to the other side.

Much of the rest of these canal-cities are found in Nova Hamal. The town of Pitfall (pop 3,350) stands on pylons driven deep into the four inky black Pit Lakes which are connected by dam to the River Lush. Oldgravesport (pop 7,850) sprang up on the coast where an old logging facility, now a regional landmark, had been converted into a receiving facility on the “Coffinway”—a canal route used to float boxed corpses down the Merrimack for internment—during the war. And Embargo (pop 4,550) uses a sophisticated series of canals to herd its giant leeches into culling pools where they are taken up as “part of security” to the floating

ironclad fortress/prison that is permanently moored above the trees near the district border with Acarest.

Dead River: The Dead River stretches over 170 miles from Hornhead Lake down to the southern coast of Acarest. It is primarily used to float lumber but was once used as an invasion route into Atanak. Ulleran Brigadier General Auldor Benedok infamously led a force of 1,100 infantry troops up the unmapped river in hopes of out flanking the Rageaic city of Quelfloh. At the end of his ill-conceived march, only 600 infantry remained to fight the disastrous Battle of Quelfloh. Some claim that the slain soldiers of that march lie-in-wait to drag unlucky travelers beneath the Dead River's waters to join their ranks. In spite of the legends, the Dead River is an important waterway for Acarest. Its banks pass directly through the frozen village of Snow Hedge (pop 500) and the early Folk settlement of Ol' Gustav (pop 6,950). The Dead River also supplies drainage for the shipbuilding center at Brass Tub.

Erato: Erato has the distinction of being a significant launchpad from which many of the earliest air-based expeditions set out to navigate and map the Inland Seas and settle Sunderland. Besides the more typical steep-roofed structures, or “roosts,” built here, dwarven designs have yielded wide, squatty, partial-subterranean hangar facilities that can sustain the stress of winter snows equally well.

Erato also serves as an important shipping and refueling port for long voyage vessels plying the Inland Sea routes across country. During the Abolition War, the Battle of Erato Sea proved that Keystone's control over waters it bordered would be absolute and lasting against further Atanakan naval assaults.

Esteem: Esteem is centered on a spit of land north of Cog Island known as Mannazan Island. The City of Esteem has flourished and overgrown its borders many times, subsuming other nearby neighborhoods, and even developing public and private facilities and residences on Cog Island. An inspiration to scientists, industrialists, and inventors everywhere, many come to Esteem risking fortunes and standing in vast waiting-lines simply to find a lease on Cog Island for a brief stay.

Esteem is home to every humanoid race in the nation, be they goblin or giant. Residents daily commute to the city by rail or ferry, but living and parking space is at a premium, so foot travel is preferred except for the many corporate dirigibles and courier gyro-copters that slide between city buildings like coy tropical fish. On Cog Island, travel

is restricted to foot—partly to combat pollution, but also because the island is always in motion. Instead of vehicle transport, one simply waits until a cog ring has rotated to the desired location. The rings move with enough speed to be mildly treacherous, but the young and spry have little difficulty moving from circle to circle.

On the mainland, the city is divided vertically into Upper Esteem and Lower Esteem due to the numerous towers, skyways, and skywalks. All floors 20th and above are Upper Esteem; floors beneath the 20th and the underground are considered Lower Esteem. It is common for residents to place emphasis on how high above the ground they live, and the wealthiest use dirigibles to move about the rooftops rather than pedestrian traffic.

Foundry: Nova Hamal's largest city and district seat, this "company town" is owned and operated by Mayrbronne Limited. Ariettas "Blood" Mayrbronne (LE female dwarf [drague] aristocrat 3/inquisitor [iconoclast] 11) is a leading capitalist and the most powerful rail baron in Keystone. Besides rail, her factories produce an eclectic variety of custom-made equipment marketed to adventurous types. Always one to diversify, Blood's other holdings use massive looms and water power from the Merrymaker to weave fully 15% of the nation's cloth. Unbeknownst to citizens and visitors alike, every business in Foundry is run by Blood, meaning all employees effectively work for Blood, and all the goods bought and brought into the city are at Blood's discretion.

Hamal Beach: A prosperous vacation resort with boardwalk casinos, several glamorous pleasure parlors, and a number of offshore flophouses catering to a discrete clientele of outdwellers. The beach faces the Shrouded Isles seven miles offshore, and is only fifteen miles south of the industrious ocean harbor of Reverie (pop 2,800).

The Hamate: The Hamate ("The Hook") is the eastern most portion of the Commonwealth and is a massive peninsula that shelters the coast of the district from storm waves. Replete with fishermen and whaling communities, The Hamate has become a summer haven for wealthy city folk who use the cape for yachting, sailboat racing, and trophy fishing. Poor soil and limited freshwater on The Hook means that agriculture is limited to smaller farms, vineyards, and cranberry orchards. And standing watch to the constantly shifting sandy shoals luring in the bay, numerous lighthouses with permanent crews dot the peninsula.

The Hook is also home to a massive federal air base which houses facilities for both naval airships and steamships. Local parlance out of Hamate Port (pop 5,650) has taken to naming the personnel among the naval crews in colorful fashion. "Slicks," the lowest rank of naval sailor, including those who man hydrogen airships, are known for their unmarked rubberized uniforms. A "killick" or "air boss" are the leading crewmen for sea and air, respectively. "Windjammer" refers to the helmsman of a vessel propelled by wind. The soot covered uniforms of "tars" indicate they crew a steam-driven vehicle. "Roughnecks" are specially trained shock troops used in boarding actions and amphibious assaults. "Lascars," derived from Dwarven, are foreign-born merchant marines hired by overseas shipowners and traders. And a "swabbie" is a broken down sailor reduced to menial duties.

Harrowgate: Harrowgate is named after unusual rifts of unknown origin common in the land here. It is said that some of the of these crevasses extend deep into the crust and may be volcanic fissures. Local legend abounds of fiery creatures emerging from these rifts and setting homes and fields ablaze. As the district seat, the city is the central hub of a recently completed local railroad and canal network linking with Camaraderie, Abysspolis, and many other Pennoncelle townships along Topper's Highway.

The Paxton Riders, a criminal syndicate, is based in Harrowgate. They engage in smuggling, gunrunning, and racketeering. The Riders have made deep inroads into local government and are virtually immune to prosecution. The city is also at the heart of the fertile Dusun Country, known for its orchards and concentration of dwarves. The Dwarves of Dusun Country are isolated within their own dialect and culture, having largely been unable to take advantage of the rapid industrialization of the region. Dusun Dwarves are trained through apprenticeship rather than formal schooling, with many settling down to become farmers, miners, and day laborers, but nary a foreman or strong unifying leader among them. Numerous rights efforts have been made to unionize the city's laborers, all so far unsuccessful.

Lacum Rubro Ipsum: Beneath the coast of Rubio Ipsum is a subterranean lake and cave system that can only be reached by diving bell. By far the most hazardous and profitable labor available in Rubio Ipsum, the threat of freezing, asphyxiation, cave-ins, and predator attack are frequent perils faced by those who dare. The underwater caverns have extensive pockets of air allowing for mining and undersea exploration.

Among the many prized minerals, shells, and sea creatures found in these caves, the most desired are *night pearls*. This milky crystal gives off an eerie blue or green glow and can be shaped into artwork, jewelry, weapons, or armor (add \$100 per pound to the object's cost). A night pearl lantern is prized by spelunkers since it is as bright as an oil lantern but can be submerged, will not set off combustible gasses, and does not need fuel.

AQUA VITAE

Aqua vitae is a drug that nearly all prisoners of Rubro Ipsum become addicted to, made from the purple sap of a shrub that only grows in the red soil of the district. Aqua vitae addicts are marked by a web-like network of purple veins on their arms and neck that fades away as the drug leaves the addict's system. Without the drug, however, the inmate sickens and quickly dies.

Type ingested or injury; **Addiction** severe, Fortitude DC 18
Price \$200

Effects 1 day; imbiber gains the benefits of an 8-hour rest by resting only 4 hours, or the benefits of a full day's rest by resting only 8 hours. If addicted, imbiber must take this drug every 8 hours or take 1 Con drain.

Damage 1d2 Cha damage

Needle Barrens: The Needle Barrens is an ancient forest of spindly conifers and thorny bushland spanning central Gardenia. The sandy, acidic, nutrient-poor soil of the area is hostile to crops. Despite its proximity to major cities, the Needles Barrens remains largely untamed and uncut. These uncommon conditions enable the Barrens to support a unique and diverse spectrum of plant life, including wild orchids and carnivorous man-eating plants. The area is also home to rare pygmy Pitch Pines—a plant with sap that can be refined into a low-emission fuel—and a well-kept secret by the locals. The sand here is called “sugar sand” due to its high silicon content and white color.

The Barrens are extremely hazardous to travelers with quicksand, forest fires, dire wolves, giant rats, and monstrous insects a common threat. But the most dreaded threat inhabiting the Barrens, if reports of the gruesome evidence left by its attacks are to be believed, is the curiously named “Jocelyn Devil” (an advanced 8 HD peryton).

North River: Emptying into estuary waters south of Esteem, the North River flows through eastern Heavenswake and is linked in the north by canals to the Inland Seas. The district seat at Alabaster lies on the banks of the North River. The Tears Glacier on Mount Mercy is the highest tributary to the

North River at an altitude of 6,000 feet, known to be home to a pair of polar rocs that migrate here in late fall.

Paternoster: Mechanization has caused northern cities like Paternoster to grow and prosper. It was the first planned industrial city developed using private funds. Previously, the district's economy was largely agrarian; subject to crop failures, poor soil, and hurricanes. The shift to an industrialized economy has drawn laborers out of the fields and into the city. The Society for the Establishment of Useful Manufactures (SUM), currently headed by Alexia Hamung (LN female human [ulleran] aristocrat 4/oracle 10) directs the funds of many would-be investors. SUM's goal has been to create an industrial complex capable of satisfying the rapidly growing populations across all eastern Ulleran metropolises. Many district industries and refineries (collectively called the “Alchemical Coast”) are powered by coal-house kilns above which building materials are produced and excess heat energy is either lost through the towering stacks or siphoned into machinery at other factories, like the Lyryst Sewing Machine Company, where cotton fabrics, silk, and furniture are assembled. The demand on laborers has spurred union activity which recently peaked with the notorious “Silk Strike,” when the silk workers demanded an eight-hour day.

Paternoster is the cradle of many entrepreneurial inventors. Discoveries and inventions made in the region include the steam engine, the rotary pistol, the incandescent bulb, the wax recorder, the self-sealing steam bolt, and the pneumatic tube. Famed inventor Rhomiston Edeillon (LN male gnome [gentry] expert 9/gearhead 7) has become a well-respected figure among scientific circles, owning over a thousand patents for inventions he developed locally. Edeillon's facilities, at Memento Square, are rivaled only by Savig's workshops in all of Ullera. Chrystal Street in Memento Square was the first thoroughfare on the continent to have direct current lighting installed.

RAPID OXIDATION TEMPEST (ROT)

ROTs are infamous and unpredictable meteorological menaces in the northern districts of Keystone. ROT weather can strip the metal from man and machine within minutes, dealing 5 damage (ignores hardness) per round to metallic objects unless a DC 15 Fortitude save is made to resist damage that round, or shelter is taken. There is a 25% chance ROT conditions will persist within northern districts (e.g. Acarest, Vorlejj, Nova Hamal, and the Commonwealth) for 6d10 minutes during any period of precipitation. ROT conditions are almost assured for the same duration under storm conditions.

Sanctuary: The district seat and largest township in Lushbarrow lies in the middle of the southern coastline and has its own natural harbor. The city is famous as the home of the gifted inventor and entrepreneur, Ollestrom “Ollie” Whiteknees (NG male gnome [sharper] aristocrat 4/gearhead 13), whose one-time apprentices included both Savig and Edeillon. His genius laid the foundation for many of the mechanical marvels of today. The Safe Arms Company he founded long ago is still one of the premier firearms innovators. Other notable companies based here include Grandee’s Candy Company (the foremost producer of sugary confections and hard candies), Samson Locks & Safes (one of the nation’s leading manufacturers), Sanctuary School Press, and Revenant Trust (the public arm of the Lobe and Lock Society). The Civic Telegraph Company (CTC), headquartered in Sanctuary, provides telegraph and ticker-tape service for all but the smallest townships in the region.

The city has a long history of urban planning and was the first in the region to institute the Nine-Square Plan, with each central plot in the square design left to function as a forum or green, often beautified by slender paved avenues lined with elms. The city is also the envy of the region for its many handsome sporting venues, including dedicated stadium grounds for year-round turfball and knattleikr play. The vital Farmark Canal flows through the city and links Sanctuary Harbor allowing seagoing vessels to move their cargoes inland all the way north to the district border with the Commonwealth. The city council, known as the Board of Aldermen, consists of thirty spokesmen elected by each city ward. Exercising greater influence than the Board is the Drevan Academy, famous for producing the high-caliber federal agents known as “widowmen,” strives to ensure the city lives up to its reputation.

Serenome: During its subjugated years, the village of Serenome (Gnome for “place of peace”), was notorious for wreckers, pirates, and smugglers. While under the authority of the Dominion, the citizens led a double life of ordinary peasants and new moon raiders. Eventually, a massive tribunal was held on the village green. Public torture was used to force citizens to inform on friends and family, followed by a ruthless lynching of the indicted. This once thriving township is now largely abandoned and many claim is haunted by the undead. The legacy of bloodshed here is said to attract fell spirits and other unsavory menaces. Only the brave, foolish, or ashamed choose to live in Serenome now, but treasure hunters and investigators often venture here to either sate their greed in finding hidden bounties or to sharpen their skills at solving dormant mysteries.

Smithfelled: This large commune (pop 15,200) is an exclave of the Commonwealth to the south. They ignore Acares authorities and only take direction from their southern patrons (who rarely seem to pay them much heed). This heavily fortified community, having never attained township status, is an island of steam technology in the feral wilderness of central Acares, and makes extensive use of exoskeletons for lumber harvesting, slate quarrying, and town defense.

Always at risk to ROT weather, massive slabs of slate are used to cover hangers, smelters, and drop forges. Small local mines provide the community with gems, metals, and minerals, but coal must be shipped here from Harmonia, where Topper’s Highway begins (or ends, according to some), as few other districts will sell to Smithfelled. Smithfelled is one of the largest quasi-legal corporate communes in Keystone, supplying its hushed masters with timber and slate without paying local taxes. Tensions are high between the Commonwealth and Acares over what local officials consider the resource poaching of their district.

The Shrouded Isles: The Shrouded Isles are a chain of rocky outcroppings split between Acares and Nova Hamal. These islands are treeless and desolate without cultivatable soil. Centuries ago the isles were used as an anchorage for sea pirates and many believe that the isles are haunted by the shadows and shades of these buccaneers.

Hog Island is the largest with a small fishing community, artists enclave, and a respected sanatorium to call its own. Pentacle Island is a religious retreat that only allows day visitors. Silver Noose Island is the home of Thaxter Shreve (LN male human [ulleran] expert 5/bard [court bard] 14) a notable inventor, shipping tycoon, and host of the most lavish and decadent parties on the coast. Cinder Island is also a private residence. A breakwater connecting tiny Malefic Isle to Silver Noose to Cinder to Pentacle creates a harbor for visiting ships and private yachts. Duccover Island to the north is used as a bomb range for the military and is dotted with unexploded bombs and other volatiles; where few are willing to risk a landing regardless of rumors of hidden pirate treasure. Whiting and Codfish Islands are the sites of matching Nova Hamal lighthouses as well as aquatic trade bazaars.

SOUGH WHIRLPOOL

These massive wandering vortexes can be hundreds of feet in diameter and are the scourge of unwary captains and

becalmed ships in the Gulf of Acares. Only vessels with very powerful engines or skilled pilots can hope to pull free of a whirlpool's grasp. Smaller sough whirlpools that spawn randomly are more common but are much less dangerous to shipping. Some believe the whirlpools can be attributed to natural phenomenon, but others claim sea elementals, krakens, or ocean leviathans create them.

A whirlpool is an environmental hazard for ocean vessels and sea creatures that requires a skill check to escape. The whirlpool grows stronger the closer a target is to it. Escaping a whirlpool requires a Swim check or Vehicle Piloting (+CMB) check, and allows a creature or vessel to move half its speed away from the vortex. Failure at such a check causes a target to move closer to the whirlpool's center, into the next reach bracket where it becomes more difficult to escape the vortex's area of effect. Falling into the whirlpool center (i.e. failing three checks in a row) causes a creature or vessel to be thrashed around and rammed against other objects caught in the vortex (during which it may begin to drown also) for 1d4 rounds. Afterward, those things caught in the vortex are ejected from the whirlpool underwater, but can be sucked back in again if the whirlpool's targets resurface before moving outside the whirlpool's reach. If the creature or vessel is larger than the vortex, it is only slowed to one-half its normal movement rate while within reach of the vortex, and cannot be dragged under and damaged.

Vortex Size	Whirlpool Reach (feet)	Crushing Damage	Escape DC	CR
Large (common)	100/50/25	2d10	15/20/25	2
Huge (uncommon)	400/200/100	4d10	20/25/30	5
Gargantuan (rare)	800/400/200	6d10	25/30/35	10
Colossal (very rare)	1200/600/300	8d10	30/35/40	15
Elder (unique)	1 mile/2500/1250	10d10	35/40/45	20

White Ant and Farstrider Mountains: Notorious for gale force winds and bitter cold, the White Ant and Farstrider Mountains are a forking pair of ranges that together form the northeastern-most extent of the Ulleran Uplands. Said to be infested with air elementals, banshees, and cannibalistic mountain men, some even claim to have spotted scantily dressed white-haired nymphs with indigo eyes and lips during the fiercest blizzards. The storms common to the area often blot out the sun with intense snowdrifts. Beneath the steep escarpments, early underground Folk and Dwarf communities dot the range. Yetis and ice drakes are the dominant predators, trophies from these specimens adorning the mantlepieces of many a big game lodge. The subalpine

krumholtz forests are home to giant white ants that will attack foragers and unwary travelers. Many brave souls journey into these ranges in hopes of wealth and adventure, but more than a few do so because they say the mountains call to them.

GALVANITE CITY

Latitude 41N 24', Longitude 75W 40'

LG small city

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

Lore +1; **Society** +2

Qualities holy site, pious, prosperous, tourist attraction

Disadvantages cursed

Danger +5

DEMOGRAPHICS

Government autocracy

Population 60,150 (29% human, 22% dwarf, 21% gnome, 21% halfling, 7% other races)

NOTABLE NPCS

Everett Blondhawk (LG male halfling [tenderfoot] paladin [holy gun] 11),

Fellow Tawn Shane Irwynn (CE male human [rauschite] antipaladin [knight of the sepulcher] 15; spokesman and face for the Temple of Empty Penance).

MARKETPLACE

Base Value \$12,480; **Purchase Limit** \$75,000; **Spellcasting** 4th (7th divine)

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

Magic Items Minor 1d4; Medium 1d2-1; Major ---

Major Industries Anthracite coal, iron, rail, tourism

From its humble days as a summer coterage camp belonging to the Delamin family of Folk tribes, to its frontier and freedom fighting days as the growing mill-town of Briggs Hollow, the place that would become Galvanite City has long indicated the trajectory of Ullera's future. The trailblazing efforts of Ulleran patriot Topper Sowersgell galvanized the citizens around him into forging the Highway, a life's work and sister pathway to freedom and economic opportunity as the Abolition Trail before it.

Galvanite City was among the locations in competition over the naming of Ullera's new capital over ten years ago, due in part to the city's record growth, sparkling infrastructure, and amazing quality of life. The citizens of Galvanite City are among the longest lived and healthiest in the nation. Locals are known for carrying worn tokens, "galvanite," each made from chemically hardened anthracite that is

periodically magnetized through a special process as needed by the wearer. These tokens not only serve as a kind of privileged identification, but are said to ward off disease, “bad influences,” and even make an attuned wearer aware of unlocked potentials within them they would otherwise be unable to access.

POINTS OF INTEREST

The Brothers’ Basilica: Originally the “High Basilica” as left by Rauschite settlers who had flourished here during the Abolition War, the place was renovated after the Rauschite population left and is now kept as a grand ballroom and event center by a pair of local twin philanthropists. The building features a central domed and stained-glass atrium with four separate wings branching in the cardinal directions, each rented out to interested parties for private events.

Delamin Coal Mine: The only functioning coal mine that also doubles as a guided-tour museum for visitors who wish to learn the history of and observe coal mining firsthand. The Delamin mines date back to their earliest occupation by Folk tribes, and boast a safety record unmatched in all the nation.

Elessini’s Parlor: At once the family domicile and private laboratory of Eienhart Elessini (CG male gnome [sharper] bard [street performer] 4/inquisitor [spellbreaker] 4/ninja 6), this three-story home is also the burgeoning guild for a group of Elessini’s apprentices, though he does not advertise. Though Elessini, a known skeptic who has made a side-career of exposing otherwise legitimate spellcasters as frauds, does most of his work in Esteem, he retreats here from time to time to study and recoup. Adversaries of his in the city would like nothing more than to breach his inner sanctum, regardless of the terrible deterrents that are rumored to guard his manse.

The Temple of Empty Penance: A dual-purpose ore processing center below ground and membership-only edifice of civic and moral virtues above, many flock here to do nothing more than tour the exquisite grounds. This sprawling mansion rests on twenty-five square acres of manicured lawns and menageries, all crawling with clockwork insects and decorated with gear-wound statuary of animals and people that periodically shift into new poses. The grounds are kept by temple fellows, of which Tawn Shane Irwynn is the head, who also spend time proctoring social acceptance and civic duty seminars citywide. It is here that citizens can apply for membership to receive their galvanite, which are visibly common throughout the city.

Whistle-Stop Square: Whistle-Stop is the nexus of mechanization and industrial knowhow for hundreds of miles around. Pneumatic roundhouses, tracked aerodromes, polished factory stacks, and artfully calibrated lengths of curving rail stand out from the Square like trophies to the world. Both the North & South (NS) Canal Company, known for its more traditional gravity and steam rail, and Heavenswake/Pennoncelle Conglomerate and Western (HPC&W) Rail, famous for producing “coalless carriages” or electrified cable cars, are headquartered here. Galvanite Furnaces Incorporated, one of Ullera’s most prolific steelworks factories, also maintains its central offices here.



ALISTAIR SERAFUS BLYTHE

CR 7

“I’ve not the mind to sit here and prattle on with ye city folk all day. You wish to see what my trade is like? Grab that longarm there and strap in behind me, if’n ye care. Now then, you there, bring me a brew!”

XP 3,200

Male human [ulleran] aristocrat 1/ranger [trophy hunter, trapper] 7

LN Medium humanoid (human)

Init +4; Senses Perception +11

DEFENSE

AC 17, **touch** 15, **flat-footed** 12 (+2 armor, +4 Dex, +1 dodge)

hp 55 (7d10+7 plus 1d8+1)

Fort +6, **Ref** +9, **Will** +6; +4 vs. hot/cold environments, suffocation

OFFENSE

Speed 30 ft.

Melee shortsword +9/+4 (1d6+2/19-20, x2)

Ranged mwk musket +12/+7 (1d10+2/x4), or double-barreled musket +11/+6 (1d12/x4), or pistol +11/+6 (1d8/x4)

Special Attacks favored enemies (aberrations +4, magical beasts +2)

TACTICS

During Combat Blythe has a great eye for distance and always positions himself at the optimum distance to force opponents to eat his most accurate gunfire for a couple rounds before closing. Afterward, he tends to stay on the move, unafraid to continue firing thanks to his specific training. Given prep time, he will be sure to seed the battlefield with traps to harry his enemies as they close.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 24

Feats Amateur Gunslinger, Deft Shootist Deed, Dodge, Endurance, Mobility, Rapid Reload (Rifle), Weapon Specialization (musket)

Traits Heart of the Fields (Craft [firearms]; ignore fatigued or exhausted condition 1/day)

Skills Acrobatics +2, Appraise +4, Bluff -1 (+3 vs. aberrations, +1 vs. magical beasts), Climb +4, Craft (alchemy) +9, Craft (firearms) +15, Diplomacy +3, Disable Device +11, Escape Artist +2, Fly +2, Heal +11 (+14 to treat poison), Knowledge (nature) +9 (+13 vs. aberrations, +11 vs. magical beasts), Knowledge (nobility) +9 (+13 vs. aberrations, +11 vs. magical beasts), Perception +11 (+14 to locate traps, +15 vs. aberrations, +13 vs. magical beasts, +13 while in forest terrain), Ride +2, Sense Motive +2 (+6 vs. aberrations, +4 vs. magical beasts), Stealth +11 (+13 while in forest terrain), Survival +11 (+15 vs. aberrations, +13 vs. magical beasts, +13 while in forest terrain, +16 to track), Swim +4 (+8 to resist nonlethal damage from exhaustion)

Languages Common

SQ deadeye, dead shot, favored terrain (forest +2), freezing trap, grit: 2, hunter's aim, improved tracking, poison trap, snare trap, track, trap (5/day; DC 15), trapfinding +3, woodland stride

Gear antiplague, antitoxin, 3 silver pellet grenades, rusting powder, smelling salts, hide armor (torso), alchemical cartridge (dragon's breath), alchemical pistol cartridges (paper[x10]), masterwork musket, double-barreled musket, pistol, 60 firearm bullets, stainless steel short sword, antidote kit (10 uses), masterwork backpack, waterproof belt pouch, explorer's outfit, masterwork tool (Craft [firearms]), masterwork thieves' tools, \$1,100

BOON

Blythe will loan out a single firearm of the PC's choice (though nothing more expensive than what he has in his personal gear) so long as they assure him they intend to "bag a big one" with it and bring him back a trophy.

Few people are more enthusiastic about hunting than Mr. Blythe, and very few have the wealth to travel round the world to gather the collection of trophies he possesses. He is very comfortable in the old growth forests of Keystone, but the rumor of the discovery of a new and dangerous species somewhere will bring him running. His fortune is based on the not inconsiderable land holdings of his family, but he has very little to do with the business and political side of things which he leaves to his younger siblings.

PLOTS

Cresape Reborn!: The truce signed after "Cresape's War," a series of marked conflicts concerning borders between Keystone, Harmonia, and Sunderland, defines these regional boundaries as depicted on most current maps. Interested individuals, however, differ on the lay of certain properties that predated the border. Though the conflict was louder than it was bloody, and casualties were low, few if anyone has forgotten. Now, word has it a new agitator claiming to be "Cresape the Reborn" has begun riling up small town fervor in the countryside.

The Great Jail Break-in: In Rubro Ipsum, a loose syndicate of kingpins, known locally as "stains," have set up protection rackets and smuggling scams that keep even their business partners "juiced" on aqua vitae, thus squeezing their clients to maintain contact due to their addiction. A small union of common laborers so addicted, forced to live on subsidized quarters within the district for the sake of their lives, have managed to send word of their predicament to outside concerns, offering all they have for someone to stage a "break-in" and devise a way for them to be free of their predicament.

High Society: New activity is ongoing at Serenome. Cloaked and hooded figures sneak about at night tending to unknown concerns. Several residents have reported finding strange runes or crests freshly burnt into the ground or on objects lying about town. Symbology experts claim the crests are reminiscent of older ones used by the Lobe and Lock Society as a kind of ward or mark of ownership. Curiously, the Society seems unashamed to mark sensitive places in Serenome steeped in the town's dark past. This press and activity is bringing up questions of what the Lobe and Lock has planned, or what responsibility they may had in shaping the town's past?

"The Monowheel Rally": Jacona (pop 5,550) is a small city on the shore of Lake Whipsaw Koi. It is here that the largest monowheel rally in Ullera takes place. Gyrocycle clubs from all over the country attend this week-long celebration. In addition, this rally hosts a number of nationally sanctioned sporting events including: road and off-road racing, endurance events, the "Hare Scramble," indoor grease track events, power pulling events, and street sprints. Most races feature the unique capabilities given gyroscopic design, including racing along a steel cable, extreme hairpins, backspins, topspins, and spin jumps. In this fiercely competitive sporting environment, hundreds of golden eagle medallions (a special currency awarded during the rally) are gained and lost in betting, endorsements, and company sponsorship.

Up for Grabs: Recently, leadership for the Warren (pop 3,700) in Vorlejj has either moved on or passed on, leaving the small town in the lurch. The Warren lives up to its name due to its twisted, unpaved streets and tumbled granite buildings. The Borderlords, unable to settle political squabbles between themselves and having no interest in the failing town, have sent out a public request seeking to give enterprising adventurers a chance at running the leaderless city.

SUNDERLAND

"The sky can be just too big sometimes. That's why I live in the city behind nice thick walls." – Lowell Carver (N male human [ulleran] commoner 3; factory worker)

Alignment Chaotic Neutral

Population 2,496,150 (24% Human, 23% Half-Orc, 16% Dwarf, 10% Orc, 7% Halfling, 5% Centaur, 5% Gnome, 4% goblinoid, 3% Giant, 3% other races)

Capital Centerpoint (pop 85,450)

Notable Settlements Second City (pop 919,850), Cinnabar (243,200), Tallmills (154,450), Paddlewheel Bend (40,600), Acme City (27,600)

Government Associated state governed by local unitary authorities

AUTHORITY

The Assembly of Inland Sea Cities (LN group composed of LG and LE representatives under the "purview" of a bought and paid federal advisor).

NOTABLE RESIDENTS

Burrgun Rostren (CN male dwarf [brey] gearhead 6; corporate steam-tech "test dummy" and firebrand),

Fiegaraugh the Fierce of Nebenjo (NE male cloud giant ranger [trophy hunter] 6; celebrated warrior and self-proclaimed leader of all giants in Sunderland),

"Judge" Handus Cloudborn the Honorable (LG male human [rauschite] cleric 10; highest ranking holy order priest east of The Great River, and walking antique),

"Shaky Loupe" (CN female half-elf [loci] rogue [bandit] 9/ barbarian [civil bedlamite] 3; current leader of the Bootleggers operating out of Second City),

Zhara the Unbridled (N female centaur barbarian [true primitive] 5; mother hen to the largest clan of Enesora in the region, and troubled opponent of industrialization).

LANGUAGES

Orc, Common, "Herdian" (a mongrel blend of Orc, Goblin, and various native trade tongues of the plains), *Sylvan, Dwarven, and Giant*.

MAJOR EXPORTS

Dairy products, grain, fruit, feed, raw materials (coal, metal ore, timber), paper, livestock.

MAJOR IMPORTS

Immigrants, laborers, building supplies, transportation equipment, textiles, fine tobacco products, fine alcoholic products.

The youngest state of Ullera, Sunderland has no regional districts. Technology is sporadic and unwanted outside urban centers. The nomadic and monstrous cultures living on the rustic tundra and lake-dotted prairies have little interest in steam gadgets, preferring to use the fuel for heat. They also have little tolerance for foreign interference. The city folk, however, view the nomadic clans as dirty savages and obstructions to progress.

Alluvial river valleys, glacial plains, and primeval plateaus dominate this newly settled region. Principally Jonnish and Borndrin until the last century, with the construction of the Grand Bridge Canal, Sunderland has become flooded with immigrants from the crowded eastern cities of Ullera. Along rivers and man-made canals, cargo travels northwest from Keystone, through the Inland Seas, and south to Harmonia and the Bastion. Waterways are the lifeblood of many here, with local shipping carrying freshly harvested crops, timber, and dairy goods across borders and even directly into people's homes, where livelihoods so heavily rely on the rivers themselves. Railroad in the region has been slow to develop. Rail connections between the big cities are available and well protected, mainly due to political encouragement and funding from business interests south where rail is lucrative, but spur lines out to rural areas don't stretch far and are plagued by the weather, sabotage, banditry, and land shark attack.

HISTORY

Clinging to prehistoric traditions that have served them well against the cold and predators of the plain, industrialization is a new and troubling concept to the earliest inhabitants of Sunderland. Indigenous plainsfolk still hunt the bison, mastodon, and native dinosaur herds, and have long gathered the same wild plants and fungi as their ancestors until the time of the Border Threat. These practices were first seriously challenged in the wave of settlers eager to stake out farms, ranches, and mineral claims. The encroachment of Ullera into Sunderland followed an expedition by early airship crews that sought to map out navigational routes across the wind torn lake lands. The agronomist Ram Arness (NG male dwarf [drague] ranger 11) was the first to land at the site that would come to be known as Ramson Downs, named for the abundance of wild leeks growing there that the dwarven captain vigorously took to cultivating (the leeks taking on the epithet, "sons of Ram," and eventually the plural "ramsons"). Sprawling along the shoreline of Lake Melpomene, so too did the landing site quickly grow from depot to permanent settlement. Many would-be aeronauts often died tragically when embarking on the "Fortuitous

Flight," leading future settlers to brave the rivers rather than the air during the initial Sunderland Land Rush.

That mood changed when the Downs burned to cinders in the Great Hellfire (or Hellfire Uprising, depending on whom you ask) thirty years later. Though Ulleran settlers had been struggling against their northern oppressors for years in the state, this startling incident (what many in the region contend was merely the height of the conflict) made clear the seriousness of the ongoing frontier war, and brought public attention to a hard question: Could civilized folk coexist with the harsh natives of these unforgiving lands? It took the vision of one gnome and the labor of a nation to build what is now Second City over the ruins. The Lord Builder W. T. Marrenck (LN male gnome [gentry] expert 14) and his visionary idea of manufacturing modular component buildings precut in a factory and assembled on location contributed to the city's--and in turn the state's--recovery. While astonishing numbers returned to ensure Second City's rise and prominence, many of those who had fled the Hellfire contributed to burgeoning cities elsewhere, spreading an ideological spirit and belief in progress through industry across the region.

Summarily, the Border Threat ended due to the bulge and often violent push of unchecked populations that came to dwell on either side of the Patrol Line shared by Ullera and Atanak. Since then, outside of immigrant farmers and ranchers whose private goals of cultivating square plot fields and raising livestock on the hinterlands don't always match up with the big city vision of the future, the real drama plays out within the cities as they compete with each other in a race to see which can tame Sunderland first. These frontiersfolk face considerable challenges from the local weather, beasts, and clans that share this land of rapidly industrialized cities and staunchly unchanging mud brick villages; skyscrapers and megaliths; railroads and river canoes; steam engines and muscle power; courage and doubt.

GOVERNMENT & PEOPLE

Throughout history, the ancient peoples of Sunderland have built massive monuments of earth and stone. These petroforms not only display the industry and artistry of a people, but are vital to the defense of their communities, and remain highly visible even today.

Giants of Sunderland, the Cairnbrûd, build dolmens (large stone mounds or "tables"). Dolmens are used to dry meat, place items out of reach, and as a safe place to sleep at night. Whenever giants gather to parley, trade, or form a war band

(fist), they always construct a dolmen. Abandoned dolmens are often converted into stone keeps or bolt-holes used by tengu, derro, or morlocks. Entire cities of dolmens, such as Nebenjo (pop 2,900) and Paukinok (pop 1,750) still stand in the uplands, the last vestiges of nephilim power where they hold sway over their less intelligent cousins. Hill and stone giants are the most common type in Sunderland, but spontaneous mutation can see a clan evolve within a single generation to become frost, storm, fire, or any other type adapted to its new habitat.

Centaur of Sunderland, calling themselves the Enesora raise menhirs (long stones) throughout their territories. Solo standing stones are decorative, act as landmarks, and help detect the presence of bulettes, remorhazes, or ankhegs. A loose ring of menhirs can warn a campsite or animal herd of imminent attack. Multiple rings of heavy stones can block or deflect assault, and may force the creature to the surface where the clan can kill it. Stone ring designs can be extremely sophisticated and used as clocks, calendars, or ley line markers important in ritual practice or for focusing “energy.”

Orcs, believing themselves to be the Jonnish, and frequently called “tamers” for their propensity to create seeming symbiosis among fell creatures, live in large encampments throughout Sunderland. They have little of the technology and none of the creativity of their Dwarf and Human neighbors, but turn their numbers and muscle to advantage. A Jonnish encampment has multiple lines of defense: deep trenches to break charges and spot burrowers; wooden palisades decked with covered catwalks and weapon turrets; and massive tumuli (flat mounds of earth and stone) to grant the defenders high ground, force attackers to fight uphill (often over hazard-laden ground), and block burrowers from tunneling in (due to heavy stones sunk into the slope).

Half-orcs of the region, called Borndrin in Orc or “icetreaders” by those who speak Common, are steadily leaving their perennial lands and moving into the cities of Sunderland. Most are looking for greater prosperity and security in a factory job. Historically, half-orc communities are round dried clay houses built in an oval ring around a stone block plaza. The ceremonial mounds half-orcs build are often shaped like animals.

Eschewing megalith use altogether, less hearty races find pole houses to be suitable dwellings in the hinterlands where wood is plentiful. Chain nets and concrete slabs are often the foundation of homes and barns built on the

ground. Settlers employ minefields or fences (including subterranean elements) to dissuade predators. However, the greatest development in defense against unwanted incursion has been the establishment of the Assembly of Inland Sea Cities, a revolving body of civic leaders drawn from each of the richest water-trade cities in the state. The Assembly has little true governing power, leaving most matters to local leaders, but the body’s primary objective is in attracting moneyed interests to their respective cities to maintain their prestigious lifestyles on the Assembly. This money in turn goes into the hiring of private adventuring companies and other measures of self-preservation that keep these islands of civility afloat in a sea of wilderness.

Regardless of how one survives in the region, the recognized government of Sunderland has waged a “war on chaos” since its inception. Civic proctors brutally rounding-up vagrants, vandals, rebels, free traders, and other criminals, labeling any divergent behavior the work of Anarchaea, forced these miscreants into the Underground. Anarchaea cells living in the Underground—and throughout Sunderland—are diverse in both nature and goals, but four major criminal cartels exist.

*Reverend Geirhardt “Gard” Hathsbury (LN male human [ulleran] aristocrat 2/chaplain [gatekeeper] 9),
Civic Proctors’ Nest, Second City
5 April 188 E.A.*

The thaw is on and as the ice recedes so too do the hidden places, and those kept hidden within them, make themselves more visible. A look now at the current habits and perceived activities of the fringe elements that persist in our homes—may we be wise in our studies to catch the stirring schemers unawares!

First are the “Cold Hawks,” paramilitary insurgents dedicated to undermining or usurping current city governments. Most are infiltrators trained in winterland warfare (utilizing “snowsheds” or “snowfalls”, i.e. snow-covered ambush mounds and snowy pit-traps, and manufactured avalanches to great effect). While not officially sanctioned by High Atanak, Cold Hawks do receive funding from private citizens of the Old Dominion sympathetic to their seditionist cause.

The “8” is a radical activist group striving for better working conditions for all laborers (specifically an 8-hour workday). A noble pursuit, they are sadly named after a group of eight men lawfully sentenced and hanged for participating in the Hill House Rebellion, which was broken up by lethal gunfire from rogue proctors—the identities and motives of whom have never been agreed upon. The “8” publish propaganda, incite unrest, and will use violence to accomplish their goals.

The Hallowed Order of Boilermakers is a male only guild that attempted to maintain a citywide monopoly on industrial engineering contracts. The monopoly was broken, in no small part due to our vigilance, and the activities of “HOB” now include illegal racing, chop shops, and gun-running. HOB members usually wear leather masks to keep their identity a secret, and frequently target women inventors and engineers with hate mail, vandalism, and even violence.

The “Bootleggers” are a smuggling ring for alcohol and other commodities. They also run gambling halls and unlicensed gin parlors. Second City is a proven example where income and property taxes are void, and the stores run dry. Revenue comes from sales taxes and tariffs and every conscience-minded citizen readily pays 10% more than average on legal purchases. Bootleggers circumvent city taxes by supplying buyers with untaxed contraband, and drinkers with cheap booze. The historical origin of the Bootlegger name is attributed to Shaky Loupe (the inherited title of the group’s leader), a double amputee that hid bottles of liquor in his hollow artificial legs. It is rumored many politicians and police officials are on the take, therefore we must be vigilant. Worse still, others tend to ignore Bootlegger activities so long as they remain discreet. Word has it independent operators are straining for a larger slice of the pie, giving us cautious hope that the current ring is crumbling. Alarming, violence appears inevitable as the smuggling ring becomes factionalized.

Tall and wide is the place we have come to call home, therefore no less in stature must our resolve be to see these ills made well. All in due time.

GAZETTEER

The prairies of Sunderland are thick with discovery and the clash of cultures. In particular, the peninsular and uplands areas are filled with monstrous threats. Burrowing predators such as the ankheg and bulette prowl just below the ground, and the grass offers little concealment from aerial hunters like the griffin, wyvern, and cockatrice. Packs of cunning beasts such as harpies, barghests, and blink dogs are always looking for an easy meal. If you can’t fly or outrun these hunters you must develop other defenses, or keep to the urban islands of this untamed land.

Acme City: Begun as a work camp forty miles south of Lake Erato, this city has become famous for its rubber industry (producing components for everything from armor, airships, boots, vinyl, linoleum, and a variety of toys), as well as stoneware, metal casting, fishing supply, and farm equipment factories. Davro Designs Dispensary keeps its main offices here also.

Each corner of the city is controlled by powerful factory tycoons that have made their fortunes in rubber. Markus the Younger (NE male dwarf [brey] aristocrat 4) of Bellwether is taking over the company from his father, recently deposed and presumed insane. Jess Stone (CN female human [ulleran] aristocrat 10/expert 4) of Stone Park is the elderly baroness that has bitterly competed with the Bellwethers her entire career. Tobias Turnwell (N male gnome [sharper] gearhead 12) of Turnwell started not just a tire company, but is also a noted blimp manufacturer with many military contracts—like those that are housed in the Acme Airdock, a massive hollow hangar that invariably houses at least eight rigid airships year round. Zacharias Ozul (CG male human [rauschite] rogue 8) of the Heights is a newcomer investor to the rubber industry, but his “renewable elastics” is growing quickly due to his innovative polymers.

BUCKEYE TREE FRUIT

The buckeye trees of the Bellwether Valley are notorious for their hard poisonous fruits. When the ubiquitous brown buckeyes are boiled, peeled, and mashed they make a long lasting trail ration. Common yellow buckeyes can be blanched to extract tannic acid and provides a +1 circumstance bonus when doing such things that include alchemy, leatherworking, dye-making, and/or when applying a medical astringent. Uncommon pewter buckeyes are so tough they can be used as sling bullets (as slinging as stone). Rare oxblood buckeyes, when oven dried, explode

into a powdery mist on a high velocity impact (damage dealt is nonlethal, target is blind for 1 round on successful sling attack; move action removes blind condition).

Cost \$20-\$40 per buckeye (depending on rarity); **Weight** 1/2 lb.

Centerpoint: The great hope for Ullera's future as conceived by Sunderland's elite is best represented by the utopian dream of transportation control that is Centerpoint. The city plan is of concentric rings bisected through the heart by the main thoroughfares, the Meridian and the Nadir. Elevated rail-lines run the megastructure's perimeter, with public cable cars and private pneumatic transport tubes radiating throughout, both above and below ground. With its creation, Sunderland's founders hoped to help bring people together, facilitating movement across country through a city-sized switchtrack and depot.

Fully 60% of Centerpoint's population are low-level maintenance and civil engineers who receive subsidized housing here in return for upkeep and development. The city is home to the KorNaughton Emporium, famous for its "KorNott Gels" (priced 25% less than standard fuels, but reduce vehicle speed by 10%, and CMB/CMD by 1 each). There's also the Delos Gnosis University, known for its agricultural experiments in crossing odd and dangerous plants with domestic varieties to increase crop yield, pest resistance, and fertility.

Cinnabar: A well developed rail and river hub, replete with stockyards and meat packing plants on the banks of the Buckeye River, Cinnabar has grown like a boomtown over the last century, enjoying an influx in population after the Great Hellfire that befell its chief trade rival. Outside of refugees and immigrants, the families of landed gentry—some decedents of war veterans, but money holders and power brokers all—make up the bulk of the population.

The old blood of the city rule as the Court of Cinnabar. Aside from charitable pursuits, the Court exists to strengthen military and rail ties with the southern regions, ensuring that their competitive political needs are met through proxies and agreements. Another influential group is the Steam Enginemen League (STEEL), a fellowship of extraordinary inventors, pilots, explorers, and rail marshals housed in the Grand Terminal, a massive 180-ft art deco dome and railway consortium. The League is subsidized by the local railways to insure the safety and security of passengers, but is also hired by river boat traders as investigators, contractors, and privateers. From the Grand Terminal, most citizens use a grid of railed streetcars to move about, transferring to trains and ferries on the outskirts.

Other attractions in the city include Canary Tower (a multiplex hotel/department store/theater topped with an aviary), the Ingot (a 15-story heavily fortified federal bank, mint, and silver and gold reserve said to house a treasure trove of other indigenous artifacts and family heirlooms), and the Hippodrome (which hosts turfball play, and is famed for its horse, cart, and now razorback races) are also well known.

Grand Tar Bogs: Named after the oily black water and naturally occurring tar pits of the local swamps and marshes, points of dry ground are sprinkled about this ancient glacial lake, used for farms and homesteads. The tar bogs are a natural defense against land assault, but only hardy souls can thrive in this pestiferous muck. Lumberjacks, trappers, and fishermen that tend the area call Blackjack (pop 6,550) home, where icetreaders, boggards, and goblins dwell.

Venomous plants, animals, and vermin thrive in the region, and their glands are sold to pharmacologists back east. Gases and distillates are also pumped out of the ground and sold to passing airships. Only during the summer and winter is wheeled traffic feasible on roads made of logs that float just above the oily waters. The common tar trees are used to produce rubber and flammable oils.

TAR BOG FEVER

Tar Bog Fever is a common disease afflicting visitors to Blackjack. It is transmitted through contaminated water and mosquito bite, and only borndrin have developed immunity through exposure. Threat of the fever makes traveling through the Grand Tar Bogs extremely dangerous and has inspired plans for draining the swamp and converting it to farmland.

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

Onset 1 day; **Frequency** 1/day

Effect 1d4 Str damage and target is blinded;

Cure 2 consecutive saves

The Inland Seas: The Inland Seas are five gigantic, interconnected, brackish lakes between Sunderland and Keystone and shared with Atanak. Due to the nation's extensive use of canals, watercraft can travel the circuit from the North River of Keystone or the Sentinal River into the Inland Seas, up from The Great River at Belle Venue, or laterally on the Buckeye River or its many tributaries to navigate across the nation's northern reaches. Atanak's veiled hostility toward Ullera means that its shipping is never fully safe from raiders and pirates based in Atanakan ports. The Inland Seas are also home to a variety of aquatic species that trade with both nations and often play Ullera and Atanak

against each other, intensifying the rivalry. The seas, named after mythic aspects of Folk ancestry, are from west to east: Terpsichore, Melpomene, Urania, Erato, and Clio.

“Perpetual work promises endless growth”: This familiar adage not only sums up the constant push and grind to maintain life in Second City, but points to the greatest achievement of this triumph: the city’s towering high-rises that form the industrial and financial heart of the city. Munificent Mile is one example—a loop of mega-towers connected by sky bridges, each with its own manufacturing, shopping, gardens, schools, and residences.. Others are like the water spires that soar overhead throughout the city. Each spire is a castellated monstrosity completely filled with water (directed to the spires by massive cribs or intakes that carry water and aquatic humanoids to the city from the Inland Seas), with pepperbox hydrants sprouting out of every eave (useful for dousing fire).

Most famous, however, is the Second City Trading House, a massive affair that holds a commodities market, the Board of Trade, and the massive Babbage Trade Index Calculator (BTIC). The bottom six stories of the Trading House is a cathedral like space of terraced balconies known as the Trading Floor. The next ten floors are the office space of the members and functionaries of the Board of Trade. The final ten floors are filled with the complex gears, cogs, and punch card stacks of the BTIC.

Second City: A synthesis of art, architecture, and organization; massive wind towers of steel, stained glass, and polished stone fill the skyline in what its people call, “The City That Never Ceases.”

Ribbons of road and sky bridges connect the city together in an asphaltum and iron web. Towers are topped with turbines that use the constant winds to spin the gears far below in the factories at the base of each. Solariums and multistory glass arcades plaster the sides of most towers like moss growing on a tree, creating vertical gardens and parks a hundred feet above the ground. Arched roadways tunnel through buildings, and rotating bridges act as traffic intersections. Balloon platforms move people and vehicles vertically throughout the city. Like Ramson Downs before it, Second City commands shipping from the Inland Seas of Sunderland and Keystone to the Heartwater of Harmonia and the Bastion.

However, for all its growth and splendor, the city is not without flaw. The sewers empty directly into the harbor

making it the filthiest of any Ulleran city. The criminals of the city are notoriously violent and many cartels have their hooks into local government and law enforcement. Additionally, working conditions for most unskilled laborers is extremely poor and the city government takes an active role in suppressing political unrest and maintaining the status quo. Second City is home to all the races of Ullera, but the Underground appeals especially to those with light sensitivities.

TALLY BOOK

A tally book is a thick leather folder filled with stamped, signed, and perforated cards. The cards are proof of ownership, title, and a receipt of all legal transactions occurring within Second City. Common tally books are closed with a buckle, but fancier designs often have a lock. Forging a tally book entry is extremely difficult due to the complex ciphers used by the government (DC 30).

Cost \$5 plus cost of lock; **Weight** 3 lbs. plus weight of lock

Starvation Rock: A famous landmark, this large sandstone promontory was the site of an oft retold military disaster. History tells that a cavalry unit lead by Gilliam “Uncle Gill” Tecumsar was isolated and trapped on the rock by a pair of bulettes. After several attempts at escape, the unit perished from suicide and hunger. Starvation Fort (pop 70) in recent years has been converted into a hotel resort known for beautiful vistas and seclusion. It can only be reached by horseback (due to lack of space for airships), and has become a famous retreat for poets and big game hunters. It was originally built to protect lead miners and lumberjacks in the area.

Sunup Aerodrome: One of the largest aircraft testing fields in Ullera, not only was this the launching point from where early airship pilots began to chart these lands, it is also the main base of operations for the Ulleran Air Marshals. The UAM is tasked with arma-piracy patrols, airspace security, predation control, and weather forecasting. Each air task group, or “AT-wing,” follows a circuit beginning in the community of Sunup (pop 14,000), which supports the base, and passes through satellite aerodromes to the north, south, and east. Messages are sped from the ground to airship patrols by use of massive parabolic mirrors that can hit a target with signal flashes over a hundred miles away on a clear day. Latest innovations in aerodynamics and armament make this locale a high security risk, with guards given standing orders to shoot intruders on sight.

Tallmills: Once the gathering place for Borndrin tribes called the Mastodon Hunters, the Tallmills of today is the conurbation of three embedded rivals branching across the Redstone River. “Westsiders,” who live in Kilborn (for the liberator patriarch, Colonel Jafreg Kilborn [LN male dwarf [brey] fighter 18]), center around their operation of the Kilborn Bottling Company, the region’s leading provider of beer, milk, and seltzer. Normally reduced to selling their products from sawdust-floor dives, the KBC raises the bar for the industry with its upscale saloons, high quality products, corporate sponsorship, and blatant political lobbying. “Eastsiders,” hailing from either Onjeneau or Volker Point slightly south, share ownership of the Meatpackers Union which commands activities in the many slaughterhouses where cattle, bison, and mastodon are shipped.

While the city’s largely borndrin population is contentious at times, no citizen is unfamiliar with the ubiquitous “badger holes”—converted concrete bunkers from where old lead mining caverns used to be, used for living space. The city also never lost sight of its old face; the oxidized silhouettes of grain silos, paper mills, and lumberyards, once used by the early miners and foresters who settled here, still dot the area like metal tombstones, about which nothing much grows but rust.

The Underground: When Second City was rebuilt, the city planners took advantage of the ruins to raise the entire city above the flood zone. These areas have been excavated and linked together to form the undercity called the Underground. Here be the homes of the counter culture comprising Anarchaea members and disenfranchised groups. The Underground Economy is Second City’s version of the black market. The saying goes that anything that can be bought or sold is available for sale in the Underground. The Underground also has its criminal attractions including gambling, speakeasies, and illegal blood sports like steel boxing, steamroller derbies, and circus dueling. The Underground Economy is the only place one can purchase restricted items without a permit (including weapons, armor, drugs, explosives, and smuggled military grade technology).

The sewers beneath the Underground are labyrinthine and add another layer of complexity to the city. Few voluntarily choose to live and work in the sewers due to the common infestation of dire rats and other vermin. Goblins and kobolds often hide in the sewers and sneak above ground to loot and pillage during the night. Most city factories dump their toxic wastes into the sewers which empty into the harbor.

BLACK BURN

Latitude 44N 44’, Longitude 85W 10’

N village

Corruption +1; Crime -4; Economy -1; Law +2;

Lore +1; Society -3

Qualities insular, radically intolerant (goblinoids)

Danger +0

DEMOGRAPHICS

Government autocracy

Population 707 (50% humans, 41% dwarves, 5% stone giants, 4% others)

NOTABLE NPCS

Xalter Loess (LE male dwarf [drague] rogue [charlatan] 12; a cowardly career politician who turns a blind eye to foreign interests and knows how to keep his job).

MARKETPLACE

Base Value \$1,000; **Purchase Limit** \$5,000;

Spellcasting 1st

Technological Items Minor 2d4; Medium 1d4; Major ---

Magic Items Minor 1d2-1; Medium ---; Major ---

Major Industries Timber, fishing

Far outside the worries of most Sunderlanders, Blackburn lies on a glacial plateau in the northeast corner of Barren Country (the wide lower peninsula of Sunderland). Built after the Hellfire Uprising, the town is protected by a wooden palisade and log fort housing a division of Ulleran irregulars. Blackburn is one of a chain of fortified towns protecting the cities to the south from northern invaders. In truth, the only real protection afforded the town is that by a clan of Cairnbrūd (mostly NG stone giants) who regularly interact with locals and trade information and their menacing presence for tobacco, alcohol, and other exotic trade goods brought up from the south. These Cairnbrūd had their own homes raised and plundered during the Hellfire Uprising, and remember well whose side they weren’t on all those years ago.

Other than Cedar Street, the roads about town are unpaved, with most commercial traffic keeping to water. The town’s single unfinished light-rail line sees little movement as developers claim spur-lines north of Metris are a dead end. Timber is commonly floated down an intricate watershed of rivers and streams to the Inland Seas. Wooly trout fishing is also popular along these waterways. During winter, the heavy snow and ice choked waterways means the only way in and out of town is by sled or snowshoe.

POINTS OF INTEREST

Abompson Sawmill: The Abompson Sawmill employs nearly everyone in town. It uses a weir turbine on the Swift River to power the saw belts during the spring and summer months. The prized Night Wood conifers only grow in the pitch black soils of the area. Night Wood gets its name from the ebony grain and shiny crystal inclusions in the wood. Blackburn harvests Night Wood Pines through fire since the outer layers of the tree are as hard as stone and fire resistant. The fire burns through the roots and inner core of the tree, leaving the shell to be tipped over and stacked like sections of pipe. The beauty of the wood means it is usually used for furnishings, but can be incorporated into weapons and armor.

Blackburn Hotel: The Knights of Gordryyn, the town's sole winter lodge and sporting club, gathers weekly in the oval ballroom of the town's only inn. Lodge membership is the closest thing the town has to local politicians or celebrities, featuring eccentric town elders and their loyal offspring. Outsiders might view the bunch as a brainwashed lot, at times spending hours commenting on nothing more than the shape of a snowflake, and at others engaging in wild saber-toothed tiger hunts. In winter, the hotel hosts knattleikr season, an ancient ball game played by the dwarves on an outdoor ice rink. Players are divided into teams and strike at a wooden ball with a stick or with their hands. Physical contact, intimidation, and tarred or roughshod shoes—now ice skates—are all vital aspects of the game. Winning is achieved by hitting the ball into the net of the opposing team more often, or by sundering the ball in a single stroke when taking aim at the net. Penalties are assessed by removing players from the game into a “penalty pillory.” Most knattleikr rinks are circular in shape, but other shapes exist.

Fort Drumlin: Fort Drumlin is tasked with patrolling the coast of Barren Country and houses up to 200 soldiers. Military post is delivered by airship year-round, and the fort maintains a single small airship hanger. The fort is built on a dome-shaped hill with wooden walls and has five cannons and five bombards for defense. The current commander is Franco Addax (LE male human [ulleran] fighter 6) a former boxer with a reputation for avarice and sudden violence. His devoted second is Blaine “Rags” Ricoh (NG male halfling [leatherfoot] bard 6) who handles most of the day-to-day operations of the fort and conceals his commander's misdeeds.

PALOS KONEV

CR 5

“No use in fightin’ it, friend. Let the music take you where it will, I always say.”

XP 1,600

Male half-orc [borndrin] bard [detective, sound striker] 6
CN Medium humanoid (human, orc)

Init -1; **Senses** darkvision; Perception +14

DEFENSE

AC 15, **touch** 11, **flat-footed** 15 (+4 armor, -1 Dex, +2 deflection)

hp 37 (6d8+6)

Fort +4, **Ref** +5, **Will** +6; +4 vs. illusion and to see through disguises and protections against divination

OFFENSE

Speed 30 ft.

Melee mwk sword cane +6 (1d6+1/x2) or mwk orc bang stick +5 (1d6+1/x2; double; see weapon description)

Special Attacks bardic performance (18 rounds/day; countersong, distraction, fascinate [2 targets; DC 17], weird words [6 attacks @ 1d8+4], wordstrike [1d4+6])

Bard Spells Known (CL 6; concentration +10)

2nd (4/day)—*delay poison*, *eagle's splendor*, *acute senses* (DC 16), *blood biography* (DC 16), *create treasure map*

1st (5/day)—*cause fear* (DC 15), *anticipate peril* (DC 15), *borrow skill* (DC 15), *deadeye's lore*, *urban grace*

0 (at will)—*know direction*, *read magic*, *message*, *detect magic*, *mending*, *sift*

TACTICS

During Combat Palos's most dangerous weapon is his words, but he carries a sword cane and orc bang stick, and relies on his concealed mithral vest and gyro cuffs to deflect incoming attacks.

STATISTICS

Str 13, **Dex** 8, **Con** 12, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +4; **CMB** +5; **CMD** 14

Feats Alertness, Arcane Strike, War Singer

Skills Appraise +8 (+10 for small or highly detailed items when using a magnifying glass), Bluff +8, Climb +10, Craft (firearms) +8, Diplomacy +13 (+16 to gather information), Disguise +8, Intimidate +8, Knowledge (engineering) +6, Knowledge (local) +9, Linguistics +11 (+13 to make forgeries), Perception +14 (+16 to find hidden objects, secret doors and traps, determine whether food is spoiled, or identify a potion by taste), Perform (sing) +13, Sense Motive +14, Stealth +8, Use Magic Device +10

Languages Abyssal, Common, Draconic, Dwarven, Giant, Herdian, Goblin, Halfling, Orc, Rauschite



Artwork by Mates Laurentiu

LEACHER'S VALE

Latitude 40N 37', Longitude 80W 50'

NG village

Corruption -1; Crime -5; Economy -1; Law -1;

Lore -1; Society +5

Qualities rumormongering citizens, superstitious

Danger +0

DEMOGRAPHICS

Government council

Population 652 (63% humans, 34% halflings, 3% others)

NOTABLE NPCS

First Trustee Fehris Roth (LG male human [ulleran] commoner 4),

"Hostile" *Grady Hosstetler* (CG male halfling [tenderfoot] fighter [ructioneer] 5/ranger 1),

Elba Hosstetler (LN female halfling [tenderfoot] commoner 5; outspoken "opponent" of her grandson's band of misfits, the Roustabouts [though in truth, she does this only to ferret out any naysayers to be later chastised]).

MARKETPLACE

Base Value \$1,000; **Purchase Limit** \$5,000;

Spellcasting None

Technological Items Minor 2d4; Medium 1d4; Major ---

Magic Items Minor 1d2-1; Medium ---; Major ---

Major Industries Hunting, logging

SQ arcane insight, bardic performance (careful teamwork +2), eye for detail, lore master (1/day)

Gear mithral shirt, 10 doses of black powder, masterwork orc bang stick, masterwork sword cane, *gyrocyuffs* +2 (technological *bracers of deflection* +2), artisan's outfit, forger's kit, gunsmith's kit, magnifying glass, masterwork tool (Craft [firearms]), powder horn (empty), pocket watch, \$49.15

BOON

Palos can arrange to perform in a location sure to draw attention away from the PCs to lessen the likelihood that they'll be noticed passing through the area.

Palos Konev was a purser on an airship transport but was driven out for his insubordination and a scandal involving some missing jewelry. He now works as a private eye and freelance reporter. Unlike most civilians he races toward danger rather than flee it. He uses his performance abilities and skills to grill witnesses and suspects, but can be very charming when he wants.

Ugly reactions to the War of Division were not all confined to the Bastion. While very few of the conflicts that marked that period happened outside Bastion's borders, one such conflict is famous for how far north it occurred—near the settlement of Leacher's Vale in Sunderland.

To counter Leatherfoot support for the Communist cause late in the war, local landowner and retired Brigadier General Mort Ergon had been gently press-ganging Tenderfoot youth into a coalition in support of his Expansionist allies down south. Many of the overeager halflings had been told lies about whom they might end up fighting, thinking instead how they would soon be standing side-by-side with their Bastonian cousins. As Sunderland authorities began to look into rumors of Tenderfeet militarizing in the hinterlands, General Ergon became paranoid that the Federal Army was on to him and fled with his "duty scouts" in tow. After a series of duck-and-cover episodes along the Buckeye at night, during which Ergon had split his forces and given his scouts explicit orders on what to do if confronted, Ergon circled back seeking refuge at a friend's private estate.

Before reaching the grounds, however, General Ergan ran afoul what he perceived was a federal search party, guns leveled at him. Offering no resistance, the drunken general failed to recognize his failure until too late, instead surrendering to a group of his own scouts: pairs disguised as humans, one on the other's shoulders, in stolen overcoats. No sooner had this become apparent when a squad of federal troops arrived on the scene to find Brigadier General Mort Ergan held at gunpoint by one of his finest scouts: Grady Hosstetler. Locally, this event is known as the Leacher's Vale Uprising.

POINTS OF INTEREST

The Nor'east Crook: The largest trade road that runs through the area, known for the elbow like curve it takes changing direction from east-west to north-south along its route. The road sees very little heavy traffic, but locals say the loggers and hunters who selfishly patrol either side of it create special traps and hazards befitting their profession to keep predatory animals (nosy trespassers, more likely!) off their grounds.

Township Square: Every township that touches the Crook keeps a central square off the road for trade purposes, often marked with flying banners and paved with flagstone. During the day, these are hotspots of local business, where neighbors solely rely on each other for goods and services. At night, however, eyewitnesses have seen nude and bleeding out-of-towners crawling in the square, pointing to the river, and mewling about the moon's reflection on the water (all caused by a moon-beast which is so far content to prey on travelers while it studies the town to see if it might make a suitable home).

Winter Retreats: Local hunters and loggers often come upon hidden caches of dried and buried food or supplies in the creeks and wooded hollows in the hills and up and down the Buckeye. Some of them use these sites as overnight camps, always careful to restore any of the stock they deplete, while others stay strictly away, whispering of haunts and predatory animals. Every local knows these are the winter retreats frequented by members of "Hostile" Grady's gang: the Roustabouts.



Artwork by Mates Laurentiu

"HOSTILE" GRADY HOSSTETLER CR 5

"Don't mind the name. It's the meat and bones spittin' it at ya that ya ought n't to forget."

XP 1,600

Male halfling [tenderfoot] fighter [ructioneer] 5/ranger 1

CG Medium humanoid

Init +4; Senses Perception +7 (see below)

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 size)

hp 48 (1d10+2 plus 5d10+10)

Fort +9, Ref +8, Will +2; +2 vs. poison

OFFENSE

Speed 20 ft.

Melee +1^T halfling felidae knife +8/+3 (1d2+1/x3), or by close or improvised weapon +8/+3 (+3 damage)

Ranged mwk light pneumatic bowgun +12/+7 (1d6/19-20)

TACTICS

During Combat Full of fists and bold talk, Hostile enjoys demoralizing particularly stubborn opponents before roughing them up with unarmed attacks. Though he rarely kills opponents if he can avoid it, he is not too proud to use hit and run attempts to bring down tougher foes.

STATISTICS

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

Base Atk +6; **CMB** +5 (+6 on disarm, dirty trick, and trip maneuvers); **CMD** 19 (20 vs. disarm, dirty trick, and trip maneuvers)

Feats Alertness, Dazzling Display, Dodge, Mobility, Point Blank Shot, Persuasive, Shot on the Run

Traits Natural-Born Leader, Freedom Fighter

Skills Climb +5, Bluff +6 (+8 vs. goblinoids), Diplomacy +5, Escape Artist +8, Heal +4, Intimidate +9, Knowledge (dungeoneering) +5 (+7 vs. goblinoids), Knowledge (geography) +4 (+6 vs. goblinoids), Perception +7 (+9 vs. goblinoids), Sense Motive +3 (+5 vs. goblinoids), Sleight of Hand +10, Stealth +13, Survival +7 (+8 to follow or identify tracks, +9 vs. goblinoids), Swim +5

Languages Common, Halfling

SQ brutal bravado, dirty maneuvers, favored enemy (humanoid [goblinoid]), raw methods, savage ingenuity, track, wild empathy

Gear +2^T leather armor, +1^T halfling felidae knife, masterwork light pneumatic bowgun, 18 bowgun bolts, backpack, tinderbox, 2 foxfire torches, fishing kit, “badger skin” wilderness outfit, medicinal ointment, \$817

BOON

Grady and his Roustabouts can offer the PCs a suitable place to rest and recover from injury, away from authorities or prying eyes, further granting the PCs a +5 bonus to the DC of any Diplomacy checks made to Gather Information on them, or Survival checks to track them.

Ever since the Leacher’s Vale Uprising has there been one name in liberated youth all across Sunderland—“Hostile!” Though the leader of the Roustabouts—a band of castaways and foundlings beholden to no one but themselves—is reported to be a private sort tucked away in his wilderness hollow, the public actions of him and his gang show dedication and boldness that startles some and emboldens others who would use his name as a rallying cry.

A model unto his followers, Hostile Grady is a two-fisted activist and a gifted outdoorsman. Though he calls the land around Leacher’s Vale home, he has been careful never to set down roots, and seldom winters in the same place twice. He mentors his Roustabouts (roughly 30 strong, mostly NG and CG warriors and experts levels 2-7) in methods of digging out crude shelters in the wilds, how to forage off the land, and to fight with whatever is at hand—while never forsaking the notion that quick feet and a sharp tongue are just as valuable as a good aim. Still, Grady’s career as a

survivalist pales next to his cagey fighting and zeal for sheltering the young away from those who would prey upon their unspoiled potential. He harbors ill will toward slavers (goblinkin in particular), fights to awaken the populace to the shackling of youth—or liberating those from their masters who won’t listen—and continues to light a spark in the hearts of Sunderland’s overlooked youth.

PADDLEWHEEL BEND

Latitude 37N 58’, **Longitude** 87W 33’

NG large town

Corruption +0; **Crime** +0; **Economy** +4; **Law** +0;

Lore +1; **Society** +1

Qualities industrialized, prosperous, tourist attraction

Danger +5

DEMOGRAPHICS

Government autocracy

Population 40,600 (49% human, 29% dwarf, 15% half-orc, 5% halfling, 2% other races)

NOTABLE NPCs

Admiral Joiss “Even Keel” Carver (LG male dwarf [drague] fighter 14; a war veteran),

“*Queenie*” (LE female dwarf [drague] rogue 12; owns a floating empire of riverboat casinos up and down the Buckeye and Great River),

Jack Plum (NE male human [ulleran] gunslinger 6; a beguiling riverboat gambler).

MARKETPLACE

Base Value \$6,000; **Purchase Limit** \$30,000

Spellcasting 3rd

Technological Items Minor 3d4; Medium 2d4; Major 1d4

Magic Items Minor 1d3; Medium ---; Major ---

Major Industries Shipping, river tourism, gambling

Nestled in the coils of the Buckeye River, Paddlewheel Bend thrives on cargo moving up and down the waterway. While the port city lacks none of the conveyances common to the rest of Ullera, the Bend has grown mainly on the back of its vigorous steamboat fleet, delivering western lumber and southern cotton for the cities and factories of Keystone and bringing back finished goods and coal from the east. The oldest and wealthiest families in the city are dwarven.

The city takes its name from a series of naval victories fought using paddlewheel craft to make cunning maneuvers around the river’s curves, as made famous by the city’s resident brown water admiral and mayor, Joiss Carver. Paddlewheel

Bend is the largest producer of the “Beachhead,” a shallow draft steamboat with a metal prow that splits down the middle to allow rapid egress of vehicles and troops. Like most Ulleran cities, the Bend has a city militia along with a series of defensive earth levees, concrete bunkers, mine fields, and pumping stations to protect from natural disasters and monster attack.

POINTS OF INTEREST

Azure Casino: Located in Riverside, a strip of boutiques, hotels, cafes, theaters, and dance halls between the wharfs and downtown, is the area’s crowning jewel: a massive building built on the rusty hull of the “Dreadnaught,” a metal barge of Rageaic design used as a floating fortress. The ship was scuttled during the Abolition War and sank in the middle of the harbor. A landed crime boss, known only as “Queenie,” seized upon the property as the city has no legal jurisdiction on flotsam in the bay. It’s said that Queenie feeds pick pockets and card sharps caught in her casino to the exotic pets she keeps in the lower decks. The casino’s dangerous reputation has only made it more attractive to thrill seekers. Her right hand man and paramour, Jack Plum, is a permanent onboard resident.

Burdock Fountains: Burdock Fountains is a massive park and event center used for city fairs, weddings, picnics, burgoo cook-offs, and sports. National paved and off-road velocipede competitions are also held here. The park gets its name from its water displays and pools. During the summer, citizens don their bathing habits to enjoy the recently completed paddlewheel wake pool and wooden flume slides. The park also has the latest in simulated golf courses, as well as several fishing lakes stocked with a variety of different aquatic life.

Crowncrest: A famous diner on the west side of town, their signature dish is “the best calf brain sandwich served north of the Buckeye.” The brain is sliced thin, covered with batter, fried, and served on a poppy seed bun. They will also prepare a burgoo stew with any type of meat in their lockers or that customers provide. The second floor offers bunk rooms and private rooms, breakfast included.

Maecena Gardens: This wildlife preserve and tourist attraction is sealed beneath a complex of glass domes covering four acres. The environment of each dome is regulated to simulate different climates. The entire complex was a gift to the city by the late gnomeish

adventuress Isiewu Maecena. Besides flora and fauna, the gardens also keep all of Lady Maecena’s artifacts, statuary, and sarcophagi collected on her sojourns to the southern hemisphere. Rumors of exotic animals living wild on her gated estate are common but unproven. Some say she brought her death home with her as an unknown disease local doctors could neither diagnose nor cure. Her adjacent estate is protected by armed guards and held in trust by her attorneys for an absentee heir. Neighbors report drum music and strange lights on some nights, but during the day the house looks abandoned.

Westwarden Woods: At 240 acres, this upper crust community is home to numerous private estates and is the largest preserve of virgin forest within any metropolitan area in Ullera. While building the city to avoid conflict, the city leaders delineated areas of forest for preservation. No new homes are built here, and all entrants would be wise to first appease the fey who tend and live off the grounds beside neighborhood tenants. The finest home in the city, Augustus Mansion, is also found here. Led by Rector James Augustus, the manor is a political epicenter and conservatory, with invitations to the house for tea or a meal considered a high honor and always politically motivated. Trimmed in the purple and orange that mark its school colors, the house is also rumored to contain an extensive underground complex.

Wollford Library: The first of its kind in Sunderland, this public library allows anyone entrance and doesn’t charge its patrons for its use. Besides common print books, the library holds a massive collection of genealogical data for the area and an extensive local history archive. The library is also the meeting place of the Four Freedoms Movement. This political group has birthed idealists of both the Expansionist and Communist persuasion in the Bastion, but generally opposes the militant policies of Ullera and strives for political reform.

JEROME GOTTS

CR 4

“What you want, Jerome Gotts!”

XP 1,200

Male human [ulleran] gearhead 5

LN Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 20, **touch** 12, **flat-footed** 18 (+8 armor, +2 Dex)

hp 25 (5d6+5)

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



OFFENSE

Speed 30 ft.

Melee +1^T heavy mace +5 (1d8+3/x3)

Ranged +1^T heavy pneumatic crossbow +5 (1d10+1/19-20)

Special Attacks contraptions, alchemically modified crossbow bolts

Schematics Known (CL 5)

Target—all

3rd Effect—*blaze, complex order*

2nd Effect—*decelerate, energy resistance, hover, disappear*

1st Effect—*acid burn, attraction, burn, detect constructs, dehydrate, detect undead, electromagnetic deflection, fade, glide, simple order*

0—all

Daily Contraption Activations (1st, 6; 2nd, 5; 3rd, 4)

Gadgets *personal beacon* (worn; wrist), *cone illuminate* (worn; shoulder), *personal hydrate* (worn; belt), *cone scald* (worn; wrist)

Contraptions Constructed

1st—*line acid burn* (worn; hand), *projected attract* (worn; neck), *cone detect constructs* (worn; eye), *personal glide* (worn; back)

2nd—*personal energy resistance* (worn; shoulder), *personal hover* (worn; feet), *personal disappear* (worn; chest)

3rd—*burst burn (I)* (worn; hand), *projected complex order* (handheld)

TACTICS

During Combat Jerome is trained in fighting in darkness and will attempt to blind opponents with smoke or steam to gain an advantage before striking with his heavy pneumatic crossbow or one of his damaging contraptions.

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 8

BAB +2; **CMB** +4; **CMD** 16

Feats Blind Fight, Persistent Contraption, Point Blank Shot, Magnified Contraption

Skills Acrobatics -1, Appraise +4, Climb +0, Craft (alchemy) +11, Craft (weapons) +13, Craft (armor) +13, Disable Device +9, Fly +7, Knowledge (engineering) +11, Perception +5, Sleight of Hand +7, Stealth -6

Languages Common, Dwarf, Elven, Gnome, Rauschite

SQ mandatory service, pneumatic engineer, scalding steam, steam bleed, pneumatic armor (+1 Str), jury-rig, salvage, engineering, swift engineering, innovation (power diversion)

Gear +1^T pneumatic armor, masterwork craft tools (armor, weapons), alchemist's workshop, 6 trail rations, smoked

goggles, standard gas mask, oil lamp, 4 flasks of oil, +1^T heavy mace, +1^T heavy pneumatic crossbow, 5 heavy bolt cartridges ([1x]5 crossbow bolts, [1x]5 freeze bolts [half range, acts like a liquid ice flask], [1x]5 thunder bolts [half range, acts as a thunderstone], [1x]5 flight bolts [+20 ft. range], [1x]5 smoke bolts [5 ft. cube of dense opaque smoke for 1d4 rounds]), 2 smoke sticks

BOON

Jerome can enable PCs to sell general or technological items at his shop as if the community was one size category larger than normal, and can enable PCs to purchase technological items as if the community was two size categories larger than normal.

Jerome Gotts is a fashionable innovator of technology known to brand his creations with the same logo of unruly hair and fierce mutton chops that is characteristic of his look. He repairs steam vehicles, weapons, and armor in his workshop, but also creates unique contraptions that he loans out to friends and adventurers for field testing.



Operating out of a small but profitable workshop in a small town outside of Paddlewheel Bend, his works are locally promoted with hand bills and poster boards emblazoned with his iconic logo and proclaiming the above slogan. The adjacent posh saloon owned by his moonshiner wife is packed at night with moguls, adventurers, and inventors.

PLOTS

Copperheads vs. Lilywhites: Begun as lowborn criminals who vie for influence and cater to the city's vices, the Copperhead Cartel, a thorn in the side of Cinnabar's Court, is now a populist movement making real inroads in local government. In response, the private firm GHITI (pronounced, "fish"), whose members, known as "Lilywhites" by the public—acting as political body guards, informants, saboteurs, and even assassins—are culled from leading families and businesses, and have begun to target the Copperheads in an urban war full of intrigue that will no doubt lead to collateral damage.

The Secret Ruins of Metris: Ramson Downs wasn't the only city to be rendered tabula rasa during the Great Hellfire, as few to no survivors were left in the city of Metris (est. pop 9,000, mostly hidden) after its "sacking." Some believe more than three-quarters of Metris's residents were captured and brought north to serve in slave camps or worse. Many who have been there claim to have seen impossibly tall men directing citizens in camps about the dilapidated remains of the city. Still others contend the Ulleran government is somehow responsible for the city's condition, and the real reason behind why Metris hasn't recovered like Second City.

The Serpent Mound: One of the ancient ceremonial mounds built by half-orcs, legend says that a massive purple worm fell from the sky and died here, its skeleton eventually covered by dirt and grass. The myth claims that the serpent's flesh peeled away in strips to become the purple worms that plague coal miners throughout Ullera. Others believe that the massive serpent was never alive, but built as a stellar calendar marking the end of the world, or for even more nefarious purposes. The coils of the Serpent Mound line up with the stars of the constellation Draco twice each year. Archaeologists from Delos Gnosis have discovered that magnetic compasses do not function on site for some unknown reason. There is also evidence of a massive meteor strike in cryptoexplosion crystals found in the sediment of the area.

Shoot-the-Chute: A representative from the Court of Cinnabar is hiring out for a group of porters to safeguard a "sensitive delivery of goods" along the city's inclined plane portage sledges, which use a network of steep tessellated chutes to move people and cargo down Mt. Henna by high speed toboggan into the Buckeye River. The job requires that the porters ensure the integrity of the protective rigging encasing the cargo during the descent, as well as see to its final delivery, including fending off any would-be intercepting agents, at Fort Kincaid (pop 8,250) four days southwest along the river.

The Sunup 555: Famous for its air races, Sunup holds this marathon race for motorized aircraft around an oval track once each year. As the flyers circle round the course they are expected to acquire points by threading their vehicle between pylons and through hoops anchored along the route. The first to score 555 points wins the race.

BEYOND ULLERA

The earthly realm of Geir hides many secrets and untold legends across far-flung reaches the likes of which are not detailed in this book. Perhaps your Pure Steam campaign is set in the elven lands of Rhim, across the glittering Sun Current beyond the westernmost shores of the Ulleran continent. Perhaps your campaign seeks to detail the ancestral homes of the dwarves, found in the Eastern Continents bridged only by the Great Span and the very daring. Further still, adventures aplenty lie in the myriad lands that clutter the Feral Expanse. The cradle of humankind in Mazan? The foreboding icy climes of goblin-ruled Atanak? The pious high culture of Rausch? Or even the untamed wilderness that is the Disputed Lands! All these, and more, can be yours to create as you see fit, and are sure to be coming to a bookshelf near you in the near future!

For now, we give you a glimpse of what lies-in-wait in the Disputed Lands. Tread warily, friend, not all that goes here survives for very long!

THE DISPUTED LANDS

Between Ullera and the Kingdom of Rausch, a vast stretch of open plains lies unconquered. Without unification under a banner, the disparate towns and counties shift allegiance for safety and gain. It's not uncommon for a town under the sway and 'protection' of the goblinoids of Atanak to sit only miles away from a town paying taxes to the Ulleran Government.

MONUMENT

Latitude 41N 52', Longitude 103W 39'

N small town

Corruption +1, Crime -4, Economy -1, Law +2,

Lore +1, Society -3

Qualities frontier, insular

Disadvantages disputed

Danger +0

DEMOGRAPHICS

Government autocracy

Population 2,350 (33% humans, 29% half-orcs, 17% orcs, 16% halflings, 5% others)

NOTABLE NPCS

Jiggins Tarsal (NG male halfling [leatherfoot] aristocrat 2/rogue [chameleon] 8; recognized leader of the town, though he does not openly campaign as mayor),
"Colonel 'Ar-dee'" Rutger Dabney (CN male half-orc [avus] fighter 7; this boisterous war veteran, now local sheriff and commander of Fort Miter, deals in used body augments and frontier justice),

William Foster (LE male human [ulleran] fighter 3/gearhead 6; a mindful developer who sees "great things" ahead for Monument).

MARKETPLACE

Base Value \$2,000; **Purchase Limit** \$10,000;
Spellcasting 2nd

Technological Items Minor 3d4; Medium 1d6; Major ---

Magic Items Minor 1d2; Medium ---; Major ---

Major Industries Seasonal crops (corn, potatoes, sugar beets), tourism, land management

Monument is a pioneer town established along the Brelon Trail. Generations ago, human settlers left the desert kingdom of Rausch for Temarest, the land of The Folk. After the Abolition War, however, a massive reverse migration occurred when thousands devoted to the Brelonite faith decided to return to their homeland of Rausch, tired of persecution by the populace and offended by the secular stance adopted by the government of Ullera. Ox-drawn wagons and wooden handcarts had been used by humans in the initial exodus from Rausch. On the return, many found these methods of transport inadequate and began setting up permanent waypoints to aid over the long haul, and small towns began to appear along the trail.

The towering Monument Bluffs are a natural landmark in the flat Plaudit River Valley, and mark a navigable pass through the Great Divide Mountain range to the

Kingdom of Rausch. The town of Monument was named after this geographic feature; initially home to trappers, lumberjacks, and cattlemen. With the foundation of Ullera, trade and travelers moved steadily across the old migration route between the Kingdom of Rausch and the East. The completion of the railroads made this dusty depot into a permanent settlement.

Known for practicing frontier justice, the town of Monument is not under the authority of Rausch or Ullera, but is a trade link for both. The laws mirror the legal code of Ullera, but enforcement is subject to vagaries of public sentiment and local feuding. Most who carry firearms are free to kill others in disputes over body and property. The construction of the Minatory Water Reservoir thirty years ago provides local irrigation. Monument has experienced a recent population boom (20% over the last six months) as a result of the completion of the B&S railroad laid on top of the old wagon route. Modern trains on this rail-line, called the Zephyr Line, carry passengers, minerals, cattle, and trade goods back and forth as far north and south as Second City and Five Points. Much of the town's rustic appearance remains, but wooden walkways and sod buildings are slowly giving way to brick and concrete. Monument is split in two by the Upper Plaudit River, which still manages to compete with rail for western trade.

POINTS OF INTEREST

Tarsaltown: An enterprising halfling by the name of Jiggins Tarsal is one of the wealthiest landowners in Monument. He owns numerous businesses in a south side area of town named for him; the employees of which all serve as his gofers and intimidation squad (used rarely to dissuade bold outlaws or frontier warlords). He is a local born "soddie" (poor sod farmer) who enjoys wide loyalty, known for his staid nature and hard-earned generosity. His first business was a brick factory to spur local construction. He also owns a dancehall, soda parlor, creamery, icehouse, forge, and the only alchemical refinery in the valley. Tarsal is also a patron of the arts and hosts the annual Giant Vegetable Shine and Sculpt, an event he uses to scout new "talent."

Monument Hunting Club: This large paddock just outside of town is a dues paying club for spot shooting. Inside its walls, exotic animals are released and hunted by the membership. Recently, the club has closed its doors, with very little word escaping about the circumstances. Locals whisper that perhaps this once popular pleasure spot has now become more of a prison, keeping dangerous sorts in and curious sorts out.

The Monument Bluffs: A majestic series of highly stratified rock formations, spread over 3,000 acres, stand out above the plains in five distinct locations: King's Rock, High Rock, Ave's Rock, Harp Rock, and Seer's Rock. Annual events centered on the bluffs and set to begin this year include aircraft and horseback races aimed at drawing additional interests from abroad. One competing developer would prefer to see a circuit of cable cars for observation installed, connecting the bluffs.

Pharaonic Theater: This theater is built within a brick pyramid with aluminum and copper trim. At night, the gas lamps reflecting off the metal can be seen twenty miles away. The theater hosts all manner of entertainments, from sideshows and operettas, to plays, lectures, pugilism exhibitions, and ballets. Whatever the occasion, the Pharaonic always seems to be ripe for an unscripted gunfight, bringing out the dramatic in everyone.

Fort Miter: Fort Miter was built to guard and protect wagon travelers moving through the Disputed Lands. Now the fort guards the town and railhead from attack. The original sod fortifications have been replaced with concrete. The fortress has a forty-man barracks, a stockade, a sally port, rifle loopholes, four sentinel towers, an underground armory, and a small aerodrome for military and civilian aircraft.

ELIZABETH "BESS" WILKE

CR 7

"Reckon I don't get paid to figure whether you actually done it. I get paid to drag your ugly hide back to Fort Kincaid, dead or alive. Now, what'll it be?"

XP 3,200

Female human [ulleran] fighter 2/ranger [trophy hunter] 4/rogue [investigator] 2

N Medium humanoid (human)

Init +3 (+6 in plains); **Senses** Perception +7 (see below)

DEFENSE

AC 20, **touch** 14, **flat-footed** 16 (+5 class, +3 Dex, +1 dodge, +1 natural*)

hp 70 (6d10+18 plus 2d6+6 plus 2 [favored class])

Fort +10, **Ref** +10, **Will** +1; +4 vs. hot/cold environments, suffocation, +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee bosom knife +9/+4 (1d3+2/19-20)

Ranged mwk revolver +11/+6 (1d8/x4), or mwk revolver +9/+4 and mwk revolver +9 (1d8/x4), or mwk musket +11/+6 (1d12/x4)



Artwork by Mates Laurentiu

Special Attacks bullseye shot, clustered shots, favored enemy (humanoids [human] +2), hunter's aim, sneak attack +1d6, sniper's eye

TACTICS

During Combat Bess enjoys a stand-up fight, where she can plainly see all her opponents. She is resourceful and will use every trick at her disposal to gain the upper hand, including faking surrender to catch her enemies off-guard.

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +7; **CMB** +9; **CMD** 22

Feats Amateur Gunslinger, Bullseye Shot, Clustered Shots, Dodge, Endurance, Point Blank Shot, Precise Shot, Two-Weapon Fighting

Traits Suspicious, Tracker of the Society

Skills Climb +9, Craft (gunsmithing) +8, Diplomacy +8, Disable Device +7, Handle Animal +7, Heal +6, Intimidate +9, Knowledge (dungeoneering) +7 (+9 vs. humans), Knowledge (geography) +7 (+9 in plains/vs. humans), Knowledge (local) +8 (+10 vs. humans), Linguistics +5, Perception +7 (+9 in plains/vs. humans), Ride +8, Sense Motive +7 (+9 vs. humans), Stealth +9 (+11 in plains), Survival +8 (+15 to follow or identify human tracks, +13 to follow other tracks, +12 in plains),

Swim +9 (+13 vs. exhaustion)

Languages Common, Rauschite

SQ bravery, favored terrain (plains +2), follow up, grit: 1, improved tracking, mandatory service, quick clear, sniper's eye, track

Gear light war horse, military saddle, bit & bridle, saddlebags, brute manacles, grappling hook, deluxe dungeoneering kit (2 candles, chalk, hammer & 4 pitons, 50 ft. of silk rope, 2 sacks, 3 sunrods, 4 tindertwigs, everburning torch), pathfinder's kit (backpack, bedroll, belt pouch, clay mug, bosom knife, 2 fish hooks, flint & steel, sewing needle, signal whistle, 50 ft. of string, 50 ft. of thread, waterskin, week's worth of trail rations, whetstone), *bar of very mild dermal starch, *air-nozzle horseshoes* (technological horseshoes of a zephyr), 2 surgical bandages, *gloves of arrow snaring*, masterwork thieves tools, gunsmith's kit, 2 masterwork revolvers, masterwork musket, 120 firearm bullets, \$55 (on person), \$8,000 (kept under the floorboards in her home)

BOON

Bess can allow the PCs to pass through her favored terrain without being robbed, or they could attempt to acquire an item or deliver a secret message directly to an NPC in her favored terrain.

In the lands stretching from the mossy barricades at Fort Kincaid to the bid-decked trestle bridges of Naughton, rumors swirl about an auburn-headed hellion of a bounty hunter who brings outlawing men to their knees—in the less kind way. Born Elizabeth Wilke, “Bess” to those who only know the quality of her gun-hand, she grew up on a sweet potato farm on the outskirts of Apex (pop 17,950). Growing up, Bess never heeded her mother—always caked in mud or flirting with a Brelonite lad headed for the Disputed Lands. She always turned up for Pa's nightly whippings, though. Her upbringing instilled in her a quirky blend of carelessness and discipline in the way she approaches her pursuits.

With an unshakable reputation as a borderlands transient, Bess's time as an irregular during the Abolition War was rough, and she constantly chaffed against her superiors. However, her success in capturing a trio of saboteurs during the Holwake Incident caught the eye of a military hire who gifted her with a rare pair of finely crafted revolvers as payment. Bess read between the lines and soon took up a full-time bounty hunting contract through Fort Kincaid. She's even been known to take up assignment with outside police forces, including chaplains out of Magister's Road back east.

Talk forever swirls of her exploits, such as the claim that she once adopted a den of raccoons, or swam to the Manteca Gulf to nab a bounty, and folk continue to create legends about Bess Wilke: the “fiercest draw,” “quickest tongue,” and “meanest boot” to ever spit into the Heartwater!

WANDERING PERSONALITIES

While the following NPCs don't actually call the FSU their home, they are known throughout the land in various circles.

HORATIUS DARO “H.D.”

CR 8

“Bring me what I need, H.D., and I'll make you a paragon of engineering perfection.”

XP 4,800

Male gnome [gentry] alchemist 4/ gearhead 5

NE Medium humanoid (gnome)

Init +3; **Senses** low-light vision; **Perception** +6

DEFENSE

AC 17, **touch** 12, **flat-footed** 16 (+5 armor, +1 Dex, +1 size)

hp 52 (4d8+8 plus 5d6+10)

Fort +7, **Ref** +9, **Will** +5; +2 bonus vs. poison, +2 vs. glyph, language-dependent, and symbol or written spells, +4 vs. bardic performance, language-dependent, and sonic effects, +2 vs. illusions

Defensive Abilities DR 1/—, poison resistance +2



OFFENSE

Speed 25 ft.

Melee club +7/+2 (1d4)

Ranged bomb +8/+3 (2d6+8 fire), or darkness bomb +8/+3 (darkness effect), or frost bomb +8/+3 (2d6+8 cold plus staggered), or mwk pepperbox +9/+4 (1d6/x4)

Special Attacks bombs (8/day; darkness, frost; DC 16), contraptions, +2 to the DC of extracts with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings

Spell-Like Abilities (all 1/day) *arcane mark, comprehend languages, message, read magic*

Alchemist Extracts Prepared (CL 4)

2nd (2/day)—*ablative barrier, elemental touch*

1st (4/day)—*disguise self, enlarge person, expeditious retreat, true strike*

Schematics Known (CL 5)

Target—*all*

3rd Effect—*dimensional hop, heat lightning*

2nd Effect—*decelerate, energy resistance, frigid cold, kinetic burst*

1st Effect—*alacrity, dehydrate, detect constructs, detect fauna and flora, detect humanoids, electromagnetic deflection, fade, hydrant, shock, tracker*

0—*all*

Daily Contraption Activations (3rd, 4; 2nd, 5; 1st, 6)

Gadgets—*cone illuminate* (worn; headband), *projected chill* (handheld), *projected lift* (handheld), *projected hydrate* (handheld)

Contraptions Constructed

1st—*selective detect constructs* (worn; eye), *burst dehydrate* (handheld), *burst (I) detect humanoids* (worn; head)

2nd—*projected decelerate* (handheld), *personal energy resistance* (worn; belt)

3rd—*cone heat lightning* (handheld)

TACTICS

During Combat H.D. will make ready use of his contraptions if he feels his foe is weak, otherwise he focuses on escaping and making it difficult for enemies to follow him. If cornered, he will portray weakness or play the role of a patsy until he feels certain he can execute a sudden betrayal and flee by way of his extracts.

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 19, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +5; **CMD** 16

Feats Betrayer, Brew Potion, Extra Discovery, Magnified Contraption, Persuasive, Quick Draw, Throw Anything

Traits Reactionary, Skeptic

Skills Craft (alchemy) +24, Craft (mechanism) +15, Craft (firearms) +14, Diplomacy +9, Disable Device +15, Heal +5, Intimidate +5, Knowledge (arcana) +11, Knowledge (engineering) +16, Perception +6, Perform (comedy) +6, Profession (brewer) +8, Sleight of Hand +8, Spellcraft +10, Stealth +5, Use Magic Device +9

Languages Common, Gnome, Rauschite, Sylvan, Dwarven, Halfling, Goblin

SQ discoveries (darkness bomb, extend potion [4/day], frost bomb), mutagen (DC 16), poison use, scientific specialty (physicist), swift alchemy, swift engineering

Gear 2 potions of ant haul, 2 potions of endure elements, 2 potions of fox's cunning, 2 potions of spider climb, +1^T adamantine chain shirt, bandolier, mwk pepperbox, \$325

BOON

H.D. can teach the PCs the finer points of his handiwork, providing a +1 bonus per day of tutelage (max +5) on the next skill check concerning any of the Craft skills he has ranks in (above).

A gifted young tinker who cut his teeth on the workshop benches at Mayrbronne Limited in Foundry, H.D. always knew he was not long for that world, even if the self-serving lessons of technological control he had learned from the company boss stuck with him. Horattious is the industry's worst nightmare: a prodigy of their own making who learned to think for himself. Unrecognized though he may be, past partners of his have benefitted from the work they did together, even if H.D.'s impatience wouldn't allow him to see it through. Still, the resentment he harbors pales compared to the next great secret he is developing which could change the face of technology. He calls his current scheme "cold steam."

With a habit of changing his appearance on a whim—at once a skinny specimen dressed in rags with a greasy beard and disheveled hair, then the next a well-groomed genteel sort—H.D.'s disguises, aided by his alchemy, are always clever if not random. He stays on the move setting up mobile workshops to avoid corporate attention, and those who meet him tend to come away doubtful such could be the source of brilliance evident in his work. He speaks with few words—except to himself—and his humor is generally at the expense of others. His contraptions are his babies, and though he is certain few others can understand him, he enjoys explaining their functions to oblivious sorts in excruciating detail, all with a silly grin on his face at the cosmic irony of the situation.



Artwork by Mates Laurentiu

KYNNE LOQUA CR 3

"I'm never quite so at home as when I'm on the road."

XP 800

Female elf [jade] bard [gypsy] 4

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, **touch** 13, **flat-footed** 13 (+3 armor, +3 Dex)

hp 18 (4d8-4)

Fort +0, **Ref** +7, **Will** +5; +2 vs. enchantment effects

Immune magic sleep effects

OFFENSE

Speed 30 ft.

Melee starknife +4 (1d4+1/x3)

Ranged darkwood composite (+1) longbow +7 (1d8+1/x3)
or starknife +6 (1d4+1/x3)

Special Attacks bardic performance (13 rounds per day; distraction, fascinate)

Bard Spells Known (CL 4; concentration +7)

2nd (2/day)—*create treasure map*

1st (4/day)—*sleep, abundant ammunition, urban grace, windy escape*

0 (at will)—*flare, message, ghost sound, mending, spark, unwitting ally*

TACTICS

During Combat Kynne prefers to rely on her bow with use of Arcane Strike and Deadly Aim to bring down her foes. She is far from bloodthirsty, however, and will prefer to see enemies surrender (and even reformed) than die by her hand.

STATISTICS

Str 12, **Dex** 16, **Con** 8, **Int** 10, **Wis** 13, **Cha** 16

BAB +3; **CMB** +4; **CMD** 17

Feats Arcane Strike, Deadly Aim, Skill Focus (Perform [wind instruments])

Skills Acrobatics +10, Appraise +4, Bluff +9, Climb +5, Craft (alchemy) +4, Diplomacy +10, Disguise +12, Escape Artist +7, Fly +10, Knowledge (local) +6, Perception +10, Perform (dance) +10, Perform (wind instruments) +12, Profession (fortuneteller) +5, Sense Motive +5, Sleight of Hand +9, Stealth +7, Use Magic Device +7; **Racial Modifiers** Perception +2

Languages Common, Elven, Gypsy Cant (Romany)

SQ gladhanding, gypsy intuition, gypsy prank, minuet of the midnight ivy (masterpiece), streetwise magpie, tarot reading, elven immunities, keen senses

Gear darkwood wooden armor, darkwood composite (+1) longbow, 50 darkwood flight arrows, 50 darkwood whistling arrows, starknife, masterwork backpack, tarot deck, masterwork musical instrument (wood flute), rain poncho, 10 sheets of rice paper, scrivener's kit, silent whistle, 6 trail rations, smoked goggles, standard gas mask, disguise kit (3 remaining uses), dose of arsenic, long red scarf

BOON

PCs may aid Kynne (or vice versa) on a perform check, and if the check yields a memorable performance or better, the PC(s) involved receive a +1 luck bonus on any saving throw or skill check for the next 24 hours.

Kynne Loqua is a sensitive dreamer and altruist always on the lookout for those in need, but shying a bit toward the role of a lone wolf despite those friendly travelers she may meet. She often runs afoul of the law, suspicious more of her looks than her actions, but uses her gypsy talents and effusive charm to get out of many jams. Her uncanny ability at finding trouble sees her either rescuing those caught in a fix, or needing rescue herself. She is extremely skilled with a bow and combines archery and gypsy magic to great effect. She is struck with endless wanderlust and has taken to drifting through towns and cities across Ullera, usually forsaking transport to continue on foot.

FACTIONS

Ullera is home to many associated groups and races. Each entry below briefly discusses an example of an influential faction that does business somewhere on the continent, as well as who the faction's members are, what the faction does (and why), and what privileges members are granted (as well as whether the organization is suitable for heroes to join).

FACTION DESCRIPTIONS

Alignment: Faction's principle alignment.

Headquarters/Range: Faction's central location or main office. If no such headquarters exists, the faction may have a "Range" detailing how far its influence reaches.

Secrecy: Level of secrecy practiced by the faction toward outsiders. "Low" indicates that the DC of all Knowledge checks made to recall a fact about the faction, and all Diplomacy checks made to gather information about the faction, are increased by +2; "Medium" a +4; "High" a +8.

Membership: Number of full-time annual members belonging to the faction.

Races: Primary races that make up the majority of the faction's membership.

Classes: Primary classes of the faction's members.

Activities: Primary functions and concerns that the faction busies itself with.

ATLAS TRANSPORTS

Alignment: Lawful Neutral.

Headquarters: Great Sandy Helium Mines.

Secrecy: Low.

Membership: 330.

Races: Any.

Classes: Gearheads, rangers, rogues, experts.

Activities: Passenger and cargo services, airship leasing.

Atlas Transports has a fleet of helium filled zeppelins that travel across the globe. Boasting a motto that says, "Fast Travel: Atlas. Scheduled Delivery: Atlas. Chartered Flights: Atlas. Get There: Atlas," they can be chartered to carry parcels or passengers anywhere in the world. They use a wide variety of aircraft and are always on the lookout for skilled pilots, mechanics, and flight crews. Airship captains working for Atlas Transports can use their own aircraft and crew to reap bulk profits, but take on all the financial risks as well as costs for repairs and dock charges, weather, pirates, and monster attack.

The company was founded by Dwali Rielat (NG male gnome [sharper] rogue [grease rat] 14) and his handmade cargo airship, the "Atlas." He and a few fellow airship captains decided to work together to establish a stable intercontinental trade ring. They built on early success by adding more airships and trade routes to their network. But what truly established them as a premier transport company was the control of a hidden helium refinery. Helium has greatly reduced their operating costs, and is far less dangerous than hydrogen gas. Helium is a prize not only to transport companies but also to militaries the world over, and Dwali has kept the location secret with great difficulty and sacrifice.

Heroes may decide to work for Atlas Transports either as employees of the company or as freelancers. As employees, the crew receives wages equal to 10% of the market value of goods delivered minus a penalty for delays, but the airship is the property of Atlas. As freelancers, the crew receives 60% of the market value of trade goods but must pay all operating costs. Atlas Transports has its own team of mechanics and occasionally resells used or captured aircraft.

CALICO RAIDERS

Alignment: Chaotic Evil.

Range: Northern Sunderland and surrounding borderlands between Ullera and Atanak.

Secrecy: Medium.

Membership: 53.

Races: Goblinoids.

Classes: Any.

Activities: Arson, raiding, plundering, reconnaissance.

The Calico Raiders are named after Brigadier General Calico who harassed towns and cities along the Inland Seas during the Abolition War there. Calico also worked as a spy and insurgent during the war, was captured, escaped, lived as a pirate, and finally became an appellate judge in Atanak. The Calico Raiders are riverine privateers employed by Atanak in the undeclared ongoing conflict between Ullera and Atanak. The Calico Raiders are trained in boat handling as well as cavalry maneuvers and use the Inland Seas to launch raids into Sunderland leaving torched towns behind. Blackburn and towns like it are likely targets for these raiders.

The Calico Raiders are divided into four cavalry units. Brigadier General Ilar Gasters (CE male hobgoblin cavalier [musketeer] 10) is in overall command. Four captains (all CE or NE hobgoblin fighters 7) command each posse of twelve riders (goblinoids of all types). Each raider has two mounts while on a mission, and a barge acts as a beachhead and treasure ship for each raid. General Gasters is nominally loyal to Atanak since they provide him with a safe harbor between raids, but he also realizes that they will not come to the rescue of his Calico Raiders if captured on foreign soil. He is just a spiteful way for Atanak to continue to harass Ullera and other countries without legally breaking the armistice.

COMMONIST CROP COMMUNE (C3)

Alignment: Neutral Good.

Headquarters: Monument, Disputed Lands.

Secrecy: None.

Membership: ~170.

Races: Halfling, Human, Gnome, Dwarf.

Classes: Any, mostly commoners.

Activities: Agriculture, political lobbying, market manipulation.

The wave of recent arrivals to Monument can only afford small plots of land of marginal fertility within the lightly patrolled borders of the settlement. These immigrant farmers from the Bastion, Keystone, and Harmonia looked for opportunity in the underpopulated region of Sunderland, but have little collateral to secure loans or to buy equipment or seed stock, and just can't afford the expense of a steam tractor.

Initially the C3 was set up to provide low interest credit and share ownership of a pair of steam tractors. As its ranks swelled it gained social, economic, and political leverage over native families and businesses. The Commune now functions as a power block with suppliers, shippers, and politicians. Some of the wealthiest landowners resent the group's influence on Ulleran development in the Disputed Lands. They are afraid the Commune will become increasingly radical and powerful enough to mold Monument, and other settlements like it, to fit their ideals of shared property and rationed prosperity. A few leading citizens with Expansionist sympathies are looking for ways to break the Commune legally or otherwise.

The organizer of C3 is Dina Ginsi (N female halfling [leatherfoot] chaplain 9) who moved to the area five years ago and has overseen the rapid rise of the Commune. She has personally sponsored the arrival of friends and relatives to Monument and has a very firm hold on the leadership of the Commune. She is ambitious and plans to eventually run for government office and nationalize local banks and stores to move the town closer to the Communist ideal of a secured prosperity for everyone. She has met with local tribes and attempts to secure their support with promises to right past wrongs and better relations with Monument.

Heroes are welcomed by the Communist Crop Commune if they share its vision of peaceful coexistence with native peoples and the fight against labor exploitation. Membership itself has little benefit to heroes not interested in farming.

CROWLEY & SONS SHIPWRIGHT

Alignment: Neutral Evil.

Headquarters: Nivens' Outlook, the Bastion.

Secrecy: High.

Membership: Unknown.

Races: Gnome, Human, Merrow (aquatic troll).

Classes: Gearheads, rangers, rogues, experts.

Activities: Shipbuilding, undersea salvage, robbery, murder.

Besides conventional ship repair, Crowley & Sons specialize in the construction of submersible vessels for sale to the treasure hunters exploring the Drowning Isles. The basic design is a diving bell which is a massive iron sphere that must be lowered and raised by a crane. Passengers in the diving bell only have a set of tiny windows for an undersea view but can swim out the open bottom of the bell to explore or retrieve valuables. A superior design is an armored diving suit equipped with pneumatic firearms that can be fired underwater. The alchemical kraken is the preferred choice of wealthy undersea explorers. Its eight tentacles can be used to shift sand and debris while the crew remains dry and warm inside the vessel. Crowley & Sons also appraise and purchase recovered artifacts and provide expert advice on undersea salvaging operations. Few know that the gnomes who own the business have joined up with a band of merrow claim jumpers to rob successful treasure seekers.

Uryat Crowley (CE male gnome [gentry] gearhead 10) acts like a kindly toy maker, but is a ruthless criminal. He has built a wide variety of contraptions, vehicles, and weaponry used by local pirates in the region and his shop is considered common ground for likeminded individuals in the area. If he is killed or captured by the heroes his many sons will return seeking revenge in their own machinations.

EXOGENESIS ORCHARDS

Alignment: Neutral

Headquarters: Bulwark, Gom Shao.

Secrecy: None to High (darker experiments).

Membership: ~500 (mostly low-level field workers)

Races: Mostly Elf.

Class: Alchemists, druids, gearheads, experts, commoners.

Activities: Agriculture, pharmacology, weapons research, commerce.

The famous gardener alchemist, Toime Beipo, was the first to perfect the grafting of plant and animal tissues. His company has developed many pharmacological drugs extracted from its exotic orchards of blood oranges, dead man's fingers, chokecherries, muskmelons, and dragon-fruits. Exogenesis also grows woods harder than steel and capable of self-regeneration used in weapons, armor, and constructs. There are also rumors of darker experiments with weaponized plants, toxic algae, hybrid plant/animal breeds, and inquiries into fungi.

The current chairman of the company is Bao Lau-Lau (CN male elf [jade] druid [treesinger] 7). He wishes to grow

the company beyond pharmaceuticals and crop breeding into the military market. He has invested vast resources into experimental research and is hoping for a rapid return to secure his position in the company. He may sponsor adventurers acquiring exotic plant specimens, testing products in the field, guarding convoys or deliveries, or exterminating orchard vermin or capturing escaped test specimens.

Exogenesis has developed hybrid fruits that replicate alchemical items. They also stew and ferment these fruits into elixers, potions, and oils, and will provide free samples to heroes that work for the company or benefit its interests. Alchemists and gearheads working for the company have developed many new infusions and contraptions during product development.

FIFE & DRUM FRATERNITY

Alignment: Lawful Good.

Headquarters: Centerpoint, Sunderland.

Secrecy: None.

Membership: 215.

Races: Any.

Classes: Anyone with a high Charisma (mostly experts, bards, chaplains, paladins, and rogues).

Activities: Performance, charity, veteran's aid, volunteerism.

The Fife & Drum is a group of fervent patriots and military veterans scattered throughout Sunderland. They campaign annually to raise funds for hospitals, monuments, or other public works. Beyond marching bands, the Fife & Drum sponsors concerts, recitations, plays, and road shows for the employment of its membership and to bring wholesome, low cost, patriotic entertainment to the townships of Sunderland. Most performances are light comedies or martial dramas of glory, sacrifice, and duty. The Fife & Drum Fraternity swear to uphold four basic principles: Charity, Harmony, Brotherhood, and Patriotism. Members must display charity to the less fortunate and to strangers in need. They must respect elected authority, obey the law, and live harmoniously with their neighbors. All members of the Fife & Drum are bound together in fraternity regardless of race or age and stand with the Federation against all enemies foreign and domestic. Members range in age from minors of 12 to seniors of 60 and older. Females can join a sister sorority of identical philosophy.

Heroes are welcome to join the ranks of the Fife & Drum, and if they are in good standing, interactions with any Fife

& Drum sister or brother will be improved by one step (e.g. from Indifferent to Friendly, etc.). Fife & Drum membership is a cross section of society including rich and poor, erudite and unschooled, bombastic and modest, military and civilian. There is a 10% chance in any non-combat NPC encounter of meeting a fellow member. War history and theatrical performance is the soul of the organization and members receive a 10% discount on musical instruments, reenactment weapons, and replica armor purchased from the organization.

FIVE POINTS SYMPHONIC LABS

Alignment: Neutral.

Headquarters: Five Points, the Bastion

Secrecy: None.

Membership: ~100-150.

Races: Human, Gnome, Halfling, Dwarf.

Classes: Bards, rogues, gearheads.

Activities: Music production, sonic research, historical sound archive.

This company is the Bastion's leader in the wax press music industry. They record local and national artists and sell the wax cylinders to phonograph owners across the Federation. Symphonic Labs also preserves political speeches, plays, comedies, and operettas in a massive environment controlled vault. Audio artists flock to the studio to sign recording contracts for national exposure. Scholars use the laboratory's advanced acoustic equipment for sonic experiments, listening to its catalog of public speeches, and for access to its extensive catalog of recorded nature sounds of earth, sky, and sea.

The market for recorded artists is rapidly growing as more people purchase phonographs for their own homes. Musicians delight in the royalties received from wax recordings, but scorn the grainy tunes produced as no comparison to a live performance. Wax voice recordings are sometimes combined with automatons and armatures to give the construct greater verisimilitude to living creatures and allow for limited conversation. It is the conceit of some wealthy ideologues to provide a tombstone statue or bust with a voice recording of the subject for the edification of the masses. Some taxidermists install a recording of calls or roars inside preserved trophies.

Heroes may be hired by Five Points Symphonic Labs as bodyguards for songbirds or to retell their latest adventures in song or verse for prosperity and public retail.

HARVEST GYPSIES

Alignment: Chaotic Good.

Headquarters: None.

Secrecy: Low.

Membership: 800-900

Race: Elf, Half-Elf, Human.

Classes: Commoners, bards, rogues, sorcerers, and witches.

Activities: Harvesting, planting, music, dance, labor, medicine.

Harvest Gypsies are nomads that move about the countryside providing seasonal labor. Nearly a thousand settle for a few months in tent cities around Bulwark during the harvest. The life of a harvest gypsy is harsh and penurious, but the gypsies support each other physically and spiritually. Some people see them as tramps, but they view themselves as strong, free, and independent. Beneath their colorful clothes and rough manners are hidden talents for music, survival, engineering, and holistic medicine. Many also practice witchcraft or sorcery. The Gypsies are mostly honest folk but a few bad apples can trigger persecution and prejudice. Heroes may come to help them or be hired to investigate their ranks for evildoers.

STONEFELL UNION OF MINeworkERS

Alignment: Neutral Evil.

Headquarters: Galvanite City, Keystone.

Secrecy: Medium.

Membership: 1,320.

Races: Dwarf.

Classes: Commoners, experts, fighters, barbarians, rogues.

Activities: Racketeering, gambling, game fixing, smuggling, loansharking.

The Stonefell Union of Miners began as a protest movement over considered policies to remove certain mine safety restrictions in Galvanite City, but has grown far more powerful. In its glory days, it clashed many times with industrialists and the government over reduction in safety and death benefits, but an unscrupulous new union leader, Brodsky Fairfield (NE male dwarf [drague] rogue 8) has turned it into a front for organized crime. The Stonefell Union now operates illicit gambling, racketeering, and booze running throughout Pennoncelle, and its main claim to fame is "match fixing." Stonefell pulls the strings in pugilism, racing, and turfball contests across the city. Canny observers know better than to welch on bets with

Stonefell bookies; the union owned crematoriums ensure the police will only find ashes. Union members display a striped black/white/black band or ribbon, and membership is limited to dwarves.

TSURU SHIMO LIBRARY

Alignment: Neutral.

Range: Global.

Secrecy: Low.

Membership: ~480.

Races: Elf.

Classes: Any arcane spellcaster, Cavaliers (Order of the Tome).

Activities: Arcane research, wizard training, alchemical research.

Wealthy philanthropist Tsuru Shimo has funded the construction of a multitude of elven libraries across the globe. The two-story library built in Bear Valley ("Kumagai") follows the basic formula of other Tsuru-designed libraries with four wings forming an "X" with the librarian's round dome in the very center. Tsuru Shimo Libraries are public institutions, and meet the desperate need of rising elven populations in towns and cities on the western verges of Ullera. Anyone that can read Elven can make use of these library books, but the library also functions as a gathering place for arcane research and wizard training. Tsuru Shimo Libraries do have detractors, and may come under assault by mobs with anti-Elf or anti-magic sentiments.

VICTORY OVER WAR (VOW)

Alignment: Chaotic Evil.

Range: Scattered throughout the Federated States.

Secrecy: High.

Membership: Unknown.

Races: Any.

Classes: Any.

Activities: Assassination, insurrection, violent protest, sabotage.

Espionage agencies are always looking for agents with no personal ties that they can redirect and mold. The recently bereaved are often filled with burning desire for vengeance and little regard for personal welfare. To those ends, VOW is allied with anarchist political movements but has its own agenda. An inversion of widowman training, these revolutionaries tutor bereaved wives, orphans, and forgotten elders in the arts of espionage, assassination, and sabotage. The members of Victory Over War are violently opposed

to the Federation's expansionist policies and national draft. They believe sowing seeds of chaos throughout Ullera will bring down the wealthy elite and end the war movement. They particularly target Expansionist concerns and the war industry with violent and destructive protests. VOW feeds on chaplain organizations and other charities like a parasitic vine. VOW agents seek out the bereaved and give them tools and talents to retaliate. VOW is extremely secretive, broken into cells of five or six individuals. The mother cell located in Paddlewheel Bend watches the river traffic and is responsible for a few "accidental" deaths and disasters each year.

WILDLIFE IDENTIFICATION AND LAND DEVELOPMENT (WILD)

Alignment: Lawful Neutral.

Headquarters: Betel, Harmonia.

Secrecy: None.

Membership: ~1,500.

Races: Human, Dwarf, Gnome, Halfling.

Classes: Any.

Activities: Exploration, mapmaking, specimen collection, public speaking.

Voters, capitalists and politicians of the Expansionist movement are eager to increase the sovereign territory of the Federated States of Ullera into the western Disputed Lands (i.e. the wider Feral Expanse). Lobbying together they have established the government funded offices of Wildlife Identification and Land Development. The employees of WILD are explorers and scientists interested in wildlife research as well as cartography, engineering, and geology. They hope to lay the groundwork for future railroads, mines, and communities in the expansion of the nation. WILD also endeavors to kindle support for the Expansionist cause and raise capital for future quests of scientific exploration.

Heroes useful to the Expansionist movement will be embraced by WILD. A venture sponsored by WILD will cover the cost of food, accommodations, transport, and any incidental expenses incurred by the heroes while on payroll. Heroes may oppose WILD if a venture undertaken by the office threatens a sentient species, nature, or a tribal culture.

MONSTERS

Despite the rise of technology and widespread settlement, the continent of Northern Ullera holds many pockets of uncharted wilderness where danger lurks. Feral beasts and feral barbarians still control these lands, and most civilized folk stick to the cities. Those who travel into the wild regions are wise to pack firepower and be wary.

All manner of creatures from the *Pathfinder Roleplaying Game* can be found somewhere in the Pure Steam universe. In addition, Pure Steam offers unique monsters and monster creation rules to enhance your immersion in the age of steam.

CADAVER CACTUS

This leafy cactus is like a festering sore on the land, with coloring like that of sickly flesh, and a round misshapen trunk that vaguely resembles a corpse clawing out from the earth in its final death throes.

CADAVER CACTUS

CR 2

XP 600

N medium plant

Init +0; **Senses** tremorsense 20 ft.; **Perception** +4

DEFENSE

AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)

hp 17 (3d8+4)

Fort +5, **Ref** +1, **Will** +2

Immune plant traits

SQ paralytic thorns

OFFENSE

Speed 5 ft.

Melee tendril +3 (1d4+1/19-20 plus 1 piercing plus paralytic thorns plus grab)

Space 5ft.; **Reach** 5ft. (15 ft. with tendril)

Special Attacks constrict (adjacent creatures only, 1d4+1 plus 1d4 piercing plus paralytic thorns), pull (tendril, 5 feet, hardness 3, hp 2)

STATISTICS

Str 13, **Dex** 10, **Con** 15, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +3 (+7 grapple); **CMD** 13

ECOLOGY

Environment any dry or temperate land (commonly found in the Bastion)

Organization solitary, pair, or grove (3-12)

Treasure none

SPECIAL ABILITIES

Constrict (Ex) A cadaver cactus that has pulled a creature adjacent to itself, and that successfully maintains a grapple with that creature, deals constrict damage as well as 1d4 piercing damage from several of its thorns. When taking constrict damage, the DC for the cadaver cactus' paralytic thorns increases to 17. The piercing damage dealt during a constrict to a creature wearing plated armor or with a natural armor bonus of +4 or higher is reduced by 3 points (minimum 0), and the DC of paralytic thorns does not increase.

Paralytic Thorns (Ex) The thorns of a cadaver cactus secrete a paralytic poison. A creature damaged by a cadaver cactus' thorns must make a DC 13 Fortitude save or become paralyzed for 1d4 hours. Any creature that attacks a cadaver cactus with an unarmed strike or natural attack, without proper protection, takes 1 point of piercing damage. This is a poison effect. The save DC is Constitution-based.

A unique breed of ferny cactus, the cadaver cactus is both a pest and a danger. They tend to grow in dry gulches, or former river beds, and even in places where sunlight is uncommon (often taking on the color of pallid flesh rather than its characteristic pea green under such conditions). The plant is thought to be a cause of drought-like conditions in some areas as much as it is drawn to them. The plant's thorns are also coated with a paralytic toxin, thus caution must be taken to ensure its removal.

When a creature approaches too near, the plant will sense it through the ground—its roots acting like the switch-plate on a catapult—and will launch a corresponding spined tendrill (with a thin vine attached) at the target. The oddest characteristic of the plant, though, is its tendency to slowly deform and take on some part of the previous creature it preyed on after it has retrieved a kill and dragged it back to its bulb-like trunk for digestion (usually over 2-3 days, during which the prey may still be partly conscious), incorporating that body part into the whole.

CATERWAUL FISH

A terrifying and oddly-limbed predator, this bathtub-sized freshwater fish is covered in yellow-green scales and bears a strange hollow protuberance on its horrible face.

CATERWAUL FISH

CR 4

XP 1,200

N medium animal (aquatic)

Init +6; **Senses** low-light vision, scent, tremorsense 30 ft.; **Perception** +5

DEFENSE

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

hp 33 (6d8+7)

Fort +6, **Ref** +7, **Will** +3

OFFENSE

Speed 10 ft., swim 50 ft., burrow 10 ft. (mud only)

Melee bite +8 (1d6+3 and grab)

Special Attacks grab

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 19

Feats Alertness, Improved Initiative, Weapon Focus (bite)

Skills Bluff +6*, **Perception** +6, **Stealth** +10*, **Swim** +11;

Racial Modifiers +8 racial bonus on Swim checks; +4 racial bonus on Stealth checks under cover of mud or water; +8 racial bonus on Bluff checks when using sound mimicry.

Special Qualities amphibious, sound mimicry (voices)

ECOLOGY

Environment temperate freshwater and land (commonly found in the Bastion)

Organization solitary, pair, or pack (3-5)

Treasure none (see description below)

Possessed of a startling strength and aggressiveness matched only by its keen accuracy at imitating the distress calls of

its prey, caterwaul fish are universally reviled. The sound factory apparent on its face acts as a complex resonating chamber that the caterwaul uses to imitate foreign sounds it picks up through its evolved ear buds.

Feared for its tendency to crawl to land and hide in shallow muck, the caterwaul fish prefers to take its prey by surprise, and has been known to imitate surrounding wildlife and even humanoids with familiar calls of distress. They also enjoy smothering their prey in shallow mud or water after grabbing it.

Caterwaul fish are sometimes hunted not merely out of hate, but to harvest the tough, mottled carapace they have (worth up to \$1,000 among tanners or collectors) which is useful for making hooded camouflage raincoats or slickers (that provide a +2 circumstance bonus on Stealth checks in wet, swampy, or densely forested areas).

LYNX, WINGED

This rangy specimen of bobcat has many features—the pointed ears, tawny, speckled fur coat, and jawline whiskers—typical of its kind, though one recognizable feature that stands out above the rest: a pair of magnificently striped and feathered wings!

LYNX, WINGED

CR 3

XP 800

N small animal

Init +5; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 17, **touch** 16, **flat-footed** 12 (+5 Dex, +1 size, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 40 ft., climb 20 ft., fly 40 ft. (poor)

Melee bite +8 (1d4+2), 2 claws +8 (1d3+2)

Special Attacks pounce, rake (2 claws +8, 1d3+2)

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 19

Feats Skill Focus (Fly), Weapon Finesse

Skills Acrobatics +11, **Fly** +6, **Perception** +7, **Stealth** +15; **Racial Modifiers** +4 Acrobatics, Perception, and Stealth.

ECOLOGY

Environment temperate forest (commonly found in the Bastion)
Organization solitary or pair
Treasure none

Stories forever swirl about how the winged lynx went from a tree-dwelling menace to one of the noblest creatures of the sky, but whatever the truth, nothing quite surpasses seeing one in the wild. The most popular legend states that early conservationists saw the decreasing numbers in the common forest lynx (largely by hunting and predation from caterwauls), and either knew of some forgotten tribal ritual that caused the lynx to sprout wings, or that some mad “biotech” genius devised a harmless way of installing the feathered augmentations to save the species. Now, only large eagles and hawks compete with the winged lynx for game; though its mortal enemy remains the caterwaul fish.

Less aggressive than its land-bound cousins, winged lynxes can be ferocious fighters if cornered. When hunting, they prefer flying with the wind to gain speed for a charge that results in a pounce attack.

RAZORBACK, TRUE

The true razorback is an enormous variety of dire boar covered in long sharp quills.

RAZORBACK, TRUE CR 5

XP 1,600

N large animal

Init +4; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

AC 16, **touch** 9, **flat-footed** 16 (+7 natural, -1 size)
hp 59 (7d8+28)

Fort +8, **Ref** +5, **Will** +3

Defensive Abilities ferocity, quills

OFFENSE

Speed 40 ft.

Melee gore +11 (2d6+10)

Space 10 ft.; **Reach** 5 ft.

Special Attacks trample (1d6+10, DC 18)

STATISTICS

Str 24, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Attack +5; **CMB** +13; **CMD** 23

Feats Improved Initiative, Skill Focus (Perception),

Toughness, Power Attack

Skills Perception +14

ECOLOGY

Environment temperate forests, plains, or tundra (commonly found in Sunderland)

Organization solitary, pair, or herd (3–8)

Treasure none

SPECIAL ABILITIES

Quills (Ex) Any creature attacking a true razorback with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d4 points of piercing damage. A creature that grapples a true razorback takes 2d6 points of piercing damage each round it does so.

Swine are big business in Cinnabar in many ways. In an effort to increase yield and create a herd animal resistant to predation, the true razorback, sometimes “porcswine,” were bred. These behemoths dominate the local meat market, are served in grills (where its exotic meat can fetch prices of up to \$1 per pound), and some local cavaliers and skilled riders choose them as battle mounts.

True razorbacks are omnivorous and will eat virtually anything they can fit in their mouths. All true razorbacks are covered in coarse, ruddy quills, but males have a bristly mohawk. A true razorback stands more than 6 feet tall at the shoulder and is 9 to 12 feet long, weighing in between 1,800-2,400 pounds. A true razorback war mount costs \$5,000 to train. The cured hide from a single razorback can be used to create a spiked wooden shield, a pair of spiked leather gauntlets, and a suit of spiked leather armor.

REANIMATED CORPSE

This walking corpse wears fine clothing appropriate for a funeral. Its flesh hangs tentatively to its bones, with glazed unfocused eyes and rasps bleating out its gaping maw.

REANIMATED HUMAN CR 1/2

XP 200

N Medium undead (reanimated corpse)

Init +0; **Senses** Perception +0

DEFENSE

AC 12, **touch** 10, **flat-footed** 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** 1, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

Special Qualities scent, staggered, living dead

ECOLOGY

Environment any

Organization any

Treasure none

Reanimated Corpses are forced into the vile state by mad scientists who use illegal reagents. They function in many ways as zombies (including most undead traits).

While the most commonly encountered Reanimated Corpses are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Reanimated Corpses are unthinking automatons, and can do little more than follow orders. When left unattended, Reanimated Corpses tend to mill about in search of living creatures to devour. Reanimated Corpses attack until destroyed, having no regard for their own safety.

Although capable of following orders, Reanimated Corpses are more often unleashed into an area with no command other than to feed upon living creatures. As a result, Reanimated Corpses are often encountered in packs, wandering around places the living frequent, looking for victims. Reanimated Corpses are created using reagents created by the Craft (alchemy) skill, which are strictly illegal to possess. Such Reanimated Corpses are always of the standard type, unless the creator uses a celerity reagent to create Fast Reanimated Corpses, or a plague reagent to create Plagued Reanimated Corpses.

CREATING A REANIMATED CORPSE

“Reanimated” is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: This depends on the creature’s new total number of Hit Dice, as follows:

Alignment: Always neutral.

Type: The creature’s type changes to Re-animated. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

HD	CR	XP
1/2	1/8	50
1	1/4	100
2	1/2	200
3–4	1	400
5–6	2	600
7–8	3	800
9–10	4	1,200
11–12	5	1,600
13–16	6	2,400
17–20	7	3,200
21–24	8	4,800
25–28	9	6,400

Armor Class: Rigor mortis provides a natural armor is based on the Reanimated’s size:

Hit Dice: Drop HD gained from class levels (minimum of 1) and change racial HD to d8s. Reanimated Corpses gain a number of additional HD as noted on the following table.

Reanimated Corpses use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Reanimated Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: Reanimated Corpses lose their defensive abilities and gain all of the qualities and immunities granted by the Reanimated Corpse type. Reanimated Corpses gain DR 5/slashing.

Speed: Winged Reanimated Corpses can still fly, but maneuverability drops to clumsy, but all magical abilities flee the beast, including magical flight. Retain all other movement types.

Attacks: A Reanimated Corpse retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the Reanimated Corpse’s size, but as if it were one size category larger than its actual size.

Reanimated Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Special Attacks: A Reanimated Corpse retains none of the base creature's special attacks.

Abilities: Str +2, Dex -2. A Reanimated Corpse has no Con or Int score, and its Wis and Cha become 10.

BAB: A Reanimated Corpse's base attack is equal to 3/4 its Hit Dice.

Skills: With few exceptions, Reanimated Corpses lose all skill ranks. A Reanimated retains any ranks it had in life in the following skills: Acrobatics, Climb, Fly, Stealth, and Swim.

Feats: A Reanimated Corpse loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Toughness as a bonus feat.

Special Qualities: A Reanimated Corpse loses most special qualities of the base creature, except for those tied to its anatomy and physiology (e.g., feelers which grant tremorsense). It retains any extraordinary special qualities that improve its melee or ranged attacks. A Reanimated Corpse gains the following special qualities.

Scent (Ex): Higher brain function is not returned when a corpse is reanimated, however primitive brain function is enhanced, resulting in the primal ability to smell foes nearby.

Staggered (Ex): Reanimated creatures have poor reflexes and can only perform a single move action or standard action each round. A Reanimated Corpse can move up to its speed and attack in the same round as a charge action.

Living Dead (Ex): Because a Reanimated Corpse is forced into unlife through alchemical processes, they react differently to divine energies than undead spawned from supernatural forces. Unlike other undead, a Reanimated Corpse reacts to positive and negative energy as if it were a living creature.

VARIANT REANIMATED CORPSES

The typical reanimated corpse is a slow-moving abomination that is tough to destroy. Yet this tough abomination is not the only type of reanimated corpse to plague Geir. Each of

the following two variant reanimated corpses modifies the base reanimated corpse in a few simple ways.

Item	Craft DC	Price
Standard Reagent	20	\$100
Celerity Reagent	25	\$200
Plague Reagent	30	\$275

FAST REANIMATED CORPSE

Unlike the standard, plodding reanimated corpse, a fast reanimated corpse moves with a supernatural quickness.

Speed: Increase the base creature's land speed by 10 feet.

Defensive Abilities: A fast reanimated corpse does not gain DR 5/slashing.

Special Attacks: A fast reanimated corpse gains the following special attack.

Quick Strikes (Ex): Whenever a fast reanimated takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Abilities: As a standard reanimated, except its Dexterity is increased by 2 instead of reduced by 2.

Special Qualities: A fast reanimated corpse does not gain the staggered special quality.

PLAGUED REANIMATED CORPSE

These reanimated corpses carry a terrible disease that perpetuates their undead lineage—those infected by a plagued reanimated corpse's contagion rise as reanimated corpses themselves when they perish.

Defensive Abilities: A plagued reanimated does not gain DR 5/slashing.

Special Attacks: A plagued reanimated gains the following special attacks.

Death Burst (Ex): When a plagued reanimated dies, it explodes in a burst of decay. All creatures adjacent to the plagued reanimated are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract unliving rot.

Disease (Ex): The slam attack—as well as any other natural attacks—of a plagued reanimated corpse carries the unliving rot disease.

Unliving rot: slam; save Fort DC = 10 + 1/2 the reanimated's Hit Dice + the reanimated's Cha modifier; onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plagued reanimated corpse in 2d6 hours.

WONDROUS ARMATURES

In secretive labs away from critical eyes, scientists seek to push the limits of technological creation. Inspired by the need for extraordinary security, or perhaps a longing for companionship, these scientists craft living constructs to do their bidding; wondrous armatures, automatons of immense scientific and technological innovation.

Armatures stand apart from other living constructs in the nature of their animating force- armature are granted life via a repurposed brain and spinal cord, typically that of a large animal, but in rare and weird cases, that of a freshly deceased humanoid. Death, as well as the process of conditioning an armature, wipes the mind of any memories of its previous life, leaving nothing but a mindless, obedient vessel for subjugation. During its creation, an armature's augmented brain and spinal cord create a sort of "nervous system", in which all of the armature's mechanical faculties and technological equipment are merged.

Once an armature's construction is complete, its mind is conditioned by its creator through a secretive process that binds the construct to its master's will. Being mindless, armatures do nothing without orders from their creator. They follow instructions explicitly and are incapable of complex strategy or tactics. An armature's creator can command it if the armature is within 60 feet and can see and hear its creator. If uncommanded, an armature usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the armature a simple command to govern its actions in his absence, or can order the armature to obey the commands of another, but the armature's creator can always resume control by commanding the armature to obey him alone. Many organizations that employ armatures commonly bind the construct to the command of a group of individuals, called handlers.

SUMMIT CITY SENTINEL

Like a blazing beacon, this bronze-plated automaton stands tall against its surroundings, trails of steam sputtering from its joints and tiny vents. Its face expressionless, and yet still appears to be scrutinizing your every movement.

SUMMIT CITY SENTINEL

CR 9

XP 6,400

N Large construct (armature)

Init +0; **Senses** darkvision 60 ft., low-light vision, Perception +9



Artwork by Alejandro Lee

DEFENSE

AC 22, **touch** 9, **flat-footed** 22 (+13 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +4, **Will** +4

DR 8/adamantine; **Resistance** fire 10; **Immune** construct traits

Weaknesses short circuit

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (2d6+9 plus grab)

Ranged net launcher +12 touch (entangle; 10 ft. range increment) or projectile slam +11 touch (2d6+9 plus grab; 20 ft. range increment)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pull (projectile slam, 5 feet)

STATISTICS

Str 29, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +22 (+24 disarm or trip, +28 grapple); **CMD** 32 (34 vs. disarm)

SQ conductive (0 points), steam drive, sensory array, latching grip

ECOLOGY

Environment urban

Organization any

Treasure none

SPECIAL ABILITIES

Conductive (Ex) Whenever a sentinel takes electricity damage, 1/2 of each point of electricity damage taken is absorbed by the sentinel (absorbed damage does not harm the sentinel) and added to a special conductivity pool after the sentinel's hit points have been adjusted. This conductivity pool cannot contain more points than one-half the sentinel's maximum hit points. The next time the sentinel hits with a natural melee attack, or is hit by an unarmed attack, natural weapon, or a weapon comprised mostly of metal, the conductivity pool discharges, dealing an amount of electricity damage equal to its conductivity pool value to the creature that the sentinel hit or that hit the sentinel. After the sentinel's conductivity pool discharges, its value resets to 0.

Latching Grip (Ex) The sentinel features specially designed appendages that easily grasp and lock onto creatures, weapons and objects. A sentinel can attempt a disarm, grapple, or trip maneuver without provoking an attack of opportunity, and it receives a +2 bonus on these checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Net Launcher (Ex) As a standard action, a sentinel may launch a masterwork net from a launcher on its shoulder; the launcher has a 10 foot increment with a maximum of five increments. The launcher itself can contain up to five masterwork nets—loading a folded net into the launcher is a standard action. A creature hit by a net becomes entangled (see *Pathfinder RPG Core Rulebook: Equipment* for details).

Projectile Slam (Ex) The sentinel can propel one of its fists with a range increment of 20 feet (maximum of five increments). This fist is connected to a chain that can be retracted as a swift action. If the sentinel grabs a creature with this propelled fist, the sentinel does not gain the grappled condition and may attempt a pull maneuver each time it maintains a grapple.

Steam Drive (Ex) Any time the sentinel is hit by critical hit or sneak attack with a non-reach melee weapon, the attacker takes 1d6 fire damage and becomes blinded for 1 round (Reflex save DC 16 half and negates). This fire damage cannot cause combustibles to catch fire. This save DC is Constitution-based.

As the name implies, the Sentinel is designed as an ever-vigilant guardian of the citizens of Summit City. It is armed with live-capture, as well as lethal weapon systems to be employed as needed. Its bronze chassis proudly bears the seal of the city and it is a vital tool in law enforcement

and civil defense. It has been used to control crowds and capture criminal suspects as well as combating raiders, river pirates and monstrous threats, but many still remain leery of the construct on social grounds. Some suspicious unionizers see the Sentinel as just a forerunner of future labor replacements.

The limitation of the armature is the pickled cerebellum used to regulate it. Dog pounds supply the most common candidates due to the perceived loyalty and tractability of canines, but the armature must still be supervised through all but the simplest of tasks. The Sentinel is often utilized in extremely hazardous situations or toxic environments, such as bomb demolition and disposal, where living creatures are at greater risk. A few Sentinels have been equipped with customized weapons for combating elementals or the undead.

CONSTRUCTING AN ARMATURE

While the process of constructing an armature is presented primarily as a GM tool, it could be possible for a PC to construct an armature during a campaign (pending GM approval). The dollar (\$) cost to create an armature is listed solely for this latter purpose, therefore a GM creating an armature for an encounter can completely ignore the listed dollar (\$) cost. As with PC-controlled golems, the creation and control of an armature by a PC should be handled with extreme caution.

Crafting an armature requires the PC to possess the Craft Armature feat and possess a number of constructor levels greater than or equal to the armature's CR (levels in the gearhead class or ranks in Knowledge (engineering)). The creator must also make routine Craft skill checks (relevant to the armatures chassis material) with a DC equal to 5 + the armature's CR, as if he were constructing a technological item.

Whether you are a GM creating an armature for an encounter, or a PC creating a construct companion, the process is as follows. This process is similar to creating a monster from scratch using the rules laid out in the *Pathfinder RPG: Bestiary: Monster Creation* section.

STEP 1: PICK THE CR

An armature's abilities are determined by its desired CR and by the choices made using its construction pool. Table 11–1: Armature Base Statistics determines many of the base statistics of the armature. Each armature possesses a base

TABLE II-1: ARMATURE BASE STATISTICS

CR	HD	BAB	Saves	Natural Armor Bonus	Construction Pool	Str Bonus	Max Attacks
1/2	1	+1	+0	+0	4	+0	3
1	2	+2	+0	+2	5	+0	3
2	3	+3	+1	+2	6	+1	3
3	4	+4	+1	+2	7	+1	4
4	5	+5	+1	+4	8	+1	4
5	6	+6	+2	+4	10	+2	4
6	8	+8	+2	+6	11	+2	4
7	9	+9	+3	+6	12	+3	4
8	10	+10	+3	+6	14	+3	5
9	12	+12	+4	+8	15	+3	5
10	13	+13	+4	+8	16	+4	5
11	14	+14	+4	+10	17	+4	5
12	16	+16	+5	+10	18	+5	5
13	18	+18	+6	+10	20	+5	6
14	19	+19	+6	+12	21	+5	6
15	20	+20	+6	+12	22	+6	6
16	21	+21	+7	+14	23	+6	6
17	23	+23	+7	+14	24	+7	6
18	25	+25	+8	+14	26	+7	7
19	28	+28	+9	+16	27	+7	7
20	31	+31	+10	+16	28	+8	7

form and size that modifies these base statistics. Armatures are constructs for the purpose of determining which effects affect them.

Challenge Rating: This is the armature's desired unmodified challenge rating. Any change in CR through templates or spent/unspent construction points does not alter the armature's base statistics.

HD: This is the total number of 10-sided (d10) Hit Dice the armature possesses. Constructs do not gain bonus hit points from an ability score, but instead gain bonus hit points based on their size.

BAB: This is the armature's base attack bonus. An armature's base attack bonus is equal to its Hit Dice. Armatures do not gain additional attacks for a high base attack bonus when using their natural weapons.

Saves: These are the armature's base saving throw bonuses. An armature possesses no good saving throws.

Natural Armor Bonus: The number noted here is the armature's base total natural armor bonus. This number is modified by the armature's chassis material, size, and some options available through its construction pool.

Str Bonus: Add this modifier to the armature's Strength

score, as determined by its base form. An armature's size, as well as some options available through the armature's construction pool, might modify these scores.

Construction Pool: The value given in this column is the total number of points in the armature's construction pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the armature. If you spend more construction points (CP) than its construction pool would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent. For every 2 available CP you do not spend from the construction pool, decrease the armature's CR by 1. This change in CR does not alter the armature's base statistics.

Max. Attacks: This indicates the maximum number of natural attacks that the armature is allowed to possess at the given CR. If the armature is at its maximum, it cannot take constructions that grant additional natural attacks. This does not include attacks made with weapons.

Construct Type: Being that armatures are of the construct creature type, they do not naturally gain skill points or feats based on their HD.

TABLE II-2: ARMATURE SIZE STATISTICS

Size	CP Cost	Speed	STR/DEX Modifier	Natural Armor Bonus	Bonus Hit Points	AC/Attack Modifier	CMB/CMD Modifier	Fly/Stealth Modifiers	Reach	Price Modifier
Small	0	-10 ft	-4/+2	+0	10	+1	-1	+2/+4	+0 ft	-25%
Medium	0	+0 ft	+0/+0	+0	20	+0	+0	+0/+0	+0 ft	-
Large	4	+0 ft	+8/-2	+2	30	-1	+1	-2/-4	+5 ft	+50%
Huge	6	+10 ft	+16/-4	+5	40	-2	+2	-4/-8	+10 ft	+100%

STEP 2: PICK THE BASE FORM

Each armature has a base form that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the armature's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). Armature attacks add the armature's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 times its Strength modifier. These base forms also note any free constructions that base form possesses. The bonuses from these free constructions are already factored into the starting statistics.

AQUATIC

Starting Statistics: Size Medium; **Immune** construct traits; **Speed** swim 40 ft.; **Attacks** 2 pincers (1d6); **Ability Scores** Str 16, Dex 12, Con --, Int --, Wis 10, Cha 1; **Free Constructions** limb (arm)(2), pincer (2), swim (2).

BIPED

Starting Statistics: Size Medium; **Immune** construct traits; **Speed** 30 ft.; **Attacks** 2 slams (1d8); **Ability Scores** Str 16, Dex 12, Con --, Int --, Wis 10, Cha 1; **Free Constructions** limb (arm)(2), limb (leg)(2), slam (2).

CATERPILLAR-TREAD

Starting Statistics: Size Medium; **Immune** construct traits; **Speed** 20 ft.; **Attacks** 2 slams (1d8), trample (2d6); **Ability Scores** Str 14, Dex 14, Con --, Int --, Wis 10, Cha 1; **Free Constructions** caterpillar treads, limbs (arms)(2), slam (2).

FLYING

Starting Statistics: Size Medium; **Immune** construct traits; **Speed** fly 40 ft. (good); **Attacks** 2 pincers (1d6); **Ability Scores** Str 12, Dex 16, Con --, Int --, Wis 10, Cha 1; **Free Constructions** flight (2), limbs (arms)(2), pincer (2).

QUADRUPED

Starting Statistics: Size Medium; **Immune** construct traits; **Speed** 40 ft.; **Attacks** bite (1d6); **Ability Scores** Str 14, Dex 14, Con --, Int --, Wis 10, Cha 1; **Free Constructions** bite, limb (leg) (4).

In addition to the rules provided above, and the construct creature type, armatures also possess the armature subtype.

Armature Subtype: Armature constructs are given limited sentence through weird, and often dark, scientific means. They have the following traits unless otherwise noted.

Short Circuit (Ex): An armature's mind, much like a humanoid's, functions off of electrical stimulation. Whenever an armature takes electricity damage, there is a 1% chance for every 5 points of electricity damage taken that its fragile mind short-circuits and the armature goes berserk. The uncontrolled armature goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The armature's creator or handlers, if within 60 feet, can try to regain control by speaking firmly and persuasively to the armature, which requires a DC 10 + the armature's HD Charisma check. A creator adds his HD to this Charisma check, while a handler adds one-half his HD.

STEP 3: SELECT A SIZE

The size of the armature further modifies its base statistics, as normal for modifiers based on size. In addition, an armature's size also determines its bonus hit points and the volume of raw material required to build it, modifying the armature's final price. Large and Huge sized armatures must spend CP to attain their enhanced statistics.

STEP 4: SELECT A CHASSIS

An armature's chassis is its outer casing that contains and protects all of its internal components. The hardness of an armature's chassis depends on the material used to construct it, determining the armature's natural armor bonus, damage reduction, and special abilities.

To determine the final cost of an armature's chassis, you multiply the chassis cost by the number of spent construction points used to create the armature.

TABLE 11-3: ARMATURE CHASSIS STATISTICS

Chassis Material	CP Cost	Natural Armor Bonus	DR	Special	Minimum CR	Base Price
Gold	4	+3	10/magic	Spell Resistance	4	CP x \$3,000
Iron/Steel	3	+4	10/adamantine	Powerful blows	3	CP x \$2,500
Mithral	6	+6	15/adamantine	Mithral Quickness	8	CP x \$4,500
Vulcanized Rubber	3	+2	5/adamantine and slashing	Elastic, Electricity immunity, Vulnerable to acid	3	CP x \$2,000
Stone/Crystal	2	+3	8/adamantine and bludgeoning	Speed -10 ft. (minimum of 5 ft.)	1	CP x \$1,500
Brass/Bronze/Tin	2	+3	8/adamantine	Conductive	1	CP x \$1,750
Flesh/Hide	1	+1	5/bludgeoning or slashing	Preserved Flesh	--	CP x \$800
Adamantine	10	+8	20/epic	Adamantine Strength	12	CP x \$7,500
Wood	0	+2	5/adamantine	Vulnerable to fire	--	CP x \$1,000

CHASSIS SPECIAL ABILITIES

The special abilities granted by an armature's chassis are detailed below.

Adamantine Strength (Ex): An armature with this special ability gains 5 additional hit points per HD, and whenever a critical hit or sneak attack is scored against the armature, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. Furthermore, the armature gains the powerful blows (slam) construction for free and its natural melee attacks ignore hardness of less than 20. On a critical hit, the armature's natural melee attacks deal 1d10 + twice the armature's Strength bonus points of damage to the target's armor or shield in addition to normal damage, as if it had also made a successful sunder combat maneuver. This extra damage increases by +1d10 points for every 7 HD it possesses.

Conductive (Ex): An armature with this special ability gains resist fire 5. This resistance increases by 5 for each 10 HD the armature possesses, to a maximum of resist fire 20 at 30 HD. An armature with this ability cannot select the resistance (electricity) or immunity (electricity) constructions. Whenever a conductive armature takes electricity damage, 1/2 of each point of electricity damage taken is absorbed by the armature (this absorbed damage does not damage the armature's hit points) and added to a special conductivity pool after the armature's hit points have been adjusted. This conductivity pool cannot contain more points than one-half the armature's maximum hit points. The next time the armature hits with a natural melee attack, is hit by an unarmed attack, natural weapon, or a weapon comprised mostly of metal, the conductivity pool discharges, dealing an amount of electricity damage equal to its conductivity pool to the creature that

the armature hit or that hit the armature. After an armature's conductivity pool discharges, its value resets to 0.

Elastic (Ex): An armature with this special ability gains fast healing 2. For Large or Huge armature's, this fast healing increases to fast healing 5. An attack that deals acid damage causes the armature's fast healing to stop functioning on the round following the attack. Dealing fire damage to an armature with this special ability doubles its fast healing for 1 round. Whenever an armature with this special ability is attacked with an attack that deals solely bludgeoning damage, its damage reduction is doubled against the attack.

Mithral Quickness (Ex): An armature with this special ability gains the rogue's evasion class feature and gain a +1 bonus to Reflex for every 3 HD the armature possesses. In addition, the armature can take an extra move action during its turn each round. This means it can move up to its speed and still make a full attack.

Powerful Blows (Ex): An armature with this special ability gains the powerful blows construction for free.

Preserved Flesh (Ex): An armature with this special ability gains the stench ability (*Pathfinder RPG: Bestiary: Universal Monster Rules*) with a Fortitude DC equal to 10 + one-half the armature's HD + the armature's Constitution modifier. A failed save causes a creature to be sickened for 1d4 rounds, plus 1 round for every 6 HD the armature possesses. The save DC is Constitution-based.

Spell Resistance (Su): An armature with this special ability gains SR 8 + one-half its HD.

STEP 5: SELECT A DRIVE TRAIN

The drive train is the internal assembly which allows the armature to function; the life-blood of the armature. Modern science cannot sustain an armature indefinitely, sadly, each drive train giving the armature only a limited window of functionality before its drive train must be repurchased and replaced.

TABLE II-4: ARMATURE DRIVE TRAIN STATISTICS

Drive Train Type	CP Cost	Price
Gyro	2	\$2,200 x size modifier
Electromagnetic	3	\$4,000 x size modifier
Clockwork	1	\$1,500 x size modifier*
Alchemical	2	\$2,000 x size modifier
Steam	0	\$1,000 x size modifier

DRIVE TRAIN SPECIAL ABILITIES

The special abilities granted by an armature's drive train are detailed below.

Alchemical Drive (Ex): Any time an armature with the alchemical drive train is hit by a critical hit or sneak attack with a non-reach melee weapon, the attacker is subject to one of the following effects (determine effect randomly): the attackers takes 1d6 points of acid, cold, electricity, or fire damage, becomes sickened for 1d4 rounds (Fortitude negates), or becomes entangled for 1d4 rounds (Reflex negates). The DC to negate the sickened or entangled conditions is equal to 10 + one-half the armature's HD + the armature's Constitution modifier. This save DC is Constitution-based.

An armature with the alchemical drive train can function 1 week per HD before its drive train must be repurchased and replaced.

Clockwork Drive (Ex): An armature with the clockwork drive train gains the clockwork subtype. This subtype grants the armature the special abilities listed below. An armature with the clockwork drive train can function indefinitely as long as it receives routine maintenance and remains wound. A clockwork drive train never needs to be repurchased or replaced.

Winding (Ex): Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.

Vulnerable to Electricity: Clockwork constructs take 150% as much damage as normal from electricity attacks.

Swift Reactions (Ex): Clockwork constructs generally

react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

**Difficult to Create (Ex):* The time and cost required to create a clockwork is 150% of normal. This increased cost has already been factored into the clockwork drive train's listed price.

Electromagnetic Drive (Ex): Whenever an armature with the electromagnetic drive train would take electricity damage, it instead absorbs that damage (taking no damage in the process), becoming hasted (as per the haste spell) and converting each point of electricity damage into 1 temporary hit point. These temporary hit points and haste effect last for 1d4+1 rounds. Furthermore, any time an armature with the electromagnetic drive train is hit by a critical hit or sneak attack with a weapon comprised mostly of metal, the attacker takes 1d6 points of electricity damage for every 5 HD the armature possesses (Fortitude half). The DC to reduce this damage is equal to 10 + one-half the armature's HD + the armature's Constitution modifier. This save DC is Constitution-based.

An armature with the electromagnetic drive train can function 1 week per HD before its drive train must be repurchased and replaced.

Gyro Drive (Ex): When an armature with the gyro drive train enters combat, it becomes hasted (as per the haste spell) as a free action after 1d4+2 rounds. This haste effect lasts for 1 round for every 3 HD the armature possesses. Any time an armature with the gyro drive train is hit by a critical hit or sneak attack, it must make a Fortitude save (DC 10 + damage dealt) or become staggered for 1d4 rounds. If the armature is hasted when it becomes staggered in this way, the haste effect ends. Once the staggered condition expires, the armature must wait 1d4+2 rounds before it can haste itself again.

An armature with the gyro drive train can function 10 days per HD before its drive train must be repurchased and replaced.

Steam Drive (Ex): Any time an armature with the steam drive train is hit by critical hit or sneak attack with a non-reach melee weapon, the attacker takes 1d6 fire damage per 10 HD the armature possesses and becomes blinded for 1 round (Reflex save reduces damage by half and negates blind condition). This fire damage cannot cause combustibles to catch fire. The DC to negate the blind condition is equal

to $10 + \text{one-half the armature's HD} + \text{the armature's Constitution modifier}$. This save DC is Constitution-based.

An armature with the gyro drive train can function 5 days per HD before its drive train must be repurchased and replaced.

STEP 6: SPEND CONSTRUCTION POINTS

Each armature receives a number of construction points that can be spent to give the armature new abilities, attacks, and other upgrades. Some constructions require that the armature have a specific base form or the armature to be of a specific CR before they can be chosen. A number of constructions grant the armature additional natural attacks. Natural attacks listed as primary are made using the armature's full base attack bonus and add the armature's Strength modifier on damage rolls (if a melee attack). Natural attacks listed as secondary are made using the armature's base attack bonus $- 5$ and add $1/2$ the armature's Strength modifier on damage rolls (if a melee attack; if positive). If the armature only has a single natural attack, the attack is made using its full base attack bonus and it adds $1-1/2$ times its Strength modifier on damage rolls (if a melee attack) made with that attack, regardless of the attack's type (primary or secondary).

Constructions are grouped by their cost in construction points. Construction points cannot be saved. All of the points must be spent whenever the armature is created or increases in HD. Unless otherwise noted, each construction can only be selected once.

1-POINT CONSTRUCTIONS

The following constructions cost 1 point from the armature's construction pool.

Bite (Ex): The armature has mechanically snapping jaws, giving it a bite natural attack. Bite attacks are primary attacks. The bite deals 1d6 points of damage (1d4 is Small, 1d8 if Large, 2d6 if Huge). If this construction is chosen a second time, it allows the armature to deal $1-1/2$ times its Strength modifier on damage rolls made with its bite.

Claw (Ex): The armature has a vicious claw at the end of one of its limbs, giving it a claw natural attack. Claw attacks are primary attacks. The claws deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). The armature must have the limb (arm or leg) construction to take this construction. Alternatively, the armature can replace a slam from its base form with a claw (at no cost).

This construction can be selected more than once, but the armature must possess an equal number of the limb (arm or leg) constructions.

Climb (Ex): The end of the armature's appendages are outfitted with some sort of climbing apparatus (spikes, a sticky alchemical substance, suction cups, magnetics, etc.), granting it a climb speed equal to one-half its base speed. This construction can be selected more than once. Each additional time it is selected, increase the armature's climb speed by 10 feet. By spending 2 additional construction points, the armature gains the ability to traverse and end their movement on smooth vertical or horizontal surfaces (much like the spider climb spell), even upside-down on ceilings, without falling.

Gadgetry (Ex): The armature is outfitted with a gearhead gadget. The armature gains one 0-level contraption chosen from the gearhead schematic list, which it can activate 3 times per day. The constructor level for this contraption is equal to the armature's HD $- 2$. The save DC for this contraption is equal to $10 + \text{one-half the armature's HD} + \text{the armature's Constitution modifier}$. The DC is Constitution-based. This construction can be taken more than once, each time the armature gains a new 0-level contraption.

Improved Natural Armor (Ex): The armature's chassis is reinforced, giving it a $+2$ bonus to its natural armor. This construction can be taken once for every five HD the armature possesses.

Latching Grip (Ex): The armature features specially designed appendages that easily grasp and lock onto creatures, weapons and objects. An armature can attempt a disarm, grapple, or trip maneuver without provoking an attack of opportunity, and it receives a $+2$ bonus on these checks. In addition, it receives a $+2$ bonus to CMD against attempts to disarm it. The armature must possess an appendage capable of grabbing and holding objects.

Limb (Ex): The armature features a mechanical limb. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the armature's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The armature gains an additional slam attack for an additional arm, at no extra cost. Arms that have hands can be used to wield weapons, if the armature is proficient. This construction can be selected more than once.



Pincers (Ex): The armature features a pair of large pincers at the end of one of its limbs, giving it a pincer attack. Pincer attacks are secondary attacks. The pincers deal 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). Armatures with the grab construction linked to pincers gain a +2 bonus on CMB checks made to grapple. The armature must have the limb (arm) construction to take this construction. Alternatively, the armature can replace a slam from its base form with pincers (at no cost). This construction can be selected more than once, but the armature must possess an equal number of the limb (arm) constructions.

Pull (Ex): The armature features the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the armature makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the armature. This ability only works on creatures of a size equal to or smaller than the armature. Creatures pulled in this way do not provoke attacks of opportunity. The

armature must have a reach of 10 feet or more to select this construction. This construction can be selected more than once. Its effects do not stack. Each time an armature selects this construction, it applies to a different natural attack.

Push (Ex): The armature features the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the armature makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the armature. This ability only works on creatures of a size equal to or smaller than the armature. Creatures pushed in this way do not provoke attacks of opportunity. This construction can be selected more than once. Its effects do not stack. Each time an armature selects this construction, it applies to a different natural attack.

Reach (Ex): One of an armature's attacks is capable of striking at foes at a distance. Pick one natural attack. The armature's reach with that attack increases by 5 feet.

Sensory Array (Ex): The armature features an assortment of advanced sensory devices, above and beyond its standard load out. It treats Perception as a class skill, and gains a number of ranks in Perception equal to one-half its HD.

Scent (Ex): The armature features some kind of sensory relay that is sensitive to scent. The armature gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the armature to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. The armature can pinpoint the creature's location if it is within 5 feet. The armature can use scent to track creatures. The armature must possess the sensory array construction to select this construction.

Slam (Ex): The armature can deliver a devastating slam attack. Slam attacks are primary attacks. The slam deals 1d8 points of damage (1d6 if Small, 2d6 if Large, 2d8 if Huge). An armature gains this construction for free each time it takes the limb (arm) construction. This construction otherwise has no cost.

Sting (Ex): The armature possesses a long, barbed stinger at the end of its tail, granting it a sting attack. Sting attacks are primary attacks. The sting deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). The armature must possess the tail construction to take this construction. This construction can be selected more than once, but the armature must possess an equal number of the tail construction.

Tail (Ex): The armature possesses a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface. This construction can be selected more than once.

Tail Slap (Ex): The armature can use its tail to bash nearby foes, granting it a tail slap attack. Tail slap attacks are secondary attacks. The tail slap deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). The armature must possess the tail construction to take this construction. This construction can be selected more than once, but the armature must possess an equal number of the tail construction.

Tentacle (Ex): The armature possesses a long, mechanical tentacle, granting it a tentacle attack. Tentacle attacks are secondary attacks. The tentacle attack deals 1d4 points of

damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). This construction can be selected more than once.

Wing Buffet (Ex): The armature possesses the ability to use its wings to batter foes, granting it two wing buffet attacks. Wing buffet attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). The armature must possess the flight construction, with wings, to select this construction.

2-POINT CONSTRUCTIONS

The following constructions cost 2 points from the armature's construction pool.

Ability Increase (Ex): The armature features articulated gears, pistons, servos, or other mechanical workings, enhancing its physical ability scores. Select either Strength or Dexterity and then increase the armature's chosen ability score by +2. This construction can be selected more than once. It cannot be applied to an individual ability score more than once for every 6 HD the armature possesses (maximum of +10).

Efficient Winding (Ex): The armature features an advanced clockwork system that efficiently stores and manages wound energy. The armature can function for 2 days per Hit Die every time it is wound. An armature must possess the clockwork drive train to select this construction.

Energy Infusion (Ex): The armature possesses the ability to enhance its natural attacks with elemental energy. Select one type of natural attack the armature possesses (such as slam, bite, or claw), and then choose one energy type: acid, cold, electricity, or fire. As a swift action, the armature may enhance all of his chosen type of natural attacks with the chosen energy type, dealing 1d6 points of energy damage of the chosen type on a successful hit. This effect lasts for a number of rounds per day equal to the armature's HD (these rounds need not be consecutive). The armature can end this effect as a free action. If this effect's duration expires before the armature has a chance to recharge it, it cannot activate this ability again until it has received maintenance. This construction can be selected more than once, each time applying to a different type of natural attack (a different energy type may be chosen each time). A single type of natural attack cannot be enhanced by more than one type of element.

If 3 additional construction points are spent when the armature gains this construction, the duration of the effect becomes limitless, but can still be activated or deactivated as normal.

Flight (Ex): The armature possesses some form of aerial propulsion, gaining the ability to fly. This form of flight can either be from numerous mechanical wings, rocket propulsion, spinning propellers, or some other means capable of creating sustained and controllable lift. The armature gains a fly speed equal to its base speed. The armature's maneuverability depends on its size. Medium or smaller armatures have good maneuverability. Large armatures have average maneuverability, while Huge armatures have poor maneuverability. The armature's fly speed can be increased by spending additional construction points, gaining a 20-foot increase to fly speed for each additional point spent.

Gore (Ex): The armature possesses horns on its head, giving it a gore attack. Gore attacks are primary attacks. The gore deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge).

Grab (Ex): The armature is designed to be adept at grappling foes, gaining the grab ability. Pick bite, claw, pincers, slam, tail slap, or tentacle attacks. Whenever the armature makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the armature grapples the target. This ability only works on creatures of a size one category smaller than the armature or smaller. Armatures with this construction receive a +4 bonus on CMB checks made to grapple.

Head (Ex): The armature sports an additional head. The armature does not gain any additional natural attacks for the additional head, but the additional head does allow the armature to take other constructions that add an additional attack to a head (such as a bite or gore). This construction can be selected more than once.

Improved Damage (Ex): One of the armature's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This construction can be selected more than once. Its effects do not stack. Each time an armature selects this construction, it applies to a different natural attack.

Minor Contraption (Ex): The armature is outfitted with a gearhead contraption. The armature gains one 1st-level contraption chosen from the gearhead schematic list, which it can activate 3 times per day. The constructor level for this contraption is equal to the armature's HD - 2. The save DC for this contraption is equal to 10 + one-half the armature's HD + the armature's Constitution modifier. The DC is Constitution-

based. This construction can be taken more than once, each time the armature gains a new 1st-level contraption. The armature must have a CR of at least 2 to select this construction.

Pounce (Ex): The armature features springs or pistons in its legs, allowing it to launch itself and make a full attack after a charge. This construction is only available to armatures of the quadruped base form.

Projectile Appendage (Ex): One of the armature's appendages (a slam with a hand, head, or weapon attachment, a claw, a pincer, or a head with a bite or gore) can be propelled from the armature's chassis. A ranged attack with a propelled appendage is considered a primary natural attack with a range increment of equal to twice its reach that target's a creature's touch AC (maximum of five increments). The appendage is attached to a chain that mechanically retracts back into place with a swift action. If the projectile appendage has the grab ability, the armature gains the pull construction at no cost and the armature does not gain the grappled condition when grabbing a creature with a projectile appendage. Each time the armature maintains the ranged grapple, it can attempt a pull maneuver.

Rake (Ex): The armature possesses dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is grappling. These rake attacks are primary attacks. The armature receives these additional attacks each time it succeeds on a grapple check against the target. These rake attacks deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). This construction is only available to armatures of the quadruped base form, and must have claws on its hind limbs. This construction counts as one natural attack toward the armature's maximum.

Rend (Ex): The armature possesses the ability to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the armature makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the armature's Strength modifier. The armature must possess at least two of the claw construction to select this construction. The armature must have a CR of at least 3 to select this construction.

Resistance (Ex): The armature's chassis has been chemically or physically treated to take on a resiliency to one particular energy type. Pick one energy type (acid, cold, electricity, fire, or sonic). The armature gains resist 5 against that energy type. This resistance increases by 5 for

every 5 HD the armature possesses, to a maximum of 20 at 15 HD. This construction can be selected more than once. Its effects do not stack. Each time an armature selects this construction, it applies to a different energy type.

Spiked (Ex): The armature's chassis is outfitted with large spikes. Whenever an armature with this construction successfully grapples an opponent, the grappled opponent takes 1d6 points of piercing damage (1d4 if Small, 1d8 if Large, 1d10 if Huge). In addition, the armature's slam attacks deal both piercing and bludgeoning damage.

Swim (Ex): The armature possesses some form of buoyancy and propulsion above or below water, giving it a swim speed equal to its base speed. The chassis of an armature with this construction features air-tight interior chambers, protecting its drivetrain from water. The armature's swim speed can be increased by spending additional construction points, gaining a 20-foot increase to swim speed for each additional point spent.

Trample (Ex): The armature possesses the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the armature can overrun any creature that is at least one size smaller than itself. This works like the overrun combat maneuver, but the armature does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the armature's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the armature's HD + the armature's Strength modifier. A trampling armature can only deal trampling damage to a creature once per round. This construction is only available to armatures of the quadruped or caterpillar-tread base forms.

Tremorsense (Ex): The armature possesses instruments attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet. This works like the blindsense construction, but only if both the armature and the creature to be pinpointed are in contact with the ground. The armature must have a CR of at least 5 to select this construction.

Trip (Ex): The armature is designed to be adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the armature makes a successful bite attack of the selected type, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails,

the armature is not tripped in return. This ability only works on creatures of a size equal to or smaller than the armature. The armature must possess the bite construction to select this construction.

Weapon Attachment, Melee (Ex): The armature possesses a manufactured melee weapon that has replaced one of its hands at the end of a limb (arm). An attached melee weapon augments an armature's slam attack, and is therefore treated as a slam attack for all armature construction purposes. An armature gains 1-1/2 times its Strength bonus on damage rolls with a weapon attachment. A weapon attachment can be made masterwork by spending an additional 1 CP and paying the appropriate cost, or it can be enhanced with technology or magic like a manufactured weapon by spending 2 additional CP and paying the appropriate costs. The armature cannot be disarmed of an attached weapon, but nor can it willingly drop an attached weapon either. This construction can be selected more than once, but the armature must possess an equal number of the limb (arm) constructions.

When selecting this construction, choose from one of the following weapons:

Axe: The armature's hand is replaced with an axe blade. When making a slam attack with an axe attachment, the armature deals slashing damage and has a critical hit multiplier of x3.

Flail: The armature's hand is replaced by a heavy ball and chain. When making a slam attack with a flail attachment, the armature has a critical threat range of 19-20. In addition, the armature gains a +2 bonus when making a disarm or trip combat maneuver attempt with the flail attachment.

Hammer: The armature's hand is replaced with a weighted hammer head. When making a slam attack with a hammer attachment, the armature has a critical hit multiplier of x3.

Morningstar: The armature's hand is replaced with a heavy, spiked ball. When making a slam attack with a morningstar attachment, the armature deals bludgeoning and piercing damage.

Pick: The armature's hand is replaced with a long, curved spike. When making a slam attack with a pick attachment, the armature deals piercing damage as if it were one size smaller than normal, but has a critical hit multiplier of x4.

Sword: The armature's hand is replaced with a long,

straight blade. When making a slam attack with a sword attachment, the armature deals slashing damage and has a critical threat range of 19-20.

Weapon Attachment, Ranged (Ex): The armature possesses a manufactured ranged weapon that has either replaced one of its hands at the end of a limb (arm), or that is mounted somewhere on the armature's chassis. If the attached weapon has replaced one of the armature's hands, it can still be used to deliver melee slam attacks, but the slam attack deals damage as if the armature was one size smaller than normal. An attached ranged weapon cannot be selected by other armature constructions (such as the energy infusion construction). Making a ranged attack with an attached or mounted ranged weapon is considered a primary natural attack. A ranged weapon attachment can be made masterwork by spending an additional 1 CP and paying the appropriate cost, or it can be enhanced with technology or magic like a manufactured weapon by spending an additional 2 CP and paying the appropriate costs. The armature can also be outfitted with special ammunition as well, at the normal costs. The armature cannot be disarmed of an attached or mounted weapon, but nor can it willingly drop an attached weapon either. This construction can be selected more than once, but the armature must possess an equal number of the limb (arm) constructions if the attached weapon is replacing one of the armature's hands. If the weapon attachment does not replace an armature's hand, then this construction counts as one natural attack toward the armature's maximum.

When selecting this construction, choose from one of the following weapons:

Crossbow: The armature's hand is replaced by a large crossbow mechanism, or a crossbow mechanism is housed somewhere on the armature's chassis. A crossbow attachment functions as a heavy crossbow sized for the armature. A mounted crossbow functions as a light crossbow sized for the armature. Reloading the crossbow is a swift action, but is done so mechanically, so the armature does not need a free hand to do so, nor does it provoke an attack of opportunity. The armature's limb or body houses up to 10 crossbow bolts before it needs to be restocked by the armature's maintenance crew.

Crossbow, Repeating: By spending 1 additional construction point, the crossbow attachment construction can be upgraded to this construction. This construction functions as the crossbow weapon attachment construction,

except that the crossbow is mechanically reloaded as a free action.

In addition, when making a full-attack, the armature can make multiple attacks with the repeating crossbow attachment that round, up to the maximum number of natural attacks allowed for an armature of its CR. If it does take these extra attacks, the armature suffers a -2 penalty to all of its attack rolls until the start of its next turn. The armature can also exchange other natural attacks for attacks with the repeating crossbow attachment. For example, if a CR 8 armature (maximum of 5 natural attacks) with one slam attack and one repeating crossbow attachment attack takes a full-attack, it can either make one slam attack (at a -2 penalty) and four repeating crossbow attachment attacks (each at a -2 penalty), or it can make five repeating crossbow attachment attacks (each at a -2 penalty), or it can make one slam attack (at no penalty) and one repeating crossbow attachment attack (at no penalty).

Firearm: The armature's hand is replaced by a long firearm barrel and mechanism, or a firearm mechanism is housed somewhere on the armature's chassis. A firearm attachment functions as a musket sized for the armature. A mounted firearm functions as a pistol sized for the armature. Reloading the firearm with a paper cartridge is a swift action, but is done so mechanically, so the armature does not need a free hand to do so, nor does it provoke an attack of opportunity. The armature's limb or body houses up to 5 paper cartridges before it needs to be restocked by the armature's maintenance crew.

Firearm, Multi-Barreled: By spending 1 additional construction point, the firearm attachment construction can be upgraded to this construction. This construction functions as the firearm weapon attachment construction, except that the firearm attachment has 2 barrels. By spending 2 additional points, the firearm attachment can be upgraded to have 4 barrels. By spending 3 additional points, the firearm attachment can be upgraded to have 6 barrels. Reloading a multi-barreled firearm is done so mechanically as a free action, but only at a rate of one barrel per round. The armature's limb or body houses a number of paper cartridges equal to three times its number of barrels before it needs to be restocked by the armature's maintenance crew.

In addition, when making a full-attack, the armature can make multiple attacks with the multi-barreled firearm attachment that round, up to its number of barrels and the maximum number of natural attacks allowed for an armature of its CR. If it does take these extra attacks, the armature suffers a -2 penalty to all of its attack rolls

until the start of its next turn, and the misfire chance of its firearm attachment increases by 1. The armature can also exchange other natural attacks for attacks with the multi-barreled firearm attachment. For example, if a CR 8 armature (maximum of 5 natural attacks) with one slam attack and one 4-barreled firearm attachment attack takes a full-attack, it can either make one slam attack (at a –2 penalty) and four multi-barreled attachment attacks (each at a –2 penalty and increased misfire chance), or it can make four firearm attachment attacks (each at a –2 penalty and increased misfire chance), or it can make one slam attack (at no penalty) and one firearm attachment attack (at no penalty and no increased misfire chance).

Firearm, Scatter: The armature's hand is replaced by a short firearm barrel and mechanism, or a firearm mechanism is housed somewhere on the armature's chassis. A firearm attachment functions as a blunderbuss sized for the armature. A mounted firearm functions as a blunderbuss sized one size smaller than the armature. Reloading the firearm with a paper cartridge is a swift action, but is done so mechanically, so the armature does not need a free hand to do so, nor does it provoke an attack of opportunity. The armature's limb or body houses up to 5 paper cartridges before it needs to be restocked by the armature's maintenance crew.

Launcher, Net: The armature's hand is replaced by a short barrel and firing mechanism, or such a mechanism is housed somewhere on the armature's chassis, capable of launching folded nets that unravel mid-air (see the Equipment section of the *Pathfinder RPG Core Rulebook*). Unlike other ranged weapon attachments, firing a net launcher requires a standard action. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. This is typically done by the armature's maintenance crew. By spending 1 additional construction point, the armature can be outfitted with masterwork nets. By spending 2 additional construction points, the armature can be outfitted with magical or technological nets.

Weapon Training (Ex): The armature possesses the capacity to use manufactured weapons, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional construction points are spent, it gains proficiency with all martial weapons as well.

3-POINT CONSTRUCTIONS

The following constructions cost 3 points from the armature's construction pool.

Blindsense (Ex): The armature possesses an assortment of finely-tuned sensory instruments, giving it blindsense out to a range of 30 feet. This ability allows the armature to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the armature. Visibility still affects the armature's movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The armature must have a CR of at least 7 to select this construction.

Burrow (Ex): The armature possesses the ability to rapidly displace earth through mechanical means, allowing it to move through the earth. The armature gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The armature must have a CR of at least 7 to select this construction.

Caterpillar Treads (Ex): The armature sports a pair of treaded wheel assemblies in place of legs. An armature with caterpillar treads moves at normal speed, but it gains a +4 bonus to its CMD against bull rush, drag, trip, and reposition combat maneuvers and on saving throws to resist being knocked prone or slipping on a slippery surface. Caterpillar treads also enable the armature to traverse difficult terrain as if it were normal terrain. An armature with caterpillar treads gains the trample construction at no cost, and deals damage with trample attacks as if it were one size larger than normal.

Greater Contraption (Ex): The armature is outfitted with a gearhead contraption. The armature gains one 2nd-level contraption chosen from the gearhead schematic list, which it can activate 3 times per day. The constructor level for this contraption is equal to the armature's HD – 2. The save DC for this contraption is equal to 10 + one-half the armature's HD + the armature's Constitution modifier. The DC is Constitution-based. This construction can be taken more than once, each time the armature gains a new 2nd-level contraption. The armature must have a CR of at least 4 to select this construction.

Magnetic Polarization (Ex): The armature possesses the ability to change the polarity of its electromagnetic energy, allowing it to affect metal objects in its surroundings. The armature can use this ability for a number of rounds each day equal to one-half its HD (minimum of 1 round). Starting this ability is a standard action, but it can be maintained each round as a free action. Once activated, the armature

can choose to have either a positive or negative polarity. Changing this ability from one polarity to another requires the armature to stop this ability and start it again as a standard action. This ability cannot be disrupted, but it ends immediately if the armature is killed or is otherwise unable to take free actions to maintain it. The armature must have a CR of at least 6 and possess the electromagnetic drive train to select this construction.

Positive Polarity: Each round this ability is maintained, all objects or creatures within 30 feet of the armature that are comprised mostly of metal (including creatures wearing metal armor), are subject to a pull maneuver, as if the armature had the pull special ability, as well as a disarm maneuver (use the same roll for both maneuvers). Light objects and weapons pulled by the armature fly and stick to the armature's body, requires a Strength check of DC 10 + one-half the armature's HD + the armature's Constitution modifier to remove. If the polarity changes or this ability ends, the stuck objects fall to the armature's feet. While this polarity is in effect, the armature takes a -4 penalty to AC against weapons comprised mostly of metal.

Negative Polarity: Whenever the armature starts this polarity, all objects or creatures within 30 feet of the armature that are comprised mostly of metal (including creatures wearing metal armor), are subject to a bull rush maneuver. Each round this ability is maintained, the polarity repulses every qualifying object and creature within 30 feet, granting the armature a +4 deflection bonus to AC against weapons comprised mostly of metal and requiring all qualifying creatures to make a Strength check of DC 10 + one-half the armature's HD + the armature's Constitution modifier each time they attempt to move toward the armature. Even then, such creatures are treated as moving through difficult terrain.

Powerful Blows (Ex): The armature's natural attacks have a little extra power behind them. Select one type of natural attack the armature possesses (such as slam, bite, or claw). The armature adds 1-1/2 times its Strength bonus on damage rolls with the selected natural attack. If another construction allows the armature to add 1-1/2 times its Strength bonus on damage rolls, this construction instead allows the armature to add double its Strength bonus of damage rolls with the chosen natural attack. In addition, the critical threat range of the chosen natural attack increases by +1. This construction can be selected more than once, each time applying to a different type of natural attack. The armature must have a CR of at least 5 to select this construction.

Standby (Ex): The armature can place itself on standby as a standard action. While on standby, an armature cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against the armature's drive train duration. An armature can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

4-POINT CONSTRUCTIONS

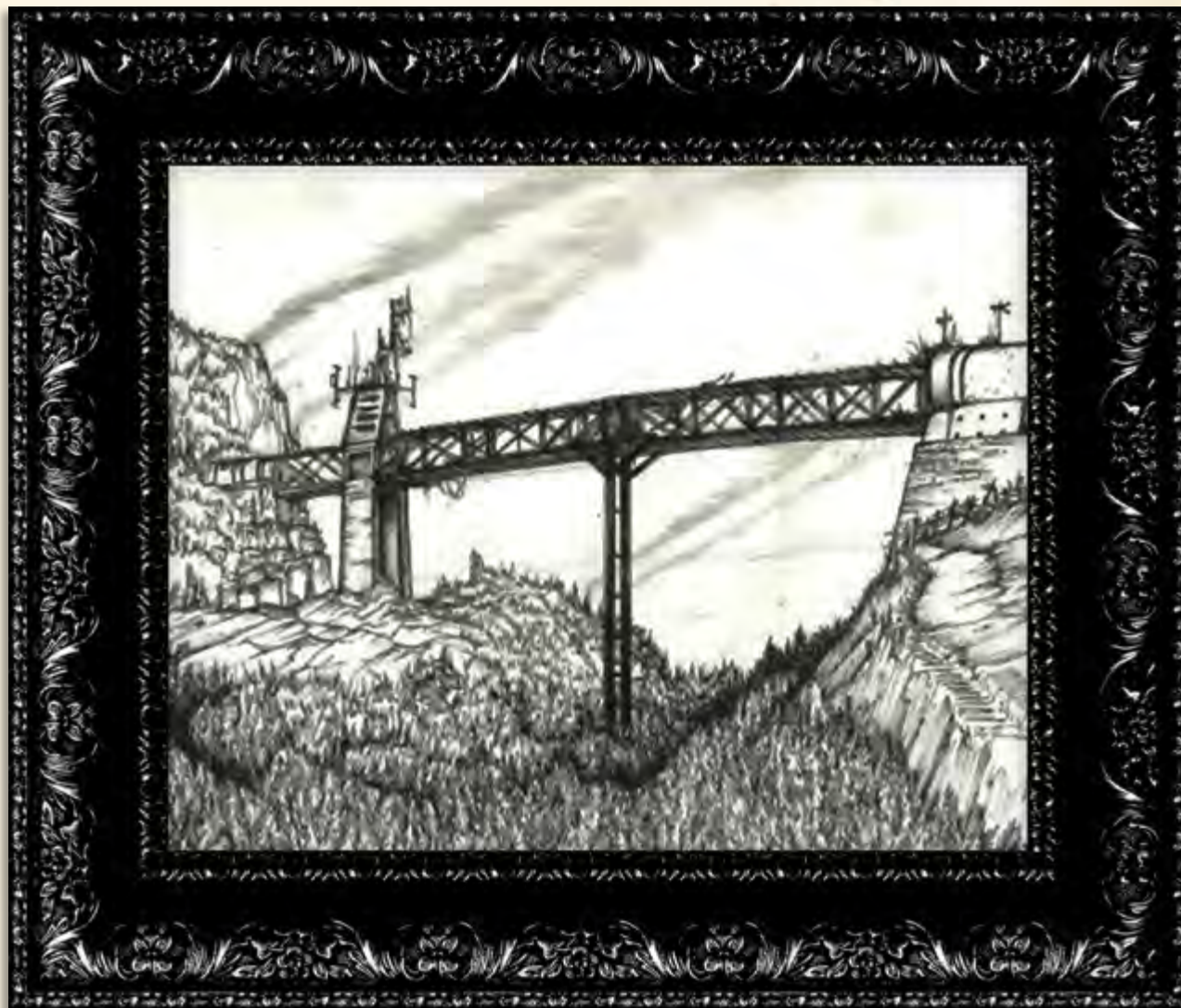
The following constructions cost 4 points from the armature's construction pool.

Blindsight (Ex): The armature possesses an array of highly acute, immensely accurate sensory instruments, granting it blindsight out to a range of 30 feet. The armature can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. The armature must possess the blindsense construction to take this construction. The armature must have a CR of at least 9 to select this construction.

Immunity (Ex): The armature's body has undergone extensive treatment to become extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The armature gains immunity to that energy type. This construction can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The armature must have a CR of at least 7 to select this construction.

Major Contraption (Ex): The armature is outfitted with a gearhead contraption. The armature gains one 3rd-level contraption chosen from the gearhead schematic list, which it can activate 3 times per day. The constructor level for this contraption is equal to the armature's HD - 2. The save DC for this contraption is equal to 10 + one-half the armature's HD + the armature's Constitution modifier. The DC is Constitution-based. This construction can be taken more than once, each time the armature gains a new 3rd-level contraption. The armature must have a CR of at least 6 to select this construction.

TROUBLE IN GRASSY SPUR



Artwork by Chris DeHart

An introductory adventure and campaign starter for 1st level characters.

Artwork by Alyssa Faden



INTRODUCTION

This adventure takes place in the Blue Ridge region of Harmonia, a land of pleasant yet unrefined folks. The town, Grassy Spur, sprung up when a large coal vein was discovered in the mountain. Abbott Coal Company practically owns the town, paying its members in scrip tokens, which can only be used in local establishments, all of which are in Abbott's pocket. Residents are hard working, and generally content. If trouble is started with one Grassy Spur resident, however, the town bands together like family.

Even in a sleepy blue collar town such as this, there are strange happenings afoot. The local veterinarian is rumored to experiment with stray animals and livestock. A reclusive clan of halflings in a local hollow have raging parties into the wee hours of the night. And, more recently, anarchists plot destructive acts to disrupt commerce. As with anywhere in Ullera, troubles and the challenges they bring may come from the smallest and unlikeliest of places, but where these troubles go leads to very big things.

PREPARATION

To play this adventure, you need the *Pathfinder Roleplaying Game Core Rulebook*, *Bestiary*, *Ultimate Combat*, and *Game Mastery Guide*.

Paragraphs in *italic* should be read aloud to players or paraphrased appropriately.

ADVENTURE BACKGROUND

A splinter group of anarchists, owing self-proclaimed allegiance to an underground movement called the Anarchaea, a term derived from pidgin Dwarven loosely meaning “the ancient disorder”—the true members of which have plotted the downfall of the Ulleran government for decades—are striking government institutions here and there. Since these new anarchists are relatively young and uninvolved with the more high-profile cases out west, federal investigators are having a hard time predicting the seemingly random threats. The villains' favorite strategy is to threaten unsecured infrastructure points to disrupt commerce rather than military and government outposts.

In the last few months, one member of this new anarchist faction was caught and punished. At his execution, he loudly proclaimed that his followers were setting about coordinating multiple attacks across small town Ullera to cause chaos and foment revolution. In candid interviews

before his execution, he told officials his theory that once shocked out of their comfortable lives, the masses would be awakened to the improprieties the Anarchaea have preached since their founding. While no one was much moved by his passing, the anarchists' efforts have not abated.

ADVENTURE SYNOPSIS

Trouble in Grassy Spur is a steampunk role-playing adventure for 1st level characters. Characters should achieve 2nd level by the end of Act I, and 3rd level by the end of Act II. The adventure begins with the PCs arriving in Grassy Spur, and, after pursuing their own interests for a time, learn of the anarchist plot. After navigating the town and investigating, they soon learn the plot is already in motion. Their only hope is to diffuse the bombs and capture or kill the anarchists before the destruction of a local rail bridge.

This adventure was created to playtest Pure Steam and its unique classes, archetypes, equipment, and new play options. At the end of the adventure, players and gamemasters should have a general feel of the Campaign Setting and a few new features Pure Steam has to offer.

1. Abbott Coal Mine

The mine's entrance is generally left open to all those who would enter, though recent events have prompted Mr. Abbott to post a pair of loyal men (fighter 2, OR treat as caravan guards, see *Dungeon Mastery Guide*) at night to dissuade would-be saboteurs. During working hours, miners use sealed lanterns and mirrors to illumine the way.

2. Abbott Homestead

These two dozen or so free standing structures constitute the Abbott Family demense. Ever wary of trespassers, runners and spotters (commoner 3, OR treat as vagabonds, see *Game Mastery Guide*) loyal to the Abbotts while away the day under the shade of the trees out front of the road leading up to Bertrand's from the main road into town.

Archibald enjoys a good relationship with the “animal services specialist,” and grants Bertrand asylum and free choice of local wildlife to use in his experiments. In return, Abbott keeps a kennel of augmented wolfhounds (treat as riding dogs, see *Bestiary*) with built-in fan-like parabolic earlobes (adds +2 on Perception checks to listen), nasal filters (prevents failure of the dog's scent ability due to competing scents or chemical deterrents), and articulated flails for tails (treat as a 1d4 tail slap, this is a secondary attack).

3. Bertrand's Animal Services

Bertrand Ecklund was a veterinarian who moved to town to sell canaries to the miners. He makes extra income treating ill livestock, and makes house calls, using his home as his office. Rumor has it he was run out of Summit City for "unnatural experiments."

4. Cowpie Hollow

Named for the cattle droppings typically strewn throughout its ball field, Cowpie Hollow is a shared space where kids play and livestock sometimes graze. In winter, kids ride sleds down surrounding hills and try to avoid the frozen dung piles as sport. It's common for young ones to come home from playing here with shins and back sides covered in filth, which results in a flogging and a bath from disapproving parents. Hollow-goers must always check underfoot when wandering about. Why? For fear of rolling a 1 on 1d6 per round of distracted activity (i.e. combat, etc.), resulting in a DC 11 Reflex save to avoid slipping and falling in fresh dung.

OLD SWEENEY

CR 1

Covered in scars and missing tufts of fur, this oddly large tabby cat walks with an irregular gait. One of its legs is a series of steel gears and pistons. One eyeball has been replaced with a glass substitute, and one ear is cropped. It emits a metallic hiss and a sneer.

XP 400

N Tiny Advanced animal

Init +4; **Senses** low-light vision, scent; **Perception** +3



DEFENSE

AC 18, **touch** 16, **flat-footed** 14 (+4 Dex, +2 size, +2 natural)

hp 9 (1d8+1)

Fort +3, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d2–2), bite +6 (1d3–2)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 7, **Dex** 19, **Con** 12, **Int** 2, **Wis** 16, **Cha** 11

Base Atk +0; **CMB** -2; **CMD** 12 (16 vs. trip)

Feats Weapon Finesse

Skills Climb +8, Perception +3, Stealth +10;

Racial Modifiers +4 Climb, +4 Stealth

5. Dooley's Outfitters

A group of local friends pooled their money and bought an old building to sell adventuring and exploring gear to those passing through. They all have other jobs, so the shop is frequently unattended. A large bell out front can be rung for service, resulting in attention in a couple minutes. "The Dooley Boys," as they're called, are mechanically inclined, and perform repairs on vehicles as needed.

Some of the specialty items they have available include: a light pneumatic bowgun, a heavily-used (5% off) dwarven sledgeaxe (called "Big Sam," this tool is sometimes loaned out to the head miner during strenuous digs), and 2 suits of brigandine armor.

6. Etyrian Chapel

Once a vaunted local marriage site and townhall, the chapel has long fallen into disuse since the previous minister ran off with what was at that time the finest catch in town—Abbott's great-grandmother, Dame Fairchild. The two-story affair is now all rotten wood, boarded-up windows, and deep shadows.

7. Kinny Hamilton's House

A drab three-room affair sprouting a slender chimney. A lean-to beside the house contains a tarp-covered crate full of bricks.

8. The Old Mill

On the banks of the dried up Crooked Creek, this aged three-story siloed establishment once served as a multipurpose

mill powered by water's strong current. The mill fell out of use when trains and steam wagons started bringing milled grain and sawed lumber in more variety and at cheaper prices. Abbott's nephew, Eli, now runs a saloon out of the ground floor for off-duty miners and visitors, keeping the silos as private watch and signal towers fitted with mirrored panes on the loft windows to flash messages across town.

9. Post Office

This single room, slant-roofed post office only has an attendant two days per week. A wall of personal boxes is filled with mail once weekly, when the postal wagon enters town.

A posting is evident on the outer wall: it's a wanted notice for the death of "Old Sweeny," with an artist's rendering to match. Seddyn Rackett is offering 200 bucks for the body.

10. Rackett's Cove

The Rackett Clan of Leatherfoot Halflings settled into this region shortly before the opening of the coal mine, hoping for peace and quiet. The Cove is surrounded on three sides by steep hills, which must be navigated by narrow switchback roads. The remaining entrance to the Cove may only be traversed by bridge across the local creek, and the Racketts often close the bridge to visitors. Grassy Spur's growth has been an annoyance to several of the family members, but not so much as the pesky nuisance that is Old Sweeny.

Roaming Rackett's cove, attacking livestock and residents alike, Old Sweeny is a nasty cat that has proven near impossible to kill. On several occasions he's been supposed dead, only to show up later with a worse attitude. Recently, after being run over by a steam wagon and tossed into a local stream, he stumbled into town with a metallic leg and tough leather grafted to his back. It appears someone has been experimenting on him.

11. Rackett's Grocer

Unlike his isolationist kin, Seddyn Rackett saw the Abbott Coal Mine as an opportunity for fortune. He is the proprietor of a local grocery store which caters to customers who pay upfront and offers delivery by pony cart throughout the area. Aside from the rare extraordinary find, most trade items and basic goods under 50 bucks can be had here.

ACT I

CAUGHT IN A BRIAR PATCH

In the first part of the adventure, the PCs acclimate to the culture of Grassy Spur and learn about the destructive plot.

GRASSY SPUR

Latitude 37N 15', Longitude 81W 13'

NG village

Corruption -1, Crime -2, Economy -1, Law +0, Lore +0, Society -2

Qualities insular, rumormongering citizens

Danger +0

DEMOGRAPHICS

Government autocracy

Population 800 (61% humans, 29% gnomes, 5% halflings, 4% dwarves, 1% others).

NOTABLE NPCS

Reverend Reynor Hayes Wyatt (NG male gnome [gentry] aristocrat 1/chaplain 4); "Rev Wyatt" is the town's recognized mayor, but not the recognized authority, *Archibald Abbott* (LE male human [ulleran] aristocrat 6) coal magnate, the real authority in town and privately maintains that his word holds the most sway, *Eli Abbott* (CN male human [ulleran] rogue [charlatan] 4), *Seddyn Rackett* (NG male halfling [leatherfoot] expert 3), *Bertrand Ecklund* (NE male human [ulleran] expert 1/ alchemist 4), town "veterinarian."

MARKETPLACE

Base Value \$800; **Purchase Limit** \$4,000;

Spellcasting 1st

Technological Items Minor 2d4; Medium 1d4; Major ---

Magic Items Minor 1d2-1; Medium ---; Major ---

Arriving in Town

The PCs arrive in Grassy Spur on a mild autumn day. Here are a few hooks to get them involved in the adventure:

- An urgent telegraph summons any and all freelance adventurers to town by order of Mayor Wyatt.
- Rumor of a wild hellion that roams the hillsides of a defenseless backwater in the Blue Ridge country of Harmonia.
- Visiting coal-mining family members.
- Looking for work, the heroes' train ticket money won't carry them any farther, letting them off at the

local station in Hearthsburg (23 miles away). A wrong turn or unpaid debts on the train lead them to the quiet existence that is Grassy Spur.

Coming in along the North Fork which passes by The Old Mill (see entry 8 on the map, above), the PCs will want to get their tongues wet after the longer-than-expected coach ride from Hearthsburg. As they make their way into the taphouse, read the following aloud:

Nestled in the folds of a tired old mountain, this town sits in near complete seclusion. Roads of crushed rock wind their way between clusters of buildings. Aside the main road, a monolithic, rusting device bobs rhythmically, pumping water. Rows of tiny, identical homes house the working class. On the northern ridge, massive machines move coal from the mine to processing camps to be sold. Off in the distance, a magnificent rail bridge spans the gap between two peaks.

WATERING HOLE (CR 1 OR 2)

Read:

The Old Mill is open, but the shutters are all closed. As you step inside, slants of dusty light fall across the taphouse in places where a half-dozen even dustier patrons hunches over their brews. No greeting welcome, the patrons' stares are enough to put you in your place as outsiders. One of them scoffs visibly seated among his two other friends at a table. The others gawk or sneer as they nurse their cups at the knot-ridden bar. An impossibly tall, pale woman in a shiny brace-girdle stands up from a bent position behind the bar and asks in a lazy voice, "What'll it be, strangers?"

Outside of drinks, of which they can likely afford very few, the PCs should understand that they are here to familiarize themselves with their new workplace. Ask for Diplomacy checks to make a request of the room/barkeep and refer below.

Diplomacy check results...

16+ Who and what you know is everything in a small town, and should this be the best the PCs can muster (aids included), all they get in return is teasing insider comments that dance around the subject (e.g. if the PCs mention Mayor Wyatt, one patron replies, "Oh, Rev Wyatt, ya mean? Naw, never heard of him!" **idiot laughter**).

OR, if the PCs claim family ties, one of the patrons recognizes the PC(s) and offers a chair, ignoring the others. Unless another check changes the result, the talk remains small.

21+ One of the patrons or "Sandy," the barkeep—actually Eli in one of his crossdressing disguises—will ask from where the PCs came or to see their telegraph. Once satisfied with the authenticity of their claims, Sandy or one of the patrons will ask what's in it for them to help. Open threats trigger another Diplomacy check at a -5 circumstance penalty; but if the PCs' response is reasonable, they receive a tip in either one of the following ways (A or B):

GM Note: Alternatively, you can look to a player and ask, "High or low?" "Odd or even?" and roll a die to determine which outcome occurs.

- Sandy prompts a skinny halfling called "Little Knife" to hop up from beneath the bar and fetch Rev Wyatt. The town's mayor is brought to see the PCs after 10 minutes (skip to "Wyatt's Proposal," below).
- One of the patrons explains how Seddyn Rackett will pay 200 bucks for the corpse of "Old Sweeny" (see entry 10 on the map, above). After rewarding the PCs, Seddyn responds with relief, lamenting somewhat sarcastically that now all the town has to worry about is looking after that Hamilton boy. If pressed, he suggests they talk to Rev Wyatt (see "Wyatt's Proposal," below) and sends a runner to arrange for them to meet at The Old Mill.

<11 The miners may sling insults at the PCs, but won't fight unless antagonized. They are a tight-knit bunch, and will all join in if a fight ensues.

Note: If the PCs ask Sandy about "her apparent injury," she explains she got her back broken during a game of cards, "...snapped in half like a twig...took a pair of doctors and six whole months in Summit City to right it."

It should be made clear to PCs that while brawling may only get them a night in the lockup, using firearms or other deadly weaponry to resolve a spat in city limits is grounds for long-term imprisonment. Bar brawls should be settled unarmed (along with spare bottles and chairs), dealing nonlethal damage, as killing a citizen will end an adventure really quickly.

OLD MILL PATRONS (6)

CR 2

Just a bunch of toothless locals and restless miners.

XP 100 each

Male human [ulleran] commoner 1

N Medium humanoid (human)

Init +0; Senses Perception +0

DEFENSE

AC 10, touch 10, flat-footed 10

hp 4 (1d6+1)

Fort +1, Ref +0, Will +0

OFFENSE

Speed 30 ft.

Melee unarmed strike -3 (1d3+1) or improvised weapon
-3 (1d4+1)

STATISTICS

Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +0; CMB +1; CMD 11

Outcome

If a fight ensues, Sandy's toady, Little Knife, rushes up one of the taphouse's unused siloes and signals Abbott's armed men who arrive in 2d4 rounds. Acting "on behalf of the mayor," they fire warning shots and break up the fight. All brawlers spend the night in lockup (Abbott's mansion cellar) and are released in the morning. If the PCs mortally wound anyone, they stay until a Hearthsburg lawyer can be brought in for them. Luckily, Rev Wyatt is desperate enough to vouch for their freedom in this case, with their assistance as a condition of liberation (see below). If the PCs make contact with Rev Wyatt without a fight, give them each an ad hoc bonus of 300 XP for doing so.

WYATT'S PROPOSAL

If the PCs are in deep trouble, this exchange takes place in the lockup, after all others are freed in the morning. If they've behaved themselves, Reverend Wyatt meets them in The Old Mill. Read:

A rotund though dapper gnome approaches you. In a pinstriped three-piece suit and glossy wing-tips he waddles, leaning lightly on a mahogany cane. He removes his top hat and pats his forehead with a handkerchief, catching his breath. Under wild unkempt eyebrows, you notice one glass eye next to a normal one. Without an apparent accent, he says, "Welcome to Grassy Spur. It's always nice to see new faces. I'm Reverend Reynor Hayes Wyatt of the Ulleran Trade Council. I've already gleaned plenty of information about you; Grassy Spur's a gossip-prone town. Despite its charm, however, I'm afraid we're in for a disaster."

He informs the PCs of an anarchist plot to destroy the iconic rail bridge traversing two peaks of the nearby mountain. If the PCs ask questions, he can share the following information.

Why Grassy Spur?

The nearby two-lane rail bridge, the Grassy Spur Span, carries more coal and goods across it than any bridge in central Harmonia. If they destroy the bridge, it would set off an economic catastrophe, with the capitol of Summit City so close.

Why should we help?

If the PCs caused too much trouble in the saloon, Wyatt tells them that helping is a condition of their release. If they didn't, he tells them that the law and military aren't taking the threat seriously enough. Even if they did help, he suspects the anarchists would change plans and flee with even a hint of government agents nearby, and he needs to catch them in the act.

What do we get for helping?

For foiling the plot and killing or capturing at least six anarchists, Wyatt will pay the PCs 300 bucks each. This amount is reduced to 100 bucks each if Wyatt had to bust them from long-term imprisonment (i.e. they ended up killing any of the citizenry).

What's the connection, if any, about what Seddyn mentioned concerning trouble with a local boy by the name of Hamilton (or anything pertaining to the Hamiltons)?

Wyatt responds:

"Ah, well now, as you might have guessed that's a family matter. People around here aren't prone to share much about their families with, well, ones like yourselves. They like to see such concerns kept among themselves. But, if you like, I can direct you to his house. The man himself can tell you a lot better than I."

SNOOPING ABOUT TOWN

The PCs will want to glean as much information about Grassy Spur and the anarchists as possible. Depending on of whom and what they ask, and their Diplomacy or Knowledge (local) check result, they can learn the following information in 1d4 hours.

DC 10

- The local chapel has been abandoned for decades.
- Theft has increased substantially in the last few weeks.

DC 15

- Individuals have been seen sneaking in and out of the chapel at night.
- A crate of steel pipe and nails was stolen from Dooley's Outfitters shop last night.

- Kinny Hamilton, a gnome, hasn't been seen at work or at The Old Mill in weeks, but he has been seen at home, which is odd.

DC 20

- Two steam wagons in disrepair come to and from the chapel, with masked individuals.
- Kinny Hamilton was spotted by a homeless with boxes of hardware.

KINNY'S HOUSE (CR 1)

Whether the PCs have implicated Kinny Hamilton in the anarchist plot or simply wish to pay the estranged citizen a house call, chances are they'll visit his house (entry 7 on the map, above) at some point. Once they arrive, read aloud:

A red brick one-story home predating the mine sits off the main road next to a short lean-to shed. The house has a clinging smell of black pepper and something you don't recognize. The slender chimney churns out black smoke like it's in the middle of winter.

Should they check the shed, secretly make a Perception check for the PCs. If the result beats DC 15, read:

You reveal a tarp-covered crate full of bricks, beneath which wooden planks conceal a hole in the ground, just large enough for a small person to crouch in. The hole currently contains a burned crate of steel pipe and nails.

GM Note: This is where Kinny stows stolen hardware before transporting it to the chapel. PCs examining the crate can just make out an unburned "—ey'—" partial insignia, for "Dooley's Outfitters."

If the result beats DC 20, also read:

Furthermore, you notice drag marks, created as if by a small crate or box, that lead south along a path away from the house.

GM Note: The drag marks end abruptly in places along the road that travels southeast to the Etyrian Chapel, as Kinny was able to pick the crate up for short distances. Following this broken trail to the chapel (see "Chapel Standoff," below) requires three separate Survival checks at DC 16.

If the PCs crawl down into the hole, read:

A dirty cinder block rests loose on the side of the house. By shifting it into a recess on the left, you can enter a crawlspace beneath the floorboards.

GM Note: This crawlspace comes up through the kitchen floor without triggering the rigged jar trap, see below. If the PCs use this route to gather clues here without triggering the trap, and are aware of the trap, award them the experience as if they had disabled it.

Should the PCs enter the house, read:

Inside, furniture is overturned and papers litter the floor. The majority of the sheets are notices of overdue payment for grocery and bar tabs (mostly from other towns), and a few letters from relatives mentioning the dangers of borrowing money from the wrong people. Doors leading to other rooms lay slightly open.

The sitting room, just inside the front door, is a 10-ft.-by-10-ft. square, with shuttered windows on the front wall. The bedroom through one of the ajar doors has apparently been robbed, as drawers are flung open and stripped of valuables. The black pepper smell is strongest here. The gnome body on the bed has serious chemical burns on its face, neck, chest, and hands. This is not Kinny, but rather some poor sod serving as a decoy to throw investigators off his trail if anyone was brave enough to check the house. The ruse is skillful enough that PCs and town officials should be made reliably certain that it's Kinny's corpse.

The other ajar door leading to the kitchen is trapped. A makeshift gas bomb has been propped atop the door, rigged to fall and shatter if the door is moved at all.

RIGGED JAR TRAP

CR 1/2

It's not full of honey!

XP 200

Type mechanical; **Perception** DC 15; **Disable Device** DC 13

EFFECTS

Trigger touch; **Reset** none

Effect poison gas (diluted chlorine); never miss; multiple targets (all targets in a 10-ft.-by-10-ft. room)

DILUTED CHLORINE

Type poison, inhaled; **Save** Fortitude DC 12

Onset 1 round; **Frequency** 1/round for 6 rounds

Effect 1d2 Con damage; **Cure** 1 save

The diluted chlorine in the jar becomes gaseous and fills the sitting room in one round. Those affected begin uncontrollable coughing, making stealth impossible until cured. The bomb is intentionally weak; the fumigant who placed it wanted to dissuade investigators from snooping around, but didn't want to use sophisticated enough reagents to raise suspicion.

The kitchen also houses a rambling coal engine, the only seeming purpose of which is to generate copious amounts of black smoke through the chimney. Unfortunately, the engine has filled much of the kitchen with smoke as well, forcing those who enter to hold their breath or begin to suffocate. Dealing 8 or more points of damage to the engine with a single attack will cause it to explode (in turn, effectively shutting it down and dealing 2d6 damage to anyone in the kitchen), otherwise it's been rigged to run continuously so long as fuel remains. The engine has also been rigged with sound dampeners that render it undetectable from the outside unless a DC 20 Perception check is successful.

Outcome

Once the PCs have confirmed "Kinny's" death with Rev Wyatt, and have shown him the crate of stolen goods from Dooley's Outfitters, he will express his sorrows, but seems anxious about another worry. Old Sweeny has just turned up in Cowpie Hollow, and the Rev wants the heroes to go bag the critter while he attends to handling Kinny's affairs. Once they've completed this, or instead if they already have, it is learned through Seddyn how part of Old Sweeny's leg was a discarded shell piece from a pipe organ, like the kind the town used to keep at the chapel. This all compels the Reverend to have the PCs investigate at the chapel to see who there, if anyone, can answer for these goings on.

CHAPEL STANDOFF (CR2)

GM Note: However the PCs end up coming here, the following setup will be the same.

This lofty single-floor church was once the cultural and spiritual heart of Grassy Spur, but decades of widespread cynicism—and the jealousy of those who saw it as a threat to their power—let it fall into disuse. Now, the anarchists are fashioning it into their own training facility and kill house ready and waiting to be used in the town's imminent death. Read:

The tired oak doors moan upon being opened. Other than an orange, dusky afterglow, the boarded up interior allows

very little light to enter the defunct townhall. Pews remain unmoved, but drop cloths and debris litter the chamber, all covered save for a magnificently dangerous looking candelabra that hangs from the gallery level above the ground floor. Ghostly dust and age imprints left on the wall from where a pipe organ once stood are evident on one wall; lewd symbols and phrases are hastily painted on another. Whip quick, you hear a shooshing sound near the altar. From the front row of pews, someone levels a firearm at you and snickers...

ANARCHIST GUNMEN (5)

CR 2

Two strongbacks, a couple of low-lives, and a really butch bimbo!

XP 135 each

Male/Female human [ulleran] warrior 1

NE Medium humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE

AC 13, **touch** 11, **flat-footed** 12 (+2 armor, +1 Dex)

hp 9 (1d10+4)

Fort +3, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1/x2)

Ranged pistol +2 (1d8/x4)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 13

Feats Improved Initiative, Toughness

Skills Intimidate +3, Perception +0, Stealth +2

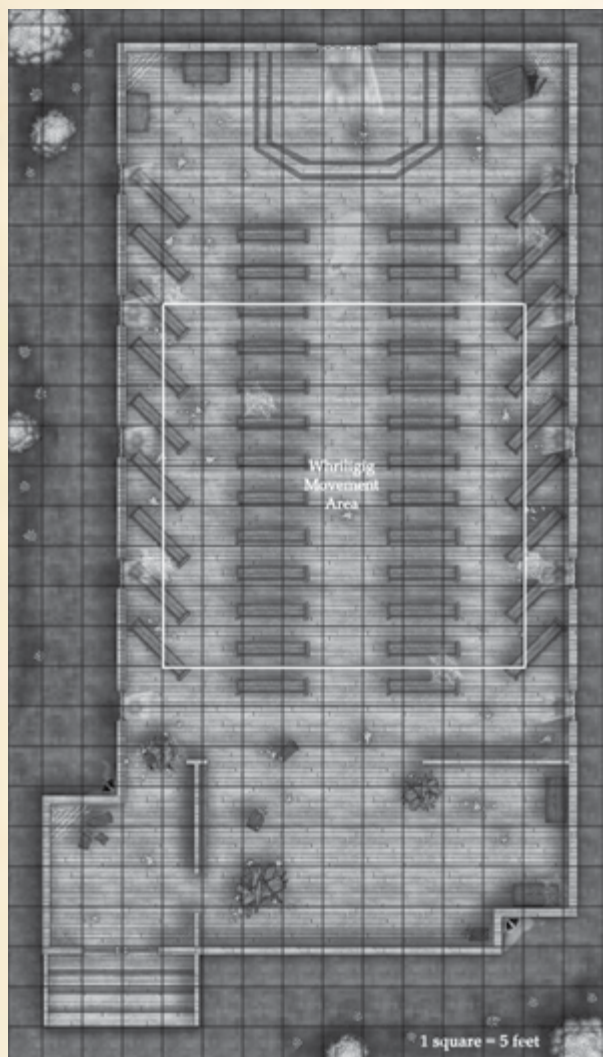
Languages Common

Gear leather armor, pistol with 10 bullets and doses of black powder, club, 2 days of trail rations, 3d4 bucks

Tactics

Three gunmen, already in position, remain spread out at least 10 feet from one another, behind cover in the pews, firing at the PCs. A fourth anarchist sneaks behind the cover afforded by the pews and refuse, positioning for a grapple. Finally, the last anarchist readies a device he has been working on since they've been here, a wicked cutting whirligig composed of two sets of rotor blades fashioned from organ pipes and a pulley mechanism that makes them rotate opposite each other. The device doesn't work properly, but the anarchists are thrilled to test it out anyway! (They hope it will become a major means of executing their enemies in the future.)

Figure 1 – Etyrian Chapel interior.



Artwork by Alyssa Faden

At the start of the second round, the whirligig operator (controlling the device from the gallery 10 feet above ground level) calls out, “*Okay, boys! Here she goes!*” as he works a chain through a pulley and pulls a ripcord to spin the rotors. Each round, the operator must make a Strength check (DC 12) to steer the whirligig (a medium-size trap/vehicle). The whirligig can only travel within the chapel interior, restricted to areas above the pews—so pews do not grant cover from the whirligig, but being prone or kneeling provides bonuses against its ranged touch attacks—and out from underneath the gallery level (a DC 15 Knowledge [engineering] check will reveal this to the PCs). The whirligig can move 40 feet in a straight line, forward and backward, diagonally, or side-to-side. The operator makes a ranged touch attack (equating to a –2 penalty) against each creature in a 20-foot line within the whirligig’s path. Those

hit take 1d8+2 damage. If he fails the Strength check, it goes in a random direction within the area, as determined by the missed splash weapon rules. If the operator fails the check by 5 or more, he slips (falling 10 feet), and the whirligig flies about uncontrolled for 1d4 rounds (whirligig’s attack bonus is –4 while uncontrolled). If a natural 1 is rolled on a whirligig attack roll, it breaks and falls, crashing into everything in its current line for 1d6 damage (Reflex DC 12 for half). The whirligig’s chain has an AC of 9, 10 hardness, and 5 hit points. Lining up an attack against the chain requires a full-round action and grants a +2 bonus to ranged attacks, and grants a +5 bonus to melee attacks.

The anarchists are loyal to the cause, but not one another. If three or more anarchists are killed or knocked unconscious, the others flee.

Loot

In addition to the enemies’ gear, a DC 15 Perception check reveals tiny glass vials with traces of a bitter substance. A DC 15 Craft (alchemy) check reveals it to be the makings of an aerosol choking agent. Bomb-making materials (gunpowder, scrap metal, fuses, and beeswax) worth 50 bucks also litter the back of the chapel.

Outcome

Should the PCs keep anarchists alive and interrogate them, each has a starting attitude of Unfriendly—and one of them is Kinny! If the PCs can persuade Kinny to talk, they learn that the lot are simply the cleanup crew, removing evidence from the chapel before “the fireworks.” This refers to a series of bombs set to destroy the nearby rail bridge as Rev Wyatt suspected. Part of this is a lie, of course, as the anarchists’ work here *is* important to them, but Kinny seems not to care whether the PCs know so long as the heroes waste time with him. However, these *are* lowly initiates who know little of the full details of the bomb plot. Somehow, though, Kinny admires the heroes’ never-say-die determination—something he covets of others—and allows them to know that the bombs are to be placed before dawn tomorrow, beneath the rail bridge. This is Kinny’s last act of self-defiance before he throws himself on something sharp. The PCs may use the anarchists’ beat-up steam wagon behind the chapel to reach the location of the bridge bombs.

GM Note: The vehicle below features an abbreviated stat block, focusing only on those numbers that might be useful to the heroes in this adventure. Furthermore, the numbers here do not represent the standard statistics for this vehicle, nor the broken condition.

BEAT-UP STEAM WAGON

Huge land vehicle

Squares 8 (10 ft. by 20 ft.; 15 ft. high); **Cost** \$1,200

DEFENSE

AC 8; **Hardness** 7

hp 110 (90)

Base Save +1

OFFENSE

Maximum Speed 80 ft.; **Acceleration** 20 ft.

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

This steam wagon has been through a lot, an accessory to evil anarchist plots and the like, and hasn't received maintenance or a good wash in months.

Driving Check Knowledge (engineering) or Profession (driver)

UNDER THE BRIDGE (CR 3)

GM Note: The following section makes use of some rules from the Vehicles chapter of *Ultimate Combat*, but everything you need to know is reprinted here.

If the PCs decide to camp out at or near the bridge overnight to lie-in-wait for the anarchists, remind them that this will prevent them from healing any wounds they have from earlier. Their activities will instead include traveling through unfamiliar territory, scouting the terrain, setting up camp, daily upkeep (eating, etc.), and just enough sleep to stave off tiredness for the next day. If they reason they can just rough it in the steam wagon, explain that it's not a suitable enough quarters for anyone to garner the proper 8 hours sleep necessary for healing. Furthermore, if they are seriously injured, staying in town will allow them to make use of Rev Wyatt's resources including long-term care and treatment of wounds. Still, the heroes should not be denied this option. Read:

Bridging a steep, pine-shrouded hollow, the Grassy Spur Span rises over 100 feet from the ground. Corroded steel trusses hold it up.

If the PCs were lying-in-wait, read:

You are lost for a moment in the wooded majesty of a Blue Ridge sunrise, but that ends abruptly as a second steam wagon comes rumbling out of the tree line barreling toward you. Riders onboard shout to you as the steam wagon aims for the

bridge legs, "You's all about meddled your last! At 'em boys!"

If the PCs arrive at or before dawn, read:

From a distance, figures can be seen fastening objects to the trusses' crossbeam supports. As your steam wagon comes to a stop, the tires drag on dirt and distressed brake pads squeal, catching the attention of the three men. They immediately draw their weapons, two of them ducking for cover.

The anarchists' engineer aims to exploit the weakest points in the bridge supports: thin load-bearing steel crossbeams forming the trusses. This can be done either by: A) using the steam wagon as a ram; or B) detonating the bombs...

Tactics

The anarchists' tactics follow one of two paths ('A' for ramming or 'B' for bombing), depending on the heroes' previous choices.

A) Without time to prepare the bombs, the anarchists ignore subtlety in favor of brute force. The steam wagon is rolling down the hill at a decent clip, and nothing short of shooting the driver (who's enjoying cover) dead during the first round of combat will prevent them from ramming the bridge supports. The first ram, at top speed, deals maximum damage (16 points) to the trusses (10 hardness, 15 hit points each; thus after the first ram, this truss has only 9 hit points remaining), and 1d6 damage to the occupants (the driver takes half due to makeshift crash padding he prepared) as the vehicle comes to a sudden stop. Each subsequent hit deals the trusses 2d8 damage, then 1d6 halved again to the driver. To do so, the driver (stats as below, except Str 10, Wis 13, replace Intimidate +3 for Profession (driver) +7, change Perception to +2, and replace Improved Initiative with Skill Focus (Profession [driver]) must make three checks: a reverse driving check, a deceleration check, and an acceleration check. Follow this pattern: round 1, reverse driving check to move back 10 feet; round 2, deceleration check to come to a full stop; round 3, acceleration check to go forward and ram; round 5, repeat. After the first ram, the other gunmen and the civil bedlamite, Arnswaller, exit the vehicle and behave as below, except where the bomb tactics are concerned.

B) The three anarchist gunmen and the civil bedlamite use cover while firing at the nearest heroes. If the PCs get too close, the gunmen maneuver themselves to stay at ranged, while Arnswaller is only too eager to oblige. At the start of Arnswaller's third turn, he drops what he's doing and shouts, "Damn clydes are wastin' our time! You two! Get me coverin' fire, let's bring down this bridge!" After yelling, Arnswaller goes on a shooting spree. Each round he takes a 5-ft step toward the bomb trigger while still fighting.

The other two gunmen hold position and concentrate their attacks on the hero with the least cover.

ANARCHIST GUNMEN (3) CR 1

See page 210, above.

ARNSWALLER CR 1

One loud-mouthed, mean son of a buck!

XP 400

Male half-orc [avus] barbarian [civil bedlamite] 2

NE Medium humanoid (human/orc)

Init +2; **Senses** low-light vision; **Perception** +0

DEFENSE

AC 16, **touch** 12, **flat-footed** 14 (+4 armor, +2 Dex)

hp 20 (2d12+2)

Fort +6, **Ref** +3, **Will** -1; +1 vs. fear

OFFENSE

Speed 30 ft.

Melee greatclub +4 (1d10+3)

Ranged pistol +4 (1d8/x4)

Special Attacks shooting spree (8 rounds), rage power (surprise accuracy)

Raging Statistics While on a shooting spree, Arnswall's statistics are **AC** 14; **Ranged** pistol +3/+3 (misfire 3, reload as swift action); **SQ** Can act as if disabled at 0 hp or lower, instead of dying, but can only draw a firearm, reload a firearm, or attack with a firearm.

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 7, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 16

Feats Point Blank Shot

Skills Intimidate +4, Perception +0;

Languages Common, Orc

Gear jack of plates armor, pistol with 15 bullets and doses of black powder, greatclub, 30 bucks

BRIDGE BOMBS (3) CR 1/2

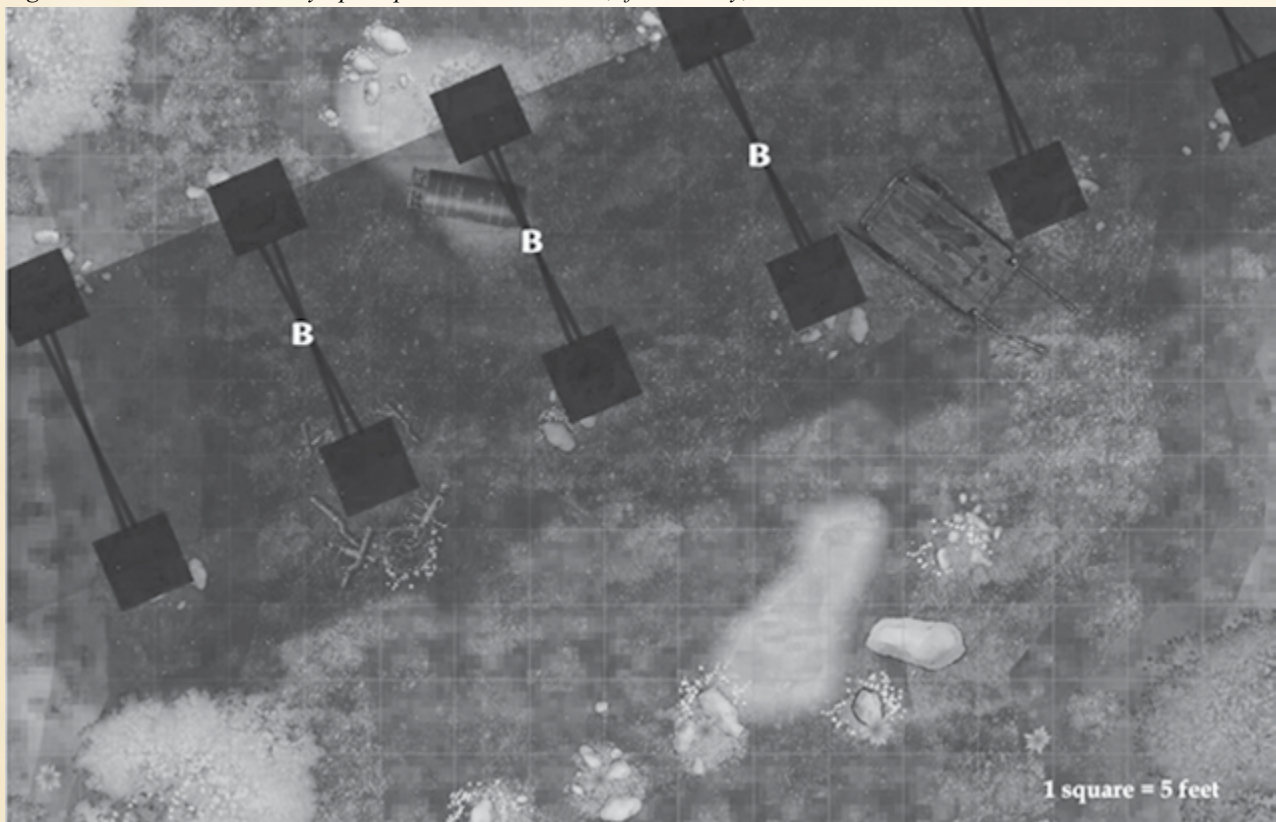
Tick-Tock! Tick-Tock!

XP 65 each

Type alchemical/mechanical; **Disable Device** DC 12;

Craft (alchemy) DC 14 also disables the bomb; failure by 5 or more initiates detonation timer. Bomb detonates

Figure 3 – Beneath the Grassy Spur Span. Bomb locations, if necessary, are marked with a 'B'.



after connected trigger has been activated.

hp 10; **hardness** 5; destroying a bomb detonates it.

EFFECTS

Trigger manual/timed; **Reset** none

Effect 3d6 damage, ignores half hardness; 20 ft. radius-burst, Reflex DC 15 half damage

GM Note: The bombs themselves are easily disabled without risk of detonation after combat has concluded.

Outcome

If the anarchist driver manages to ram through two support trusses, the bridge will collapse once a train passes, and the anarchists know this! (The PCs can determine the same with a DC 20 Knowledge [engineering] check.) The same goes if the anarchists get to the bomb trigger and activate it (a standard action that provokes an attack of opportunity), as all three bombs deal enough damage to the bridge's trusses to visibly weaken and cause it to collapse under the weight of the next train.

Should the PCs fell the last enemy, or in the case that the bridge collapses and the anarchists feel confident in their victory, Arnswaller reveals the failsafe of the plot with his final breaths. Read:

"Har! Did'ya think we'd let the whole plot ride on this here bridge? There's a bomb on the 5:25 from Hearthsburg that's certain to blow just as it passes over this bridge. Our victory was assured from the start, fools!"

Now, the PCs must quickly get to Hearthsburg train station!

THIS CONCLUDES ACT I OF THE ADVENTURE.

At this point, the GM is encouraged to allow the players to briefly rest 8 hours in town, and level up to level 2, before playing Act II in order that everyone can better meet the more difficult challenges ahead on the 5:25 to Summit City.

Furthermore, we're introducing a new added level of awesome to the experience point process. "Trouble in Grassy Spur" represents the first in a series of adventures that make use of Exploits. Think of Exploits as the tabletop version of achievements or trophies for console games. Exploits encourage your players' characters to attempt to satisfy adventure conditions above and beyond simple completion. By satisfying the Exploit's description, the

party reaps the benefit of the award. There are also Legacy Exploits which tie in with future products and give your PCs ways of shaping the game world around the character's very own actions. Read on below to see which Exploits were available in Act I of this adventure.

EXPLOITS

"FULL STEAM AHEAD!"

Description: Ram an anarchist at the bridge with the steam wagon.

Award: +100 bonus XP, and a +1 circumstance bonus on any Intimidate checks for the remainder of the encounter.

LEGACY EXPLOITS

"BATTER'S UP!"

Description: Slay Old Sweeny with "Big Sam" (the dwarven sledgeaxe found in Dooley's Outfitters).

Award: +150 bonus XP, and a +2 morale bonus on any Charisma-based skill check in Grassy Spur for the remainder of the adventure. Also, Dooley's Outfitters agree to take Big Sam and improve it, to commemorate the end of Old Sweeny, by making it a masterwork weapon by adventure's end. Also, this exploit carries through to further adventures in the "Beyond Grassy Spur" adventure series, though the PCs must keep the upgraded version of Big Sam in their arsenal for this to happen.

ACT II

WILD RIDE TO SUMMIT CITY

The PCs arrive just as the train embarks on its scheduled run to Summit City, leaving them little time to stop the anarchists' plot. Read:

As you arrive at Hearthsburg Station, you hear the whistle of the engine, and the click-clack of the train pulling out. It's on its way to Summit City—across the Grassy Spur Bridge! There are a dozen or so cars yet to depart, but that number dwindles as the train gains speed. If you hurry, you may be able to snag a ride on the caboose.

ATOP THE TRAIN (CR 4)

The PCs manage to catch the 5:25 from Hearthsburg just as it leaves the station, roughly 14 miles from where it passes the Grassy Spur Span. The train is traveling at 40 miles per hour. If time becomes important, this leaves the heroes approximately 21 minutes until the train crosses the Grassy Spur Span and explodes!

Since this is a dual passenger/freight train, the freight cars at the end of the train are covered and full. The only way to move forward is to get on top. Riding on top of the train while in motion subjects all creatures not lying prone to severe wind effects (*Pathfinder RPG: Core Rule Book: Environment*), and each square of the train's rooftop is treated as difficult terrain, except when creatures make a DC 13 Acrobatics check to charge at half speed.

At the forward end of each railcar, the PCs will find a wheel-crank that can be used to untie the car it's attached to from the other leading ones. This requires a DC 11 Strength check (the PCs can take 10 only if there's no combat happening on that car), and takes two full round actions to complete, leaving the subject flat-footed while doing so. Afterward, the previously attached railcars begin to slow and separate at a rate of one 5-ft square every two rounds while the train is at speed.

TRAIN-TOP HAZARDS

CR 1

With the PCs on top of the train, periodically roll 1d20 at the top of every round of initiative order. If the roll result is 10 or less, or if there were no hazards last turn, a hazard occurs. Roll 1d10 and then compare the result to the table below to determine the hazard.

Roll Result	Hazard
1-3	Jostle
4-6	Smoke cloud
7-8	Tree limb
9	Embankment
10	Archway

Jostle: A sudden swaying or bucking motion causes everyone on top of the railcars to pitch along with the train's movement. Each creature riding the roof of a railcar must make a DC 10 Acrobatics check or lose a move action and become flat-footed during their next turn.

Smoke Cloud: A puff of black, coal-fire smoke from the engine blows across the top of the train. Each square of

the train's roof becomes shrouded in thick smoke for 1 round. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target; keep in mind, the roar of the tracks and rushing wind makes attempts at listening very difficult).

Tree Limb: Untrimmed vegetation sweeps the top of the train (from front to back). The tree limb attempts to an overrun combat maneuver against each creature standing on top of the train. Prone creatures are not subject to this combat maneuver. A creature can attempt to avoid this overrun maneuver by dropping prone as free action with a successful DC 15 Reflex save. A creature that is denied its Dexterity bonus to AC cannot attempt to drop prone. A tree limb has a CMB of +5. If a tree limb successfully overruns a creature, that creature takes 1d6 damage and is knocked prone. If a tree limb fails to overrun a creature, the tree limb breaks against that creature, dealing 1d6 nonlethal damage and ending this hazard for all others further back along the train.

Embankment: The train turns on an embankment at high speed for the entire round. Any creature standing on top of the train must succeed at a DC 15 Acrobatics check to take a move action that round. Prone creatures are not subject to this check. A creature that fails this check is subject to a trip combat maneuver. The train's inertial force has a CMB of +5.

Archway: The train barrels through a short tunnel or under an elevated road or track. Any creature of Medium size or larger that is not prone is subject to this hazard (creatures of Small size or smaller are not affected, and may be standing). A creature can attempt to avoid this hazard by dropping prone as free action with a successful DC 15 Reflex save. A creature that is denied its Dexterity bonus to AC cannot attempt to drop prone. Creatures subject to this hazard take 2d8 damage and are pushed back towards the caboose 1d3 x 5 feet before being knocked prone.

CLOCK WORK SERVANT AND ANARCHIST SNIPER (CR 3)

With a ratchclank shove and blast of gunsmoke, the going gets tougher!

When the anarchists realize the PCs have mounted the train (after the PCs have navigated their way across two railcars), they unleash a clockwork servant, and employ a rooftop sniper (2 rounds later), to keep them busy. Read:

Atop the next railcar, you see someone's head pop up from between the cars ahead for just a moment before disappearing. Moments later, mechanical arms heave a humanoid looking clockwork device onto the car's roof. Its cogs and pistons whir and click as it then bounds towards you.

CLOCKWORK SERVANT (CW) CR 2

XP 600

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, **touch** 14, **flat-footed** 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle, see *Pathfinder RPG Core Rulebook: Equipment*)

STATISTICS

Str 19, **Dex** 14, **Con** --, **Int** --, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative, Lightning Reflexes

SQ repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity,

a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Tactics The clockwork servant launches one net at each PC, then bludgeons with its slam attack. It does not retreat, and attacks until dispatched. The clockwork servant never tries to avoid the tree limb or archway hazards, taking a -5 penalty to his CMD against them.

At the start of the third round after the clockwork servant's appearance, an anarchist sniper joins the battle, setting up behind his portable rampart on top of a forward train car, 80 feet from the action. Read:

Left reeling from the clockwork automaton's assault, the crack of a firearm rings out over the din of the rustling branches and noise of the train. A vertical flap of steel with a slit down its middle has been set up several cars ahead, protecting a sniper.

ANARCHIST SNIPER (S) CR 1/2

XP 200

Male human [ulleran] warrior 2

NE Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 14, **touch** 13, **flat-footed** 11 (+1 armor, +3 Dex)

hp 15 (2d10+2)

Fort +5, **Ref** +3, **Will** -2

OFFENSE

Speed 30 ft.

Melee bayonet +2 (1d6/x2)

Ranged musket +1* (1d12/x4); *-4 penalty due to range

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +2; **CMD** 15

Feats Point Blank Shot, Far Shot

Skills Perception +2

Languages Common

Gear padded armor, musket with 6 bullets and doses of black powder, portable rampart, bayonet, 30 bucks

Tactics The sniper maintains his prone position 80 feet from the PCs and behind his portable rampart (+12 AC vs. ranged attacks, +4 Reflex saves, and improved evasion) throughout the fight. He has enough ammunition to fire

6 shots, taking a full-round action each time he needs to reload his musket. He attempts to take aim at any PCs not engaged in melee combat with the clockwork servant, and doesn't suffer ranged attack penalties due to adverse wind since he is upwind of the gusts.

If he runs out of ammunition, he rolls to a side and enters one of the open windows below him. If the PCs engage him in melee, he stands and uses a bayonet to hold them back as he attempts to get to a window. He then runs towards the bomb car to warn his comrades.

GM Note: The sniper is shown on the map (Figure 4), but is located off the top end nearer to the engine. Once the PCs have defeated the clockwork servant, or sent one of their own up ahead to deal with the sniper away from the battle, mark movement along the existing map section by rerouting squares from the top to the bottom of the map until the PC(s) in question have traveled 80 feet from the middle of the railcar where the clockwork servant is located to come within melee range of the sniper.

Treasure

If defeated, the automaton's remains contain 8 pounds of valuable scrap parts worth 400 bucks. In addition to his belongings, the sniper leaves the portable rampart if defeated.

After the sniper is defeated, read this aloud to the players:

Beneath the sniper's perch, a large window in the side of the car gives way to a safer means to find the bomb. The car is largely empty.

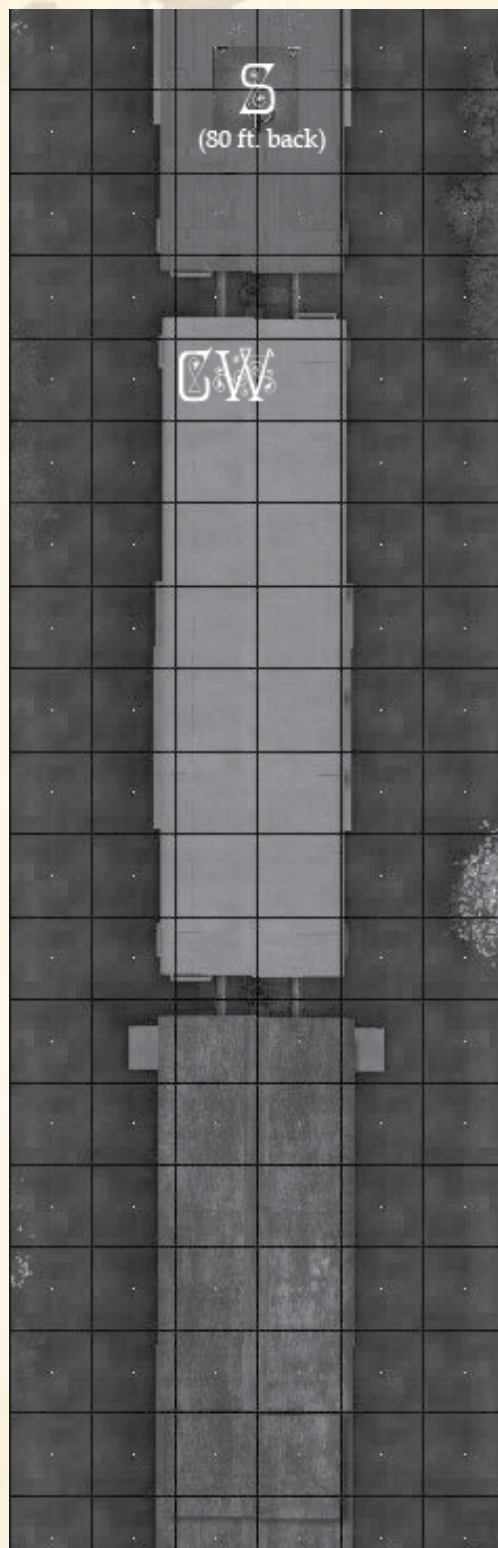
GM Note: Allow heroes who wish to continue atop the train as far as the railcar where the pugilist is waiting (see below). This continues to expose them to hazards as they go. Should they reach the car marked 'P' by rooftop, the first one there falls through the weakened ceiling (no damage), though ends up lying prone at Dag's feet. Once the boxcar ceiling caves in, no further movement along the rooftop is possible.

BUFFETS OUTSIDE, BRUISES INSIDE (CR 2)

After the PCs enter the railcar through the window, they find themselves inside an empty passenger deck. If the PCs move into the next car, read the following aloud:

You move through several train cars, each eerily silent.

Figure 4 – Tops of the freight cars.



Closer to the front of the train, you make your way through mid-class sleeper and diner cars. Passengers in fine clothing are slumped over their meals, passed out. Upon closer examination, only some of them are breathing. There are no wounds on them, but they have been looted of all valuable possessions. Someone—or something—has wreaked havoc here without laying a hand on the passengers.

A DC 15 Heal or DC 18 Craft (alchemy) check reveals that an aerosol poison gassed the passengers. The anarchist fumigant a few cars down has gassed all the passengers to ensure no heroic plots to stop him.

GM Note: The PCs may opt to uncouple the passenger cars from the train (using the rules presented above) by scrambling up to untie them, and thus ensuring the safety of any still breathing innocents. See the Legacy Exploit associated with this at the end of Act II.

As the PCs enter the next railcar, they notice that most of the seats in this car have been very recently stripped out or pushed to one side. This has left the car mostly open, the perfect boxing ring for the anarchist pugilist that enters through the far door. Read:

A door opens on the far end of the car—the thunderous roar of the train echoes briefly throughout the cabin—a shirtless, muscular dwarf with a mask across his face stepping through the doorway. He effortlessly snaps off the door's handle as he latches it shut behind him. As he turns to face you, he emotionlessly shakes a finger before folding his arms, daring you to pass him.

DAG (P)

CR 2

XP 600

Male dwarf [brey] fighter [pugilist] 3

LN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+1 Dex, +2 dodge)
hp 27 (3d10+6)

Fort +5, **Ref** +1, **Will** +2; +1 vs. exhausted, fatigued, staggered, temp ability penalty

DR 3/-- vs. nonlethal damage and damage taken while grappled

OFFENSE

Speed 20 ft.; 30ft. when running or charging

Melee unarmed strike +6 (1d6+3/x2) or unarmed strikes +4/+4 (1d6+3/x2)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 14, **Cha** 7

Base Atk +3; **CMB** +6 (+8 when grappling, bull rushing, overrunning); **CMD** 17 (19 vs. grapple)

Feats Improved Unarmed Strike, Two-Weapon Fighting, Power Attack, Improved Grapple, Improved Bull Rush

Skills Climb +9, Swim +9; **Racial Modifiers** Appraise +2

Languages Common, Dwarven

SQ hardy, hatred (orc/goblin), relentless, sprinter, boxing style, float like a butterfly, harsh training, dukes up

Gear anarchist mask, 125 bucks, jewelry (worth 500 bucks)

Tactics

The pugilist has fought in countless bar fights and is a master of hand-to-hand combat. He fights defensively, keeping his dukes up to protect himself. Blinded by ideology, he fights to the death. When fighting defensively, the anarchist pugilist has AC 17, and takes a -2 penalty to attack rolls until the start of his next turn.

FUMING MAD (CR 3)

After the PCs dispatch the pugilist and head into the second-to-last railcar before the coal-carrier, read the following aloud:

You open the door to the next car, revealing stacked crates. A short figure in a long coat breathes laboriously. It turns to face you, its face covered by a dark mask with respirator protrusions. In a muffled voice it says, "Got past Dag, eh?" then tosses a glass jar, which shatters before you, emitting a familiar cloud. The masked figure faces you fully, "You've been breathing down our necks for far too long. Now I'll see to it that you don't draw another breath!"

"MAD" RANEGAN (F)

CR 3

XP 600

Male gnome [sharper] alchemist [fumigant] 4

NE Small humanoid (gnome)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

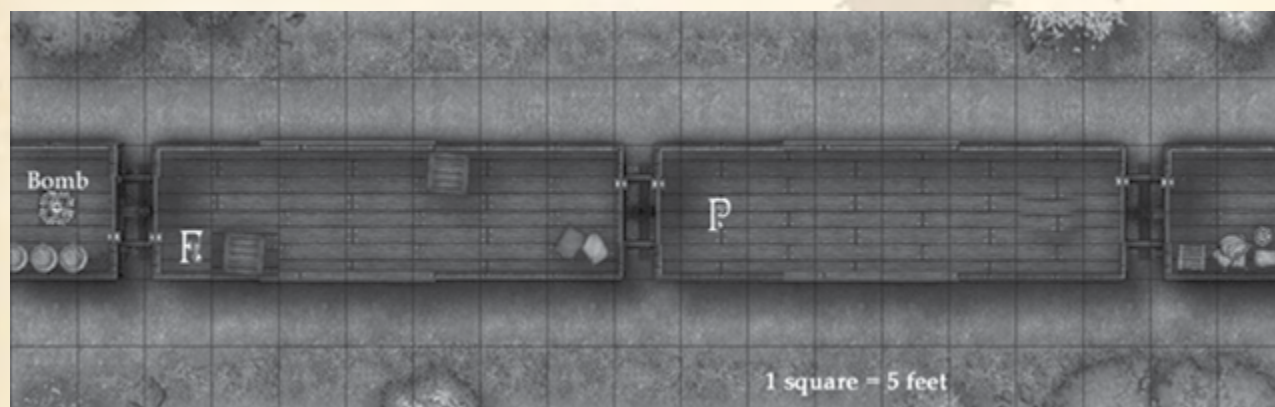
AC 21 **touch** 17, **flat-footed** 19 (+2 armor, +2 Dex, +1 size, +4 shield, +2 barkskin); 20% miss chance (*blur*)

hp 29 (4d8+8)

Fort +6, **Ref** +6, **Will** +1; +2 vs. poison

Base Statistics Without his extract effects, Ranegan's statistics are **AC** 15; **Ranged** toxin bomb +7 touch (20 ft. range); no miss chance.

Figure 5 – Railcar interiors. Positions for the pugilist and fumigant are marked as ‘P’ and ‘F’ respectively.



OFFENSE

Speed 20 ft.

Melee dagger +2 (1d4-2/19-20)

Ranged toxin bomb +8 touch (2d4+3 acid, splash 5 acid, Reflex DC 15 half plus inhaled fumigant poison; 30 ft. range) or pistol +5 (1d6/x4)

Special Attacks hatred (+1 attack vs. humans and goblinoids)

Extracts (CL 4th); *Prepared

2nd (2/day)—*barkskin**, *blur**

1st (4/day)—*bomber's eye**, *cure light wounds***, *disguise self*, *shield**

STATISTICS

Str 7, **Dex** 14, **Con** 14, **Int** 17, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +0; **CMD** 12

Feats Extra Discovery, Throw Anything, Weapon Proficiency (pistol)

Skills Bluff +5, Craft (alchemy) +10, Diplomacy +5, Disable Device +9, Knowledge (engineering) +7, Knowledge (nature) +10, Perception +4, Stealth +4;

Racial Modifiers Stealth +4

Languages Common, Gnome, Sylvan, Dwarf, Orc, Goblin

SQ alchemy, toxin bomb 2d4 (7/day), throw anything, chemical warfare, swift alchemy, discovery (smoke bomb), discovery (stink bomb), discover (concentrate poison), poison conversion

Gear anarchist gas mask, gas-mask canister, 2 vials of concentrated diluted chlorine poison, pistol, 5 bullets and doses of black powder, dagger, 65 bucks, drogue wing pack

SPECIAL ABILITIES

Fumigant Poison (Ex) bomb—inhaled; *save* Fortitude DC15; *frequency* instantaneous; *effect* 20 ft. radius, 1 Con damage; *cure* 1 save.

Tactics

“Mad” Ranegan is here to ensure the train makes it to the bridge—intact or not. He begins combat by dropping a diluted chlorine stink bomb in the surprise round (which covers the first eight squares nearest the PCs’ entrance). The cloud of poisonous vapors (as *stinking cloud* spell [DC 15] plus concentrated diluted chlorine poison [DC 17, see page 209]) lasts for 1 round. On his first full round in combat, “Mad” Ranegan drinks his *blur* extract and then opens the train car door behind him. On his second full round in combat, he throws another diluted chlorine poison-infused stink bomb before cackling, “Time’s a tickin’!” and then retreats into the next railcar, to the bomb.

At the end of Ranegan’s second full round of combat, the train bomb enters the initiative order, going each round after the fumigant. On the bomb’s first turn, set a d10 to 10. On each of the bomb’s turns after the first, reduce the d10 by 1. When the d10 would be reduced to 0, the bomb explodes.

Once the PCs can see the fumigant and the bomb in the next train car, read the following aloud:

In the center of the next car is a massive orb with a clock face in its center. The iron sphere is suspended on four ropes, which are attached to the roof. It sits above a trapdoor cut into the floor of the boxcar so the bomb can be released right onto the tracks. The surface of the sphere is studded by blasting caps attached to wires snaking up to the top.

Every couple of rounds or so (as convenient depending on the combat scenario), “Mad” Ranegan releases one of the ropes (standard action), preparing it for its eventual release onto the bridge. The final rope must be cut/released before the bomb’s die reaches 1 in order for the bomb to spill out onto the bridge.

If reduced below 15 hit points, Ranegan attempts to escape through the window. He shoots the window out (if necessary) and jumps during the same round (using his drogue wing pack to ensure a safe decent). He is confident the PCs can't diffuse the bomb, and desires to survive above seeing his plans to fruition.

Treasure

"Mad" Ranegan is armed with a single barrel pistol and 5 pistol shots. He has a silver signet ring on his left hand with a raised cog. Inside the inner diameter of the cog, the ring is marked with the letters "K H" but no other identification. Ranegan is also wearing a drogue wing pack.

DISARM THE TRAIN BOMB (CR 2)

There is not enough time to reach the train's controls to stop the train before the bomb explodes. It must be disarmed. Once the bomb's "timer die" reaches 1, the train reaches the bridge. Once the bomb's timer reaches 0, the train is halfway across the bridge, where a secondary trigger detonates the bomb if it has been lowered beneath the train through the trapdoor. However, the heroes have several options to consider for disposing of the bomb:

Toss it out the window: The heavy sphere will require a DC 20 Strength check to hurl it from the train. If the bomb's timer die is on 1 when the bomb is hurled, the bomb derails the train when it explodes unless all of the previous railcars have been decoupled.

Reset the clock: The can be reset to 1 minute (Disable Device, simple, DC 10, 1 round), putting the train past the bridge. Get a secondary d10 for the bomb, and set that die to 10, having it countdown like the bomb's first. This will help you keep track of when the train reaches the secondary trigger, and when the bomb actually explodes. For the bomb to be defused, the PCs must still disable the primary trigger (Perception check DC 12; Disable Device, tricky, DC 15, 3 rounds) to prevent the bomb from detonating. The clock can only be reset once.

Activate the failsafe (Riddle): On the back of the bomb are three dials lettered Alpha, Beta, and Delta. Each dial has three symbols on it including a squiggle, a lumpy oval, and a bow tie. Above the dials a riddle reads in Common, "The tale of the butterfly, in three parts." Attempting the riddle requires 2 rounds of dedicated work (a DC 15 Intelligence check reveals the answer, and allows the riddle to be completed as a full-round action); solving it defuses the bomb. To solve the failsafe riddle: first, turn

dial Alpha to the "caterpillar" or "squiggle"; then, turn dial Beta to the "cocoon" or "lumpy oval"; last, turn dial Delta to the "butterfly" or "bowtie."

Activate the failsafe (Fumigant's Ring): Beneath the dials is an indentation of a cog on a gold disk. Inserting the fumigant's ring into the indentation, and then turning it clockwise, defuses the bomb. This requires a move action.

Outcome

If the bomb has been lowered beneath the train through the trapdoor by the end of round 10, and has yet to be defused, the bomb detonates as it passes the secondary trigger halfway across the bridge.

If the bomb's clock has been reset, but the trigger has not been defused, the bomb explodes past the bridge, derailing the train and killing the train's passengers (unless the heroes decoupled the railcars earlier).

If the train is derailed before it reaches the bridge, first responders are able to resuscitate the PCs (unless the PCs were in the same boxcar as the bomb at the time of detonation), but only a handful of the remaining passengers were able to be saved (unless the heroes decoupled the railcars earlier).

If all three bombs were detonated at the base of the bridge in Part 1, the train also derails, regardless of the train bomb's disposition, killing everyone onboard (unless the heroes decoupled the railcars earlier and bailed out themselves).

If the bomb has been defused, the train makes it safely to Summit City. The bomb is then disposed of and the remaining passengers are treated by first responders.

Discovery

If "Mad" Ranegan is killed, captured, or unmasked, it is learned that *he* claims to be "Kinny Hamilton," and "the ones in town" were merely his willing dupes in a complex scheme meant to befuddle investigators. By now, the PCs should be reasonably sure that "Kinny Hamilton," or simply "Kinny," was a shared alias being used as a cover by various members of the anarchist gang. Does this mean the Hamiltons were in on it, or merely a hapless family implicated by a cousin they never really knew?!

GM Note: You can relay to the heroes news of how the Hamiltons left town shortly after this becomes public, and even use it as a hook into your next adventure. Or, brace yourself, await the coming "Beyond Grassy Spur" adventure series!

THIS CONCLUDES ACT II OF THE ADVENTURE.

Read below to see if either Exploit pertaining to Act II was satisfied during play.

EXPLOITS

"TICKETS, PLEASE."

Description: Send the clockwork servant packing early off the hurtling train. (*Note:* This exploit implies that the clockwork servant must not be at 0 hit points when it falls or is pushed off the train.)

Award: All heroes who participate in or witness this event immediately receive a tremendous welling sense of drive and accomplishment, and each receive 5 temporary hit points as a morale bonus that last until spent or until the end of Act II.

LEGACY EXPLOITS

"THE 5:25 TO SUMMIT CITY WAS LATE."

Description: Decouple the passenger railcars from the still bomb-rigged train. (*Note:* This exploit can only be achieved if the heroes successfully decoupled all cars containing passengers up to before encountering Dag, the anarchist pugilist).

Award: +300 bonus XP. News of this exploit carries through to further adventures in the series "Beyond Grassy Spur."

WHAT LIES BEYOND?

Even if the players did not *completely* foil the plot, their discovery of the anarchists' plans and any clues they share deserve commendation. Abbott gives the players a speech and monetary prize:

If they stop the detonation of both bombs:

"In honor of your selfless heroism on part of kin and country, I award you with the Summit City Medal of Meritorious Service and the thanks of a nation. <pauses for applause> You are an inspiration to the men and women of Ullera., and we are proud to honor you with your deserved reward!"

Each surviving player receives:

- Summit City Medal (+2 circumstance bonus on Diplomacy checks with authority figures within Ullera)
- 500 bucks

If they stop the destruction of the train, but *not* the bridge:

At a private meeting in Abbott's office, "We thank you for your help in saving the train, many innocent lives were saved. You have my personal gratitude for your efforts. My aid will see you out with your reward."

Each surviving player receives 200 bucks.

If they stop the destruction of the bridge, but *not* the train:

At a private meeting in Abbott's office, "Thanks for your help in saving the bridge; however, the news about the train is most tragic. I only wish you could have done more to save the passengers. Regardless, you have my personal gratitude for your efforts. My aid will see you out with your reward."

Each surviving player receives 200 bucks.

And Beyond?

There is a rumor that the Anarchaea, and other anarchist cells that would seek to curry their favor, have many other civil targets. The other anarchist bodies are clean, but a thorough search of the captured fumigant anarchist (Perception DC 20) reveals a ticker tape hidden in a porcelain tooth. The tape gives the coordinates for a rendezvous site after the bombing—Naughton.

The components of the bomb on the train incorporate metallic personal effects from previous conquests in its manufacture. These unusual maker's marks are evidence of a diseased mind, and of an additional bomb builder. The gold locket of one "Annabelle Dresson of Brickton" is incorporated into the design, next to the bomb's core.

If the heroes survived and yet failed to stop the destruction of both the bridge and the train:

The heroes come to in Bertrand's lab, temporarily inside Archibald Abbott's prison cellar, under the directing care of the aforementioned. With his hand resting easily on the PCs' lifelines, Mr. Abbott lays out a scenario in which the heroes were a part of the anarchists' successful plot, something that the citizens of Grassy Spur will all soon come to know. Unbeknownst to the PCs, Abbott is a true member of the Anarchaea, whose ultimate plan was to have the anarchists fail and to come to capture in their attempts to cripple Grassy Spur, creating loyal scape goats whom the Anarchaea were grooming as blinds and false fronts for their true designs. Now, the "heroes" are branded as villains, and Mr. Abbott wishes to put them to good use by shipping them north through to Second City's Underground environs and the next leg in their adventures!

GMs and players alike should look forward to exploring the above three adventure options in the upcoming "Beyond Grassy Spur" series, exclusively for the Pure Steam Campaign Setting.

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