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# WESTBOUND



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# WESTBOUND

## CREDITS

**Creative Director / Founder:** Adam Crockett

**Lead Game Designer:** Brennan Ashby

**Game Designers / Creative Developers:** Davin Perry and L. James Wright

**Creative Input:** Paul Crockett

**Cover Artists:** Mates Laurentiu (Avatar Art) and Jameson McMaster (back cover)

**Editing and Development:** Adam Crockett, Brennan Ashby,  
Benton Spiker, Davin Perry, and L. James Wright

**Map:** Robert Altbauer

**Interior Artwork:** Mates Laurentiu (Avatar Art), Alejandro Lee,  
and Rebekah Crowmer

**Graphic Design:** Jameson McMaster

**Layout & Production:** Brennan Ashby

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# RACES

Outside of the Federated States, two other families of humanoids dwell in relative anonymity from the so-called “enlightened races” of Ullera: the Mesocines and the Rageaic. Both have played their parts ruling over these lands at different tumultuous times in the past, and both have designs set on rekindling legacies of old. And as humans, gnomes, halflings, dwarves, elves, and orcs of every creed and color may not call every descendent from the lines of Mesocine and Rageaic enemy, so too does the continent benefit from a greater breadth of diversity and a steeper set of challenges than virtually anywhere on Geir.

## MESOCINES

From out of the dark primordial ooze of prehistory, Mesocines have evolved as the inheritors of all that the legendary dragons of old once claimed as their own. The old dragon hordes and kingdoms no longer sparkle or reign as far afield as they once did, but the pride and prejudice possessed of their forebears is no less diminished in the minds of modern day Mesocines. The two dominant races of Mesocine are the Manrik and the Zaurto, both reptilian humanoids that have found both convenient and insidious ways of insinuating themselves among and between the societies of the “hairy folk.” Mesocine prophets foretell of a future where all races speak the draconic tongue and bow to the scalykind, even if their kind must currently play “second-fiddle,” as the humans so often say, to the progress of steamtech and the hubris of nations.

## MANRIK LIZARDFOLK

Manriks are proud and powerful Mesocine predators that made their ancestral homes in scattered villages deep within swamps and marshes. Manrik cave paintings and rock art depict an origin that is closely related to dragonkind. Some time in their prehistoric past, manriks and zaurto diverged along evolutionary lines from each other. Though the physically dominant manriks likely preyed on early zaurto at first, tool use and cunning saw the zaurto emerge as masters over their “primitive” brethren.

Directed by their zaurto overlords into colonization of various dry realms and content with the simple weapons and rituals that have served them well for millennia, manriks are viewed at best as backwater savages and at worst as the last slave race. Within their diasporic, caste communities, however, manriks profess to be a vibrant people filled with tradition and an oral history stretching back to before humans walked upright.

**Physical Description:** Manriks stand 6 to 7 feet tall and weigh 250 to 300 pounds, with powerful muscles covered in scales of gray, green, or brown. Some individuals have short dorsal spikes or brightly colored frills, and generally swim well by moving with flicks of their powerful 4-foot-long tails. While often at home in the water, they breathe air and return to their clustered mound-dwellings to breed and sleep. As their Mesocine blood makes them sluggish in the cold, most manriks hunt and work during the day and retreat to their homes at night to curl up with other tribesfolk in the shared warmth of large peat fires.

**Society:** Historical precedence would suggest these reptilian behemoths should have already carved out a sizable geographic niche for themselves, or at least a place in the annals of Northern Ullera’s savage past. For all their impressive stature and ferociousness, manriks honor their ties to the zaurto race highest among all lively concerns. A combination of persistent zaurto dogma, a slow birth-rate (certainly as compared to zaurto), and no small amount of ancestral commonality have convinced this entire race to serve the zaurto and revere their actions as godsent. Seemingly all manrik are satisfied with their caste in zaurto society as attendants, laborers, bodyguards, and front-line soldiers; to think or act otherwise is tantamount to believing their reality can be undone simply by speaking out about it.

**Relations:** Most documented accounts of manrik interaction with other races is filtered through the dogmatic dictates of what the zaurto allow others to think about them. Surprisingly, there is little known record of revolt or political fervor in mixed



zaurto/manrik societies, and manriks are quick to defend claims of zaurto cruelty in the eyes of others.

As for their tendency to consume the bodies of dead friends and enemies alike, the practical manriks are quick to point out that life is hard in the wilds, and nothing should go to waste.

**Alignment and Religion:** Though generally neutral, manriks' standoffish demeanor, staunch loyalty to zaurto rule, and legendary ferocity in battle cause them to be viewed negatively by most humanoid. These stereotypes exist for good reasons, however, as their own slow rate of reproduction is no match for warm-blooded humanoids, and those tribes who don't readily identify themselves as belonging to Kektanmorreth's Chosen are often targeted for displacement or removal by mammalian settlers.

**Adventurers:** If zaurto adventurers are rare, manrik ones are all but nonexistent. What few there are live as crazed hermits and hunted animals in the sections of the world less populated by zaurto. Fewer still exist as prisoners or servants in the care of other races, having been liberated or found left for dead from recently burned out or diseased settlements.

## RACIAL TRAITS

The following racial traits replace the standard lizardfolk racial traits.

**+2 Strength, +2 Constitution, -2 Intelligence:** Powerfully and densely built, manriks, however, are not renown as heavy thinkers.



MANRIK LIZARDFOLK

**Reptilian:** Manriks are humanoids with the reptilian subtype.

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

**Normal Speed:** Manriks have a base speed of 30 feet.

**Swim:** Manriks have a swim speed of 15 feet, and gain the +8 racial bonus on Swim checks that a swim speed normally grants.

**Bite:** Manriks gain a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage.

**Hold Breath:** Manriks can hold their breath for a number of rounds equal to four times their Constitution score before having to check against ill effects.

**Cagey Vigor:** Manriks' bodies are corded with fast-twitch muscle and filled with energy primed for explosive movement. Whenever an action a manrik has readied is triggered, it can move up to half its speed as a free action, even if the manrik has already taken a move action that round.

**Cold-Blooded:** Manrik take a -4 penalty on saves against cold spells and effects, and whenever they fail such a saving throw, they are staggered for 1 round. A manrik can, however, survive without food four times longer than a typical human before they begin to starve. In addition, poisons affecting a manrik have their onset time doubled and last half as long if they end after a set time (for example, a poison with a frequency of 1/round for 6 rounds would instead have a frequency of 1/round for 3 rounds). Poisons with no onset time gain an onset time of 1 round.

**Claws:** Manriks receive two claw attacks. These are primary natural attacks that deal 1d4 points of slashing damage.

**Frenzy:** Once per day, whenever a manrik takes damage, it can fly into a frenzy for 1 minute, doubling their racial bonus to Strength and Constitution, but also suffering a -2 penalty to AC, for the duration.

**Languages:** Manriks begin play speaking only Draconic. Manriks with high Intelligence scores can choose from the following: Common, Dwarven, Elven, and Undercommon.

## ALTERNATE RACIAL TRAITS

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



**Beast Bond:** Some manriks have a talent for training animals and beasts to help them both on and off the battlefield. Manriks with this racial trait gain a +2 racial bonus on Handle Animal and Ride checks. Handle Animal and Ride are always class skills for them. This racial trait replaces cagey vigor and frenzy.

**Climb:** Various manrik tribes value traversing heights and scaling trees or cliffs in drier, more inhospitable environments. Manriks with this racial trait have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants. This racial trait replaces swim and hold breath.

**Ferocity:** If the hit points of a manrik fall below 0 but it is not yet dead, it can continue to fight. If it does, it is staggered, and loses 1 hit point each round. It still dies when its hit points reach a negative amount equal to its Constitution score. This racial trait replaces cold-blooded and frenzy.

**Share Pain:** Some manriks share a special bond with others that allows them to transfer a small portion of their pain through a kind of faint empathic link. Whenever a manrik with this racial trait takes hit point damage (lethal or nonlethal; after damage reduction or resistance), he can choose to share a portion of the damage with each of his allies within 30 feet as nonlethal damage. The damage dealt to the manrik is reduced by 1 point for each willing ally the manrik shares the damage with, and each ally sharing the damage takes 1 point of nonlethal damage. For example, if a manrik with this racial trait would take 10 points of damage, and there are five willing allies within range, the damage taken by the manrik is reduced to 5 and each of his five allies take 1 point of nonlethal damage. This is a pain effect. If an ally within range is also a manrik with this racial trait, the ally manrik may willingly share 2 points of the damaged manrik's damage, instead of just 1 point, and taking 2 points of nonlethal damage in turn. Should a manrik possessing this racial trait change allies, the manrik must spend at least 1 week with his new allies before developing a bond strong enough to share his pain. This trait replaces frenzy.

## ZAURTO KOBOLD

Zaurto, one of two distinct species of Mesocine, are often portrayed as petty, craven, and mad with a festering resentment for the rest of the world. While that may be true, there's no denying they are among the most successful survivors on the continent. Much of their resilience and cunning is due to the command relationship they enjoy with their evolutionary brethren: manriks. Both species proudly claim kinship to dragons, but it is the zaurto who have benefitted most from this comparison. Zaurto myth tells a tale of how the dragons' great size was what led

to their downfall and virtual extinction. The myth states that Geir itself bred the zaurto out of prehistory into their current less-than-man-sized form, and chose them to carry on the dragons' legacy. It is this same legacy, and their overwhelming numbers, which the zaurto have used to cow entire manrik populations into loyal servitude. Few can argue that their hard work, cleverness, and natural talent for devising intricate cave dwellings across the Feral Expanse has given them near unilateral control over the dragon roosts and drake dens of old.

Zaurto tactics specialize in traps and ambushes, but zaurto enjoy any tactic that minimizes risk to themselves. Often, they seek to capture rather than to kill, dragging helpless victims back to their claustrophobic lairs, or finding duplicitous ways to put captives to use in the wider world.

**Physical Description:** Zaurto are small, bipedal Mesocines. Most stand around 3 feet tall and weigh about 35 pounds. They have powerful jaws for creatures of their size and noticeable claws on their hands and feet. Zaurto are notoriously hard to read, as they favor showing emotions by swishing their tails, or when their flesh is colored by an involuntary hue opposite their natural pigmentation. Their thick hides vary in color, and most have scales that match the hue of some variety of chromatic dragon. A few zaurto have adapted detachable tails, useful in a last ditch effort at eluding predators.



ZAURTO KOBOLD



**Society:** Ancestral zaurto thrived in cramped quarters far from the light of the sun. Today, many still live in vast warrens deep beneath the earth, but just as many have taken to building homes in lighted realms. Saving their malice for other races, most zaurto get along well with their own kind. While squabbles and feuds do occur, the elders who rule zaurto communities tend to settle such conflicts swiftly. Zaurto delight in lording over subordinate kind, seeing such as their divine right by blood. Manrik play an important servile caste in zaurto society, a relationship viewed as mutually beneficial. Zaurto view their primordial past as servants to the powerful dragons as a mirror of today. They believe that the power has passed to them now, and they take this responsibility with zeal. Zaurto communities are centered around the precepts and worship of Kektanmorreth the Vaunted. Many zaurto believe that a life well lived in service to the Vaunted's precepts will reward them in the afterlife, possibly even raising them to dragonhood—extending their lives on the material plane by centuries and helping to repopulate the world with dragons.

**Relations:** Zaurto often seethe with hatred and jealousy, but their innate caution ensures that they only act on these impulses when another has slighted them or seemed to overlook the zaurto place in the world. If no threat to their sense of self-worth is evident, zaurto may still resort to careful insults and “practical jokes” as a means of provoking the natural response to their otherwise paranoid mindset.

Due to past wars with dragonkind, zaurto consider both dwarves and elves to be loathsome rivals. They are simultaneously cautious and respectful of the dominant status both goblinoids and humans have enjoyed. Zaurto view half-elves with a blend of envy and spite, judging them to be rival inheritors of a dual lineage that the zaurto themselves will never know. Zaurto believe gnomes to be worthless inheritors of nothing and lapdogs to bigger races, despite their many chances in documented past to claim dominance. The only blasphemous expression in zaurto circles is that it was the dragons' greatest mistake never to have wiped halflings off the face of the globe. Seen as pests or a contagion down the centuries, many zaurto are happy they have never had to directly compete for space with halflings' ferreting ways.

**Alignment and Religion:** Zaurto history allows for few moments when they have had to succumb to a superior force, but rarely do they stop to recognize how close to the edge they may be against their oppressors. Most zaurto are lawful evil, though some, more concerned with procedure than their own personal advantage, become lawful neutral instead. Some supremely opportunistic zaurto (or those forced into desperate measures) have

been known to elevate nearby monsters to the status of demigod in the Vaunted's service to appease them, ensure fealty, or curry favor.

**Adventurers:** Zaurto rarely leave their cozy warrens by their own choice. Most of those who set out on adventures are the last of their tribe, seeking to settle down again as soon as they find another zaurto community willing to take them in, or branded castoffs forever roaming alone as dictated by Kektanmorreth's laws. Zaurto who cannot rein in, or at least conceal, their spiteful and haughty natures have great difficulty surviving outside their own.

## RACIAL TRAITS

The following racial traits replace the standard kobold racial traits.

**+2 Dexterity, -4 Strength, +2 Intelligence:** Zaurto are lithe and snappy, and have a cunning intellect, but carry very little physical mass.

**Reptilian:** Zaurto are humanoids with the reptilian subtype.

**Small:** Zaurto are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Fast:** Zaurto are fast for their size, and have a base speed of 30 feet.

**Low-Light Vision:** Zaurto can see twice as far as humans in conditions of dim light.

**Crafty:** Zaurto gain a +2 racial bonus on Craft (traps), Knowledge (dungeoneering), and Perception checks to detect traps. Craft (traps) and Stealth are always class skills for a zaurto.

**Dragon-Scaled:** Zaurto are hatched with scales of such vivid color that their connection to a particular sort of chromatic dragon seems undeniable. This coloration is a hereditary gift thanks to close genetic ties to dragonkind, and zaurto gain a resistance matching the color of the dragon's scales from which they are evolutionary offspring. Zaurto gain resistance 5 to an element that corresponds with the the color of their hide, and thus their draconic lineage: acid (black- or green-scaled), cold (white-scaled), electricity (blue-scaled), fire (red-scaled).

**Kektanmorreth's Blessing (Sp):** Zaurto possess an innate command over “lesser” reptilian creatures. Zaurto with a Charisma score of 11 or higher can cast the *charm monster* spell once per day as a spell-like ability. The only creatures



that a zaurto can target with this effect are creatures of the reptilian subtype, or animals or monsters that are true reptiles. The caster level for this effect is equal to the zaurto's level. The save DC for ability is equal to  $11 +$  the zaurto's Charisma modifier.

**Languages:** Zaurto begin play speaking only Draconic. Zaurto with high Intelligence scores can choose from the following: Common, Dwarven, Elven, and Undercommon.

### ALTERNATE RACIAL TRAITS

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

**Darkvision:** A few zaurto still cling to their subterranean eyesight and enjoy the ability to see in the dark up to 60 feet. Zaurto with this trait lose low-light vision, and gain the light sensitivity trait.

**Detachable Tail:** Some zaurto, particularly those that live above ground, have evolved an appendage which can be lost and regenerated: their tail. Zaurto that suffer a confirmed critical hit from an attack they were aware of, may instead lose their tail, forcing their foe to reroll its critical confirmation roll, and take the second result. This trick can only be played again once a zaurto's tail has fully regrown. Zaurto tails fully regrow in  $1d4+3$  days, minus one day per point of the zaurto's Constitution bonus (minimum 1 day). This racial trait replaces crafty.

**Gliding Wings (Ex):** Some zaurto are born with a pair of leathery, mantle-like wings that, while too weak for actual flying, do allow them to fall at a very slow and safe pace. A zaurto with wings can use them to glide, as per the *glide* spell, until they land or for 1 minute per point of their Constitution bonus (minimum 1 minute). A zaurto with this racial trait must make a DC 10 Fly skill check to activate and maintain this ability each minute, and has poor maneuverability (-4 penalty) when making Fly skill checks. Once a zaurto has used this ability, they cannot use this ability again for 2 minutes per minute they were gliding or falling (minimum 2 minutes). This racial trait replaces crafty.

**Jester:** Some zaurto swallow their pride and survive by groveling, placating, and amusing the powerful. Zaurto with this trait gain a +2 racial bonus on Diplomacy and Perform checks. Diplomacy and Perform are always class skills for them. This racial trait replaces crafty.

**Quick Molt:** A zaurto with this racial trait may instantly shed its skin as an immediate action, granting it a free

Escape Artist check with a +5 circumstance bonus. This trick can only be played again once a zaurto's skin has fully regrown. Zaurto skin fully regrows in  $1d4+3$  days, minus one day per point of the zaurto's Constitution modifier (minimum 1 day). This racial trait replaces dragon-scaled.

## RAGEAIC

Rageaic (goblinoids) have pillaged Northern Ullera since prehistory. Lead by hobgoblins, the Rageaic gained early control of the Great River (Akrenshool to the Rageaic people, translated "Heartwater" in Common) during the Bronze Age. The Rageaic eventually expanded eastward to Cog Island enslaving the ancient Borndrin, Krin, and Sheraneek Nations to create the Dominion which lasted for one thousand years. Using slave labor and wootz steel weaponry they expanded their territory across the continent from sea to sea. The discovery of black powder and clockwork automata solidified their hold making the Dominion the most powerful nation in Northern Ullera. The Dominion finally came to an end when a slave revolt aided by Drom Gol and Rausch launched a one hundred year struggle for freedom. After the many battles of the Abolition War, the Rageaic bitterly withdrew to the colder, more barren regions to the north where they plot their revenge and eventual return to greatness. The pockets of hobgoblins that live outside of Atanak face the frequent hostility and suspicion of the races their ancestors mistreated long ago.

## RAGEAIC BUGBEAR

Bugbears are the antithesis of goblins and have been bred for increased strength and size at the expense of agility and cleverness. Their naiveté is specifically encouraged by hobgoblin trainers so they are more willing to make suicidal assaults. Bugbears are usually deployed as shock troops to spearhead assaults on enemies already harassed by goblin sneaks, sappers, and snipers.

**Physical Description:** The skull of a bugbear resembles a goblin's, but it is attached to a hunchback body covered with bulging muscle and mange. The shaggy hide of a bugbear provides cold resistance and an extra layer of protection against ancestral foes such as dwarves and orcs. It transforms in color from white to dark brown with the seasons. Atanakan bugbears are often garbed in a unique form of armor in times of war that gives goblin riders a firing platform for ranged attacks. Renegade bugbears are forced to wear piecemeal armor to fit over their hunched spines and broad shoulders.



**Society:** Bugbears rarely abandon service to the Atanak Empire; a loyalty deliberately breed into the species. When they do, they often become bandits or pirates and prey on travelers and the weak. Cannibalism is a common funerary practice among all Ragaic, but endemic among bugbears who feast on the remains of friend and foe to regain strength for the next battle.

**Relations:** Outside of Atanak, most races are horrified by bugbears and consider them psychopathic cannibals. Bugbears in return view most races as rivals or prey. After the Abolition War, battalions of bugbears were left behind as the Rageaic fled north. These remnants created their own settlements in the Disputed Lands and are now fiercely independent and territorial.

**Alignment and Religion:** Most bugbears are chaotic evil. They are bred enjoy killing and destruction and many practice cannibalism. The scattered bugbear settlements outside of Atanak embrace organized religion, and worship deities of destruction, death, and chaos.

**Adventurers:** Bugbears are immensely strong and make superb shocktroopers and henchmen. The few true renegades that seek coexistence with other races will find little acceptance. Centuries of warfare has poisoned the well of forgiveness and Atanak will kill them on sight. Only in the lawless Disputed Lands may they stand on their own merit and find a new path.

## RACIAL TRAITS

The following racial traits replace the standard bugbear racial traits.

**+4 Strength, -2 Dexterity, -2 Intelligence:** Bugbears are incredibly strong, but have poor coordination and are not renowned thinkers.

**Goblinoid:** Bugbears are humanoids with the goblinoid subtype.

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

**Slow and Steady:** Bugbears have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

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

**Lesser Goblinoid Resilience:** Bugbears gain a +1 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Shaggy Hide:** Bugbears gain a +1 natural armor bonus to their Armor Class and are immune to the exposure dangers of cold environments.

**Harsh Conditioning:** Bugbears 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, and thirst.

**Fearsome:** Bugbears gain a +4 racial bonus on Intimidate checks.

**Hatred:** Bugbears gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and dwarf subtypes because of their special training against these hated foes.

**Bugbear Ferocity:** Once per day, when a bugbear 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.

**Languages:** All bugbears begin play speaking only Goblin. Bugbears with high Intelligence scores can choose any of the following bonus languages: Common, Draconic, Dwarven, Infernal, Giant, Orc.

Artwork by Mates Laurentiu



RAGEAIC BUGBEAR & GOBLIN



### ALTERNATE RACIAL TRAITS

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

**Bandy-Legged:** Bandy-legged bugbears have an even more exaggerated stature than other bugbears, with bowed legs and massive shoulders. Bugbears with this racial trait gain a +2 racial bonus on Climb and Ride checks, and a +2 racial bonus to their CMD against bull rush or trip attempts while on solid ground. This racial trait replaces bugbear ferocity.

**Gatecrasher:** Many bugbears revel in acts of wanton destruction. Bugbears with this racial trait gain a +2 racial bonus on Strength checks to break objects and on sunder combat maneuver checks. This racial trait replaces bugbear ferocity.

**Toothy:** Some bugbears' tusks are large and sharp, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. This racial trait replaces shaggy hide.

### RAGEAIC GOBLIN

Goblins have been minions of the Rageiac tribes for millennia, regarded little better than second-class citizens. Goblin taskmasters tend to drive slaves under their authority without mercy to win approval and as petty revenge. Trained dogs can be good tools of war and the same is true for goblin soldiers. Like other Rageaic, goblins share rudimentary eyesight but possess heightened agility and aggression. A warband of goblins is often used to harass or tire an opponent before the hobgoblin officer comes in for the kill. In hobgoblin communities, goblins live in massive training kennels or middens. Feral goblins live on the fringes of civilized communities in urban jungles or dirt floor dens.

**Physical Description:** Agile, quick, and fearless but physically weak, goblins make superb assassins, spies, supervisors, and quick breeding labor. Goblins have long pointed ears that either stand stiff or droop to their shoulders and their yellow eyes seem to bulge from their heads. Most goblins have green skin, but routine mutation can shift an isolated population into another shade within a few generations. Boils, warts, and scabs are common, further evidence that so much of the goblin phenotype is derived from its poor living conditions and failure (or social inability) to attain self-realization. As a result, the majority of goblins even find their race repulsive, further isolating them and increasing their desire to win the favor of their beautiful hobgoblin superiors.

**Society:** Goblins can be found everywhere and can adapt quickly to any environment. They are a race of opportunists and can thrive under a variety of conditions with poor food, water, and shelter. Though they have a murderous reputation in the Feral Expanse, in civilized nations they will curb their mischief to escape notice and organized retaliation. They readily adopt local technology and will ape the fashions and manners of neighboring races to ingratiate themselves to the community. From swamps to cities, goblins build dark cramped warrens to live in, mostly due to lack of better options. Goblins are taught to exhibit little sympathy for their brethren and work together purely out of self-interest, a model accepted out of generations of servitude and social engineering.

**Relations:** In Atanak, goblin troops are expended freely to probe for weaknesses or wear down defenses, but their ranks are quickly replenished due to the rapid maturation and tendency for multiple births (triplets are common) bred into the goblin race centuries ago. Hobgoblins often encourage their ranks to swell before a big offensive or major building project, then dispose of them when they are no longer needed. Feral goblins are viewed as more trouble than they're worth by Rageaic leaders since they need to pillage and steal to survive, and such individuals are often driven off or shot on sight. Other nations view goblin tribes as vermin or a pest, but some individuals find places as common laborers, spies, or mercenaries. Goblins living in the FSU have more legal rights than those in Atanak, but face more discrimination because of the ongoing conflict with Atanak. Goblins working with enemies of Atanak will be considered traitors and will likely face torture or execution if captured.

**Alignment and Religion:** Goblins are foremost survivors and opportunists. In the Feral Expanse, goblins tend toward chaos and neutrality, but they will adopt a different alignment if it benefits them. They view any powerful force or creature as a "deity," and willingly join cult followings when offered food, shelter, or loot. They relish trickery, fire, and strength, and find these domains most appealing.

**Adventurers:** Truly remarkable goblins are able to overcome their hardscrabble origins and racial bias to become individuals of note. They often seek power and wealth not only out of ambition, but out of the desperation of a creature once weak and impoverished. Most goblins become fiercely loyal to any adventuring party that accepts them. Most races underestimate goblins, and some opportunistic adventuring parties use this to their advantage. City-bred goblins embrace



technology and often work as gearheads, gunslingers, grease rats, and civil bedlamites. The people of the FSU have some sympathy for goblins as an enslaved race, and are willing to extend full citizenship to goblins of merit.

## RACIAL TRAITS

The following racial traits replace the standard goblin racial traits.

**+4 Dexterity, -2 Strength, -2 Charisma:** Goblins are fast and agile, but weak and unpleasant to be around.

**Goblinoid:** Goblins are humanoids with the goblinoid subtype.

**Small:** Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Fast:** Goblins are fast for their size, and have a base speed of 30 feet.

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

**Lesser Goblinoid Resilience:** Goblins gain a +1 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Scrappy:** Goblins gain a +2 racial bonus on all saving throws against fear effects. Additionally, goblins ignore the penalty on Intimidate checks for being smaller than their target.

**Eat Anything:** Raised with little or no proper food, many goblins have learned to survive by eating whatever they happen across and can digest nearly anything without getting sick. Goblins with this trait gain a +4 on Survival checks to forage for food and a +4 racial bonus on saves versus effects that cause the nauseated or sickened conditions.

**Multitalented:** Goblins choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

**Languages:** All goblins begin play speaking Common and Goblin. Goblins with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Gnome, Halfling, Orc.

## ALTERNATE RACIAL TRAITS

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

**Engineer:** Goblin engineers native to Cog Island tinker endlessly with fire, explosives, and mechanical devices. Goblins with this racial trait gain a +3 racial bonus on Craft (alchemy) and Knowledge (engineering) checks. This racial trait replaces multitalented.

**Pit Boss:** Slave blood fuels the Rageaic war machine. Pit bosses extract the last breath of labor from their charges with a liberal touch of the lash. Goblins with this racial trait gain proficiency with whips and a +1 racial bonus on combat maneuver checks made to disarm or trip with a whip. This racial trait replaces multitalented.

**Slave Hunter:** Goblin slavers excel at tracking down runaway slaves and surviving in filthy conditions. Goblins with this racial trait gain a +2 racial bonus on Survival checks and a +2 racial bonus on Fortitude saves against disease. This racial trait replaces eat anything.

**Spry Lil' Guy:** Goblins gain a +2 racial bonus on Acrobatics checks. Additionally, whenever a goblin with this racial trait successfully uses the Acrobatics skill to reduce the distance of a fall, they always land on their feet, regardless of any falling damage taken. This racial trait replaces multitalented.

## RAGEAIC HOBGOBLIN

The languages of the Rageaic contain no words for generosity or kindness and only see it as weakness and waste. The hobgoblin race is known for its ruthless pragmatism, endless ambition, and a willingness to do anything to succeed. Hobgoblins are taught they are culturally and physically superior to all other races, fueled by their endless sword training and wargaming. For generations hobgoblins have obsessed with improving the goblinoid races through selective breeding and mutagenic experimentation.

**Physical Description:** Hobgoblins are fox-eared albino humanoids well adapted to the cold, but prefer to live below the ground in warrens with their kin. They sprout long flowing white hair traditionally worn in an odd number of braids as well as tufts of wispy hair behind the cheeks they trim short or allow to hang down their chest. Skin color ranges from snow white to sky blue. Eyes are usually blood red, pink, or milky white in color. All Rageaic are blue-yellow color blind (known medically as tritanopia), and therefore see only in shades of reds, bluish greens, violets, and grays (including black and white), but this is no handicap during their bleak, colorless winter seasons. They prize texture over color and valued objects are usually carved or engraved.

Every hobgoblin is foremost a warrior and most wear piecemeal armor out of pride as well as practicality. Most humanoids find them a handsome race despite their cruel humor and sharp tongues. Wootz steel blades and armor are an early hobgoblin discovery and the touchstone of their



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culture. Common dress includes many wootz steel objects left bare and highly polished to display its distinctive banded pattern. Heirloom blades and armor pieces are passed from generation to generation by hobgoblins and worn proudly as daily garb. The sword is iconic for hobgoblins, and the most influential war leaders bear blades centuries old. All hobgoblins wear earspools demarking social status and kinship through size and engraving.

**Society:** Hobgoblins belong to a matriarchal society with one family chosen to lead the nation during a decennial conclave. Males have no personal property; all treasure going into the safekeeping of the clan. The queen's status is based on success in battle, family influence, mystic knowledge, and favorable omens making the Atanak crown a prize and a privilege for a long term ruler.

No hobgoblin knows its own mother, and all are raised together in training cadres from infancy. Graduation to adulthood is a brutal contest where only the best survive when cadres are pitted against each other. This early training creates lifelong bonds within a cadre, but also indirectly supports a military leadership of partisanship and cronyism. Even to earn the right to breed, hobgoblins must prove their valor on the battlefield in a multigenerational eugenics scheme used to create better soldiers. Blood feuds are still common and hobgoblins fight amongst each other as much as they fight anyone else. Omens and prophecies are very important to hobgoblins, and fortune-telling adepts have an atypical influence in a country otherwise lacking pious beliefs. This gives their actions in war an erratic aspect which sometimes works in their favor and takes their enemies by surprise. Hobgoblins that have abandoned or oppose Atanak are considered traitors to their race by other hobgoblins.

**Relations:** The establishment of the Dominion can be largely attributed to hobgoblins' discovery of wootz steel: a feared material that sliced through the weaker bone, bronze, leather, and even stone armaments of the ancient nations of Ullera. Rageaic conquered and enslaved most of Northern Ullera and were the first to discover the revolutionary mechanics of Cog Island and build clockwork automata by studying it. From their earliest days, hobgoblins have relied on slave labor and have not hesitated to institute breeding regimens to craft minions for specific tasks.

Harnessing the cruel cunning of goblin slave masters and the brutality of bugbear shock troopers, hobgoblins are free to pursue their complicated games of high stakes infighting, intrigue, conquest, and seduction. In summer months, hobgoblins stay underground and only briefly emerge to trouble surface races. Winter is the preferred season for warfare, when the pack ice allows for easy crossing of lakes and rivers. They raid others for technology and magic they don't craft themselves, or purchase it from thieves and pirates based within their borders in the hopes of rebuilding their former strength. The only nation which they currently

trade with is the Okrug Nation across the Sun Current, which also supplies them with Jonnish mercenaries.

**Alignment and Religion:** Hobgoblins are arrogant, cunning and ruthless. They live flamboyantly and value fine foods, clothes, furniture, and other luxuries. Most hobgoblins are lawful evil and follow a strict code of behavior with each other, but have no regard for the opinions of lesser creatures. They no longer worship specific deities but are deeply superstitious about omens and luck.

**Adventures:** Piracy, both government sanctioned and independent, is the lifeblood of the Atanak regime and gives employment to many hobgoblins at all levels. Atanak also sends spies, thieves, and saboteurs on covert missions. These loyal hobgoblins use disguise and subterfuge to persevere hostile lands. Occasional misfits will find no place in the militant hierarchy of Atanak due to divergent politics, alignment, and morality and will be exiled from their homeland; forced to survive among the former slave races of the Dominion. These hobgoblin rebels will have to prove repeatedly to sceptics that they do not share the inclinations of their brethren if they wish to find acceptance.



Artwork by Mates Laurentiu

RAGEAIC HOBGOBLIN



## RACIAL TRAITS

The following racial traits replace the standard hobgoblin racial traits.

**+2 Constitution, +2 Charisma:** Hobgoblins are hardy and socially adept.

**Goblinoid:** Hobgoblins are humanoids with the goblinoid subtype.

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

**Normal Speed:** Hobgoblins have a base speed of 30 feet.

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

**Goblinoid Resilience:** Hobgoblins gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Silver Tongued:** Hobgoblins gain a +2 racial bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, failing the check by 5 or more no longer decreases the creature's attitude.

**Blade Training:** Hobgoblins gain a +2 bonus on combat maneuvers rolls made with a weapon from the light blade or heavy blade weapon groups.

**Weapon Familiarity:** Hobgoblins are proficient with longswords, rapiers, and short swords, and treat bastard swords as martial weapons.

**Languages:** All hobgoblins begin play speaking Common and Goblin. Hobgoblins with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Infernal, Giant, Orc.

## ALTERNATE RACIAL TRAITS

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

**Fearsome:** Some hobgoblins scorn caution and subtlety for swagger and bluster. Hobgoblins with this racial trait gain a +4 racial bonus on Intimidate checks. This racial trait replaces silver tongued.

**Metallurgist:** Hobgoblins gain a +2 racial bonus on all Appraise, Craft or Profession checks to identify metals or create objects from metal. In addition, they are proficient with the techniques required to forge wootz steel. This racial trait replaces blade training.

**Seducer:** Hobgoblins with this racial trait add +1 to the saving throw DCs for their spells and spell-like abilities of the

enchantment school. In addition, members of this race with a Charisma score of 15 or higher may use *charm person* once per day as a spell-like ability (caster level is equal to the user's character level). This racial trait replaces silver tongued.

**Unfit:** Hobgoblins who failed to secure a position in the military hold the lowest status in hobgoblin society, and quickly learn the value of currying favor with their betters. Hobgoblins with this racial trait gain proficiency in a single martial weapon and, when they successfully use Diplomacy to win over an individual, that creature takes a -2 penalty on attempts to resist any of the hobgoblin's Charisma-based skills for the next 24 hours. This racial trait replaces blade training and weapon familiarity.

## WOOTZ STEEL (SPECIAL MATERIAL)

The reputation and history of wootz steel has given rise to many legends, such as the ability to cut through a rifle barrel or to splice a hair falling across the blade. Wootz steel is high quality iron infused with carbon and other impurities giving the metal remarkable hardness and flexibility. Smelting wootz steel is a secret birthright of the metallurgist that she is forsworn against to share. The wavy banding on the object made of wootz steel is the hallmark of this special material.

Weapons fashioned from wootz steel have a natural ability to partially bypass hardness when sundering weapons or attacking objects, ignoring half (rounded down) an object's hardness if it's less than the wootz steel weapon's hardness. When attempting to sunder an object made of wootz steel, if the hardness of the striking weapon is less than the wootz steel object's hardness, the damage dealt to the wootz steel object is halved (rounded down), before hardness is factored.

The process to forge wootz steel is so intricate that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Items without metal parts cannot be made from wootz steel. An arrow could be made of wootz steel, but a quarterstaff could not.

Also, adding any magical enhancements to a wootz steel object costs 25% less than normal. This reduction is applied the first time the item is enchanted, not once per enchantment added. Wootz steel has 30 hit points per inch of thickness and hardness 12.

## WOOTZ STEEL ITEMS

Item Type	Item Cost Modifier
Ammunition	+\$15 per item
Light armor	+\$1,000
Medium armor	+\$2,000
Heavy armor	+\$3,000
Shield	+\$1,500
Weapon	+\$600



# CLASSES

**T**he two new base classes presented in this book are balanced in power to the standard core classes in the *Pathfinder RPG* core products. 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.

**Marshal:** Laws are only as strong as their enforcers. Marshals always carry a badge, a gun, and a proverbial gavel, and within their jurisdiction, there is no greater force for upholding law and order.

**Tech Savant:** With an inherent understanding of technology and science, and little to no formal training, tech savants are able to fashion incredible and innovative contraptions. Unlike gearheads, a savant's intellectual grasp of science is shallow, but she has a deep wellspring of creativity and pragmatism.

## MARSHAL

Laws are only as strong as their enforcers. Criminals must continually look over their shoulders, knowing a marshal lives to hunt them, capture them, and bring them to justice. Often the only semblance of order in sparsely populated regions, the marshal sometimes must serve as judge, jury, and executioner. Inside his jurisdiction, there is no greater force for upholding law and order. His renown precedes him wherever he goes, giving thieves and murderers pause.

**Role:** Marshals always carry a badge, a gun, and a proverbial gavel, but no two marshals operate the same way. As he exercises justice, the marshal's unique enforcement style becomes more refined and his legal authority strengthens. Once a marshal becomes an established agent of law enforcement, he is granted legal jurisdiction over a small community, granting him the respect of its citizens and legal authorities, and also striking fear into the hearts of its criminals. As

he displays prowess and skill for enforcement locally, the marshal is granted larger and larger communities to keep under his watchful eye, until he eventually becomes the sentinel of justice for an entire nation.

**Alignment:** Any lawful.

**Hit Die:** d10.

**Starting Wealth:**  $3d6 \times \$10$  (average \$105).

### CLASS SKILLS

The marshal's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history)



GNOME MARSHAL



**TABLE: MARSHAL CLASS**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Marshal acumen, standard issue
2nd	+2	+3	+0	+3	Rundown, warrant (individual)
3rd	+3	+3	+1	+3	Marshal acumen, marshal's authority
4th	+4	+4	+1	+4	Bonus feat, roundup +1d6
5th	+5	+4	+1	+4	Marshal acumen
6th	+6/+1	+5	+2	+5	Deputize
7th	+7/+2	+5	+2	+5	Marshal acumen
8th	+8/+3	+6	+2	+6	Bonus feat, roundup +2d6
9th	+9/+4	+6	+3	+6	Marshal acumen
10th	+10/+5	+7	+3	+7	Hot pursuit, Warrant (faction)
11th	+11/+6/+1	+7	+3	+7	Marshal acumen
12th	+12/+7/+2	+8	+4	+8	Bonus feat, roundup +3d6
13th	+13/+8/+3	+8	+4	+8	Marshal acumen
14th	+14/+9/+4	+9	+4	+9	Quarry
15th	+15/+10/+5	+9	+5	+9	Marshal acumen
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat, roundup +4d6
17th	+17/+12/+7/+2	+10	+5	+10	Marshal acumen
18th	+18/+13/+8/+3	+11	+6	+11	Improved quarry
19th	+19/+14/+9/+4	+11	+6	+11	Marshal acumen
20th	+20/+15/+10/+5	+12	+6	+12	Bonus feat, roundup +5d6, true justice

(Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

### CLASS FEATURES

The following are the class features of the marshal.

**Weapon and Armor Proficiency:** A marshal is proficient with all simple weapons and firearms, plus the longsword, rapier, sap, short sword, and whip. Marshals are also proficient with light and medium armor, and shields (except tower shields).

**Marshal Acumen (Ex):** As a marshal carries out justice, he develops a unique enforcement style that continues to evolve as he progresses in power and ability. Starting at 1st level, and every two levels thereafter, the marshal may choose a marshal acumen from the list below.

*Bandit Wrangler:* A marshal with this acumen gains Improved Grapple as a bonus feat, even if he doesn't meet the feat's prerequisites. Furthermore, when the marshal attempts to tie up a warrant target that he has grappled

rather than pinned, he takes only half the normal penalty on the combat maneuver check. The marshal adds his warrant DC bonus to the DC required to escape from bindings set by the marshal (lassos, nets, ropes, etc.), and to his CMD when a warrant target attempts to escape from a marshal's grapple.

*Daring Marshal:* This marshal acumen may be chosen multiple times. Upon first taking this acumen, a marshal gains the Amateur Gunslinger feat as a bonus feat. If he already possesses this feat, or the grit class feature, he instead gains the Extra Grit feat as a bonus feat. Each additional time after the first that the marshal chooses this acumen, he gains the use of a single gunslinger deed or gains a grit feat as a bonus feat, his choice. He can select any deed that a gunslinger of his marshal level could use, and he must meet a grit feat's prerequisites as normal.

*Combat Feat:* A marshal that selects this acumen gains a bonus combat feat. He must meet the prerequisites of this feat as normal. A marshal may select this acumen more than once.

*Eye for Detail:* A marshal with this acumen adds his Intelligence bonus as well as his Wisdom bonus on Perception and Sense Motive checks. In addition, he gains



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a bonus equal to  $1\frac{1}{2}$  his level (minimum 1) on Perception checks opposed by another creature's Disguise or Sleight of Hand checks.

**Grim Investigator:** A marshal with this acumen can use Intimidate instead of Diplomacy to gather information. Once per day, he can reroll any Sense Motive check that opposes someone's Bluff check before the results of the check are revealed, but must take the result of the reroll, even if it's worse than the original. At 10th level, he can use this acumen twice per day.

**Gun Training:** A marshal with this acumen gains the gunslinger's gun training class feature with a specific type of firearm of his choice. A marshal must be at least 5th level to select this acumen. A marshal may select this acumen a second time if he is at least 11th level, and a third time if he is at least 17th level, each time selecting a different specific type of firearm.

**Hard Boiled:** A marshal with this acumen refuses to fall to his foes. The marshal gains Diehard as a bonus feat, even if he doesn't meet the feat's prerequisites. While the marshal is in combat with a warrant target, he is not staggered while using the Diehard feat.

**Interrogation Tactician:** A marshal with this acumen can use Diplomacy in place of Intimidate to force an opponent to act friendly toward him. In addition, once per day, he can roll two dice while making a Diplomacy or Intimidate check made to influence a creature or to gather information, taking the better result. The marshal must choose to use this acumen before making the skill check. At 10th level, he can use this acumen twice per day.

**Long Arm of the Law:** A marshal with this acumen increases the range at which he can make a ranged roundup attack by 10 feet. At 7th level, and every 3 levels thereafter, the range increases by an additional 10 feet, for a maximum of +60 feet by 20th level. A marshal must be at least 5th level to select this acumen.

**Monster Authority:** A marshal with this acumen can use his marshal class abilities against creatures of the monstrous humanoids type. He also learns one language of his choosing (typically one that is most commonly spoken by monstrous humanoids within his local region).

**Rattling Authority:** A marshal with this acumen may use the Intimidate skill to change an opponent's attitude as a 1-round action, even in combat, instead of requiring 1 minute of conversation, but doing so increases the DC by 10. Furthermore, when a marshal with this acumen issues a warrant for the first time in an encounter, he may make an Intimidate check to demoralize all foes within

30 feet who can see or hear him. If the marshal also has the interrogation tactician marshal acumen, he can make a Diplomacy check in place of the Intimidate check to demoralize his foes.

**Sure Justice:** When making a roundup attack against a warrant target, a marshal with this acumen reduces his miss chance due to concealment, blink, blur, or similar effects by 10%. This miss chance reduction increases by +5% for every 5 marshal levels he possesses after 5th. He must still target the correct square to hit a creature with total concealment. This acumen can't decrease an attack's miss chance to lower than 0%. A marshal must be at least 5th level to select this acumen.

**Swift Justice:** A marshal with this acumen gains the Quick Draw feat as a bonus feat. In addition, a marshal can always act in a surprise round even if he does not notice his enemies, though he remains flat-footed until he acts. At 20th level, a marshal's initiative roll is automatically a natural 20. A marshal must be at least 5th level to select this acumen.

**Swift Ryndown:** A marshal with this acumen can move at his normal speed while following the tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking. A marshal must be at least 7th level to select this acumen.

**Tactical Warrant:** A marshal with this acumen adds his warrant bonus to his combat maneuver bonus when attempting a bull rush, drag, grapple, overrun, or reposition combat maneuver against a warrant target, and to his CMD when defending against those same combat maneuvers attempted by a warrant target. A marshal must be at least 3rd level to select this acumen.

**Twin Justice:** A marshal with this acumen gains the benefits of the Two-Weapon Fighting feat while wielding a one-handed firearm in each hand. If the marshal possesses the actual Two-Weapon Fighting feat, he treats the firearm in his off-hand as if it were a light weapon when determining the penalty to his attack rolls. By 6th level, if the marshal possesses the actual Two-Weapon Fighting feat, he instead gains the benefits of Improved Two-Weapon Fighting while wielding a one-handed firearm in each hand. By 11th level, if the marshal possesses the actual Improved Two-Weapon Fighting feat, he instead gains the benefits of Greater Two-Weapon Fighting while wielding a one-handed firearm in each hand.

**Standard Issue:** At 1st level, in order to perform his duties, a marshal is given a badge and a department-issued firearm. A marshal's badge functions as a



masterwork tool (and can be replaced at the same cost), providing a +2 circumstance bonus on Diplomacy and Intimidate skill checks. In addition, the marshal gains one of the following firearms of his choice: pistol, musket, or blunderbuss.

Due to the official markings and legal registration of a marshal's firearm, it cannot be vendored like normal firearms, but it can be returned to the authorities for its full market value when getting a different or upgraded firearm from the same authorities. In addition, he gains 10 rounds of ammunition and doses of black powder for his chosen firearm.

The marshal can purchase additional department-issued, mundane firearms or ammunition at 10% of the normal cost. The costs for purchasing masterwork or technologically enhanced department-issued firearms, weapon attachments, or ammunition, or having a department-issued item upgraded with said enhancements, are reduced by 25% when done through legal authority channels, but the process takes at least 1d6+1 days longer to complete.

**Rundown (Ex):** Starting at 2nd level, a marshal can use Perception to follow tracks as per the Survival skill. In addition, he adds 1/2 his marshal level to skill checks made to follow tracks.

**Warrant (Ex):** Starting at 2nd level, as a move action, a marshal can pronounce a legal warrant upon one creature of the humanoid type that he can see. If the marshal has sufficient foreknowledge of an individual (such as a infamous wanted criminal; subject to GM discretion), he can issue a warrant upon that individual at any time, even if he can't see them. Upon doing so, he gains a +2 bonus on Diplomacy, Intimidate, Knowledge, Perception, and Sense Motive checks attempted against, or to find, that creature, as well as a +2 bonus on weapon attack and damage rolls against it. The DC of the marshal's roundup ability against a warrant-issued creature also increases by 2. This bonus damage is nonlethal damage.

A marshal can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is defeated or the marshal issues a new warrant. At 6th, 11th, and 16th levels, the bonuses on weapon attack and damage rolls, skill checks, and to the marshal's roundup DC increase by 2.

At 10th level, the marshal can pronounce a warrant upon an entire group or faction, such as a renown bandit gang or discovered thieves guild, instead of a single humanoid, gaining his warrant bonus against any humanoid creature devoted to that group or faction.

**Marshal's Authority (Ex):** Starting at 3rd level, a marshal's exploits of justice grant him greater recognition and authority within his nation. A marshal chooses one friendly nation, governed and populated primarily by creatures of the humanoid type (such as Harmonia, Rausch, or The Disputed Lands; GM discretion). He becomes a recognized legal authority of that nation, and may be privy to departmental resources. All NPCs within the community treat their starting attitude toward the marshal as one category better, as long as their initial attitude would have at least been Unfriendly (see the Diplomacy skill in the *Pathfinder RPG Core Rulebook*), and the marshal gains a +2 bonus on all Diplomacy and Intimidate skill checks made to interact with said NPCs. At 7th, 11th, 15th, and 19th level, this bonus increases by +2.

Furthermore, while within his jurisdiction, a marshal may exercise his legal authority in a variety of ways, as detailed below. As a marshal gains experience, the limits of his legal authority broaden. A marshal may exercise his authority only once per day for every 3 marshal levels he possesses.

**Accuse:** A marshal of at least 5th-level may have a humanoid creature that falls within a specific social or authoritative class, as determined by his level (5th-level, commonfolk; 9th-level, law-enforcement; 13th-level, gov. official/noble; 17th-level, marshal), imprisoned indefinitely, awaiting the gathering of evidence against them. He may only have one suspect for every 3 marshal levels he possesses imprisoned at any one time in this manner.

**Intrude/Seize:** With a successful Diplomacy check (DC determined by target's initial attitude toward the marshal), the marshal can, at any time, search the home, person or possessions of a humanoid creature that falls within a specific social or authoritative class, as determined by his level (3rd-level, commonfolk; 7th-level, law-enforcement; 11th-level, gov. official/noble; 15th-level, marshal). He may search and impound any evidence of wrongdoing, if found. Likewise, the marshal may seize an individual's possessions, such as a vehicle or outfit, if they would immediately aid the marshal in the direct pursuit of a warrant target (after which time they must be returned; the marshal is financially responsible for all damages). His authority does not extend to confiscating or seizing items for personal use.

**Judge:** A marshal of at least 7th-level may pass judgement on a humanoid creature that falls within a specific social or authoritative class, as determined by his level (7th-level, commonfolk; 11th-level, law-enforcement; 15th-level, gov. official/noble; 19th-level, marshal). This includes setting fines, prison sentences, death sentences or anything else he may wish, within the laws of his jurisdiction.



**Requisition:** With a successful DC 20 Diplomacy check, the marshal can draw upon the resources of his jurisdiction, as determined by his level. After an agreed upon time/contract, any non-consumable resource(s) must be returned in relatively suitable condition, or living, if personnel. Failure to do so may result in a fine, typically based on the value of the item(s), the inability to requisition additional resources from that jurisdiction for up to 1 week, or any other punishment the GM deems appropriate based on the circumstances.

- **Gear (3rd-level):** If the resource is gear or items, it can be any item with a market value equal to or less than one-half his jurisdiction's base value (determined by its settlement statistics). All non-consumable requisitioned equipment must be returned in the relative state it was received (without the broken condition), otherwise the marshal must pay the item's market value in order to replace it.
- **Personnel (7th-level):** If the resource is personnel, use the Leadership feat to determine the number and level of the requisitioned NPCs. For this purpose, a marshal's leadership score is equal to his marshal level + his Charisma modifier + his jurisdiction bonus to skill checks. The only leadership score modifiers (as per the Leadership feat) that apply to a marshal's leadership score for this purpose are the cumulative penalty for cohort/follower deaths, and the modifier for cruelty. A marshal can never have more followers (excluding a cohort) of any given level than his Charisma bonus (minimum 1), and his cohort's level can never exceed 1/2 his marshal level.
- **Vehicle (11th-level):** If the resource is a vehicle, it can be any vehicle with a market value equal to or less than one-half his jurisdiction's purchase limit (determined by its settlement statistics). A requisitioned vehicle must be returned in the relative state it was received (without the broken condition), otherwise the marshal must pay the vehicle's market value in order to replace it.
- **Property (13th-level):** If the resource is property, the marshal can obtain modest living quarters or base of operation in a designated location for up to a number of days equal to 1/2 his marshal level. The marshal is financially responsible for any damages the property incurs while in his possession.

Failure to comply with a marshal's authority is usually sanctioned with fines, imprisonment, outlaw status, or possibly other punishments as deemed necessary within

the laws of his jurisdiction. A marshal's authority can be contested by another person of high legal- or political-authority, and move to have the marshal's actions reversed with an opposed Diplomacy check (unless the GM deems that the challenger's authority is uncontestable). If the challenger wins the opposed roll, the defending marshal's action is reversed (for example, an imprisoned person is set free). If the defending marshal wins the opposed roll, nothing happens. A marshal's authority can be contested in a particular case only once. A defending marshal who loses the opposed roll may not contest the result, nor can he use his marshal's authority ability to repeat the action that was contested against the same target.

Upon reaching 4th level, and every level thereafter, a marshal may request jurisdiction over a new nation in place of his current nation; this is a 1-week process of paperwork, after which, the marshal is assigned a new badge, granting him legal jurisdiction over his new nation.

**Roundup (Ex):** Starting at 4th level, before he makes his attack roll, a marshal can decide to deliver a subduing strike instead of a normal weapon attack (thus, a failed attack roll ruins the attempt). A marshal can deliver this subduing strike as a ranged attack if his target is within 30 feet of him. If a marshal chooses to deal nonlethal damage with this attack, he does not take the usual -4 penalty on his attack roll when making the attack, even if the marshal's weapon normally deals lethal damage. A marshal may attempt a roundup attack a number of times per day equal to his marshal level, plus one more time per day for every four levels he has in classes other than marshal, but no more than once per round.

If this attack is successful, the marshal deals his normal weapon damage plus 1d6 extra points of nonlethal damage and the target must also make a Fortitude save (DC 10 + 1/2 the marshal's level + the marshal's Wisdom modifier) or have all of its speeds reduced by half (to a minimum of 5 feet) for 1 round. While its speeds are reduced, the target also cannot take a 5-foot step. This extra damage is not multiplied on a critical hit. Creatures that are immune to nonlethal damage, or that do not take any nonlethal damage from the attack, are immune to the conditions applied by roundup. If a roundup attack would ever reduce a target's hit points to 0 or below, the attack always knocks the target unconscious (if possible), instead of killing it.

At 8th level, and every 4 levels thereafter, the extra nonlethal damage a marshal deals with his roundup attack increases by 1d6, to a maximum of +5d6 at 20th level, and the marshal gains the ability to apply a new condition to the target of his roundup. This condition replaces reducing the target's speeds for 1 round, and a



successful saving throw, still negates the effect. At 8th level, the marshal can choose to stun the target for 1 round (until just before the marshal's next turn). At 12th level, he can choose to make the target exhausted. At 16th level, he can make the target staggered for 1d6+1 rounds. If the target is staggered due to suffering an amount of nonlethal damage equal to its current hit points, the target may only choose to take a move action for the duration of the staggered condition. At 20th level, he can knock the target unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. The marshal must choose which condition will apply before the attack roll is made.

**Deputize (Ex):** At 6th level, a marshal may spend a move action to share half his warrant bonus against a single humanoid target (or humanoids of a specific faction, if the marshal is at least 10th level) to all allies within 30 feet that can see and hear the marshal. This bonus lasts for 1 round per three levels the marshal possesses. This does not give the marshal's allies the ability to issue warrants. This bonus does not stack with any warrant bonuses possessed by his allies; they use whichever bonus is higher.

**Hot Pursuit (Ex):** Starting at 10th level, when a marshal that makes an Acrobatics, Climb, Fly, Ride, Swim check, or driving check while in the pursuit of a warrant target, he may take 10 even if stress and distractions would normally prevent him from doing so. Furthermore, when moving toward or after a warrant target, the marshal's base speed is increased by 10 feet.

**Quarry:** At 14th level, a marshal can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a marshal can take 10 on his skill checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls made against his quarry, and all critical threats against his quarry are automatically confirmed. A marshal can have no more than one quarry at a time, and the quarry target must be selected as a warrant target. He can dismiss this effect at any time as a free action, but he cannot select a new quarry target for 24 hours. If the marshal sees proof that his quarry is defeated, he can select a new quarry target after 1 hour.

**Improved Quarry:** At 18th level, a marshal's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using skills to track his quarry, while moving at normal speed without

penalty. His insight bonus to attack his quarry increases to +4. If his quarry is defeated or dismissed, he can select a new one after 10 minutes have passed.

**True Justice (Ex):** At 20th level, the marshal becomes a paragon of justice, renowned far and wide for his heroism and integrity. His authority in his jurisdiction is undisputed and sets precedent for other marshals. When attacked by a warrant target, all melee and ranged weapons deal the minimum amount of damage to the marshal, unless the attack scored is a critical hit. Furthermore, when making an ability check, attack roll, saving throw, or skill check against a warrant target, the marshal can make the roll twice, taking the better result, and automatically confirms all critical threats.

**Code of Conduct:** A marshal must be of lawful alignment and loses all class features except his proficiencies and the dead or alive, rundown, and subdue suspect class features if he ever willingly commits an illegal or unlawful act. Additionally, a marshal's code requires that he respect the legitimate authority of an area, perform his legal duties at every available opportunity, and punish those who break the laws of an area.

**Associates:** While he may adventure with unlawful allies, a marshal avoids working with anyone who consistently commits wanton, chaotic, illegal acts. Under exceptional circumstances, a marshal can ally with chaotic associates, but only to defeat what he believes to be a greater injustice. A marshal must receive legal amnesty after complicity or participation in any illegal acts committed with an unlawful ally, and should end the alliance immediately should he feel it is doing more harm than good. A marshal may accept only henchmen, followers, or cohorts who are lawfully aligned.

## EX-MARSHALS

A marshal who ceases to be of lawful alignment, who willfully commits an illegal or unlawful act, or who is convicted of violating the code of law of a region loses all marshal class abilities except for his proficiencies and the dead or alive, run down, and subdue suspect class features. He may not progress any further in levels as a marshal. He regains his abilities and advancement potential if he is pardoned for his convicted crimes, legally proves his innocence, or reforms his moral character.



### TECH SAVANT

Some people have an inherent understanding of technology and science. With little to no formal training they are able to fashion incredible and innovative contraptions. Unlike gearheads, tech savants develop engineering skills without access to technical colleges or apprenticeships as they are able to pick it up working on the job. Every tech savant engages in a personal exploration of the creative potential of science and engineering. Generally, a savant's intellectual grasp of science is shallow while, in a broad technology arena, she has a deep wellspring of creativity and pragmatism.

**Role:** A tech savant is a fast and skilled engineer, able to build a variety of temporary worn and handheld tech. A tech savant has less schematic knowledge and fewer contraptions than the gearhead, but she can use her ingenuity to empower and modify her contraptions on the fly, and manifest an unexpected talent or knowledge. Charisma is the savant's key attribute and boosts her engineering capabilities.

**The tech savant is an alternate class to the gearhead class.**  
**Alignment:** Any.

**Hit Dice:** d6.

**Starting Wealth:**  $2d6 \times \$10$  (average \$70).

#### CLASS SKILLS

The savant's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), 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 tech savant.

**Weapon and Armor Proficiency:** Tech savants 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 savant becomes proficient with any weapon she personally crafts.

**Contraptions:** A tech savant is a contraption constructor that utilizes ingeniously complex mechanical devices, known as contraptions, to perform extraordinary feats of science (see the *Science* chapter of the *Pure Steam Campaign Setting* for more details).

Like other contraption constructors, a tech savant must prepare (construct) her contraptions ahead of time, but her contraptions are not expended when they're activated. Instead, she can activate any contraption that she has prepared, consuming an activation charge of the appropriate contraption level from her power source, assuming she hasn't yet used up her activation charges per day for that contraption level. Her base daily activation charge allotment is given on Table: Activation Charges Per Day. In addition, she receives bonus activation charges per day if she has a high Charisma score.

A tech savant can only prepare, and then maintain, a certain number of contraptions of each level per day (as given on Table: Tech Savant Class). At 1st level, a tech savant can prepare and maintain three 0-level contraptions (known as gadgets, see below), and one 1st-level contraption. At each new tech savant level, the number of contraptions she can prepare per day increases, adding new contraption levels as indicated on Table: Tech Savant Class. Unlike the number of times she can activate her prepared contraptions per day, the number of contraptions she can prepare and maintain each day is not affected by her Charisma score.

A tech savant prepares her contraptions using schematics drawn from the gearhead/constructor schematic list presented in the *Pure Steam Campaign Setting*. A tech savant's selection of effect schematics are extremely limited, however, drawing them from memory each time she prepares a contraption, instead of a draft book like traditional contraption constructors. At 1st level, a tech savant knows all target schematics, four 0-level effect schematics, and two 1st-level effect schematics of her choice. Starting at 2nd level, and each even level thereafter, a tech savant learns one new 0-level effect schematic and one new effect schematic of any schematic level less than or equal to the highest level of contraption she can create. For example, a tech savant that has just attained 4th level can learn any effect schematic of 2nd level or lower. (Unlike activation charges per day, the number of effect schematics a tech savant knows is not affected by her Charisma score). These new effect schematics can be common schematics chosen from the gearhead/constructor schematic list, or they can be unusual schematics that the tech savant has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered tech savant level after that (6th, 8th, and so on), a tech savant can choose to learn a new effect schematic in place of one she already knows. In effect, the tech savant loses the old schematic in exchange for the new one. The new schematic's level must be the same as that of the schematic being exchanged. A tech savant may swap only a single effect schematic at any given level, and must choose whether or not to swap the schematic at the same time that she gains new effect schematics known for the level.



**TABLE: TECH SAVANT CLASS**

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	+0	+2	Gadgets, ingenuity, mechanical flair, savant knack	3	1	--	--	--	--	--	--	--	--
2nd	+1	+0	+0	+3	Jury-rig, salvage	4	2	--	--	--	--	--	--	--	--
3rd	+1	+1	+1	+3	Savant knack	4	2	--	--	--	--	--	--	--	--
4th	+2	+1	+1	+4	Swift engineering	4	3	1	--	--	--	--	--	--	--
5th	+2	+1	+1	+4	Savant knack	4	3	2	--	--	--	--	--	--	--
6th	+3	+2	+2	+5	---	4	3	2	1	--	--	--	--	--	--
7th	+3	+2	+2	+5	Savant knack	4	4	3	2	--	--	--	--	--	--
8th	+4	+2	+2	+6	---	4	4	3	2	1	--	--	--	--	--
9th	+4	+3	+3	+6	Savant knack	4	4	3	3	2	--	--	--	--	--
10th	+5	+3	+3	+7	---	4	4	4	3	2	1	--	--	--	--
11th	+5	+3	+3	+7	Savant knack	4	4	4	3	3	2	--	--	--	--
12th	+6/+1	+4	+4	+8	---	4	4	4	4	3	2	1	--	--	--
13th	+6/+1	+4	+4	+8	Savant knack	4	4	4	4	3	3	2	--	--	--
14th	+7/+2	+4	+4	+9	---	4	4	4	4	4	3	2	1	--	--
15th	+7/+2	+5	+5	+9	Savant knack	4	4	4	4	4	3	3	2	--	--
16th	+8/+3	+5	+5	+10	---	4	4	4	4	4	4	3	2	1	--
17th	+8/+3	+5	+5	+10	Savant knack	4	4	4	4	4	4	3	3	2	--
18th	+9/+4	+6	+6	+11	Instant engineering	4	4	4	4	4	4	3	3	3	1
19th	+9/+4	+6	+6	+11	Savant knack	4	4	4	4	4	4	3	3	3	2
20th	+10/+5	+6	+6	+12	True genius	4	4	4	4	4	4	3	3	3	3

A tech savant must choose and prepare her contraptions ahead of time by getting 8 hours of sleep and spending 1 hour performing maintenance on her power source and contraptions. During this maintenance period, a tech savant constructs new contraptions, salvages old contraptions to free up slots, services and repairs existing contraptions, and refreshes her available activation charges for the day.

To learn a schematic, or to prepare and use a contraption, a tech savant must have a Charisma score equal to at least 10 + the schematic's or contraption's level, respectively. The Difficulty Class for a saving throw against a tech savant's contraption is 8 + the contraption level + the tech savant's Charisma modifier.

**Mechanical Flair (Ex):** Starting at 1st level, when making a Knowledge (engineering) check, a Disable Device check, or any Craft skill check, a tech savant may use her Charisma in place of her Intelligence, and gains a competence bonus equal to one-half her class level on the check (minimum of 1). Furthermore, a tech savant can make Knowledge (engineering) and Disable

Device checks untrained. Lastly, when a tech savant uses Knowledge (engineering) to identify technological items, she may make such a check after only 1 minute of holding and examining the item.

Starting at 5th level, once per week a tech savant can take 20 on any Craft skill check. Starting at 11th level, this ability can instead be used once per day. This ability counts as engineering for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces engineering.

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



**TABLE: ACTIVATION CHARGES PER DAY**

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

**Ingenuity (Ex):** A tech savant has an innate ability to modify contraptions through instinct and serendipity, rather than intellectual understanding. The tech savant has an ingenuity pool equal to  $\frac{1}{2}$  her tech savant level + her Charisma modifier (minimum 1). A tech savant's ingenuity pool refreshes each day, typically after she gets a restful night's sleep.

As a free action, a tech savant can expend 1 point from her ingenuity pool whenever she activates a contraption she has prepared, enhancing its potency. If she does, she can choose to increase the constructor level by 1 or increase the contraption's saving throw DC by 1. She can expend no more than 1 point from her pool on a given contraption to enhance it in this way, but may expend additional points from her pool to also enhance a given contraption with savant knacks (see below).

**Savant Knacks:** Knacks are the manifestation of each savant's ingenuity. At 1st level and every 2 levels thereafter, the tech savant learns a new savant knack selected from the following list. A savant knack cannot be selected more than once, unless specified otherwise. Once a savant knack has been selected, it cannot be changed.

Many savant knacks require the tech savant to expend points from her ingenuity pool to function.

**Calibration Feat:** A tech savant that selects this knack gains a bonus calibration feat (see Feats, Pure Steam Campaign Setting Core Book). She must meet the prerequisites of this feat as normal. This knack may be selected multiple times, each time granting a different bonus calibration feat.

**Eureka!** When a tech savant with this knack prepares her contraptions, she can decide to expend 1 or more points from her ingenuity pool, up to her Charisma bonus. For each point she expends, she can treat any one effect schematic as if it were a known schematic (this can exceed her normal limit of schematics known) and can prepare contraptions with these schematics as normal that day. These bonus schematics are lost the next time the tech savant performs her maintenance period. The tech savant cannot maintain contraptions prepared with schematics she no longer knows.

**Extemporized Calibration:** When a tech savant with this knack spontaneously applies a calibration feat to a contraption she prepared, she can expend 1 point from her ingenuity pool as a free action to apply the calibration without affecting the contraption's activation time (though using a higher-level activation charge as normal). Alternatively, if she expends 2 points from her ingenuity pool, she can treat the contraption's actual level as 1 lower for determining the final adjusted level of the used activation charge (though affecting the activation time as normal).

**Innovation:** A tech savant that takes this knack gains the gearhead innovation class feature (*Pure Steam Campaign Setting*), and she gains one innovation of her choice. She must meet the prerequisites of the chosen innovation. A tech savant must be at least 5th level before selecting this savant knack. A tech savant may select this knack multiple times, each time gaining a new innovation. A tech savant can only select this savant knack once for every 5 tech savant levels she possesses.

**Inspired Ingenuity:** A tech savant that selects this knack can use her ingenuity pool as an inspiration pool, as the investigator class feature (*Pathfinder RPG: Advanced Class Guide*), in addition to her normal use of ingenuity. Upon selecting this talent, the tech savant chooses two skills and up to three Knowledge skills; once these choices have been made, they cannot be changed. She can use ingenuity on her chosen skill checks without spending uses of ingenuity, provided she's trained in the skill.



**Investigator Talents:** A tech savant that selects this knack gains one investigator talent (*Pathfinder RPG: Advanced Class Guide*) from the following list: amazing inspiration, combat inspiration, effortless aid, expanded inspiration, greater combat inspiration, inspirational expertise, inspired alertness, inspired intimidator, perceptive tracking, tenacious inspiration, and unconventional inspiration. A tech savant uses her savant level as her investigator level to determine the availability and effects of these talents. Whenever a tech savant with this knack can select a new savant knack, she can instead select a talent from the above list. A tech savant must have the inspired ingenuity savant knack to select this knack.

**Memory Jolt:** A tech savant with this knack may expend 1 point from her ingenuity pool as a free action to make a Knowledge skill check, even untrained, and is treated as if she had a number of ranks in the Knowledge skill equal to her tech savant level for the check.

**Scientific Mixologist:** Upon selecting this knack, a tech savant must choose one science source (i.e. combustion, relativity, etc.), referred hereafter as her mixologist source. If the tech savant has the scientific specialty class feature, and that scientific specialty has specialty schematic sources, her mixologist source must be the

same as one of her two specialty sources, and vice versa. Once this choice is made, it cannot be changed.

When a tech savant with this knack activates a contraption she has prepared, she can expend 1 point from ingenuity pool as an immediate action before the contraption is activated. If she does, she can replace one effect schematic she used to prepare the contraption with one effect schematic she knows that matches her mixologist source, and that equals the same schematic level or lower. Swapping in a lower-level schematic does not alter the contraption's actual level when using this ability. The target schematic and body slot restrictions of the replacement schematic must adhere to the contraption's current design, else the swap cannot be made. This schematic replacement only lasts until the end of the savant's current turn.

**Scientific Understanding:** The tech savant can select one scientific specialty from the gearhead's scientific specialty class feature, but does not have to select any opposition scientific sources. The tech savant does not gain the ability to build specialty contraptions, but she does gain one 1st-level ability of that scientific specialty as though she were a 1st-level gearhead, using her Charisma modifier in place of her Intelligence modifier for this ability. As a swift action, the tech savant can expend 1 point from her ingenuity pool to bolster her understanding, allowing her to treat her tech savant level as her gearhead level for the purpose of using this ability for a number of rounds equal to her Charisma modifier (minimum 1). During this time, she also gains use of any other 1st-level ability for her selected scientific specialty. She does not gain any other abilities when using this knack in this way, such as those gained at 3rd or 8th level.

**Suffered Knowledge:** The tech savant can learn to prepare a contraption by suffering from its effects. When the tech savant fails a saving throw against a contraption activated by an enemy, as an immediate action she can expend 1 point from her ingenuity pool to temporarily learn all of the schematics and calibration feats that were used to prepare or activate the contraption. Each schematic must be of a level that she can know. The knowledge of these temporarily learned schematics and calibration feats persists for 1 hour. A tech savant must be at least 9th level to select this knack.

**Unparalleled Ingenuity:** Whenever a tech savant with this knack expends 1 point from her ingenuity pool to increase the constructor level of a contraption, the constructor level increases by 2 instead of 1. Whenever she expends 1 point from her ingenuity pool to increase a contraption's DC, it increases by 2 instead of 1.



GNOME TECH SAVANT



**Uncertainty Principle:** When a tech savant with this knack activates a contraption that has a saving throw, she can expend 1 or more points from her ingenuity pool. For each point she expends, she can force one target of her contraption to roll all of its saving throws twice and take the second result of each roll (whether it's better or worse). A single target cannot be subjected to this ability more than once per contraption activation.

**Jury-Rig (Ex):** At 2nd level, a tech savant gains Field Repair as a bonus feat, even if she does not meet the feat's prerequisites. In addition, the tech savant 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 needed 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 ignores 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, a tech savant 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 tech savant 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 a tech savant wishes to salvage an item that she normally couldn't craft, she can still attempt to salvage that item, but there is a chance that she may render the scrap unsuitable for crafting. After spending the normal amount of time required to salvage the item, the tech savant must make a DC 10 Intelligence check, with a bonus to the check equal to one-half her level. This DC increases by +5 for every requirement the tech savant currently lacks to normally craft the item. If the check succeeds, the tech savant salvages the item successfully. If the check fails, she 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, a tech savant can create, salvage, dismantle, and repair mechanical objects faster than normal. The time required for a tech savant to craft, salvage, or repair a mundane or technological item is reduced by half (when determining progress, treat the item's market value as 50% less than normal). A tech savant's daily maintenance period now only requires 30 minutes of work, and preparing, salvaging, or repairing a single contraption outside of this period now only requires 5 minutes of work.

Furthermore, a tech savant 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.

**Instant Engineering (Ex):** At 18th level, a tech savant can construct or dismantle mechanical devices with inhuman efficiency. The time required for a tech savant to craft, salvage, or repair a mundane or technological item is reduced by three-fourths (when determining progress, treat the item's market value as 75% less than normal). A tech savant's daily maintenance period now only requires 15 minutes of work, and preparing, salvaging, or repairing a single contraption outside of this period now only requires 1 minute of work.

Furthermore, a tech savant 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.

**True Genius (Ex):** At 20th level, the tech savant can push a contraption to surpass peak benchmarks in a moment of true genius. She can activate any contraption she has prepared by expending a number of points from her ingenuity pool equal to 1 + the level of the contraption to be activated, instead of expending an activation charge. When she activates a contraption in this fashion, she treats her constructor level as 2 higher than normal, and the DCs of any saving throws associated with the contraption increase by 2. She cannot use savant knacks or further expend points from her ingenuity pool to enhance a contraption activated in this way.



## ARCHETYPES

The following section features new archetypes or other options for classes presented both in the *Pathfinder Roleplaying Game* (and its suppliments), as well as the *Pure Steam Campaign Setting* core book.

## ALCHEMIST

Often far from state-of-the-art labs, Western alchemists are prone to adventure and improvisation. The average denizen west of the Federated States is thus more cautious of his local 'doctor.' Alchemists in the Disputed Lands are often hucksters or explosive experts for rail and mine enterprises. Rauschite purveyors of the sciences tend to find work fulfilling unanswered prayers for health and fortune amongst their society. Rageaic and Mesocine alchemists are more rare, and their services are almost always put to use for war.

## NEW DISCOVERIES

The following new discoveries can be taken by any alchemist who meets the prerequisites. Discoveries that modify bombs, extracts, and snake oils are known as catalyst discoveries, and are marked with a double asterisk (\*\*). Catalyst discoveries do not stack, unless otherwise specified; only one such discovery can be applied to an individual bomb, extract, or snake oil. If a catalyst suppresses a condition, it suppresses any related condition currently affecting the imbiber, and any future related conditions the imbiber may receive while under the catalyst's effect. If a suppressed condition has a limited duration, that duration continues to expire while the catalyst is in effect. When a catalyst discovery is applied to an extract, the extract's formula level is treated as one level higher than normal, as if a metamagic feat were applied to it.

*Antacid Colloid\*\**: When this catalyst is used in the creation of a formula of the conjuration (healing) or transmutation schools, the formula has the additional effect of suppressing the sickened condition for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formula is instantaneous. At 8th level, for the above duration, effects that would normally apply the nauseated condition leave the imbiber sickened instead. This instance of the sickened condition is not suppressed by this catalyst effect.

This catalyst can also be used in the creation of a bomb that deals acid damage, causing the bomb to damage only creatures of the ooze type, but the bomb deals an additional 2d6 points of acid damage against such creatures. An ooze directly hit by this bomb must also succeed on a Fortitude save or be dazed for 1 round.

*Brain Tonic\*\**: When this catalyst is used in the creation of a formula that provides its imbiber with an alchemical, circumstance, competence, insight, or morale bonus to attack rolls, saving throws, and/or skill checks, the numerical bonuses that the formula provides increase by +1 for the formula's duration. At 8th level, the numerical bonuses instead increase by +2. At 16th level, the numerical bonuses instead increase by +3.

*Carotene Extract\*\**: When this catalyst is used in the creation of a formula of the divination or transmutation schools, the formula has the additional effect of granting the imbiber low-light vision for the formula's duration. If the formula already grants the imbiber low-light vision, or the imbiber already possesses low-light vision, the formula instead grants the imbiber 60-foot darkvision for the formula's duration. If the formula already grants the imbiber darkvision, or the imbiber already possesses darkvision, the formula instead increases the range of their darkvision by +30 feet for the formula's duration.

*Castor Oil\*\**: When this catalyst is used in the creation of a formula of the conjuration (healing) school, and that formula directly affects diseases or poisons, the formula's effective caster level is increased by 2. If the formula is used in an attempt to remove or prevent a disease (parasite) effect, the formula's effective caster level is instead increased by 4.

*Chamomile Extract\*\**: When this catalyst is used in the creation of a formula, the formula has the additional effect of suppressing the shaken condition for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formulae is instantaneous. At 8th level, for the above duration, effects that would normally apply the frightened or panicked conditions leave the imbiber shaken instead. This instance of the shaken condition is not suppressed by this catalyst effect.

*Cod Liver Oil\*\**: When this catalyst is used in the creation of a formula of the conjuration (healing), divination, or transmutation schools, the formula has the additional effect of suppressing the blinded or dazzled conditions, as well as any sort of adverse effect hampering the imbiber's ability to see (natural or otherwise), for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formula is instantaneous.

*Crystal Violet\*\**: When this catalyst is used in the creation of a formula that provides its imbiber with a resistance bonus to saving throws, the resistance bonuses that the formula provides increase by +1 for the formula's duration. At 8th level, the resistance bonuses instead increase by +2. At 16th level, the resistance bonuses instead increase by +3.



**Linseed Oil Putty:** An alchemist with this discovery can expend one of his unused 3rd level extract slots to create a solution that emulates the *minor creation* spell, with a caster level equal to 1/2 his alchemist level. Anything created with this edible (provides minor nutritional benefits), opaquely yellow, polymer substance has the fragile property and has the hardness and hit points of leather. An alchemist must be at least 8th level before selecting this discovery.

**Liquid Sunshine\*\*:** When this catalyst is used in the creation of a formula, the formula has the additional effect of suppressing the fatigued condition for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formula is instantaneous. At 10th level, the formula can instead cause the imbiber to be fatigued instead of exhausted for the formula's duration.

**Musterole\*\*:** When this catalyst is used in the creation of a formula, the formula additionally provides a number of temporary hit points equal to the alchemist's level for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formula is instantaneous. These temporary hit points stack with any normally granted by the formula.

**Periwinkle Solution\*\*:** When this catalyst is used in the creation of a formula of the conjuration (healing), divination, or transmutation schools, the formula has the additional effect of suppressing the deafened condition, or any adverse effect hampering the imbiber's ability to hear (natural or otherwise), for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formula is instantaneous.

**Poppy Syrup\*\*:** When this catalyst is used in the creation of a formula, the formula has the additional effect of reducing any Strength and Dexterity damage or penalty afflicting the imbiber by 2 points for the formula's duration, or for 1 round per alchemist level (up to 1 minute) if the duration of the formula is instantaneous. At 10th level, the ability damage or penalty reduction increases to 4 points.

**Snake Bite Solution:** Instead of mixing a snake oil with his vials of liquid catalyst, a huckster can use his catalysts to create a volatile alchemist's bomb, like traditional alchemists. A huckster with this discovery effectively gains the alchemist's bomb class feature, except that the huckster must expend one use of his snake oil each time he wishes to use a bomb. On a direct hit, a huckster's bomb deals 1d6 points of acid damage, plus an additional 1d6 points of acid damage 1 round later (as if he had the acid bomb discovery). At 5th level, and every four levels thereafter, the damage of a huckster's bombs increases by 1d6 points (the secondary damage remains unchanged). If the huckster possesses the Throw Anything feat, he may add his Intelligence modifier to the direct hit and splash damage of his bombs, as normal. The alchemist must possess the snake oil class feature before selecting this discovery.

**Turpentine\*\*:** When this catalyst is used in the creation of a formula with the conjuration (healing) school, the formula has the additional effect of allowing the imbiber an immediate saving throw to end any disease (injury) or poison (injury) effects currently afflicting him. A failed save as a result of this effect has no ill effects.

This catalyst can also be used in the creation of any bomb that deals acid damage, or that is modified by the smoke bomb discovery, or any discovery that has smoke bomb as prerequisite. The point of impact of such a bomb creates an effect that emulates the *repel vermin* spell, with a caster level equal to the alchemist's level, but the duration of the effect is only 1 round per alchemist level.

### HUCKSTER (ARCHETYPE)

Licensed doctors are few and conventional medicine too expensive for the poor farmers and penniless herdsmen that fall victim to predatory quacks and charlatans. On the frontier, laws, like cobwebs, may catch a clumsy fly, but the sly mosquito or wicked wasp slips through. A huckster is an alchemist that specializes in selling snake oil tonics, alchemical items, or other goods, and relies on showmanship or chatter to close sales often exaggerating or deceiving buyers of the effectiveness of the product. Snake oil is mildly beneficial and temporary (not the lasting cure promised), so hucksters must keep moving one step ahead of swindled customers. Many hucksters join up with a gypsy camp, circus, or sideshow hawking their goods to a paying audience. The worst of the worst intentionally sell addictive "remedies" to ensure a fervent customer base.

**Skills:** At 1st level, a huckster adds Bluff and Perform (hawk wares) to his list of class skills, and removes Disable Device and Survival.

**Alchemy:** At 1st level, a huckster knows the *polypurpose panacea* formulae (*Pathfinder RPG: Ultimate Magic*), plus a number of additional 1st-level formulae of his choice equal to 1 + his Intelligence modifier. This ability alters, but otherwise functions and progresses as, the alchemist's alchemy class feature.

**Gather Crowd (Ex):** A huckster is skilled at drawing an audience to peddle his wares. If he is in a settlement or populated area, he can shout or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 the huckster's alchemist class level × the result of the huckster's Perform (hawk wares) check. The crowd gathers over the next 1d10 rounds. If the huckster fails to engage the crowd (such as by not demoing his products, not calling for volunteers, and so on), it disperses over the next 1d10 rounds. This ability replaces Throw Anything.



**Snake Oil (Su):** In addition to magical extracts, hucksters are adept at swiftly mixing various chemicals and infusing them with their magical reserves to create temporary concoctions to meet the needs of specific situations. Starting at 1st level, at the start of each day when a huckster would regain his daily extract slots, he chooses the *polypurpose panacea* formulae, plus one other formulae of any level he can create of his choice from his formula book. At 4th level, and every three alchemist levels thereafter, the huckster may choose one additional formulae of any level he can create from his formula book. The chosen formulae determine the huckster's list of snake oil effects for that day. The caster level of formulae with a duration of instantaneous is halved when created as a snake oil.

A huckster can use a number of snake oils each day equal to  $\frac{1}{2}$  his class level + his Intelligence modifier (minimum 1). In order to create a snake oil, the huckster uses a liquid catalyst—the huckster can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most hucksters stockpile enough liquid catalyst vials to create the maximum number of snake oils they can mix in one day. Unlike mixed snake oils, a catalyst vial remains usable by the huckster for years. Once mixed, a snake oil persists until the end of the huckster's next turn before becoming inert. As a free action, a huckster can render

any or all doses of snake oil not currently in his possession completely inert, immediately ending their active effects.

Drawing the components, mixing, and consuming a snake oil requires a standard action that provokes an attack of opportunity. When a huckster mixes a snake oil, he selects any formulae from his daily list of chosen formulae (see above). The mixed snake oil, once imbibed, emulates the effects of the chosen formulae for 1 round per huckster level, or the chosen formula's actual duration, whichever is less. The exception to this rule is the duration of the *polypurpose panacea* formula, which remains unchanged when emulated as a snake oil.

A common ploy of hucksters is to hawk their snake oils for profit; deceptively displaying the effects of active snake oils before selling inert doses to unsuspecting patrons. This transaction process is handled by a Perform (hawk wares) check, which also determines the revenue generated from such a performance. Otherwise, individual doses of snake oil typically have no actual market value.

Hucksters can learn new types of catalysts for his snake oils as discoveries as they level up. A snake oil, unlike an extract, does not become inert if used or carried by anyone else. Snake oils do, however, benefit from the infusion discovery as if they were extracts. Also, like extracts, snake oils behave like spells in potion form, and as such, can have their effects dispelled by effects like dispel magic, using the alchemist's level as the caster level. This ability replaces Bomb.

**Gladhanding Swindler (Ex):** Starting at 2nd level, a huckster earns double the normal amount of money from Perform (hawk wares) checks. As a standard action, he 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 it was originally. Furthermore, the DC to identify the formulae of a huckster's snake oil (or whether the snake oil is inert), extract, or brewed potion using Craft (alchemy), or Perception through taste, increases by an amount equal to  $\frac{1}{2}$  his huckster level, as the huckster attempts to mask the true nature of his wares. This ability replaces Poisoning.

## BARBARIAN

Some people groups in the West still hold to the ancient traditions of their ancestors. While their simple ways are seemingly vulnerable to the technological powers of modern foes, they are kept safe by a brutal warrior class. Barbarian characters in Western Ullera defend the lands and ways of their tribes. Human barbarians often adventure to stop encroachment of rail expansion or mining enterprises,

Artwork by Mates Laurentiu



HALFLING HUCKSTER



seeing such endeavors as violations of the sacred spirits they venerate. Mesocine barbarians are often the vanguard of armies set to conquer rival tribes, while Rageaic barbarians are commonly bred as a disruptive element in their campaigns into the human lands.

## RAGE POWERS

The following new rage power can be taken by any barbarian who meets the prerequisites.

**Uncanny Rage (Ex):** While raging, the barbarian gains the uncanny dodge class feature. Starting at 5th level, the barbarian also gains the improved uncanny dodge class feature while raging. (This rage power exists so barbarian archetypes which replace the uncanny dodge and improved uncanny dodge class features, such as the Brave, below, can learn to retain the effects of these class features.)

## BRAVE (ARCHETYPE)

The primitive tribes of Ullera draw their strength from their heritage and ancestral beliefs. Passed down for millennia, these traditions endure despite the corruptive influx the expanding “civilized” nations. Even tribal battle traditions passed down for millennia still have merit in modern warfare. Adorned in constant reminders of his exploits, the brave is the warleader of the tribe embodying both the noble and the savage for the FSU. A brave wears body paint and battle trophies displaying their accomplishments to all gaining a moral and psychological advantage on the battlefield only exacerbated by the lurid stories in penny dreadfuls and dime novels printed throughout Ullera.

**War Paint (Ex):** Starting at 1st level, while wearing light or no armor, and while openly adorned in fresh ritual war paint, a brave gains a +1 morale bonus to AC. At 6th level, and every four levels thereafter, this morale bonus to AC increases by +1, to a maximum of +5 at 18th level. If the brave wears no armor (or only a single piece light piecemeal armor), then he also ignores the penalty to AC imposed by his rage barbarian class feature (this is a morale effect). This ability replaces the barbarian’s medium armor proficiency.

**War Cry (Ex):** A veteran brave’s whoops and cries in battle chill the blood of their foes. At 2nd level, a brave can unleash a mighty war cry as a standard action. When he does so, the brave makes an Intimidate check to demoralize all enemies within 30 feet that can hear him.

At 5th level, when a brave lets out a war cry, creatures he successfully demoralizes must also make a Will save (DC 10 + 1/2 the brave’s level + the brave’s Strength modifier) or be frightened for the Intimidate check’s duration, instead of shaken. This is a fear effect. Once an enemy

has made a save against this ability (successful or not), it is immune to this enhanced fear effect for 24 hours, but it can still be demoralized normally. This ability replaces uncanny dodge and improved uncanny dodge.

**Counting Coup (Ex):** Starting at 3rd level, braves ritually don themselves with marks and trinkets, known as coups, as records of their prowess and brave exploits in battle, retold later as epic tales. A coup can be nearly anything; commonly a bead, feather, or tattoo depicting his act or a trophy taken from his fallen foe. A coup typically requires 1d4 hours of dedicated work to create.

As long as the brave openly displays the majority of his coups, and possesses a number of coups equal to at least 1/2 his barbarian level, he adds 1/2 his barbarian level on Intimidate checks against humanoids who are not members of a tribal society. When dealing with a member of a tribal society, the brave may choose to add this bonus on Diplomacy checks instead (and even perhaps Perform (oratory) checks). Furthermore, while meeting the above conditions, the DC of any fear effect created by the brave increases by 1, and he gains a +1 morale bonus per three barbarian class levels to saves against fear effects.



Artwork by Mates Laurentiu

**HUMAN BRAVE**



In order for a brave to be deemed worthy of a coup (to count coup), he must perform a risky, dramatic, or dangerous act in combat while witnessed by his allies. This is subject to GM discretion, but some examples include: confronting and defeating a larger, more renown, and/or stronger (comparing CR to character level) opponent than the brave (causing the foe to surrender or flee also qualifies), drawing first blood, scoring a critical hit, or dealing maximum weapon damage against said foe, causing said foe to suffer from a fear condition, successfully perform a combat maneuver or skill check by 10 or more, and so on.

A brave may earn multiple coups from a single combat encounter (GM discretion), but only the most memorable and dramatic acts (acts that qualify two or more of the above actions, for example) should be counted and thus signified by a mark or trinket. This ability replaces trap sense.

## BARD

Larger than life personalities dominate the Ulleran West, made even larger by the ballads sung and tales spun by the bards of the region. Saloons, campfires, flatcars, and buckboards are their stages. Musically inclined human bards of the area favor guitars, violins, and accordions, with the exception of Rauschites, who tend towards harps and organs. Ragaeic and Mesocine bards favor drums and horns. Bards who specialize in singing, oratory and dance can be found equally represented by all races in all corners of the West.

### MAVERICK (ARCHETYPE)

The Disputed and lands beyond are hardly places for nonsense. In such unforgiving locales, jokers and performers quickly learn to back up their loud mouths with quick hands. A rare few of these wild cards fuse their gun and act into a flawless, deadly performance. These mavericks use their charms and tricks to augment their firearm prowess. As the maverick grows in power, he develops new ways to turn the battle in his favor by channeling his performance towards intimidating his foes, firing on the move, and becoming harder to take down.

**Weapon Proficiency:** A maverick is proficient with all simple weapons and firearms. This alters the bard's normal weapon proficiencies.

**Diminished Spellcasting:** A maverick may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level.

**Gunsmith:** At 1st level, a maverick gains the gunslinger's gunsmith class feature. This ability replaces bardic knowledge.

**Gunplay:** A maverick is trained in the use of the Perform skill, especially act, comedy, or dance, to create magical effects on himself. When a maverick uses his bardic performance, he can either make a standard performance or a gunplay performance. A gunplay performance works like bardic performance, except the maverick only affects himself, and does not need to be able to see or hear his own performance. Gunplay is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance, except that gunplay does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. Gunplay benefits apply only when the bard is wearing light or no armor, and while he is wielding a firearm. Like bardic performance, it cannot be maintained at the same time as other performance abilities.

Starting a gunplay effect is a move action, but it can be maintained each round as a free action. Changing gunplay from one effect to another requires the maverick to stop the previous effect and start the new one as a move action. Like a bard, a maverick's gunplay effect ends immediately if he is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A maverick cannot perform more than one gunplay effect or bardic performance at a time. At 10th level, a maverick can start a gunplay as a swift action instead of a move action.

Mavericks can use the inspire courage, inspire greatness, and inspire heroics bardic performance types as normal, or as gunplay effects. When used as gunplay effects, the normal bonuses of these performances are increased by 1.5 times (rounded up), but again, these performances only provide benefit to the maverick himself when used as a gunplay effect. All other types of bardic performance work normally (affecting the bard and his allies, or the bard's enemies, as appropriate). This ability alters the standard bardic performance ability.

*Fan the Hammer (Su):* At 6th level, a maverick can use his gunplay to speed up his attacks. When making a full attack action during this gunplay performance, he may make one extra ranged attack with any one firearm he is holding, as though under the effects of a haste spell. He also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves, and reduces the misfire range of any firearm he wields by 2 (minimum misfire 0). At 9th level, and every three bard levels thereafter, these bonuses increases by +1, to a maximum of +5 at 18th level, but the misfire range is not further reduced. These bonuses do not stack with the haste spell. This ability replaces suggestion and mass suggestion.



**Rattlesnake Reflexes (Ex):** At 1st level, as long as the maverick has at least 1 round of bardic performance remaining, he gains the benefits of the gunslinger's initiative gunslinger deed. At 3rd level, as long as the maverick is benefiting from a gunplay effect, he can use the gunslinger's dodge gunslinger deed, expending 1 round of his bardic performance in place of the grit point. The maverick can only perform the gunslinger's dodge deed in this way while wearing light or no armor, and while carrying no more than a light load. This ability replaces countersong and distraction.

**Tombstone Composure (Ex):** At 2nd level, a maverick gains a +2 bonus on saving throws against mind-affecting effects, a +2 bonus to the DC required to influence him with the Intimidate skill, and a +2 bonus on concentration checks to cast bard spells defensively in combat. This ability replaces well-versed.

**Versatile Gunman (Ex):** At 2nd level, a maverick chooses one of the following types of the Perform skill: act, comedy, or dance. A maverick adds half his level to Sleight of Hands checks and to checks made with the chosen Perform skill. He can use his bonus in the chosen Perform skill in place of his bonus in associated skills, as per the versatile performance class feature. This ability replaces versatile performance.

**Sharpshooter (Ex):** At 4th level, as long as he is benefiting from a gunplay effect, a maverick may expend 1 round of his bardic performance to make a utility shot, as per the utility shot gunslinger deed, in place of a single ranged attack with a firearm. The maverick must declare the utility shot he is using before firing the shot. At 10th level, as a full-round action, and as long as he is benefiting from a gunplay effect or as part of an ace in the hole attack, the maverick may expend 2 rounds of his bardic performance to make a single firearm attack and choose part of the body to target, as per the targeting gunslinger deed. This ability replaces jack-of-all-trades.

**Bonus Feats:** At 5th level, and every six levels thereafter, a maverick gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat or grit feats. A maverick may use his gunplay class feature to meet the grit class feature prerequisite of grit feats. He must otherwise meet the prerequisites for these feats as normal. The maverick may expend rounds of his bardic performance in place of grit points when using his grit feats or deeds gained through the Amateur Gunslinger feat. This ability replaces lore master.

**Ace in the Hole (Su):** At 8th level, as a full-attack action, the maverick may expend 3 rounds of his bardic performance to pool all of his attack potential into a single ranged

attack made with a firearm. When he does, he makes the attack against the target's touch AC, regardless of the range increment, rolls his attack roll twice and takes the higher result (as if using the Perfect Strike feat; *Pathfinder RPG: Advanced Player's Guide*), and ignores any damage reduction the target might have. The maverick cannot perform this ability with a blunderbuss or other scatter weapon when attacking creatures in a cone. A maverick does not need to be benefiting from a gunplay effect to use this ability. This ability replaces dirge of doom.

**Gun Waltz (Su):** At 12th level, a maverick can attack more than once as he moves. As long as he is benefiting from a gunplay effect, he can combine a full-attack action with a single move, taking the attacks at any point during his movement, but must move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal. This ability replaces soothing performance.

**Rattling Shot (Su):** At 14th level, as a standard action, the maverick can expend 1 round of his bardic performance, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the fear spell. The DC of this effect is equal to 10 + 1/2 the



*HALF-ELF MAVERICK*



bard's level + the bard's Charisma modifier. A maverick does not need to be benefiting from a gunplay effect to use this ability. This ability replaces frightening tune.

**Final Showdown (Su):** Starting at 20th level, as long as the maverick is benefiting from a gunplay effect, all melee and ranged weapons deal the minimum amount of damage to him, unless the attack scored is a critical hit. In addition, the maverick remains conscious and is not staggered while he is below 0 hit points. This ability has no effect on spells, environmental effects, supernatural abilities, or any other source of damage other than melee and ranged weapons. Such sources of damage affect him normally and can kill him (although they do not cause him to fall unconscious or to become staggered if they reduce his hit points below 0). This effect lasts until the maverick is no longer benefiting from a gunplay effect. This ability replaces deadly performance.

## CAVALIER

While many cavalier orders are largely ceremonial or circumscribed in industrialized nations, the horse and more exotic mounts remain a boon companion of any traveler in the Feral Expanse, and other remote areas not serviced by rail or paved road. In the wilderness, cavaliers retain much of their traditional martial stature. Mesocine cavaliers often train dinosaurs as war mounts, and can hold their own even against many mechanized war machines.

### CAVALIER ORDER

Cavaliers may pledge themselves to the following order, provided they abide by its edicts.

#### ORDER OF THE LONE STAR

Some people in the Feral Expanse prize nothing more than their personal freedom. After the fall of the Dominion, the former slaves formed the first republic in Ullera, but some reject the restraints or limitations of federated rule. These freethinkers are drawn to the lawlessness of the Feral Expanse and resent the encroachment of the FSU, Rausch, and Mazan. The Lone Star Order fights the powers that be and are the dedicated foes of Expansionist Ullerans. These cavaliers often use tactics ranging from campaigning free-rights movements to vigilantism to civil disobedience to outright anarchy, but all believe in unfettered freedoms and personal autonomy for everyone.

**Alignment:** The conviction for personal freedom and defiant nature inherent in Order of the Lone Star cavaliers draws many chaotically-aligned members, but plenty of law-and-order types can be found in their ranks: those who simply believe their version of the law to be superior to their neighbors'. Generally, the Order of the Lone Star rejects evil members.

**Edicts:** Order of the Lone Star cavaliers may not directly work for a large centralized government or corporate body, nor will they aid any group or individual that openly employs or supports forced or unfair servitude of any kind. Cavaliers of the order cannot claim ownership over a sentient being, nor can they force one into taking actions against their own will. Lone Star cavaliers may only detain a sentient being for the purpose of lawful punishment. Otherwise, Lone Star cavaliers follow their own personal code of ethics (subject to GM approval).

**Challenge:** Whenever Lone Star cavaliers issue a challenge, they receive a bonus equal to their Charisma bonus (minimum +1) on all saving throws against compulsion, fear, and confusion effects that originate from the subject of the challenge. If the cavalier is the target of such an effect, he can issue a challenge against his attacker as an immediate action, gaining this bonus on his saving throw against that effect.

**Skills:** Lone Star cavaliers add Survival (Wis) to their list of class skills. Furthermore, cavaliers add a +1 morale bonus on any skill check or ability check made to escape bondage, capture, or a grapple, or to aid a creature in an effort to escape bondage, capture, or a grapple. This morale bonus increases by +1 for every six levels the cavalier possesses, to a maximum of +4 at 18th level.

**Order Abilities:** A cavalier that belongs to the Order of the Lone Star gains the following abilities as he increases in class level.

*Don't Tread on Me (Ex):* Starting at 2nd level, an Order of the Lone Star cavalier adds his Charisma bonus (minimum +1) to his CMD against grapple attempts, as well as grapple checks made in an attempt to escape a grapple, and on all saving throws against effects that would impede his movement (such as entangled, grappled, paralyzed, pinned, or slowed).

*Rebel Yell (Ex):* Starting at 8th level, when an Order of the Lone Star cavalier successfully saves against a compulsion or fear effect, an effect that would cause him to become confused, or an effect that would impede his movement (such as entangled, grappled, paralyzed, pinned, or slowed), the cavalier can expend one daily use of his challenge ability as a free action to let out a defiantly liberating roar. If he does so, the cavalier gains a number of temporary hit points equal to his cavalier level + his Charisma bonus (if any). These temporary hit points last for 1 minute. Additionally, all allies within 30 feet that can see and hear him can make an immediate saving throw to end one effect from the above list currently afflicting them; a successful save ends the effect, but a failed save has no ill effect. If an ally is grappled or bound when the cavalier uses this



ability, the ally can instead make its escape roll twice during its turn, and take the better result.

*Come and Take It (Ex):* At 15th level, an Order of the Lone Star cavalier can, with an emotionally stirring oration or chant, instill a frenzied zeal into the hearts of his allies. After spending a full-round action speaking passionately, all allies that can hear the cavalier (himself included) gain a +4 morale bonus to Strength and Constitution, and a +2 morale bonus on Will saving throws, but also take a -1 penalty to AC, while this ability persists. While under these effects, allies other than the cavalier cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, or Ride), or any ability that requires patience or concentration. This is a rage ability, but unlike the barbarian's rage ability, those affected are not fatigued after the ability ends.

If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the cavalier (still suffering no fatigue afterward). However, this class feature does not allow allies to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use those features.

The cavalier may maintain this ability as a free action for a number of rounds each day equal to 3 + 1/2 his cavalier level + his Charisma modifier. This ability cannot be disrupted, but it ends immediately if the cavalier is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it. When the cavalier begins this ability and at the start of each ally's turn in which they can hear the cavalier's oration, the cavalier's allies must decide whether to accept or refuse its effects. This is not an action. Unconscious allies automatically accept this ability. If accepted, this ability's effects last for that ally's turn or until the oration ends, whichever comes first.

### IRON RIDER (ARCHETYPE)

An iron rider is a motorized cavalier. Instead of a living mount, the iron rider rides a motorized vehicle to champion the back roads and highways of Ullera. This road warrior pits her driving prowess against all challengers and is just as likely to challenge others to a drag race, vehicle stunt, or game of chicken to resolve conflict.

**Class Skills:** An iron rider does not gain Handle Animal (Cha) as a class skill; instead he gains Knowledge (engineering) as a class skill.

**Motorized Mayhem (Ex):** Instead of a living steed, an iron rider rides into battle atop a hand-built motorcycle. The base statistics for the cavalier's motorcycle are detailed below, and remain the same whether the cavalier is Medium or Small size. While mounted atop a motorcycle, an iron rider benefits from any feat, cavalier class feature, or order ability as if she were mounted atop a creature.

An iron rider does not take an armor check penalty from her equipment on driving checks while riding her motorcycle. In addition, an iron rider gains the Skilled Driver feat with her motorcycle as a bonus feat.

When an iron rider makes repairs to her motorcycle, she can do so with no raw material cost and without making a repair skill check, and repairs an amount of hit points equal to 10 plus one-quarter of its original hit points with one day's worth of work (typically 8 hours). If an iron rider's motorcycle is ever lost or destroyed, she can spend 1 week to rebuild it, paying 1/3 the motorcycle's base value, plus the cost of any modification components she wishes to retain, in raw material costs. A motorcycle must have one chassis component, one, engine component, and one tire component to be a functional vehicle. The value of an iron rider's motorcycle is determined by the following formula: base value (\$50) + chassis component + engine component + tire component + any miscellaneous components. This ability replaces mount.

### IRON RIDER MOTORCYCLE

Large land vehicle

**Squares** 2 (5 ft. by 10 ft.; 4 ft. high); **Cost** \$600

#### DEFENSE

**AC** 9; **Hardness** 8 (brass chassis; \$200 chassis component)

**hp** 40 (20)

**Base Save** +1

#### OFFENSE

**Maximum Speed** 100 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

#### DESCRIPTION

**Propulsion** steam engine (1 square of coal-burning steam engine; hardness 10, hp 25; difficult device; \$300 engine component); engine located toward the front of the vehicle, between the front wheel and the driver

**Driving Check** Acrobatics or Ride, or Knowledge (engineering) +10 to the DC; the armor check penalty of the driver's and/or passenger's armor and/or shields (if any) apply to the driver's driving checks

**Forward Facing** the vehicle's forward

**Driving Device** handlebars

**Driving Space** a single 5-by-5 ft. square centered between the front and rear wheels that contains the handlebars that serve as the cycle's driving device



**Conveyance** two rubber tires (hardness 5; \$50 tire component)

**Passengers** 1; the passenger shares the driving space with the driver; a passenger must hold onto the driver to avoid making Acrobatics or Ride checks to remain on the vehicle; when accompanied by a passenger, both the driver and the passenger are treated as squeezing, and take a -4 penalty on all checks made to drive or remain on the vehicle

**Motorcycle Modifications:** Most iron riders spend a great deal of time and income customizing their cycle, not just as a trophy for others to envy, but out of ambition to be the very best. The structure of an iron rider's motorcycle is determined by its components, each of which can be individually modified.

To obtain a modification component, the iron rider must either purchase the modification component at the cost listed here, or create it by using the appropriate feats and/or Craft skill (typically metalworking for most motorcycle modifications; GM discretion), following the same rules as crafting a masterwork component (see the Craft skill in the *Pathfinder RPG Core Rulebook* for more details), but she uses the cost listed here to determine her progress and the price she pays in raw materials instead of the cost of a masterwork component.

Once a modification component has been obtained, refer to the modification component's entry to determine the amount of time an iron rider requires to apply the modification component to her motorcycle. An iron rider is not required to make a check to apply a modification component to her motorcycle.

Each individual modification component can be applied to a motorcycle only once, unless specified otherwise, or as long as the component replaces an existing component of the same type. The cost of each modification component alters the value of the iron rider's motorcycle (see above). The player of an iron rider cavalier may work with their GM to develop additional modification components, if desired.

**Alchemical Steam Engine:** An alchemical steam engine features two tanks of highly reactive (and expensive) synthetic fluids that, when mixed together, rapidly produce steam in a powerful chemical reaction without the need for water. An alchemical steam engine increases a motorcycle's maximum speed by +20 feet and its acceleration by +10 feet, and is an extremely difficult device to disable. An alchemical steam engine produces no smoke or ash exhaust. Applying an alchemical steam engine component takes 1 days work and has a cost of \$700. This modification replaces a motorcycle's current engine component.

**Gyroscopic Engine:** Controvert to known physics, these gnomish engines have cracked the riddle to harnessing perpetual motion for energy. Once set into motion, these engines continuously run until they wear apart. A gyroscopic engine increases a motorcycle's acceleration by +20 feet, and is an extremely difficult device to disable. A gyroscopic engine produces no exhaust, requires no fuel to keep it running, and is relatively quiet compared to steam engines. Applying a gyroscopic engine component takes 1 days work and has a cost of \$700. This modification replaces a motorcycle's current engine component.

**Improved Handling:** The base save bonus of a motorcycle with this modification increases by +2 when making a Reflex save. Further, the drive check DC to take drive actions to move forward, forward diagonally, or to turn, are reduced by 4. Applying an improved handling component takes 1d4 hours work and has a cost of \$300.

**Iron Chassis:** The typical chassis material for commonplace motorcycles is brass (reflected in the stat block above). A sturdier iron chassis gives a motorcycle a hardness of 10. Applying an iron chassis component takes 1d3+1 days work and has a cost of \$400. This modification replaces a motorcycle's current chassis component.

**Oil-burning Steam Engine:** An oil-burning steam engine increases a motorcycle's maximum speed by +10 feet and



HUMAN IRON RIDER



its acceleration by +5 feet. Applying an oil-burning steam engine component takes 1 days work and has a cost of \$400. This modification replaces a motorcycle's current engine component.

**Overclocked Engine:** A few mechanical tweaks and removed inhibitors unlocks a motorcycle's engine's full potential. This modification stacks with other engine components (but not with itself). For a coal-burning steam engine, this modification increases the motorcycle's maximum speed by +10 feet and its acceleration by +5 feet. For other engine components, this modification doubles the maximum speed and acceleration bonuses of those engine components. Applying an overclocked engine component takes 2d4 hours work and has a cost equal to 50% of the engine component's cost.

**Puncture-proof Tires:** Innovations in polymer science and rubber tire designs give the motorcycle's tires DR 5/ slashing (applies before hardness). Applying a puncture-proof tire component takes 1 hours work and has a cost of \$200. This modification replaces a motorcycle's current tire component.

**Ramplate:** Similar in structure and functionality as a locomotive's cowcatcher, a ramplate allows a motorcycle to ignore the damage for the first square it enters of a solid object, and all squares for other objects and creatures, when making a ramming vehicle maneuver, and also increases the vehicle overrun damage by +2d8 points. Applying a ramplate component takes 1 hours work and has a cost of \$50.

**Sidecar:** Attached to the side of the motorcycle, a sidecar offers additional cargo space or comfortable seating for one passenger, as well as granting that passenger partial cover. An attached sidecar increases a motorcycle's Passenger capacity by 1 (passengers in the sidecar are not squeezing), increases the motorcycle's Squares entry to 3 squares, and increases the motorcycle's hit points by +50%. A motorcycle can only ever have one sidecar component, and cannot have both a sidecar and a siege weapon platform component at the same time. Applying a sidecar component takes 1 hours work and has a component cost equal to 50% of the motorcycle's chassis component cost. A sidecar increases the component cost of any future chassis component modifications the motorcycle may receive by +50%.

**Siege Weapon Platform:** Attached to the side of the motorcycle, a siege weapon platform offers considerable firepower in the form of a mounted cannon. An attached siege weapon platform increases the motorcycle's Squares entry to 3 squares, and increases the motorcycle's hit points by +50%. The motorcycle's cannon has the following

statistics, but otherwise functions as a direct-fire siege engine (*Pathfinder RPG: Ultimate Combat*): 4d6 bludgeoning and piercing damage, x4 critical, 80 ft. range increment, misfire 1 (10 ft.), crew 1, aim 0, load 1, hardness 10, and 25 hit points. Cannon balls cost \$10 each and weigh 6 lbs.

The iron rider cannot load the cannon herself while driving the motorcycle, unless she has the Master Siege Engineer feat. A motorcycle can only ever have one siege weapon platform component, and cannot have both a sidecar and a siege weapon platform component at the same time. Applying a siege weapon platform component takes 1 hours work and has a component cost equal to 50% of the motorcycle's chassis component's cost, plus \$2,000. A siege weapon platform increases the component cost of any future chassis component modifications the motorcycle may receive by +50%.

**Special-Metal Chassis:** A motorcycle's chassis can be modified by other more rare metals than brass, iron, or tempered-steel, such as mithral or adamantine. A motorcycle modified with a special-metal chassis has an amount of hp equal to twice the hp-per-inch-of-thickness value of the material, has a hardness equal to the material's hardness, and takes on characteristics of the material as if it were a suit of heavy armor made from the same material (such as the DR 3/- of adamantine). Applying a special-metal chassis component takes 1d3+1 days work and has a cost equal to twice the cost of a suit of light armor made from the same material. This modification replaces a motorcycle's current chassis component.

**Technological Device:** An iron rider can incorporate revolutionary technological devices into her motorcycle to give it extraordinary capabilities. A motorcycle may have multiple technological device components, but is limited to following "body" slots: 2 body, sidecar (if available; excludes siege platform), and wheels. Additional technological device components beyond this limit must replace a current technological device component. Revolutionary technological devices typically need to be constructed specifically for the motorcycle in order to be a modification component. Applying a revolutionary technological device component takes 1d4 hours work and has a component cost equal to the cost of the revolutionary technological device, plus +20%.

**Tempered-Steel Chassis:** A rugged tempered-steel chassis, popular among combat-focused motorcycle designs, gives a motorcycle 50 hp and a hardness of 12. Applying a tempered-steel chassis component takes 1d3+1 days work and has a cost of \$800. This modification replaces a motorcycle's current chassis component.



**Pistonhead (Ex):** At 4th level, an iron rider gains the Expert Driver feat with her motorcycle as a bonus feat. If she already has the Expert Driver feat, she instead gains a combat feat as a bonus feat; this combat feat must have Mounted Combat as a prerequisite, and the iron rider must meet all other prerequisites as normal. Furthermore, when an iron rider performs a vehicle combat maneuver while riding her motorcycle, she does not provoke an attack of opportunity for doing so. Lastly, when an iron rider makes repairs to her motorcycle, she can do so in half the time. Alternatively, she can repair twice the normal amount of hit points with one normal day's worth of work. This ability replaces expert trainer.

## CHAPLAIN

West of the FSU, chaplains ply their talents as caregivers and orators in far less civilized environs. Chaplains in the Feral Expanse are few and far between, and all face the challenge of fulfilling the goals of their chapter with few or no official resources, and strained or broken communications. Chaplains can be transformative in these hardscrabble communities, but chaplains often face persecution for their heretical beliefs in the face of entrenched local religions.

### CHAPLAIN ORGANIZATIONS

Chaplains may forsake traditional organizations for the vows of a mendicant (provided they abide by the vow's restrictions) or pledge themselves to the following traditional chaplain organizations.

### MENDICANT (ORGANIZATION)

Many of the earliest Rauschites who ventured to Ullera and became the first chaplains were so awestruck by what they saw during their treks across the Feral Expanse that many of them vowed one day to return and live in those wilds, forsaking modern civilization for the raw beauty and freedom of a life on the range. Some of those early few never even made it to Ullera, finding instead a rustic paradise hidden away from the terrible concerns of nations and war. All these seekers and would-be chaplains of a different stripe kept their vows, however, and more—each throwing off the shackles of a life that no longer felt congruous to their own. Like-minded souls settled down, family-units were formed, and an unbroken tradition began in those days in the cloistered hills of the frontier. Today, these chaplains are known across the Disputed Lands as mendicants.

Mendicants do not form organizational ties in the same way that other chaplains do. Mendicants instead identify themselves by the strict vows they take as a result of their passed-down tradition, or as dictated by circumstance. Some mendicants take vows to increase their spiritual

strength, to elevate their clarity of thought or their purity of purpose so separated from the world they once knew. Other mendicants lament the Enlightened Age. They believe the world is always on the precipice of disaster, and so they take vows as penance for all sentient life. In so doing, all mendicants divulge themselves of the trappings of the “old world” not only in words but in deeds. They often find themselves at a crossroads, both figuratively and literally, working hard to teach, guide, and heal lost travelers who wander the badlands, but mendicants make vows of self discipline not the discipline of others.

**Additional Spells Known:** 1st—*feather step*, 2nd—*campfire wall*, 3rd—*mass feather step*, 4th—*legend lore*, 5th—*commune with nature*, 6th—*find the path*.

**Class Skills:** A mendicant chaplain adds Handle Animal, Knowledge (geography), Knowledge (nature), and Survival to her class skill list.

**Mendicant Vows:** A mendicant can hone her innate power by upholding the strict tenets of a mendicant vow. By adhering to his vow's tenets and restrictions, a mendicant gains additional uses of her gravitas ability each day, as well special perks inherent to the vow.

If a mendicant knowingly or willingly violates the terms of her vow, she immediately loses all vow abilities and her ability to use her gravitas until she has redeemed herself with an atonement spell. After a mendicant has achieved redemption, the her gravitas ability returns (without the bonus uses from the vow), and she can decide whether to either recommit to her previously broken vow, swear to a new vow, or forsake mendicant philosophy altogether for a traditional chaplain organizational commitment (exchanging the mendicant's additional spells known and additional class skills for the new chaplain organization's). If she upholds the tenets of a particular vow for a full week, she gains the special abilities and additional uses of gravitas inherent to the vow, based on her chaplain class level.

At 1st level, a mendicant chooses one vow from the following list:

### VOW OF THE PURE

The mendicant who first sees to the supreme cleanliness of her person is not bothered by the more mundane nuisances of her existence.

**Vow Restrictions:** A mendicant undertaking this vow must wash routinely; at least once per day, or when her skin becomes overly soiled. She must change into fresh, clean clothes daily or shortly after her robes become dirty. Her appearance must be kept immaculate, including either neatly braiding or shaving off her hair (and, for male chaplains, maintaining a clean-shaven face). Her vow



forbids her from willingly touching the filthy, diseased, dead, or undead (though she may attempt to cleanse or heal those suffering from disease as long as there is no skin-to-skin contact). Using manufactured weapons to attack undead or disease-ridden creatures is allowed.

**Vow Abilities:** A mendicant sworn to the vow of the pure gains the following abilities as she increases in level.

*Gravitas:* At 1st level, and every 5 levels thereafter, a mendicant with this vow can use her gravitas ability one additional time per day.

*Rebuff Toxicity (Ex):* At 1st level, a mendicant with this vow gain a +1 bonus on all saving throws against disease, poison, and effects that cause the sickened or nauseated conditions. This bonus increases to +3 at 4th level, and then again to +5 at 7th level. At 10th level, a mendicant with this vow becomes immune to all extraordinary and supernatural diseases, poisons, and effects that cause the sickened or nauseated condition. The mendicant is still vulnerable to magical diseases, poisons, and effects that cause the sickened or nauseated conditions.

*Refute Infirmary (Ex):* At 6th level, a mendicant with this vow reduces ability damage or temporary ability penalties she takes by 2 points and ability drain by 1 point. At 12th level, the mendicant reduces ability damage or temporary penalties she takes by 4 points and ability drain by 2 points. If an effect targets multiple ability scores (for example, exhaustion, fatigue, or touch of idiocy), this ability reduces the damage, drain, or penalty for all ability scores. This ability does not make the mendicant immune to conditions such as fatigued or exhausted even if she ignores all ability damage, drain, or penalties from the condition.

*Timeless Body (Ex):* After attaining 14th level, a mendicant with this vow no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the mendicant still dies of old age when her time is up.

## VOW OF THE ALLY

This mendicant swears to do no harm and seeks to resolve conflict with minimal bloodshed.

**Vow Restrictions:** The mendicant must strive to attain peace and may only use violence as a last resort. She can never strike the first blow in combat. If attacked, she must fight defensively or take the total defense action for at least the first 2 rounds of combat (including any surprise round). She must

always give her opponent the option to surrender, and cannot purposely slay another creature that could reasonably be influenced to flee or join civilized society as a productive member (obviously, this excludes many monsters). Mendicants of this vow are strict vegetarians.

**Vow Abilities:** A mendicant sworn to the vow of the ally gains the following abilities as she increases in level.

*Gravitas:* At 1st level, and every 3 levels thereafter, a mendicant with this vow can use her gravitas ability one additional time per day.

*Peaceful Resolution (Su):* Starting at 1st level, when the nonlethal damage of a mendicant's gravitas ability would cause a creature to become staggered or unconscious, a mendicant with this vow may, as an immediate action, expend 1 use of her gravitas ability per qualifying creature to instead make that creature surrender. When a creature surrenders, it is healed of all nonlethal damage and is charmed, as if the mendicant had cast *charm monster* with a caster level



Artwork by Mates Laurentiu

**HALFLING MENDICANT**



equal to her chaplain level. The target does not get a saving throw against this effect. This charm lasts until its duration expires, until the mendicant dismisses it, until the mendicant or her allies attack the charmed creature, or until the mendicant asks or commands the charmed creature to take hostile actions. This is a mind-affecting charm effect.

Starting at 14th level, once per day, a mendicant with this vow may use peaceful resolution to make any creature that fails its Will save against the mendicant's gravitas ability to surrender, regardless of the amount of nonlethal damage the creature has sustained. This use of peaceful resolution must be declared before each target of the mendicant's gravitas ability rolls its saving throw.

*Stifle Emotions (Sp):* At 4th level, a mendicant with this vow may expend two uses of her gravitas ability as a standard action to calm all agitated creatures within 30 feet of her. Each target (excluding the mendicant) must make a Will save or be affected as per the *calm emotions* spell. The DC of this save is equal to 10 + 1/2 the chaplain's level + the chaplain's Charisma modifier. This effect lasts for as long as the mendicant concentrates, up to 1 round per chaplain level. This is a mind-affecting, compulsion effect.

*Stay the Hand (Su):* Starting at 8th level, a mendicant with this vow is treated as if she were under a persistent *sanctuary* spell, with a caster level equal to her chaplain level. The Will DC to negate this effect, and thus harm the mendicant, is equal to 10 + 1/2 the chaplain's level + the chaplain's Charisma modifier. A creature that succeeds its Will save is immune to this *sanctuary* effect for 24 hours. Attacking does not break this *sanctuary* effect as long as the mendicant either fights defensively and deals only nonlethal damage, or uses her gravitas to deal nonlethal damage. If broken, this *sanctuary* effect refreshes at the start of each day, when the mendicant regains her gravitas ability.

## VOW OF THE UNFETTERED

Mendicants that take this vow believe that dependence on technological machines weakens the body and mind, and may even endanger the soul.

**Vow Restrictions:** A mendicant with this vow prohibits herself from using any technological form of transportation, communication, service, or device that isn't directly powered, harvested, or fabricated by either man or beast (or magic). The mendicant may use only mechanically simple weapons, armor, or equipment made of only naturally found materials, such as bone, hide, leather, cloth, wood, plant, ceramic, or stone. The mendicant may use metal equipment only if it is hand-

forged (using only simple, archaic techniques) from naturally occurring, pure material, such as tin, copper, lead, or iron, but not bronze or steel. The mendicant prohibits herself from monetary transaction or amassing minted currency (especially printed bills), and instead may only barter in goods, gemstones, or raw precious metals, or must exchange her services as payment.

A mendicant with this vow cannot be a willing target or beneficiary of any extraordinary effect that originates from a technological device (such as a contraption or revolutionary tech. item) and must make saving throws to resist such effects, even those that originate from allies.

**Vow Abilities:** A mendicant sworn to the vow of the unfettered gains the following abilities as she increases in level.

*Gravitas:* At 1st level, and every 5 levels thereafter, a mendicant with this vow can use her gravitas ability one additional time per day.

*Rage Against the Machine (Sp):* At 1st level, a mendicant with this vow may expend two uses of her gravitas ability as a standard action to damage construct creatures or nonmagical objects. When using this ability, the mendicant chooses either a point of origin, a single object, a construct creature, or a vehicle within her gravitas range. Objects subject to this ability must make a Will save to negate its effects (unattended objects automatically fail their saving throws), while construct creatures and vehicles must instead make a Fortitude save to reduce its effects. The DC of these saves are equal to 10 + 1/2 the chaplain's level + the chaplain's Charisma modifier. This is a sonic effect.

When this ability is used on a point of origin, all nonmagical objects within a 5-foot radius spread from that point that fail their saves gain the broken condition. Objects of crystal, glass, ceramic, or porcelain, or that are already broken (regardless of composition), are destroyed instead. Objects weighing more than 1 pound per the chaplain's level are not affected.

Alternatively, this ability can be used to target a single solid nonmagical object weighing up to 10 pounds per chaplain level, and affects the object in the same way as above. Targeted against a construct creature or vehicle (of any weight), this ability deals 1d6 points of sonic damage, with a successful save for half damage. At 3rd level, and every two levels thereafter, this damage increases by an additional 1d6.

*Technoscepticum (Ex):* Starting at 4th level, whenever a mendicant with this vow successfully makes a Fortitude or Will saving throw against an extraordinary effect that has a reduced effect on a successful save, she instead



avoids the effect entirely. The extraordinary effect must have originated from a technological device (such as a contraption or a trap) or from a creature of the construct type. Furthermore, whenever a mendicant with this vow fails any saving throw against such an extraordinary effect, she can expend 1 use of her gravitas ability to reroll the failed save. This ability is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The mendicant must take the second result, even if it is worse. A helpless mendicant does not gain the benefits of this ability.

**Unfettered Soul (Su):** Starting at 8th level, once per day, the mendicant may use this ability to benefit from one hero point effect, as if she had spent 1 hero point (*Pathfinder RPG: Advanced Player's Guide: New Rules*). Using this ability requires no action, and can be used at any time. At 16th level, the mendicant can use this ability one additional time per day, but never more than once per round of combat.

### VOW OF THE GEIRBOUND

Beyond the inherent power found within the humanistic belief of the “societas,” mendicants of this vow strongly believe that superstition, mysticism, occultism, and rhetoric often warp reality, and refuse to accept anything at face value.

**Vow Restrictions:** Aside from her own chaplain spells and powers, a mendicant with this vow may not employ or benefit from magic of any kind, whether it be from her other classes, magical items, or any other source. The mendicant cannot be a willing target or beneficiary of any spell besides her own and must make saving throws to resist all spells, even those cast by allies.

**Vow Abilities:** A mendicant sworn to the vow of the geirbound gains the following abilities as she increases in level.

**Gravitas:** At 1st level, and every 4 levels thereafter, a mendicant with this vow can use her gravitas ability one additional time per day.

**Atheistic Doubts (Ex):** At 1st level, a mendicant with this vow gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the chaplain has attained.

**Purge Thaumaturgy (Sp):** At 4th level, a mendicant with this vow may expend one use of her gravitas ability to cast *dispel magic* as a spell-like ability, with a caster level equal to the mendicant's level. A mendicant may use this ability to counterspell, as normal. Starting at 8th level, the mendicant may expend two uses of her gravitas

ability to counterspell as an immediate action (instead of a readied action). At 12th level, the mendicant may expend her gravitas to instead cast *greater dispel magic* as a spell-like ability.

**Abiding Soul (Su):** At 14th level, a mendicant with this vow gains spell resistance equal to her chaplain level + 10.

### THE NETWORK (ORGANIZATION)

The Network refers to a loose, unofficial ring of masters of espionage across Northern Ullera. Known in the vernacular as “cloaks,” individual members of the order may be spies for hire, agents of sedition, or powerful political puppeteers. Business enterprises at times employ the Network to sow unpopular rumors of a rival, or to gather information about competitors. Network chaplains are masters of subterfuge, as their success relies largely on their marks' ignorance of their motives. By appearing as a trusted individual, the cloak pulls the strings with impunity.

**Organization Spells Known:** 1st—*disguise self*, 2nd—*nonetection*, 3rd—*seek thoughts*, 4th—*sending*, 5th—*mind blank*, 6th—*demand*.

**Class Skills:** A chaplain of the Network adds Bluff, Disguise, Sleight of Hand, and Stealth to her class skill list. In addition, a chaplain of the Network gains 2 additional skill ranks each level (beginning at 1st). These ranks must be spent on chaplain class skills.

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

**Cunning (Ex):** At 1st level, as a free action, a chaplain of the Network can expend one use of her gravitas to add 1d6 to the result of her skill checks, provided that she's trained in the skill, including any on which she takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. A chaplain of the Network can only use this ability once per check. At 20th level, a chaplain of the Network can instead roll 2d6 when using this ability.

**Rogue Talents:** Whenever a chaplain of the Network gains an elocutionary talent, she may instead select one of the following rogue talents: assault leader, black market connections, camouflage, canny observer, charmer, coax information, combat swipe, convincing lie, deft palm, esoteric scholar, fast finger, fast getaway, fast stealth, follow clues, getaway artist, guileful polyglot, hard to fool, honeyed words, quick disguise, or strong impression. Any talent effects based on rogue level use the chaplain's class level. If the rogue talent has a prerequisite, the chaplain must fulfill the prerequisite before selecting that rogue talent.



**Grand Hoax (Ex):** At 4th level, a chaplain of the Network begins to master the art of the grand hoax and learns to create deceptions designed to bestow harm upon her foes. She gains the rumormonger advanced rogue talent.

**Beguiling Subtext (Ex):** At 8th level, a chaplain of the Network can attempt to conceal the activity of casting a chaplain spell by masking a spell's components and visual effects in conversation. Concealing a verbal component requires a Bluff, Diplomacy, or Intimidate check opposed by an observer's Sense Motive check, and concealing a somatic component requires a Sleight of Hand check opposed by any observers' Perception check. The chaplain gains a +4 bonus on checks to conceal her verbal or somatic components.

If she attempts to conceal both components for the same spell, she must make a separate check for each. If the chaplain fails a check to conceal a component, observers realize that she is casting a spell. A successfully concealed spell produces no visual effect and does not provoke an attack of opportunity. The chaplain can make a Bluff, Diplomacy, or Intimidate check even if the spell has no verbal or somatic components in order to conceal the spellcasting. Attempting to conceal a verbal component makes the spell language-dependent, if it wasn't already.

The normal casting time of a concealed spell is at least full-round action (and therefore cannot be altered by the *Quickened* metamagic feat). For a spell with normally a longer casting time, it takes an extra full-round action to cast the spell in this manner. Casting a concealed metamagic spell takes yet another extra full-round action to cast (two full-round actions for a standard metamagic concealed spell; normal casting time plus at least two extra full-round actions for a longer concealed metamagic spell). The chaplain must interact with observers continuously throughout the spell's casting time in order to conceal it.

## ULLERAN TRADE COUNCIL (ORGANIZATION)

Despite its name and influence, this organization has no official ties to the government of the Federated States. The Council has its roots in the pre-abolitionist era, when Rauschite men forged delicate trade relationships with the Atanak Empire and savage tribes throughout the continent. These individuals saw great gain in maintaining supply lines for both sides of the Abolition War until the Empire betrayed trust by dishonoring several keystone payments. Thus, the free traders rechartered the association and pledged themselves "to the most noble end of unfettered trade in service of all honorable settlements, nations, and peoples in the Greater Land of Northern Ullera."

Although operating across all borders (but rarely in Atanak today), the Council is concentrated predominantly in the Federated States, where their services are most appreciated. At the national level, the Council affects legislation by lobbying the Congress heavily in Summit City. More locally, the Ulleran Trade Council settles disputes among governments, businesses, and customers. Chaplains of the order rarely sit in administrative positions, but rather strike out on their own to champion free trade and just dealings where the Council doesn't have brick and mortar buildings. Such chaplains are most often found on the frontier, in border towns, and traveling with far-flung expeditions.

**Organization Spells Known:** 1st—*locate object*, 2nd—*communal share languages*, 3rd—*locate creature*, 4th—*tireless pursuers*, 5th—*foe to friend*, 6th—*vision*.

**Class Skills:** A chaplain of the Ulleran Trade Council adds Appraise and Bluff to her class skill list. She adds half her chaplain level (minimum +1) on all Appraise and Profession checks.

**Organization Abilities:** A chaplain that belongs to the Trade Council gains the following abilities as she increases in level.

**Stipend (Ex):** At 1st level, a chaplain of the Council receives a \$50 membership stipend. After play has begun, a chaplain of the Council begins receiving her membership stipend amount routinely at the beginning of each month. For every 2 chaplain levels she possesses, a chaplain of the Council's stipend amount increases by \$25.

**Connected (Ex):** At 4th level, a chaplain of the Council gains the black market connections rogue talent (*Pathfinder RPG: Ultimate Combat*). This talent grants the chaplain better access to technological items for sale in a settlement, in addition to magical items for sale.

**Supreme Mediator (Su):** The Council chaplains become masters of overseeing and resolving trade disputes and treaty arrangements, and diffusing tense situations. At 8th level, once per day, after the chaplain has spent at least one minute addressing a crowd, the attitude of all humanoid creatures able to hear and understand the chaplain improves by 2 steps toward all others present (including the chaplain), as if the chaplain had successfully used the Diplomacy skill. The effect lasts for a number of hours equal to the chaplain's Charisma modifier (minimum 1). A Will save negates this effect, the DC 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 1 day. This is a language-dependent, mind-affecting, charm effect.



### GEARHEAD

Away from the wellspring of eastern technology, Gearheads born in backwater rural communities often rely on whatever schooling and technology they can scavenge, repair, or repurpose for themselves. They may become pillars of the community, providing a vital knowledge and expertise in technology for their neighbors, or might be ostracized for their creation of heretical contraptions. Some eastern gearheads seek out isolation in the Feral Expanse to pursue experiments considered too dangerous to conduct. In nations west of the FSU, gearheads are also shaped by their culture. Rauschite gearheads are often only allowed to build and experiment along sanctified paths. Mesocine gearheads are extremely secretive and their devices are not shared with “hairy folk,” and Rageiac gearheads, along with enslaved engineers, are by royal edict forced to build weapons and engines of war for Atanak.

### INNOVATIONS

The following new innovations can be taken by any gearhead who meets the prerequisites.

***Weapon Conduits:*** When constructing a contraption, a gearhead with this innovation can incorporate the contraption into a one-handed or two-handed weapon of his size. Only gadgets can be incorporated into light weapons unless the gearhead also has the miniaturized contraption innovation. The gearhead must have the weapon in his possession throughout the contraption building process, and only a single contraption can be attached to any one weapon at a time. A gearhead can only incorporate a burst, cone, line, or projected contraption into a weapon if that contraption is of a level equal to two less than the maximum level of contraption the gearhead can construct for his gearhead level, to a maximum contraption level of 6th. For example, a 5th level gearhead can construct any 1st-level or lower contraption onto a weapon. Typically, when using a weapon-conduit contraption, a gearhead must choose to either attack with the weapon or activate the contraption as normal. The following circumstances are an exception to this rule:

If a melee-touch projected contraption is built into a melee weapon, then the gearhead may deliver the weapon-conduit contraption’s effects as part of a melee weapon attack instead of the free melee touch attack normally allowed to deliver the contraption effect. If the weapon attack successfully hits, the melee attack deals its normal weapon damage and causes the target to suffer the effects of the contraption. This attack uses the weapon’s threat range. The contraption effect automatically confirms a critical hit when the weapon does, but the contraption effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. If the melee attack fails, the contraption’s activation charge is held as normal.

If a ranged projected contraption is built into a ranged weapon, then the gearhead may activate the weapon-conduit contraption as part of the ranged attack, but at a -2 penalty to both the weapon attack roll and the contraption attack roll, and both devices must target the same creature or object.

***Stand-Alone Contraptions:*** A gearhead with this innovation can construct stand-alone contraptions that are placed within a gearhead’s environment and activated automatically as the result of a predetermined trigger. Stand-alone contraptions essentially follow the same rules as mechanical traps (*Pathfinder RPG Core Rulebook: Environment*); it is assumed that the gearhead builds in a bypass mechanism during the contraption’s construction, unless the gearhead says otherwise. The Perception and Disable Device DCs to notice and disable the contraption are equal to 10 + 1/2 the gearhead’s constructor level + the gearhead’s Intelligence bonus. The DC for saving throws to avoid a stand-alone contraption are equal to 8 + the contraption’s level + the gearhead’s Intelligence bonus + any other modifiers to contraption DCs the gearhead may possess. If a stand-alone contraption makes an attack roll (typically a touch attack), its attack bonus is equal to 1/2 the gearhead’s constructor level + the gearhead’s Intelligence modifier. A stand-alone contraption has the same hit points, hardness, and weight values as a handheld contraption.

Setting a stand-alone contraption is a full-round action that provokes attacks of opportunity. A stand-alone contraption must be assigned at least one activation charge (based on the contraption’s level) before it can be armed. The contraption fills a single 5-foot square, and cannot be placed in the same area as another stand-alone contraption, trap (mechanical or magical), or other device (mechanical or magical). Unless the gearhead takes the time each day to maintain a set stand-alone contraption, it no longer counts against the limited number of contraptions that the gearhead may maintain each day. A stand-alone contraption lasts for 1 day per two constructor levels before becoming inert if not maintained after it is set. For each full day that a stand-alone contraption goes unmaintained after it is set, each of its DCs decrease by 1.

The statistics of a stand-alone contraption are determined by the gearhead during the contraption’s construction, as well as the contraption’s schematics. When constructing a stand-alone contraption, the gearhead determines the following statistics.

- ***Trigger:*** A stand-alone contraption’s trigger range is limited to its target schematic, but may otherwise have the following triggers: location



(5-foot square within range), touch, timed, or proximity (area radius equal range; if the contraption only triggers when specific types of creatures approach, the contraption must have at least one “*detect*” schematic of the appropriate creature types). If the gearhead knows at least one schematic of the acoustics science, the contraption may also have a sound trigger, with a Perception bonus equal to  $1/2$  the gearhead’s constructor level + the gearhead’s Intelligence bonus. If the contraption contains the *beacon* schematic, the gearhead may manually trigger or bypass the contraption from a distance.

- **Reset:** If the gearhead spent only one activation charge to arm the stand-alone contraption, then the contraption has either a manual reset condition (requiring the expenditure of another activation charge each time) or no reset condition (single-use). If the gearhead expended multiple activation charges to arm the contraption, then the contraption may have an automatic reset condition, resetting a number of times equal to the number of expended activation charges (requiring the expenditure of several activation charges each time).
- **Effect:** Determined by the contraption’s effect schematics. The gearhead may build in an onset delay into the contraption during its construction, having it activate after a specific time has passed after it has been triggered. Alternatively, if the gearhead knows at least one schematic of the combustion, electromagnetics, or relativity sciences, he can turn any crossbow or firearm he has on hand when he constructs a stand-alone contraption into a mechanical turret (treat the weapon as a 0-level effect schematic when determining the contraption’s total level). This turret contraption must have the *ranged projected* target schematic. A turret contraption’s reset condition is then limited to the weapon’s ammunition capacity; manual reset for capacity 1 weapons (simple crossbows, most early firearms, etc.); automatic reset for capacity 2+ weapons (repeating crossbows, most advanced firearms, etc.). A turret contraption that doesn’t make a touch attack has an attack bonus equal to the gearhead’s constructor level + the gearhead’s Intelligence modifier, otherwise the turret contraption’s attack bonus is half that value.

## SCIENTIFIC SPECIALTIES

The following scientific specialties can be taken by any gearhead that is able to select one.

### CHRONIKER (SPECIALTY)

It has been proven that the flow of time is not universal, rather it depends upon the interaction of gravity fields near and far. This phenomenon results in Temporal Riparian Zones where time proceeds at a different rate. Fortunately for civil order, the flow of time is not capricious, but can be measured, quantified and accounted for. Chronikers specialize in calculating relative timelines, harnessing the capabilities of dynamics through the motion of clockwork mechanics, and adapting technology to the effects of temporal distortion. Their insight into temporal mechanics provides nearly precognitive benefits and unique clockwork capabilities.

#### Specialty Schematic Sources: Dynamics and Relativity

*Precise Timing (Ex):* As a result of the gearhead’s impeccable timekeeping skills and amazing on-the-fly calculations, opportunity always seems to yield in his favor. Starting at 1st level, the gearhead always knows the precise time of day on his home plane, regardless of location or timezone. He is also incredibly accurate at estimating or judging segments of time, such as travel times, or time in relation to distance.

In addition, as a standard action, the gearhead can run calculations on his immediate situation. If he does, he can choose to gain a +1 insight bonus on the next attack roll, saving throw, or skill check he makes within the next minute. He must choose to apply this insight before his roll. If the gearhead applies this insight bonus to an action he has readied, the bonus doubles.

The gearhead can gain this insight bonus a number of times per day equal to 3 + his Intelligence modifier. At 6th level, and every 5 levels thereafter, this insight bonus increases by +1.

*Clockwork Adjunct (Ex):* At 1st level, the gearhead must select between a clockwork appendage or a clockwork familiar. At 8th level, he must make this selection again, but may choose an option different from his choice at 1st level, if so desired.

If the gearhead chooses a clockwork appendage, he gains a clockwork arm (left or right) that functions as per the alchemist’s vestigial arm discovery. If this option is selected a second time at 8th level, the gearhead gains a second clockwork arm on the side opposite his current clockwork arm.



If he chooses the clockwork familiar, the gearhead gains a Tiny clockwork armature companion, selected from the four available below. A clockwork familiar grants the gearhead a +2 bonus on all Craft checks, and grants him the Alertness feat while within arm's reach. A gearhead can also equip his clockwork familiar with a single gadget, which can be activated remotely by the gearhead as a standard action, at the familiar's location or through the familiar's touch attack, as long as the familiar remains within 60 feet of the gearhead. This gadget has a number of activations per day equal to 1 + the gearhead's Intelligence modifier. If this option is selected a second time at 8th level, the gearhead can instead equip his clockwork familiar with a 1st-level contraption. This equipped contraption consumes the gearhead's daily activation charges of the appropriate level, as normal. At 12th level, and every four levels thereafter, the maximum contraption level increases by 1, to a maximum contraption level of 4th at 20th level.

If a clockwork familiar is lost or dies, it can be replaced 1 week later through a construction and training process that costs \$300 per gearhead level. The process takes 12 hours to complete.

All versions of chroniker clockwork familiars share similar base statistics, presented by the stat block below. Each chroniker familiars' version entry details the statistics unique to that version.

*Spring-Loaded (Ex):* Starting at 3rd level, the gearhead lines the inside of his holsters, sheaths, and pouches with spring-loaded releases for rapid retrieval. At the start of each day, when the gearhead prepares his contraptions, he can select up to 3 + his Intelligence modifier contraptions, devices, items, or weapons, as long as said item can be held in one hand. Once per turn, the gearhead can draw a chosen item as a free action and without provoking an attack of opportunity. Stowing or sheathing a chosen item, however, still requires a move action, as the gearhead must lock his spring mechanisms back into place.

### CHRONIKER'S FAMILIAR

CR 1/2

N Tiny construct (armature, clockwork)

**Init** [familiar's Dex mod. +3]; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

**hp** [half master's total hp] (d10)

**Fort** [master's bonus], **Ref** [master's bonus + familiar's Dex mod. +2], **Will** [master's bonus]

**DR** 8/adamantine; **Resistance** fire 5; **Immune** construct traits; **Weaknesses** vulnerable to electricity

### OFFENSE

**Space** 2-1/2 ft.; **Reach** 0 ft.

### STATISTICS

**Base Atk** [master's bonus]; **CMB** [master's base atk + familiar's Str mod. - 2]; **CMD** [10 + master's base atk + familiar's Str mod. + familiar's Dex mod. - 2]

**Feats** Improved Initiative, Lightning Reflexes

**SQ** conductive, winding, short circuit

### SPECIAL ABILITIES

**Short Circuit (Ex)** An armature's mind, much like a humanoid's, functions off of electrical stimulation. Whenever a chroniker's familiar takes electricity damage, there is a 1% chance for every 5 points of electricity points taken that its fragile mind short-circuits and the familiar goes berserk. The uncontrolled familiar 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 gearhead, if within 60 feet, can try to regain control by speaking firmly and persuasively to the familiar, which requires a DC 11 Charisma check. The gearhead adds his HD to this Charisma check.

**Conductive (Ex)** Whenever a chroniker's familiar takes electricity damage, 1/2 of each point of electricity damage taken is absorbed by the familiar (absorbed damage does not harm the familiar) and added to a special conductivity pool after the familiar's hit points have been adjusted. This conductivity pool cannot contain more points than one-half the familiar's maximum hit points. The next time the familiar hits with a natural melee attack, or is hit by an unarmed attack, natural weapon, or a melee 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 familiar hit or that hit the familiar. After the familiar's conductivity pool discharges, its value resets to 0.

**Winding (Ex)** A chroniker's familiar must be wound with special keys in order to function. The familiar functions for 1 day per gearhead level, every time it is wound.

### CATERPILLAR-TREAD VERSION

### DEFENSE

**AC** 20, touch 17, flat-footed 15 (+3 Dex, +2 dodge, +2 size, +3 natural)

### OFFENSE

**Speed** 15 ft.

**Melee** 2 slams [master's base atk +5] (1d4-2/x2)

### STATISTICS

**Str** 8 (-1), **Dex** 16 (+3), **Con** --, **Int** --, **Wis** 10, **Cha** 1

**SQ** caterpillar-treads



## SPECIAL ABILITIES

**Caterpillar-Treads (Ex)** The armature sports a pair of treaded wheel assemblies in place of legs. The familiar 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 familiar to traverse difficult terrain as if it were normal terrain.

## FLYING VERSION

### DEFENSE

**AC** 22, touch 19, flat-footed 15 (+5 Dex, +2 dodge, +2 size, +3 natural)

### OFFENSE

**Speed** 5 ft., fly 30 ft. (good)

**Melee** 2 pincers [master's base atk +2] (1d3-3/x2)

### STATISTICS

**Str** 4 (-3), **Dex** 20 (+5), **Con** --, **Int** --, **Wis** 10, **Cha** 1

## QUADRUPED VERSION

### DEFENSE

**AC** 21, touch 18, flat-footed 15 (+4 Dex, +2 dodge, +2 size, +3 natural)

### OFFENSE

**Speed** 30 ft.

**Melee** bite [master's base atk +6] (1d3-1/x2)

### STATISTICS

**Str** 6 (-2), **Dex** 18 (+4), **Con** --, **Int** --, **Wis** 10, **Cha** 1

## CRYOGENICIST (SPECIALTY)

Many polar crossings have failed due to the weather. At below zero, most machines fail to function and alchemical items will freeze solid leading to the development of new fuels, alloys, and unguents that function far below freezing. A cryogenicist specializes in fabrication and mechanics at extremely low temperatures. This specialization has also translated well to winter warfare, deep sea exploration, high altitude travel, and cryotherapy as well.

**Specialty Schematic Sources:** Cryogenics and Hydrology

**Cold Mechanics (Ex):** At 1st level, whenever the gearhead activates a harmful contraption that he prepared and that has the Water descriptor, that contraption also gains the Cold descriptor. Furthermore, whenever the gearhead activates a cryogenics contraption, or a contraption with the cold descriptor, that he has prepared, he gains a number of temporary hit points equal to twice the contraption's level (minimum of 1), from an ablative layer of frost for 1 minute. Consecutive contraption activations only refresh these temporary

hit points; they do not stack with other sources, and the gearhead only ever benefits from the largest source of temporary hit points. These temporary hit points are expended twice as quickly whenever the gearhead is dealt fire damage (2 temporary hit points lost for every 1 point of fire damage taken).

At 3rd level, the gearhead gains resist cold 5. In addition, whenever the gearhead resists at least 5 points of cold damage, he gains a +1 natural armor bonus for 1d4 rounds, or for as long as he has temporary hit points from his antifreeze ability, whichever is longer. His resistance increases to 10 at 9th level, and if he resists at least 10 points of cold damage, his natural armor bonus increases to +2.

**Antifreeze (Ex):** At 1st level, as long as the gearhead wears at least one cryogenics contraption (not a gadget), he gains a +4 bonus on Fortitude saves made to avoid nonlethal damage from hot or cold environments, and any fluids carried by the gearhead are always kept from freezing and remain drinkable, not to mention refreshingly cool, regardless of temperature.

In addition, the gearhead can spend a full-round action to chill any hand-sized flask or vial of liquid. The liquid remains chilled for 1 minute, and consuming the chilled liquid (even if it's just water) restores 1d4 + 1/2 the gearhead's level hit points, in addition to the liquid's other effects. This chilled liquid cures twice the amount of nonlethal damage (2 points of nonlethal damage for every 1 point of hp damage cured), if the nonlethal damage was caused by thirst or natural heat exposure. A creature may only benefit from this hit point healing once in a 24-hour period, but there is no limit to the number of times that a creature can be cured of its nonlethal damage due to thirst or natural heat exposure with this ability.

**Freezer Burn (Ex):** At 6th level, whenever a creature is affected and/or damaged by one of the gearhead's contraptions with the Cold descriptor, the gearhead can choose to force that creature to make a Fortitude save (DC 8 + 1/2 the gearhead's level + the gearhead's Int modifier), as if it were being exposed to natural cold weather (*Pathfinder RPG: Core Rulebook: Environment*). If the creature fails its save, it takes a number of points of either Strength or Dexterity damage (gearhead's choice) equal to half the contraption's level (minimum 1 point; gadgets deal no ability damage).

## PYROTECHNICIAN (SPECIALTY)

Gunpowder was originally used in fireworks rather than firearms. A few simple chemical additives can dramatically alter gunpowder combustion to create



a rainbow of different colors, alter burn rate, create sparkling patterns, and modify acoustic reports. The recipes of signature fireworks were closely held secrets of the original guild artisans, but a pyrotechnician has a scientific mastery of explosive synthesis and can infuse any combustible with artistic flair.

### Specialty Schematic Sources: Combustion and Acoustics

*Fascinating Fireworks (Ex):* At 1st level, the gearhead possesses a unique set of pyrotechnic gadgets that allows him to cause one or more creatures to become fascinated. Each creature to be fascinated must be within 30 feet, able to see and hear the gearhead, and capable of paying attention to him. The gearhead must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the gearhead has attained beyond 1st, he can target one additional creature with this ability. Both starting and maintaining this ability requires a standard action each round.

Each creature within range receives a Will save (DC 8 +  $1/2$  the gearhead's level + the gearhead's Int modifier) to negate the effect. If its saving throw fails, the creature is fascinated for as long as the gearhead continues to maintain it.

A gearhead can use this ability for a number of rounds per day equal to 3 + his Intelligence modifier, plus one additional round for every three levels the gearhead has attained beyond 1st, and these rounds need not be consecutive. This is an illusion (pattern), mind-affecting ability.

*Explosives Expert (Ex):* At 1st level, the gearhead gains a +1 bonus on saving throws he makes to resist effects that cause him to become dazzled, blinded, or deafened. For every four levels the gearhead has attained beyond 1st, this bonus increases by +1.

At 3rd level, the saving throw DC to resist the gearhead's combustion and acoustics contraptions increases by +1.

*Awesome Explosions (Ex):* Starting at 6th level, the effects of the gearhead's combustion contraptions create explosions of scintillating colors and magnificent images of creatures or objects that fascinate onlookers. Whenever the gearhead activates a combustion contraption that he prepared with the burst, cone, line, or wall schematics, any creature within 90 feet of the origin point of the contraption's effect, that can also see the effect, must make a Will save (DC 8 +  $1/2$  the gearhead's level + the gearhead's Int modifier) to avoid becoming fascinated for 1 round.

Creatures in combat receive a +2 bonus on their saving throw, while the gearhead's allies receive an additional +4 bonus on their saving throw, and the fascinated condition breaks at the start of a creature's turn if presented with an obvious threat (as per the fascinated condition), instead of breaking automatically. The gearhead is immune to this effect. This is an illusion (pattern), mind-affecting ability.

### ARSENALIST (ARCHETYPE)

An arsenalist is an engineer that specializes in the development of weapons of war, honing his martial skill alongside his engineering prowess. His combat effectiveness relies more on his intellect rather than his muscles or agility, and the creative ways he designs and utilizes his contraptions. An arsenalist's tactics on the battlefield run the spectrum from laying defenses and sniping from afar, to charging the frontlines and striking devastating blows.

**Tech Savant:** The tech savant base class also qualifies for this archetype, substituting her tech savant level and abilities for any arsenalist ability that references a gearhead level or ability of the same name. Any arsenalist class feature that normally uses a calculation based on Intelligence is instead based on Charisma for a savant arsenalist. This has no effect on the savant arsenalist's skills or skill points.



Artwork by Mates Laurentiu

HUMAN ARSENALIST



**Diminished Engineering:** An arsenalist constructs and maintains one fewer contraption of each level than normal. If this reduces the number to 0, he cannot yet construct, maintain, or activate contraptions of that contraption level. The number of 0-level gadgets an arsenalist may construct and maintain is unchanged. Further, the number of activation charges an arsenalist possesses for each contraption level is one fewer than normal. An arsenalist does not know or learn any effect schematics of a contraption level for which he cannot yet construct.

**Mechanized Combat (Ex):** The arsenalist is trained in martial combat as well as science. An arsenalist's base attack bonus is calculated at  $\frac{3}{4}$  his gearhead level (the same progression as a rogue of equal level), and he gains 2 additional hit points at 1st level, plus 1 additional hit point per gearhead level thereafter.

An arsenalist's *projected* contraptions are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. A contraption must deal damage in order to benefit from bonuses to damage from feats such as Point Blank Shot.

The damage dice of an arsenalist's 0-level effect schematics increases to 1d6 at 1st level and deal additional damage equal to the arsenalist's Intelligence modifier. At 5th level, and every 5 levels thereafter, the damage dice of an arsenalist's 0-level effect schematics increases further: 1d8 at 5th level, 1d10 at 10th level, 2d6 at 15th level, and 2d8 at 20th level.

Lastly, an arsenalist may activate a *burst*, *cone*, *line*, or *projected* contraption as an attack action (or as part of an attack action if using the weapon conduits innovation), as long as the contraption's activation time is no longer than 1 standard action. If the contraption's level is 1st or above, then it can be activated in this way only once per round; 0-level gadgets and sub-charge activations of contraptions modified by the Regulated Contraption calibration feat are excluded from this limit. For example, the arsenalist may activate a contraption in place of an attack of opportunity, the extra attack granted when two-weapon fighting, or an iterative attack during a full-attack.

**Weapon Prototyping (Ex):** Starting at 2nd level, an arsenalist gains the weapon conduits innovation (pg. 41), even though he does not yet have the innovation class feature. This bonus innovation does not grant the arsenalist the innovation class feature at an earlier level than normal for purposes of meeting prerequisites for feats or abilities. Using the weapon conduits innovation,

an arsenalist can incorporate any *burst*, *cone*, *line*, or *projected* contraption into a weapon if that contraption is of a level equal to one less (normally two less) than the maximum level of contraption the arsenalist can construct for his gearhead level, to a minimum contraption level of 0 and a maximum contraption level of 6th. This ability replaces jury-rig and salvage.

**Regulated Contraption:** At 4th level, an arsenalist gains the Regulated Contraption calibration feat (pg. 63) as a bonus feat.

**Swift Engineering:** At 8th level, an arsenalist gains the swift engineering class feature. This ability alters swift engineering.

**Instant Engineering:** An arsenalist does not gain the instant engineering class feature.

## GUNSLINGER

The Ulleran West is the Gunslinger's playground. Far from laws and courts, the gun becomes the ultimate equalizer, and those who master the gun tend to master the West. The gunslingers of the region are widely varied--from outlaw to sheriff, from sharpshooter to pistolero. Occasional rebellious Rauschite youth leave the safety of their cities and take up the way of the gun. Elite Rageaic gunslingers often take levels in magus to augment their firepower and operate as assassins. Mesocine gunslingers are rare.

### DESPERADO (ARCHETYPE)

A desperado is a outlaw gunman common in the Feral Expanse, taking up the vagrant life to hide from justice, scandal, grief, or a dark past. Constantly on the move, a desperado develops his skills as an itinerant performer, using this vocation to make ends meet, as a cover for shady dealings, or as a shroud of anonymity. These mysterious gunslingers use their force of personality to keep going when the chips are down, often sneaking out of a region as soon as they accomplish their goals.

**Class Skills:** A desperado adds Perform to his list of class skills.

**Grit (Ex):** A desperado is a force to be reckoned with. Instead of using his Wisdom to determine the number of grit points he gains at the start of each day, he uses Charisma. This ability works in all other ways like the gunslinger's grit class feature.

**Versatile Performance (Ex):** At 2nd level, a desperado can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the desperado



uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. This ability replaces nimble.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

**Charmed Life (Ex):** Fortune favors the desperado. At 5th level, as a swift action, a desperado can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, weapon damage rolls, and to AC. He can use this ability for a number of rounds per day equal to  $\frac{1}{2}$  his gunslinger level + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the desperado is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. This bonus increases to +2 at 9th level, +3 at 13th level, and +4 at 17th level. This ability replaces gun training.

**Deeds:** A desperado swaps some deeds for the following.

**Bravado (Ex):** At 1st level, a desperado can spend 1 grit point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. He can do this after he makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, he rolls another 1d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Charisma modifier (minimum 1). This deed replaces deadeye.

**Drifter's Fortune (Ex):** At 1st level, as a free action, a desperado can spend 1 grit point to ignore a firearm misfire. This deed replaces quick clear.

**Gun Feint (Ex):** At 7th level, a desperado can use the ferocious reputation of firearms to his advantage. A desperado with at least 1 grit point can feint instead of attacking with his firearm as part of a full attack. He can spend 1 grit point to gain a +5 bonus on this check. This deed replaces startling shot.

**Clipping Shot (Ex):** At 11th level, when the desperado misses with a firearm attack, he can spend 1 grit point to deal half the damage that attack would have dealt if

it were a hit (roll damage normally). He can decide to use this deed and spend the grit point after making the attack. This deed has no effect if the attack used the dead shot deed. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect. This deed replaces expert loading.

**Evasive (Ex):** At 11th level, the desperado gains the evasive deed, which is normally a 15th-level gunslinger deed. This deed replaces bleeding wound.

**Bleeding Wound (Ex):** At 15th level, the desperado gains the bleeding wound deed, which is normally an 11th-level gunslinger deed. This deed replaces evasive.

**Desperado's Edge (Ex):** At 15th level, while the desperado has at least 1 grit point, he can take 10 on any Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check, even while distracted or in immediate danger. He can use this ability in conjunction with the bravado deed. This deed replaces menacing shot.

### GAUCHO (ARECHETYPE)

Gauchos are renown riders, hunters, cattle drivers and knife fighters who have spread across the Feral Expanse as the demand for domestic meat and leather has grown. Gauchos rarely own land and have few personal belongings: a good knife, a fine horse, and a warm poncho completes the traditional trinity. Instead they value most guts, glory, and good company. During the Dominion's reign, many goblinoids fell victim to gaucho's traditional blade (the facon). It is the most prized possession of the gaucho and often adorned with silver and gold as a display of pride and experience. A gaucho's preference for blades is a legacy of a time before firearms existed, but is useful for close and quiet killing. Gauchos make a virtue of their limited means by finding new uses for common objects and self reliance. They are quick to adapt to new terrain and pick up local customs as well. The rise of the railroad, telegraph, and barbed wire fencing has disrupted the traditional role of the gaucho forcing many to seek out new opportunities, places, and adventure.

**Knife Expert (Ex):** At 1st level, a gaucho gains the benefits of the Weapon Finesse feat when using a dagger, facon, starknife, or throwing knife. Furthermore, a gaucho gains exotic weapon proficiency with the facon and begins play with a masterwork facon. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites. This ability replaces gunsmithing.

**Grit:** Unlike other gunslingers, a gaucho regains grit only when he confirms a critical hit or makes a killing blow with a dagger, a facon, a starknife, or a throwing knife. This ability alters grit.



**Deeds:** A gaucho swaps some deeds for the following.

*Precise Throw (Ex):* At 1st level, as long as he has at least 1 grit point, a gaucho adds his gunslinger level to the damage dealt by his daggers, facons, starknives, and throwing knives when making a ranged attack against a target within 60 feet of him, and he increases the range increment of these weapons by 5 feet. He can spend 1 grit point when he throws a dagger, a facon, a starknife, or a throwing knife to ignore all range increment penalties with that ranged attack. This deed replaces the deadeye deed.

*Subtle Throw (Ex):* At 1st level, a gaucho can spend 1 grit point as part of a ranged attack with a dagger, facon, starknife, or throwing knife to make it without provoking attacks of opportunity. At 6th level, as a swift action he can spend 1 grit point to make all of his ranged attacks with daggers, facons, starknives, or throwing knives without provoking attacks of opportunity until the start of his next turn. This deed replaces the quick clear deed.

*Disrupting Counter (Ex):* At 3rd level, when an opponent makes an attack against him, a gaucho can spend 1 grit point to make an attack of opportunity against the attacking foe. This attack of opportunity can be a ranged attack as long as the opponent is within 30 feet of the gaucho. If the attack hits, the opponent takes a -4 penalty on all attack rolls until the end of its turn. This deed replaces the utility shot deed.

*Knife to a Gunfight (Ex):* At 3rd level, as long as the gaucho has at least 1 grit point, he gains the following benefits. First, if he is not surprised, and if his attackers are using firearms, the gaucho may make a Bluff check in place of an initiative check. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, the gaucho can draw a single dagger, facon, starknife, or throwing knife as part of an initiative check (or the aforementioned Bluff check). This deed replaces gunslinger initiative.

*Dead Throw (Ex):* At 7th level, as a full-round action, the gaucho can take careful aim and pool all of his attack potential into a single, deadly attack. This deed functions as the gunslinger's dead shot deed, but the gaucho can also use this deed when making a ranged attack with a thrown dagger, facon, starknife, or throwing knife, and as long as the target is within 60 feet of the gaucho. Furthermore, for each additional successful attack roll beyond the first, the gaucho increases the damage of the attack by 1d6 points of damage, instead of the base damage dice of the weapon. This deed alters dead shot.

*Trick Throw (Ex):* At 7th level, a gaucho can perform any of the following combat maneuvers or actions with a dagger, a facon, a starknife, or a throwing knife at range against any target within 30 feet, with a -4 penalty to his CMB: dirty trick, feint, grapple, reposition, or sunder. A target grappled by one of these weapons can break free by destroying the weapon (typically hardness 10, hit points 3, break DC 13) or with an Escape Artist or CMB check (against the gaucho's CMD -4). This deed replaces the startling shot deed.

*Targeted Throw (Ex):* At 7th level, as a full-round action the gaucho can spend 1 grit point to make a ranged attack with a dagger, a facon, a starknife, or a throwing knife that cripples part of a foe's body, as long as the target is within 60 feet of the gaucho. The gaucho chooses a part of the body to target. If the attack succeeds, in addition to the attack's normal damage, the target suffers one of the following effects based on the part of the body targeted. If a creature doesn't have one of the listed body locations, that body part cannot be targeted. Creatures that are immune to sneak attacks are also immune to targeted throws. Items or abilities that protect a creature from critical hits also protect a creature from targeted throws. This deed replaces the targeting deed.

- *Arms:* The target takes no damage from the attack, but it drops one carried item of the gaucho's choice, even if the item is wielded with two hands. Items held in a locked gauntlet cannot be chosen.
- *Head:* The target is confused for 1 round. This is a mind-affecting effect.



DWARF GAUCHO



- **Legs:** The target is knocked prone. Creatures with four or more legs or that are immune to trip attacks are immune to this effect.
- **Torso or Wings:** The target is staggered for 1 round, and must make a DC 20 Fly check or fall 20 ft (if flying).

**Bleeding Wound (Ex):** At 11th level, a gaucho can deal bleed damage as part of an attack. This deed functions as the gunslinger's bleeding wound deed, but the gaucho can also use this deed when making ranged attacks with either a dagger, a facon, a starknife, or a throwing knife as long as the target is within 60 feet of the gaucho. This deed alters bleeding wound.

**Evasive (Ex):** At 11th level, the gaucho gains the gunslinger's evasive deed. This deed replaces the expert loading deed.

**Subtle Blade (Ex):** At 11th level, while a gaucho has at least 1 grit point, he is immune to disarm, steal, and sunder combat maneuvers made against a dagger, a facon, a starknife, or a throwing knife he is wielding. This deed replaces the lightning reload deed.

**Perfect Throw (Ex):** At 15th level, when the gaucho uses the dead throw deed, he can spend all of his remaining grit points (minimum 1) to make his ranged attack against the target's touch AC, and ignores all damage reduction. If the dead throw attack misses, the target takes half the damage that attack would have dealt if it were a normal ranged attack hit (roll damage normally). This deed replaces the 15th-level evasive deed.

**Able Frontiersman (Ex):** At 15th level, when making an Acrobatics, Climb, Fly, Ride, or Swim check in any of his favored terrains while he has at least 1 grit point, a gaucho can either take 10 on such checks, even while distracted or in immediate danger, or he can make two skill checks and take the higher (chosen before the check is made). This deed replaces menacing shot.

**Favored Terrain (Ex):** At 2nd level, a gaucho gains a favored terrain as the ranger class feature of the same name, chosen from the following terrains: cold, desert, forest, mountain, plains, or swamp. At 6th level, and every four levels thereafter, a gaucho may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2. This ability replaces nimble.

**Live in Comfort (Ex):** At 3rd level, a gaucho is truly at home within his favored terrains. He knows all the signs of the wilderness. He rarely gets lost. He can easily live off the land in comfort, and can provide for

companions. The gaucho can take 10 on any Survival check involving any of his favored terrains, even when in immediate danger and distracted. If the gaucho is not in immediate danger and distracted, he can take 20 even if the check has a penalty for failure. This ability replaces the pistol-whip deed.

**Knife Training (Ex):** At 5th level, a gaucho gains a +1 bonus on attack and damage rolls when using daggers, facons, starknives, or throwing knives in combat. When a gaucho wields a dagger, a facon, a starknife, or a throwing knife, he gains the benefit of the Improved Critical feat with those weapons. Additionally, a gaucho increases the range increment of a thrown dagger, facon, starknife, or throwing knife by 5 feet. The increase of range increment stacks with that of precise throw.

Every 4 levels thereafter, the bonus on attack and damage rolls increases by 1, and the range increment increases by 5 feet. This ability replaces gun training.

**Knife Mastery (Ex):** At 20th level, when an attack that a gaucho makes with a dagger, facon, starknife, or throwing knife threatens a critical hit, that critical hit is automatically confirmed. Furthermore, the critical modifiers of daggers, facons, starknives, and throwing knives increase by 1 ( $\times 2$  becomes  $\times 3$ , and so on). This ability replaces true grit.

## MAGUS

Unlike revolutionary technology, magus training has spread from west to east across the continent as the emigrants from Rhim shared their ancient knowledge. Unlike some forms of magic the arcane art can be taught, and magus dojos quietly exist even in the FSU. The best practitioners of this martial magic in Ullera are widely acknowledged among the elves, hobgoblins, and zaurto of the Disputed Lands. Elves generally practice the traditional form with archery or swordplay, with the hobgoblins specializing solely in arcane swordplay, while zaurto tend to favor the recent arcane gun innovations. In the Disputed Lands duels between magi are as common as gunslinger shootouts, and both practitioners are both scorned and feared for their sudden eruptions of violence.

### ARCANE GUN (ARCHETYPE)

Magic is not immune to technological innovation and mages for centuries have experimented in the use of magic to augment personal weaponry and armor. Frustrated in the devaluation of melee combat and armor in current warfare, some Magi have incorporated the firearm into their martial magic. Unlike the spellslinger, the arcane gun uses the actual bullet to



deliver spells rather than use a firearm as a conduit for the spell. This means that a spellstrike always deals bullet damage in addition to spell damage, but the gun must be reloaded before it can be used again. Elves are the most common magi in Ullera, but any race can learn these techniques and practitioners can be found in gun clubs and shooting ranges in addition to the battlefield.

**Weapon Proficiency:** An arcane gun is proficient with all simple weapons, and with all firearms. This ability replaces the magus' normal weapon proficiencies. An arcane gun's armor proficiencies are unchanged.

**Diminished Spellcasting:** Arcane guns cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

**Arcane Pool (Su):** As per the magus class feature, except the arcane gun can only enhance a firearm with his arcane pool. At 5th level, the arcane gun can enhance his firearm with the following weapon properties in place of the normal list of weapon properties: *dancing, defending, distance, flaming, flaming burst, frost, ghost touch, icy burst, merciful, seeking, shock, shocking burst, thundering, vicious, and wounding*. This ability is identical to arcane pool in all other ways, and supplements that ability.

**Spellslinger Combat (Ex):** As per the spell combat magus class feature, except that the arcane gun must have one hand free (even if the spell being cast does not have somatic components), while wielding a one-handed firearm in the other hand (or wielding a two-handed firearm in one hand). This ability is identical to spell combat in all other ways, and supplements that ability.

**Ranged Spellstrike (Su):** At 2nd level, whenever an arcane gun casts a ranged touch attack spell from the magus spell list, he can deliver the spell through any firearm he is wielding as part of a ranged weapon attack. Instead of the free ranged touch attack normally allowed to deliver the spell, an arcane gun can make one free ranged attack with his firearm (at his highest base attack bonus) as part of casting this spell. Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack. If successful, this ranged attack deals its normal damage as well as the effects of the spell. If the arcane gun makes this attack in concert with spellslinger combat, this ranged attack takes all the penalties accrued by spellslinger combat ranged attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon property or similar effects), but the spell effect

only deals  $\times 2$  damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Yet there are dangers inherent to this method. If an arcane gun experiences a misfire while performing a ranged spellstrike, and his firearm already has the broken condition, the spell backlashes. When a spell backlashes, it lets loose a blast of force, or if the spell has the acid, cold, electricity, or sonic descriptor, it deals that type of energy damage instead. In the case of spells with multiple descriptors, roll randomly among the descriptors to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the arcane gun's space (arcane gun's choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the blast other than the arcane gun can make a Reflex saving throw to halve the damage. The Reflex save DC is calculated using the spell level of the backlashed spell. This ability replaces spellstrike.

**Arcane Deeds (Ex):** Starting at 3rd level, whenever an arcane gun could choose a magus arcana, he can instead choose to gain the use of a single gunslinger deed. He can select any deed that a gunslinger of his magus level -3 could use (minimum 1st level). When using these deeds (or when determining whether the arcane gun has the minimum required grit amount to use a deed), an arcane gun may use his arcane pool points in place of grit points.

**Mage Bullets (Su):** Starting at 4th level, an arcane gun can use ranged spellstrike to cast a melee touch attack spell and deliver it through a ranged firearm attack. He can also use this ability to deliver the touch attack granted by the pool strike magus arcana. This ability replaces spell recall.

**Fighter Training (Ex):** At 7th level, an arcane gun counts his magus level -3 as his fighter level for the purpose of qualifying for feats (if he has levels in fighter, these levels stack). At 10th level, the arcane gun treats his magus levels as fighter levels for the purposes of fighter training. This ability replaces both knowledge pool and the fighter training the magus gains at 10th level.

**Spell Recall (Su):** At 7th level, an arcane gun gains the spell recall magus class feature. This ability replaces medium armor.

**Improved Spellslinger Combat (Ex):** At 8th level, the arcane gun's ability to cast spells and make firearm attacks improves. When an arcane gun successfully casts a spell defensively while using the spellslinger combat ability, his ranged firearm attack also does not provoke an attack of opportunity. This ability replaces improved spell combat.



**Arcane Gun (Su):** Starting at 11th level, an arcane gun can cast any cone or line spells through his firearm. When he casts a cone or line spell through his firearm, the gun's enhancement bonus (if any) is a bonus to the spell's saving throw DCs. If a natural 20 is rolled on any saving throw made against the spell by a target (an overload), the firearm gains the broken condition. If the arcane gun's firearm already has the broken condition, the spell backlashes.

Furthermore, an arcane gun using a multiple-target spell with this ability or the ranged spellstrike ability may deliver one cone, ray or line of effect with each attack when using a full-attack action, up to the maximum allowed by the spell. Any effects not used in the round the spell is cast are lost. This ability replaces improved spell recall.

**Improved Spell Recall (Su):** At 13th level, an arcane gun gains the improved spell recall magus class feature. This ability replaces heavy armor.

**Greater Spellslinger Combat (Ex):** At 14th level, the arcane gun gains the ability to seamlessly cast spells and make firearm attacks. Whenever he uses the spellslinger combat ability, his concentration check bonus equals double the amount of the attack penalty taken. This ability replaces greater spell combat.

**Ranged Counterstrike (Ex):** At 16th level, whenever an enemy within the first range increment of the arcane gun's firearm successfully casts a spell defensively, that enemy provokes a ranged attack of opportunity from the arcane gun after the spell is complete. This attack of opportunity cannot disrupt the spell.

## MONK

West of the Heartwater the largest monastic orders reside in Gom Shao and Rausch, but monks can be found anywhere. Monks trained in the secluded monasteries of the Nine Pillars not only learn martial arts but Gom Shao law and lore. Once trained, they are sent out to act as trusted arbitrators and investigators empowered by their lawful reputation. Rageiac weapon adepts combine martial arts with their ancestral wootz steel metalworking, while Mezoquan monks bear stone, feathers, and the pelts of beasts. The path of each Rausch-trained monk is shaped by their monastery's Patron Archangel and its role in Brelonism, while mesocine monks practice martial arts inspired by the lore and legends of dragons.

## GUN DEVOTE (ARCHETYPE)

It can be said that martial arts is the mastery of movements and strikes that accelerate, streamline, and maximize the impact of unarmed combat. The gun devotee applies the same discipline to gun fighting. Every studied motion of the Way of the Gun is precise and efficient. The mind is kept focused and calm through meditation and breathing exercises allowing the monk to coolly calculate his shots for maximum effect, accuracy, and rate of fire. The gun devotee shifts fluidly from fire stance to stance an effort to present the smallest target profile to enemies while increasing the lethality of his own gunfire.

**Weapon Proficiency:** Gun devotees are proficient with firearms in addition to their normal weapon proficiencies.

**Gunsmith:** At 1st level, a gun devotee gains the gunslinger's gunsmith class feature. This ability replaces Stunning Fist.

**Gun-Kata (Ex):** Starting at 1st level, a gun devotee gains the monk's flurry of blows class feature, but he can only make a flurry of blows when using a firearm (even though it is a ranged weapon). A gun devotee may use a firearm as both a ranged weapon and a melee weapon to make a flurry of blows, chosen before each attack roll is made. He may not make a flurry of blows with his unarmed attacks or any other weapons. A gun devotee is considered to be proficient with the firearm as an improvised melee weapon when making a flurry of blows, and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm.

A gun devotee may substitute a disarm, feint, sunder, or trip combat maneuver attempt for any firearm attack made as part of a flurry of blows. The gun devotee may use his firearm to perform these maneuvers and may perform these these maneuvers at a range of up to 30 feet by taking an additional -2 penalty on his attack roll or check (for a total of -4). A gun devotee may attempt to perform a disarm or steal combat maneuver while unarmed as part of a flurry of blows as long as he is attempting to disarm (and then pick up) or steal a firearm or firearm ammunition.

A gun devotee with the Rapid Reload feat, or that uses an alchemical cartridge (or both), may also reload a single barrel of a one-handed or two-handed firearm in place of a flurry of blows attack.

A gun devotee cannot use Rapid Shot or Manyshot when making a flurry of blows with a firearm. A gun devotee's flurry of blows otherwise functions as normal for a monk of his level.



**Bonus Feats:** A gun devotee's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Reload. At 6th level, the following feats are added to the list: Focused Shot, Improved Precise Shot, Mobility, Parting Shot, and Perfect Strike (applies to firearms). At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A gun devotee need not have any of the prerequisites normally required for these feats to select them. These feats replace the monk's normal bonus feats.

**Unarmed Strike:** A gun devotee's unarmed strike damage never increases beyond its 1st level value (1d4 for Small, 1d6 for Medium, 1d8 for Large). This alters unarmed strike.

**Way of the Gun (Ex):** At 2nd level, a gun devotee gains Weapon Focus as a bonus feat with one type of firearm. Furthermore, when he misfires with a firearm for which he has Weapon Focus applied to, the misfire value of that firearm increases by only 2 instead of by 4. At 5th level, the monk gains Weapon Specialization as a bonus feat with one type of firearm for which he has Weapon Focus applied to, even if he doesn't meet the feat's prerequisites. At 9th level, the monk gains Greater Weapon Specialization as a bonus feat with one type of firearm for which he has Weapon

Specialization applied to, even if he doesn't meet the feat's prerequisites. This ability replaces evasion, slow fall, and purity of body.

**Firearm Zen (Ex):** At 3rd level, a gun devotee may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a firearm. At 4th level, as long as he has at least 1 ki point, he no longer provokes an attack of opportunity when firing or reloading a firearm. At 9th level, as long as he has at least 1 ki point, he can reload a single barrel of a one-handed or two-handed firearm as a free action once per round. This ability replaces fast movement and maneuver training.

**Muzzle-Flash Vision (Ex):** Starting at 3rd level, any time a firearm or an instantaneous fire or light effect is discharged within dim light or darkness, and within the gun devotee's line of sight, the flash creates an after image of the gun devotee's surroundings in his mind. The gun devotee gains darkvision out to a range of 60 feet until the end of his next turn. If the gun devotee already has darkvision, the range of his darkvision increases by 30 feet. This ability replaces still mind.

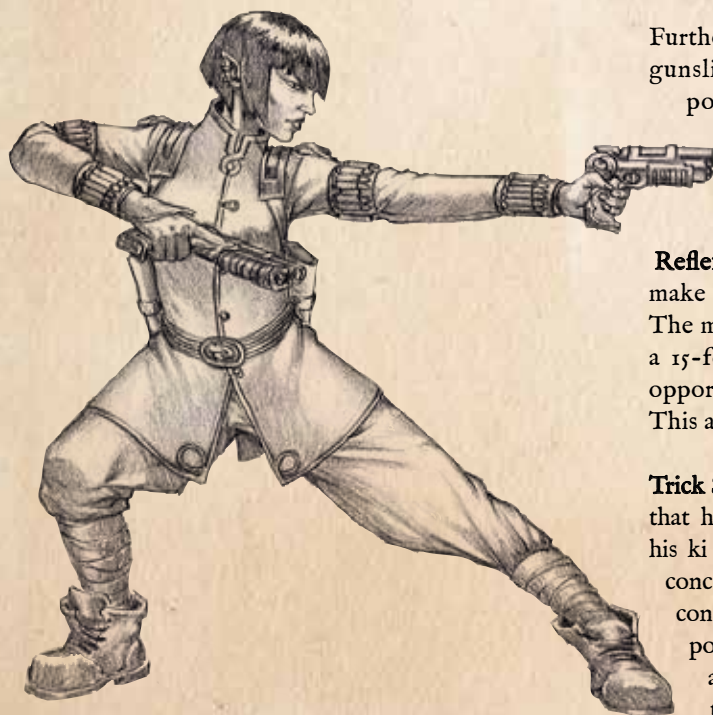
**Ki Pool (Su):** At 4th level, in addition to the normal abilities of his ki pool, a gun devotee may spend 1 point from his ki pool to increase the range increment for his firearm by 20 feet for 1 round.

Furthermore, a gun devotee can use any 1st-level gunslinger deed, using his ki points in place of grit points to qualify for or activate the benefits of his deeds. At every 4 levels thereafter, the gun devotee chooses one additional gunslinger deed of his monk level or lower.

**Reflexive Shot (Ex):** At 9th level, a gun devotee can make attacks of opportunity with shots from his firearm. The monk threatens squares with his firearm as if he had a 15-foot reach, but can still only make one attack of opportunity per round (unless he has Combat Reflexes). This ability replaces improved evasion.

**Trick Shot (Su):** At 11th level, a gun devotee may hit targets that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the gun devotee can ignore concealment. By spending 2 points, he can ignore total concealment or cover (except total cover). By spending 3 points, he can ignore total cover, and even fire bullets around corners. The bullet must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round. This ability replaces diamond body.

Artwork by Mates Laurentiu



ELF GUN DEVOTEE



**Ki Gun (Su):** At 15th level, as long as he has at least 1 point of ki in his ki pool, a gun devotee may treat ammunition fired from his firearms as if they were ki intensifying weapons (*Pathfinder RPG: Ultimate Equipment*).

**Quivering Palm (Su):** At 17th level, the gun devotee gains the quivering palm monk class feature. This ability alters quivering palm and replaces tongue of the sun and moon.

## RANGER

Serving as cowhands, trackers, and hired help for local law enforcers, skilled rangers of all races find themselves in high demand in the untamed parts of the West. Rangers drawn to the isolation of the Disputed Lands tend to pride themselves on being less reliant on modern technology, relying on horses and simpler firearms for transportation and self defense. Some find comfortable, steady work tending cattle on the open plain. Still others stay close to the populated regions of Rausch and Gom Shao finding plentiful work as guides, bounty hunters, and messengers.

### COMBAT STYLES

The following new combat styles can be taken by any ranger.

**Drover:** If the ranger selects drover style, he can choose from the following list whenever he gains a combat style feat: Lasso Adept, Weapon Finesse, Whip Mastery, Weapon Focus (lasso), Weapon Focus (whip), and Weapon Specialization (whip). At 6th level, he adds Greater Weapon Focus (lasso), Greater Weapon Focus (whip), Lasso Maneuvering, and Improved Whip Mastery to the list. At 10th level, he adds Greater Weapon Specialization (whip), Greater Whip Mastery, and Lasso Mastery to the list.

**Firearm:** If the ranger selects firearm style, he gains the Amateur Gunslinger feat and the Gunsmithing feat. At 6th level, and every four levels thereafter, the ranger can take a grit feat or select a gunslinger deed of his ranger level or lower, ranger's choice. The ranger's class levels stack with gunslinger class levels when determining which gunslinger deeds are available to the ranger.

**Sharpshooter:** If the ranger selects sharpshooter style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Far Shot, Focused Shot (can apply to firearms and slings), and Precise Shot. At 6th level, he adds Improved Precise Shot and Weapon Specialization (bow, crossbow, firearm, or sling) to the list. At 10th level, he adds Greater Weapon Specialization (bow, crossbow, firearm, or sling) and Perfect Strike (can use with any bow, crossbow, firearm, or sling instead of the normal list of weapons) to the list.

### WRANGLER (ARCHETYPE)

The wrangler rides out alone into the Disputed Lands depending on his wits and personal resources. He is extremely self-reliant and capable, and often lives a solitary existence as hunters, trappers, herders, or prospectors. The wrangler usually comes to town only to resupply, relax, and get his mail, but usually will join a bounty hunt, marshal's posse, or other adventurous project. Wranglers are accomplished riders, gunmen, and ropers.

**Weapon and Armor Proficiency:** A wrangler is proficient with light armor, simple weapons, firearms, the handaxe, the lasso, the short sword, the throwing axe, and the whip. This replaces the ranger's normal proficiencies.

**Frontiersman (Ex):** At 1st level, a wrangler gains the gunslinger's grit and gunsmith class features, and chooses to learn either a 1st-level gunslinger deed, a wrangler deed from the below list, or a hunter's trick from the skirmisher ranger archetype (*Pathfinder RPG: Advanced Player's Guide*). Starting at 3rd level, and every two levels thereafter, a wrangler may choose to learn either another gunslinger deed of his ranger level or lower, a wrangler deed from the below list, or a hunter's trick. Wrangler levels stack with gunslinger levels to meet a deed's requirements. A wrangler with a hunter's trick must spend 1 grit point each time he wishes to perform that trick. The trick's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs. This ability replaces all instances of the favored enemy class feature and the ranger's spells class feature. Wranglers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

**Wrangler Deeds:** Unless specifically noted in a wrangler deed's description, a wrangler cannot select a particular wrangler deed more than once.

**Bushwhack (Ex):** This is a 3rd-level wrangler deed. As long as the wrangler has at least 1 grit point, he knows the 'snare' ranger trap (extraordinary version; *Pathfinder RPG: Ultimate Magic*), and can use this trap a number of times per day equal to ½ his ranger level + his Wisdom bonus (minimum 1).

**Daring Drover (Ex):** This is a 1st-level wrangler deed. A wrangler with this deed can regain grit when using a lasso or whip, and can perform the following deeds when using a lasso or whip: gunslinger's initiative, utility shot (scooting unattended object only), deadshot, startling



shot, targeting, bleeding wound, stunning shot (whip only). Furthermore, as long as the wrangler has at least 1 grit point, he gains the benefits of the Weapon Finesse feat with the lasso and with whips, and he can use his Wisdom score in place of Intelligence as a prerequisite for combat feats. This deed counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

**Favored Enemy (Ex):** This is a 3rd-level wrangler deed. A wrangler with this deed gains the ranger's favored enemy class feature. Unlike the normal ranger's class feature, a wrangler's base favored enemy bonus does not increase beyond +2 with level, nor does he gain additional favored enemies. A wrangler can, however, spend 1 grit point as a swift action to increase his base favored enemy bonus to +4 for a number of rounds equal to 1/2 his ranger level + his Wisdom bonus (if any).

**Gun Training (Ex):** This is a 5th-level wrangler deed. Upon taking this deed, a wrangler can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). As long as the wrangler

has at least 1 grit point, he gains a bonus equal to his Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when he misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

**Hell Bent for Leather (Ex):** This is a 5th-level wrangler deed. When a wrangler successfully spurs his mount with a Ride check, he can spend 1 grit point to increase the mounts base speed by +20 feet for 1 round. For every five ranger levels the wrangler possesses after 5th, this duration increases by +1 round.

**Live in Comfort (Ex):** This is a 3rd-level wrangler deed. As long as the wrangler has at least 1 grit point, he gains the following benefits while in one of his favored terrains. He knows all the signs of the wilderness. He rarely gets lost. He can easily live off the land in comfort, and can provide for companions. By spending 1 grit point, the wrangler can take 10 on any Survival check involving any of his favored terrains, even when in immediate danger and distracted. If the wrangler is not in immediate danger and distracted, he can take 20 instead, even if the check has a penalty for failure.

**Saddlewise (Ex):** This is a 1st-level wrangler deed. As long as a wrangler has at least 1 grit point, he adds 1/2 his ranger level to Ride checks (minimum +1). As part of a Ride check, a wrangler can spend 1 grit point to take 10 on the check, even when in immediate danger and distracted. If the wrangler is not in immediate danger and distracted, he can take 20 even if the check has a penalty for failure.

**Venom Tolerance (Ex):** This is a 3rd-level wrangler deed. Through repeated low dose exposure, the wrangler has developed a tolerance for natural poisons. As long as the wrangler has at least 1 grit point, he gains a +1 bonus on saving throws against non-magical poisons of any plant, vermin, or animal. For every three ranger levels the wrangler possesses after 3rd, this bonus increases by +1. If the the plant, vermin, or animal is native to the wrangler's favored terrains, this bonus is doubled. Starting at 12th level, while a wrangler has at least 1 grit point, he is instead immune to all non-magical venoms and poisons of any plants, vermin, or animals native to his favored terrains.

**Combat Style:** At 2nd level, the wrangler must select either the drover, mounted combat, or sharpshooter combat style.



HUMAN WRANGLER



**Frontier Bond (Ex):** At 4th level, a wrangler forms a bond with his frontier companions. This ability functions as the ranger's hunter's bond class feature, except that if the wrangler chooses to form a bond with an animal companion, he must choose an animal that he can use as a mount. A Medium wrangler can select a camel or a horse, but can also select a bison or similar animal if he is at least 7th level. A Small wrangler can select a pony or dog, but can also select a boar or wolf if he is at least 7th level. In addition, the wrangler gains a +2 bonus on Handle Animal and Ride checks with his animal companion mount. This ability alters hunter's bond.

**Hard Ride (Ex):** Starting at 7th level, while riding atop a mount, a wrangler's overland movement is increased by 1.5 times the mounts normal hourly and daily mileage. Furthermore, if the wrangler chose an animal companion for his frontier bond, the wrangler's mount gains Endurance as a bonus feat if it does not already possess this feat. This ability replaces woodland stride.

**Wrangler's Luck (Ex):** Upon reaching 9th level, once per day the wrangler can either reroll one of his attack rolls or force an enemy who just hit him with an attack to reroll the attack roll. The wrangler must take the result of the second roll even if it is worse. A wrangler can use this ability once per day at 9th level, plus one additional time per day at 14th and 19th levels. This ability replaces evasion.

**Inspired Moment (Ex):** At 11th level, the wrangler can have an inspired moment once per day as a free action. The wrangler gains the following benefits until the end of his next turn. His speed increases by 10 feet. He can take an extra move or swift action on his turn. He gains a +4 bonus to AC and on attack rolls, skill checks, or ability checks. Finally, he automatically confirms any critical threat he scores. He can use this ability one additional time per day at 19th level. This ability replaces quarry and improved quarry.

**Improved Wrangler's Luck (Ex):** Upon reaching 16th level, the wrangler's luck increases. He gains a +4 bonus on his rerolls made with the wrangler's luck ability, or if he forces an enemy to reroll an attack, that enemy takes a -4 penalty on the roll. This bonus or penalty is also applied on any roll to confirm critical hits. This ability replaces improved evasion.

**True Grit (Ex):** At 20th level, the wrangler gains the gunslinger's true grit class feature. This ability replaces master hunter.

## ROGUE

Ever adaptable, the rogue is equally at home in the city and in the wilderness, and is equally represented among all races. Roving bandits make their fortunes robbing travelers, holding up trains, and raiding settlements in the Disputed Lands while urban thieves serve as cat burglars, bouncers, or smugglers. Zaurto who survive outside of the safety of their tightly knit communities often make their way as rogues, stealing what they need or selling their services to the highest bidder. In Gom Shao, elven rogues often fit into roles as spies and assassins caught up in political intrigue.

## ROGUE TALENTS

The following new rogue talents can be taken by any rogue who meets the prerequisites.

**Train Hopper (Ex):** When a rogue with this talent jumps onto or off of a moving vehicle, he treats the vehicle's current speed as if it were 30 feet slower for every 4 rogue levels he possesses when determining the Acrobatics DC of the jump (to a maximum of 150 feet slower at 20th level; see the *Pathfinder RPG: Ultimate Combat: Vehicles* section for more details). A rogue must be at least 4th level to select this talent.

**Well Prepared (Ex):** A rogue with this talent gains Well Prepared as a bonus feat, even if he doesn't meet the feat's prerequisites. Furthermore, a rogue with this talent does not have to pay for items he produces when using the Well Prepared feat if he exceeds the DC to produce the item by 5 or more, or the cost of the item is less than \$1.

## HOBO (ARCHETYPE)

After the Dominion War, Ullera saw a surge of penniless soldiers and ex-slaves riding the new rail network in search of paid work. When pressed for a destination, the reply was always the same: "Homeward Bound." Over time, these itinerant rogues became known as hobos. In recent years, military deserters, debtors, runaways, scoundrels, and gamblers swell the hobo ranks even further. Unlike tramps just looking for a hand-out, hobos will take on most any odd job and many are hard working, honest folk dealt a harsh blow by the vagaries of fortune. Some hobos claim to grow to like the traveling lifestyle and the freedom from materialism, but even these roadside philosophers rue the bite of winter and the ache of hunger in lean times.



**Weapon Proficiency:** A hobo is proficient with all simple weapons, and does not suffer any penalties for using an improvised melee or ranged weapon. This replaces the rogue's normal weapon proficiencies.

**Bin-Rummager (Ex):** A hobo adds 1/2 his rogue level to Perception checks to determine whether food or drink is spoiled or poisoned, and to identify a potion by taste (minimum +1). A hobo may use Survival to forage for food and water in a city and adds 1/2 his rogue level to his Survival checks to get by in a city (minimum +1). This ability replaces trapfinding.

**Hobo Code (Ex):** Across Northern Ullera, the landscape is littered with coded graffiti-like markings known as "hobo codes"; a form of thieves cant used to relay information about the code's resident location or settlement, or as a form of geocaching, designed to aid fellow hobos.

At 2nd level, a hobo learns the secret language of the hobo code, and adds 1/2 his rogue level to Perception checks and Linguistics checks to find, recognize, decipher, and create hobo codes. A hobo can always make a Linguistic check to recognize, decipher or create a simple hobo code untrained; more complex hobo codes require training. Hobo codes mechanically follow the same Linguistics rules for deciphering writing, except that the base DC to recognize, decipher or create a simple code is only 10 for those that know the hobo code language, ranging up to DC 20 or higher for more intricate codes. For those that do not know the language, the DC is unchanged from that presented in the Linguistic skill.

A hobo gains an automatic Linguistics check to recognize a hobo code whenever he encounters one. Seeking out a hobo code within a settlement requires at least 1d4 hours of searching and a DC 10 Perception check for obvious codes, while more sparse, discrete, or secretive codes may take longer to find, with DCs possibly increasing to 20 or higher.

A deciphered hobo code can relay nearly any type of information: where food and shelter can be found, the entrance to the black market, locations of possible work, short cuts through the city, train schedules, the location of communal supplies, information about key social figures in the area, and so on. Mechanically, a deciphered code's boon typically manifests in, but is

not limited to, the following benefits. These benefits apply only to the hobo, unless he chooses to share these benefits with his companions. A hobo should work with his GM to determine the actual benefit of a hobo code.

- A +4 insight bonus on one specific skill check relevant to the immediate area (Diplomacy checks to gather information in the area, Performance or Profession checks to work in the area, Appraisal checks about the worth of specific items produced in the area, and so on.)
- A +2 bonus to any Settlement modifiers (Crime, Economy, Lore, etc.), if using the Settlement rules from the *Pathfinder RPG: Game Mastery Guide*.
- A +3 insight bonus on Reflex saves made to avoid traps in a specific location, and a +3 dodge bonus to AC against attacks made by the same traps.
- The location of a cache containing money or a collection of mundane adventuring equipment totalling 1d10 x \$10 or less. The hobo can propose the desired contents of the cache before a dollar amount is determined. If the value of the desired contents of the cache exceed the rolled value, the hobo either does not find what he is looking for, finds only a partial amount, or finds completely alternative contents (GM discretion).
- Reduce the time required to safely travel through the area by 25%.

This ability replaces evasion.

**Junkyard Combatant (Ex):** At 3rd level, a hobo gains Catch Off-Guard as a bonus feat. At 6th level, when a hobo hits an opponent that is denied its Dexterity bonus to AC against him with an improvised weapon or unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack. This dirty trick combat maneuver does not provoke an attack of opportunity. At 9th level, a hobo gains Improvised Weapon Mastery as a bonus feat, even if he does not meet the feat's prerequisites. This ability replaces trap sense.

**Rogue Talents:** The following rogue talents complement the hobo archetype (an asterisk denotes talents presented in this book): black market contacts, charmer, coax information, iron guts, peerless



maneuver, scavenger, survivalist, terrain mastery, train hopper\*, and underhanded.

**Advanced Talents:** The following advanced rogue talent complements the hobo archetype: another day, defensive roll, hide in plain sight, skill mastery, and tactical mastery.

## WITCH

Loathed and ostracized by most communities, witches often find themselves living a lonely existence at the edges of civilization. Most witches found in Western Ullera are zaurto or Rageiac, although some human or even elven witches can be found practicing surreptitiously in the Disputed Lands. Very few witches can be found in the Theocracy of Rausch--those that survive do so by keeping themselves hidden from agents of the government lest they face harsh religious persecution. By far the most common existence for witches is serving as healers, fortune-tellers, and spellcasters for hire in small communities in the remote parts of the world. Witches are universally feared and mistrusted, however, and those that find a place to settle are rarely made to feel at home.

## WITCH HEXES

The following new witch hexes can be taken by any witch.

*Backfire (Su):* A witch can double the misfire value of a target's firearm or black powder weapon within 30 feet for 1 round (so a misfire 1 becomes misfire 1-2, misfire 1-2 becomes 1-4, misfire 1-5 becomes 1-10, etc.). This hex cannot increase the firearm's misfire value into or beyond its critical threat range. A Will save negates this hex. At 12th level, a failed save against this hex causes the next ranged attack the target makes with the firearm to automatically misfire, while a successful save instead results in the normal effect of this hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. The duration of this hex may be extended by the cackle hex.

*Yellow Belly (Su):* A witch can cause the daring acts of a creature within 30 feet that she can see to turn foolhardy and futile. The grit or panache cost of the target's deeds increase by 1 point while affected by this hex. Deeds that stay in effect as long as the target has at least 1 grit or panache point instead require the target to spend 1 grit or panache point to perform that deed (this cost is not

increased by this hex). This hex has no effect on targets that do not possess deeds (gunslinger, swashbuckler, or similar), nor the ability to fuel them. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this hex to just 1 round. This is a mind-affecting effect. At 8th level, the target can't regain grit or panache points while this hex lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Volatile Powder (Su):* A witch can increase the gunpowder volatility of a target's firearm within 30 feet for 1 round. The threat range of the target's firearm doubles, however the firearm's misfire value also increases by 2. This expansion in threat range doesn't stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat. A Will save negates this hex. At 8th level, the target receives a +4 bonus to attack rolls to confirm critical hits with its firearm, but the firearm automatically explodes on a misfire (advanced firearms are instead destroyed on a misfire). The duration of this hex may be extended by the cackle hex.

## MAJOR WITCH HEXES

The following new major witch hex can be taken by any witch of 10th level or higher.

*Mechanical Trouble (Su):* A witch can cause a mechanical object, vehicle, or construct creature within 30 feet to momentarily sputter or stall for the duration of this hex. This hex has no effect on magical objects, vehicles, or constructs. If the target is an engine-powered, mechanical object or tool, or if it's a revolutionary technological device, it simply ceases to function, unable to be used for its intended purpose.

If the target is an engine-powered or technological weapon, shield, or suit of armor, it loses any benefit granted by any mechanical or technological qualities.

If the target is an engine-propelled vehicle, the DC to drive the vehicle is increased by 10, as if the vehicle's driving device had the broken condition. If the target vehicle's driving device is already broken, then this hex renders the vehicle uncontrollable.

If the target is a technological construct creature, it is treated as if it had the sickened condition.



If the target is a contraption, each activation has a 20% increased chance to malfunction, resulting in a mishap (see the *Pure Steam Campaign Setting: Science: Contraptions* section for more details).

At 15th level, target technological weapons, shields, or suits of armor are also treated as having the broken condition, target vehicles are instead completely uncontrollable, target creatures are also staggered, and target contraptions may simply cease to function instead of having an increased chance to mishap (witch's choice).

This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save (either from the target creature, wielder of the target object, or driver of the target vehicle) reduces this hex to just 1 round. The save to end this hex can be made again each round. Whether or not the save is successful, a creature, object, or vehicle cannot be the target of this hex again for 1 day.

## VARIANT: GUN DUELS

A duel with firearms has all of the features of a duel (*Pathfinder RPG: Ultimate Combat*), but has a few elements unique to this format.

### FORMAL DUEL

A formal gun duel is centuries old and follows a strict code of conduct in Ullera. A neutral judge is present to insure that the formal code is followed and each duelist is allowed a second to provide assistance after the duel and act as a witness but can not otherwise participate unless one side cheats. Each participant is equipped with a single firearm, start back to back, pace off (a move action) and turn and fire (a standard attack action) or ready an attack for the judge's signal. An initiative roll is made to determine the attack sequence, but the gun duelists must "stand-and-deliver" (can not use the dueling dodge maneuver). After each exchange of fire, the judge will ask both opponents if honor is satisfied. If one of the duelist's agrees or is unable to continue the duel is ended. If one side breaks the code of the duel, the judge and second will open fire on the offender as his or her life is now forfeit. A formal duel is usually fought with single shot pistol but any matched projectile weapons are allowed. The judge will

either provide the matching weapons or inspect them to insure they are identical. If challenged to a formal duel, you must participate or be labeled a coward which will adversely affect all NPC attitudes toward the character. Up till the appointed time of the duel, the seconds can attempt to find amends for the incident leading to the gun duel to prevent bloodshed and keep honor intact for both parties. Special dueling grounds are used for most duels and are common to most civilized nations of Ullera. Rausch is the only nation that forbids dueling; formal or otherwise.

### SHOWDOWN

A showdown unlike a formal duel is an impromptu event with no set format. A duelist simply challenges his or her opponent to a shootout in a cleared saloon, gambling hall, or out in the street usually at high noon for those lacking pocket watches. Group showdowns are possible, and each participant picks an initial target. Showdown duelists can use any ranged weapon carried on their person. Unlike a formal duel there is no countdown or pace off, but instead the opponents start with their weapons holstered and wait to draw for their opponent to initiate the first hostile move. In this way the showdown is technically self defense and therefore legal. Shooting an opponent unaware is not a showdown and is treated as lethal assault or murder. Before making an initiative roll as a free action, each duelist can attempt an Intimidation or Sense Motive skill check against their opponent (DC 10 + the target's Hit Dice + the target's Wisdom or Charisma modifier respectively). Success gives a +2 initiative bonus while failure inflicts a -2 penalty. All special dueling actions are available during a showdown and after the first exchange of fire may close into melee range. Showdowns are always to death or unconsciousness and are frowned upon in populous areas, but common in the Feral Expanse.



# 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.

### ACE INVENTOR

Your engineering prowess now rivals that of an amateur gearhead.

**Prerequisites:** Adept Inventor, Int 13, Journeyman Inventor, Knowledge (engineering) 5 ranks, no levels in a class that has the contraptions class feature, Novice Inventor.

**Benefit:** You are now able to construct and maintain one 3rd-level contraption, up to two 2nd-level contraptions, up to three 1st-level contraptions, and up to four 0-level contraptions each day. Your power source can sustain up to two 3rd-level contraption activations, up to three 2nd-level activations, up to four 1st-level activations, and an unlimited number of 0-level activations, each day. You learn two 3rd-level effect schematics that you transcribe into your draft book. Your constructor level for your contraptions is equal to your ranks in Knowledge (engineering). The save DC for your 3rd-level contraption is equal to 11 + your Intelligence modifier.

**Special:** After taking this feat, if you take levels in a class that has the contraptions class feature, you can use either your class feature or this feat to determine the number of contraptions of each level you can construct and maintain each day, as well as your daily amount of contraption activations of each level, whichever is more beneficial. Once your class feature has surpassed the maximum contraption level that you can construct, maintain, and activate with this feat, you may exchange this feat and each other "Inventor" prerequisite feats for an equal number of Calibration feats. You must meet the prerequisites of the feats, as normal.



**TABLE: GENERAL FEATS**

Feat	Prerequisites	Benefits
Aim By Mirror	Point-Blank Shot, Precise Shot	Ignore concealment when making a ranged attack against an opponent you are not directly looking at, and catch that opponent flat-footed
Card and Coin Tricks	Base attack bonus +1	Use card- or coin-like objects in a variety of improvised combat applications
Extra Innovation	Innovation class feature	Gain an additional innovation
Extra Marshal Acumen	Marshal acumen class feature	Gain an additional marshal acumen
Extra Savant Knack	Savant knack class feature	Gain an additional savant knack
Field Focus	---	+1 bonus on save DCs for one field of science
Schematic Specialization	Int 13, Field Focus	Constructor level for chosen schematic is two levels higher than normal
Kick Scoop	Dex 13	Use swift action to pick up item without provoking an attack of opportunity
Lasso Adept	Proficiency with the lasso, Weapon Focus (lasso)	Increases a lasso's range and further hamper entangled opponents
Lasso Maneuvering	Proficiency with the lasso, Weapon Focus (lasso), Lasso Adept, base attack bonus +3	Disarm, drag, trip, or reposition an opponent with a lasso
Lasso Mastery	Proficiency with the lasso, Weapon Focus (lasso), Lasso Adept, Lasso Maneuvering, base attack bonus +6	+2 bonus on drag or reposition checks with lasso; grab unattended objects with lasso; catch yourself or others while falling with lasso
Saddle Drag	Lasso Adept, Lasso Maneuvering, Mounted Combat	Use mount's Strength and/or size modifier in place of your own when controlling a lassoed opponent
Novice Inventor	Int 10, Knowledge (engineering) 1 rank, no levels in a class that has the contraptions class feature	Prepare and maintain one 0-level contraption; gain draft book and schematics
Journeyman Inventor	Int 11, Knowledge (engineering) 1 rank, no levels in a class that has the contraptions class feature, Novice Inventor	Prepare and maintain one 1st-level contraption, and more 0-level contraptions
Adept Inventor	Int 12, Knowledge (engineering) 3 ranks, no levels in a class that has the contraptions class feature, Journeyman Inventor, Novice Inventor	Prepare and maintain one 2nd-level contraption, and more 1st-level and 0-level contraptions
Innovative Inventor	Knowledge (engineering) 5 ranks, no levels in a class that has the innovation class feature, Journeyman Inventor, Novice Inventor	Gain one gearhead innovation



**TABLE: GENERAL FEATS CONTINUED**

Ace Inventor	Int 13, Knowledge (engineering) 5 ranks, no levels in a class that has the contraptions class feature, Adept Inventor, Journeyman Inventor, Novice Inventor	Prepare and maintain one 3rd-level contraption, and more 2nd-level, 1st-level, and 0-level contraptions
Painted Horse	War paint class feature, Mounted Combat	Mount shares your morale bonus to AC
Schematic Mastery	Ability to prepare contraptions from a draft book	Prepare some contraptions without a draft book
Shotspotter	Perception 1 rank	Use Perception to aid an ally's next ranged attack
Shoot from the Air	Dex 13, Precise Shot, base attack bonus +5; weapon training class feature with a ranged weapon or gun training class feature	Shoot projectile weapon or ammunition out of the air with a ranged attack
Steeplejack	---	Add Dexterity bonus to Climb checks

**TABLE: CALIBRATION FEATS**

Feat	Prerequisites	Benefits
Binary Contraption	---	Alter the target schematic of contraption, or switch between two target schematics
Overstressed Contraption	Knowledge (engineering) 5 ranks	Cause contraption to explode like a grenade or bomb
Primed Contraption	---	Activate contraption quicker than normal
Regulated Contraption	Constructor level 2nd	Convert contraption's activation charge into multiple sub-activation charges

**TABLE: GRIT FEATS**

Feats	Prerequisites	Benefits
Go Down Shooting	Diehard, Endurance	Gain temporary grit while using Diehard
Gun Spinning	Improved Feint, Sleight of Hand 1 rank	Draw or holster firearm as part of a feint check; may use Sleight of Hand to feint

**TABLE: TEAMWORK FEATS**

Feat	Prerequisites	Benefits
Coordinated Fire	Point-Blank Shot, Precise Shot	Ready action to fire simultaneously with ally



## ADEPT INVENTOR

You have advanced to the next stage of contraption building and maintenance, beyond journeyman understanding.

**Prerequisites:** Int 12, Journeyman Inventor, Knowledge (engineering) 3 ranks, no levels in a class that has the contraptions class feature, Novice Inventor.

**Benefit:** You are now able to construct and maintain one 2nd-level contraption, up to two 1st-level contraptions, and up to three 0-level contraptions each day. Your power source can sustain up to two 2nd-level contraption activations, up to three 1st-level activations, and an unlimited number of 0-level activations, each day. You learn two 2nd-level effect schematics that you transcribe into your draft book. Your constructor level for your contraptions is equal to your ranks in Knowledge (engineering). The save DC for your 2nd-level contraption is equal to 10 + your Intelligence modifier.

**Special:** After taking this feat, if you take levels in a class that has the contraptions class feature, you can use either your class feature or this feat to determine the number of contraptions of each level you can construct and maintain each day, as well as your daily amount of contraption activations of each level, whichever is more beneficial. Once your class feature has surpassed the maximum contraption level that you can construct, maintain, and activate with this feat, you may exchange this feat and each other "Inventor" prerequisite feats for an equal number of Calibration feats. You must meet the prerequisites of the feats, as normal.

## AIM BY MIRROR (COMBAT)

You may use a reflective surface to aim a ranged attack at an opponent you cannot see.

**Prerequisites:** Point-Blank Shot, Precise Shot.

**Benefit:** When you make a ranged attack against an opponent you are not directly looking at, but you can see your opponent in a nearby reflective surface, that opponent does not gain concealment against you and is flat-footed against your ranged attack.

**Normal:** Opponents that you are not directly looking at gain concealment against you (see Gaze universal monster rule, *Pathfinder RPG Bestiary* 1).

## BINARY CONTRAPTION (CALIBRATION)

Most contraptions have a single delivery method, but binary contraptions can switch between two.

**Benefit:** These calibrations alter the deployment method of the contraption's effects. Upon activation, you may exchange the contraption's current target schematic with the burst, cone, line, or projected (melee or ranged) target schematic. The new target schematic must meet the contraption's level restriction and must adhere to the target schematic restriction of each of the contraption's effect schematics. A contraption prepared with the binary calibration possesses two target schematics, and both

schematics must meet all restrictions, as normal. You may have only one target schematic active at a given time, but you may switch between either target schematic as a move action that provokes an attack of opportunity. A binary contraption is constructed and activated as a contraption one level higher than its actual level.

## CARD AND COIN TRICKS (COMBAT)

You understand how to use cards and coins in combat.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can use any of the following equipment tricks as long as you meet the trick's prerequisites. You can treat cards and coins as either normal weapons or improvised weapons, depending on which is more beneficial for you. These tricks can be used with either magic, technological, or mundane cards or coins, or similar objects.

- *Fool's Nickel (Craft [any] 5 ranks):* You can fool vending or coin-slot machines, like nickelodeons, gum dispensers, and automated toll booths, using worthless slugs. As a 1-round action, you make a Craft skill check against the device's complexity DC, as per the Disable Device skill. With a successful check, the device has been tricked into thinking the proper coinage has been inserted.
- *Coin Rolled (Sleight of Hand 5 ranks):* You can use a handful of coins as brass knuckles.
- *Paper Cut (Exotic Weapon Proficiency [fighting fan]):* You can use a hand of cards as a fighting fan.
- *Card/Coin Toss (Throw Anything):* You can hurl a card or coin as a shuriken that inflicts slashing or bludgeoning damage, respectively, instead of piercing damage.
- *Shower of Cards/Coins (Improved Dirty Trick):* You can use a deck of cards or a handful of coins to attempt either a dirty trick combat maneuver to blind or Bluff skill check to feint an adjacent opponent with a +2 circumstance bonus.

## COORDINATED FIRE (COMBAT, TEAMWORK)

Two attacks from you and a partner are better than one from either!

**Prerequisites:** Point-Blank Shot, Precise Shot.

**Benefit:** You may ready a ranged attack to fire at an opponent simultaneously with an ally who also has this feat. You must be able to see your ally's target. You take your readied ranged attack when your ally does, and if you both hit the target, total the damage from your attack and your ally's attack before applying the target's damage reduction, resistances, or hardness.

**Special:** If the massive damage optional rule is being used (*Pathfinder RPG Core Rulebook*), that rule applies if the total damage you and your ally deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).



### EXTRA INNOVATION

You have uncovered a new way to innovate your contraptions.

**Prerequisite:** Innovation class feature.

**Benefit:** You gain one additional innovation. You must meet all of the prerequisites for this innovation.

**Special:** You can gain Extra Innovation multiple times, but never more than once for every 5 levels you possess in a class that has the innovation class feature.

### EXTRA MARSHAL ACUMEN

Your instincts as a marshal are deeper than most.

**Prerequisite:** Marshal acumen class feature

**Benefit:** You gain one additional marshal acumen. You must meet all of the prerequisites for this marshal acumen.

**Special:** You can gain Extra Marshal Acumen multiple times.

### EXTRA SAVANT KNACK

You are adept at more things than many are aware of.

**Prerequisite:** Savant knack class feature

**Benefit:** You gain one additional savant knack. You must meet all of the prerequisites for this savant knack.

**Special:** You can gain Extra Savant Knack multiple times.

### FIELD FOCUS

Choose a field of science (see the “Science” chapter of the *Pure Steam Campaign Setting*). Any contraption you prepare with schematics of that science is more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against contraptions you prepared with schematics from the field of science you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new field of science.

### GO DOWN SHOOTING (GRIT)

The line between life and death is measured by the grit of your gunhand.

**Prerequisites:** Diehard, Endurance.

**Benefit:** When using the Diehard feat, you gain one temporary grit point that lasts until the end of your turn. This temporary grit point refreshes at the start of each of your turns, and may exceed your maximum number of grit points. If your hp rises above 0, you die, you fall unconscious, or otherwise cease using the Diehard feat, you cannot benefit from this feat again until after 24 hours have passed.

### GUN SPINNING (COMBAT, GRIT)

Your fancy gunplay can sometimes catch your foes off-guard.

**Prerequisites:** Improved Feint, Sleight of Hand 1 rank.

**Benefit:** When you make a Bluff check to feint, you may spend 1 grit point to draw or holster a one-handed firearm that is not hidden as part of the same action. You may use your total Sleight of Hand skill bonus in place of your total Bluff skill bonus for this feint attempt.

**Special:** If you are engaged in a performance combat, and your feint attempt is successful, you gain a victory point.

### INNOVATIVE INVENTOR

You have discovered new methods of use or construction for your contraptions.

**Prerequisites:** Journeyman Inventor, Knowledge (engineering) 5 ranks, no levels in a class that has the innovation class feature, Novice Inventor.

**Benefit:** You gain a single gearhead innovation of your choice (excluding the calibration feat innovation). You use your ranks in Knowledge (engineering) as your gearhead level, but must otherwise meet all other prerequisites of the innovation, as normal. This innovation does not count as the innovation class feature for determining feat prerequisites and other requirements.

**Special:** After taking this feat, if you take levels in a class that has the innovation class feature, you may exchange this feat for the Extra Innovation feat.

### JOURNEYMAN INVENTOR

You have advanced your engineering skill beyond simple gadgetry, and can more efficiently power your devices.

**Prerequisites:** Int 11, Knowledge (engineering) 1 rank, no levels in a class that has the contraptions class feature, Novice Inventor.

**Benefit:** You are now able to construct and maintain one 1st-level contraption and up to two 0-level contraptions each day. Your power source can sustain up to two 1st-level contraption activations, and up to six 0-level activations, each day. You learn two 1st-level effect schematics that you transcribe into your draft book. Your constructor level for your contraptions is equal to your ranks in Knowledge (engineering). The save DC for your 1st-level contraption is equal to 9 + your Intelligence modifier.

**Special:** After taking this feat, if you take levels in a class that has the contraptions class feature, you can use either your class feature or this feat to determine the number of contraptions of each level you can construct and maintain each day, as well as your daily amount of contraption activations of each level, whichever is more beneficial. Once your class feature has surpassed the maximum contraption level that you can construct, maintain, and activate with this feat, you may exchange this feat and each other “Inventor” prerequisite feats for an equal number of Calibration feats. You must meet the prerequisites of the feats, as normal.



## KICK SCOOP (COMBAT)

Using your foot, you can kick an object up into your hand.

**Prerequisite:** Dex 13.

**Benefit:** As a swift action, you can pick up an unattended object at your feet without provoking an attack of opportunity.

## LASSO ADEPT (COMBAT)

You are more than a practiced arm at throwing the lasso.

**Prerequisites:** Proficiency with the lasso, Weapon Focus (lasso).

**Benefit:** In your hands, a lasso's maximum range is 20 feet. When you successfully entangle a creature with a lasso and beat the target's CMD by 5 or more, the target cannot use breath weapons, use natural bite attacks (if the target is Large size or bigger), or speak above a whisper, and must succeed at a concentration check (DC = 20 + your CMD + the spell level) to cast a spell with a verbal component, use a command word item, or use any magic requiring speech. Additionally, the DC of an Escape Artist check to slip free of a lasso with which you control the trailing rope equals 15 or your CMD, whichever is higher. Lastly, you can loosen the knot of a lasso as a move action and you can turn any length of rope into a lasso with 2 rounds of work.

**Normal:** Loosening the knot of a tightened lasso is a standard action and the maximum range of a lasso is 10 feet, like a net.

## LASSO MANEUVERING (COMBAT)

You can use a lasso to perform complex maneuvers against an opponent instead of just entangling them.

**Prerequisites:** Base attack bonus +3, Lasso Adept, proficiency with the lasso, Weapon Focus (lasso).

**Benefit:** Lassos you use gain the disarm and trip weapon properties, and you can use a lasso to trip or disarm an opponent instead of entangling them. With a successful disarm maneuver, you can pull the disarmed object into your square. Further, if you have an opponent entangled by your lasso, you can attempt to drag or reposition that opponent as long as you control the trailing rope on your lasso. If you are adjacent to an opponent entangled by your lasso, you may attempt a grapple check to use your lasso to tie it up. You take only a -5 penalty on the grapple check for a non-pinned opponent, rather than the normal -10.

## LASSO MASTERY (COMBAT)

You are the rootinest-tootinest son-of-a-snake when it comes to snaring targets with your lasso.

**Prerequisites:** Base attack bonus +6, proficiency with the lasso, Lasso Adept, Lasso Maneuvering, Weapon Focus (lasso).

**Benefit:** If you have an opponent entangled with your lasso, you can attempt to trip that opponent as long as you control the trailing rope on your lasso. You also gain

a +2 bonus on drag and reposition combat maneuver checks you make using your lasso.

Further, you are so quick with your lasso that you never drop it, nor can you be tripped, due to a failed disarm or trip combat maneuver attempt, and you can now loosen the knot of a lasso as a swift action, instead of a move or standard action. Additionally, you can use a lasso to grasp an unattended Small or Tiny object within 20 feet and pull that object into your square. To do so, you must hit AC 10 with a ranged touch attack. You can also use a lasso as if it were a grappling hook, subject to GM discretion. When you or a nearby creature is falling (from a failed Climb check or otherwise), you can throw a held lasso as an immediate action, maintaining a grip on one end. If you are falling, this is treated as an attempt to catch yourself while falling made with a +10 bonus, but there must be some sort of solid anchor available for your lasso to grasp. When attempting this check on another creature, treat it as a ranged touch attack as normal. If the weight of the creature exceeds twice your heavy load limit (your own equipment does not count against this maximum), you are pulled after it.

## NOVICE INVENTOR

You have learned the rudimentary gadgetry of contraptions.

**Prerequisites:** Int 10, Knowledge (engineering) 1 rank, no levels in a class that has the contraptions class feature.

**Benefit:** You are able to prepare and maintain one 0-level contraption, as if you possessed the gearhead's contraptions class feature. Your power source can sustain up to three 0-level contraption activations each day. You possess a draft book containing all target and 0-level effect schematics, and are able to add additional schematics to your draft book as a gearhead would. Your constructor level for your contraption is equal to your ranks in Knowledge (engineering). The save DC for this 0-level contraption is equal to 8 + your Intelligence modifier.

**Special:** After taking this feat, if you take levels in a class that has the contraptions class feature, you may exchange this feat for a Calibration feat. You must meet the prerequisites of the feat, as normal.

## OVERSTRESSED CONTRAPTION (CALIBRATION)

You can push your contraptions into explosive malfunction as a last resort weapon.

**Prerequisite:** Knowledge (engineering) 5 ranks.

**Benefit:** These calibrations deliberately cause a contraption to malfunction explosively by altering the device's power throughput. To use this calibration you must expend the activation charge normally required to activate the contraption. As long as the contraption is not currently worn, you may calibrate and then throw or place the contraption as a 1-round



action (standard action if the contraption was built with this calibration feat) that provokes attacks of opportunity. The overstressed contraption then becomes a splash weapon, exploding upon impact or at the end of your turn (your choice), dealing 1d6 points of piercing and bludgeoning damage per level of the expended activation charge on a direct hit. An overstressed gadget only deals 1d3 points of piercing and bludgeoning damage.

If the contraption would normally deal elemental damage, the overstressed contraption deals those damage types in addition to piercing and bludgeoning damage. Each creature within range of the target (0-3rd-level activation charge, 5 ft.; 4th-6th-level activation charge, 10 ft.; 7th-8th-level activation charge, 15 ft.; 9th-level activation charge, 20 ft.) takes 1 point of splash damage, plus 1 additional point per level of the expended activation charge (same damage types as above; gadgets deal only 1 point of damage), but may attempt a Reflex save for half damage. The DC of this save is equal to 10 + the level of the expended activation charge.

If the contraption has the broken condition when this calibration is applied, you must make a Knowledge (engineering) check to prevent the contraption from exploding prematurely and causing you, and others around you, harm. The DC of this check is equal to 10 + double the contraption's actual level. An overstressed contraption is destroyed in the resulting explosion. Calibrating a contraption with this feat does not alter its effective contraption level.

### PAINTED HORSE (COMBAT)

You and your painted mount ride into battle as one.

**Prerequisites:** Mounted Combat, war paint class feature (barbarian [brave] archetype; pg. 29).

**Benefit:** As long as your mount is not wearing barding, you're not using a saddle, and your mount is openly adorned in war paint, your mount shares the morale bonus to AC from your war paint class feature while you're mounted upon it.

### PRIMED CONTRAPTION (CALIBRATION)

Your contraptions are calibrated to be activated in a fraction of the normal time.

**Benefit:** Activating a primed contraption is a swift action. A contraption whose activation time is more than 1 round or 1 full-round action is reduced by 1 round, to a minimum of a standard action. This calibration can only be applied to a contraption upon preparation; this calibration cannot be spontaneously applied to a contraption upon activation. A primed contraption is prepared as a contraption four levels higher than it's actual level.

### REGULATED CONTRAPTION (CALIBRATION)

You can alter the damage inflicted by a contraption to extend a single activation into multiple attacks, spreading the damage over each attack.

**Prerequisite:** Constructor level 2nd.

**Benefit:** These calibrations regulate a contraption's power output upon activation, spreading out its effects over multiple uses. When you spend a daily activation charge to activate a regulated contraption, you may convert that daily activation charge into multiple sub-charges. If you do, equally distribute the contraption's total number of damage dice into separate pools, with a minimum of 1 die per pool. For example, if a contraption would deal 2d4 points of fire damage and 1d6 points of acid damage, the pools you could create are: 1d4, 1d4, and 1d6 (three pools of dice), or 1d4+1d6 and 1d4 (two pools of dice), or 2d4 and 1d6 (two pools of dice). The number of dice pools created determines the number of sub-charges the regulated contraptions possesses.

Upon initially activating the contraption, you expend one sub-charge, roll the number of dice in a chosen pool to determine the damage dealt for that activation, and then discard that pool of dice. If the regulated contraption is a melee-touch projected contraption, and an attack roll misses, you can hold the sub-charge as normal, discarding the dice pool only on a successful hit. Each time a target takes damage from a regulated contraption, it must make a saving throw to resist any additional effects that accompany the damage (such as catching fire), as normal.

Each time you activate the contraption thereafter, you expend another sub-charge. If you have no sub-charges remaining when you activate the regulated contraption, you must spend a daily activation charge as normal. All unspent sub-charges are lost when the constructor performs his daily contraption maintenance period. A regulated contraption is constructed and activated as a contraption one level higher than its actual level. Contraptions that do not have multiple damage dice are not affected by this calibration.

### SADDLE DRAG (COMBAT)

Rope 'em, then give 'em a nice trail dusting!

**Prerequisites:** Lasso Adept, Lasso Maneuvering, Mounted Combat.

**Benefit:** Whenever you successfully use a lasso to entangle an opponent, and you are mounted, you can spend a swift action to tie the trailing rope of your lasso to your mount's saddle. As long as your lasso is tied to your mount's saddle, you may substitute your mount's Strength modifier and/or size modifier for your own when making Strength checks to control the trailing rope, determining your CMD as it relates to the Escape Artist DC of your lasso, and determining your CMB when making disarm, drag, reposition, or trip attempts, or as it relates to the Lasso Adept feat's concentration DC.



## SCHEMATIC MASTERY

You have mastered a small handful of schematics, and can prepare contraptions with these schematics without referencing your draft books at all.

**Prerequisite:** Ability to prepare contraptions from a draft book.

**Benefit:** Each time you take this feat, choose two target schematics you already know and a number of effect schematics you already know equal to your Intelligence modifier. From that point on, you may prepare contraptions with these schematics without referring to a draft book.

**Special:** Without this feat, you must use a draft book to prepare all of your contraptions.

## SCHEMATIC SPECIALIZATION

Select one schematic. Your contraptions prepared with that schematic generate effects with greater than normal potency.

**Prerequisites:** Field Focus, Int 13.

**Benefit:** Select one schematic of a field of science for which you have taken the Field Focus feat. Treat your constructor level as being two higher for all level-variable effects of the schematic.

Every time you gain an even level in a constructor class, you can choose a new schematic to replace the schematic selected with this feat, and that schematic becomes your specialized schematic.

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

## SHOTSPOTTER (COMBAT)

A trained spotter is extremely valuable to a sharpshooter, especially for long distance shots.

**Prerequisite:** Perception 1 rank.

**Benefit:** You may take the aid another action to aid your ally's next ranged attack roll against a target that you can see. As part of your aid another action, you make a DC 10 Perception check to spot the target (penalties due to distance apply as normal), and your ally must be able to hear and understand you. If you succeed, your ally knows which square(s) the target currently occupies if it cannot see the target, and gains the +2 aid another bonus on his next ranged attack roll against the target.

**Normal:** You cannot use the aid another action to assist an ally's next attack roll unless you are both in melee combat with the target.

## SHOOT FROM THE AIR (COMBAT)

With extensive training and precise aim, you're able to shoot projectiles from the air.

**Prerequisites:** Base attack bonus +5, Dex 13, Precise Shot, weapon training class feature with a ranged weapon or gun training class feature.

**Benefit:** When a ranged attack is made against you or an ally within 30 feet of you, you can shoot the weapon (or ammunition) out of the air, deflecting the attack so the target takes no damage. As an attack of opportunity, make a ranged attack roll at your highest bonus with a weapon that you apply your weapon training or gun training class feature to. If the result is greater by 5 or more than the attack roll total of the ranged attack, the attack is deflected at a point halfway between the attacker and the attacker's target. If the weapon or ammunition is a splash or grenade-like weapon (or effect), it will prematurely detonate upon deflection, at the point of deflection. You must be aware of the attack, not flat-footed, and your ranged weapon must be drawn and loaded (or able to be drawn or loaded as a free action). Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects cannot be deflected.

**Special:** You can ready an action to use this feat. If you do, and the attacker is within 30 feet of you, and you successfully deflect the attack, the point of deflection is instead in a square adjacent to the attacker that is closest to you.

## STEEPLEJACK

You utilize agility to scale obstacles, in addition to your physical strength.

**Benefit:** Add your Dexterity modifier to Climb skill checks in addition to your Strength modifier.

## VARIANT: TACKLING MANEUVERS

Whenever you perform a bull rush or trip combat maneuver at the end of a charge, before you roll your combat maneuver check, you can choose to perform your combat maneuver as a tackling maneuver, however, you always fall prone after performing a tackling maneuver. When you perform a tackling bull rush maneuver, after you determine the result of your bull rush maneuver, you can attempt to trip your target with a trip combat maneuver as a free action that does not provoke an attack of opportunity, after which, you fall prone. When you perform a tackling trip maneuver, you gain a +4 bonus to your trip combat maneuver, in addition to the bonus gained from charging, and then you fall prone after determining the result of your maneuver.

If you have the Improved Bull Rush feat, you can perform a tackling bull rush maneuver without charging. If you have the Improved Trip feat, you can stand up as an immediate action after attempting a tackling trip maneuver, without provoking an attack of opportunity. Lastly, if you have the Improved Grapple feat, you can attempt to grapple your opponent as an immediate action if you successfully trip your opponent as part of any tackling maneuver, before you'd fall prone as a result of the tackling maneuver.



# EQUIPMENT

**G**eneral currency in the Pure Steam campaign setting is described on page 66 of the *Pure Steam Campaign Setting*, but 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.

**Atanak Currency:** The currency of the Rageaic Empire has no value outside that nation, and most have abandoned it in place of barter or foreign currencies. The very wealthy can issue a credit voucher at a business or warehouse they own. These vouchers are often nameless and may be traded like cash. Appraise is a vital skill in Atanak markets to ensure you are not cheated. Atanak moneychangers specialize in exchanging one form of currency for another, and add a 2d6% surcharge on top of the current exchange rate compared to the fixed 5% in other nations.

**Gom Shao Currency:** Gom Shao has a coin and paper currency similar to Ullera. The official exchange rate has been pegged at 1 yuan to 1 dollar for generations, but few Gom Shao or Ulleran merchants will accept foreign currency due to the loss of profit to moneychangers. The yuan was historically a pure gold coin, but due to the volatility in silver value the coin is now only gold colored. A yuan is worth 10 jiao or 100 fen coins. Each coin has a square hole in the center allowing them to be threaded on a cash string for easy sorting and carrying. Paper money (fibi) has a value of 2, 5, 10, 20, 50, 100, and 1000 yuan; each white mulberry denomination inked in a different prismatic color.

**Mazan Currency:** Mazan's insist that their cotton strip is equal in value to the Ulleran dollar in spite of Ulleran banks valuing the currency at 10% less. This led to money smugglers cycling currency over the border to profit on

the favorable exchange rate within Mazan. As a result no one is officially allowed to carry Ulleran currency in Mazan. Being caught with more than \$100 Ulleran dollars cash is a capital offense. The **copper chop** (tajadera) is the lowest value of coin in Mazan and will only purchase goods locally. It is thin copper piece shaped like a crescent chopping tool and stamped with the city-state emblem where it has an equal value to a FSU penny.

While the FSU backs their currency with a gold reserve, Mazan currency is backed by stockpiles of cocoa and coffee beans. In ancient times these beans were directly bartered, now metal coins embossed with the cocoa bean can be exchanged for bags of them at the Cartel Market. The cocoa cartel has a monopoly on the production of chocolate and coffee and is able to stabilize the value of beans by controlling how much is on the market. Growing these crops is a capital offense. City stockpiles hold vast fortune in raw and processed beans preserved through magic and technological means. This stockpile is each city-states treasury. Within Mazan one **silver bean** (cacao) is equal to a FSU dime.

In place of paper cash, Mazan uses swatches of woven **cotton swatches** (quachtli) exchanged one for one for FSU dollars. Each has a complex geometric design and highly value cotton and dyes making the currency difficult to counterfeit. To help detect frauds a mercury vapor lamp will reveal hidden threads that work like a watermark for this woven currency. The textiles are valued in 1, 5, 20, 40, 200, 400, 800, and 8000 quachtli. The most ostentatious will wear a cape completely composed of quachtli fabric as a display of extreme wealth. Within Mazan one quachtli is officially equal to one FSU dollar.

**Rausch Currency:** Rausch Currency mirrors the FSU system but features the likenesses of saints and archangels on its currency. In the money markets the Rausch and FSU dollar are equal in value +/- 10% based on economic/political climate (GM discretion).



**TABLE: WEAPONS**

Simple Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Ranged Weapons</i>								
Knife, throwing (S)	\$3	1d2	1d3	19-20/X2	10 ft.	--	P	--
Exotic Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Facon	\$35	1d4	1d6	19-20/X2	10 ft.	2 lbs.	P or S	--

## WEAPON DESCRIPTIONS

Weapons found on Table: Weapons are described below, as well as the fighter weapon groups each weapon belongs to.

**Facon:** A facon is the hand weapon, skinning blade, and eating utensil of the gaucho. It is several inches longer than a dagger (approximately 14 inches) and any character with martial weapon proficiency can use it as a shortsword. A character with exotic weapon proficiency for the facon can use it as a throwing weapon as well.

*Weapon Group:* light blades

**Knife, Throwing:** A throwing knife is a small blade, balanced and designed for throwing. A throwing knife can be used as a light melee weapon, in which case its damage type changes to piercing or slashing. You get a +2 bonus on Sleight of Hand skill checks made to conceal a throwing knife on your body. Although they are thrown weapons, throwing knives are treated as ammunition for the purposes of drawing them and crafting masterwork or otherwise special versions of them, and of what happens to them after they are thrown.

*Weapon Group:* light blades, thrown

## 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*, while advanced firearms and their ammunition cost 75% of the amounts listed in *Pathfinder RPG: Ultimate Combat*. The cost of firearms and ammunition presented in *Westbound* do not take this reduction into account, and instead reflect the cost of such a firearm as it would appear in the standard *Pathfinder Roleplaying Game*.

### LOADING ADVANCED FIREARMS

With the exception of antique weapons, almost all advanced firearms are chamber-loaded, in that a metal cartridge is inserted directly into the chamber either by hand or by an ammunition-feeding mechanism such as a magazine or clip. It is a move action to load up to 6

rounds of ammunition into a one-handed or two-handed advanced firearm, or a full-round action if the firearm has a capacity greater than 6. Other rules for loading a firearm depend on the firearm's overall capacity and replaceable magazine capability.

*Internal Magazine Firearms:* Some firearms, such as bolt-actions, lever-actions, and older styles such as revolvers, retain their ammunition internally, either through a permanently attached tube-feed magazine, an internal holding chamber, or a revolving cylinder, along with more archaic designs. Unless otherwise stated, it is a move action to load up to 6 rounds of ammunition into a one-handed or two-handed advanced firearm of this nature, or a full-round action if the firearm has a capacity greater than 6.

### SPECIAL ADVANCED FIREARM QUALITIES

Some advanced firearms have special features in addition to those noted in their descriptions.

*Automatic Weapon:* A weapon with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of your space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each attack roll takes a -2 penalty to account for recoil, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil an automatic weapon's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, you can fire as many bursts in a round as you have attacks.



**TABLE: FIREARMS**

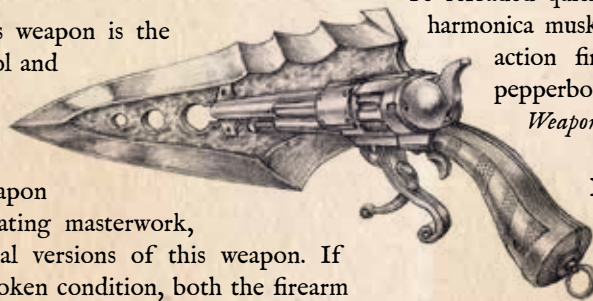
Early Firearms	Price	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>										
Pistol, harmonica	\$3,250	1d6	1d8	x4	20 ft.	1-3 (5 ft.)	8	4 lbs.	B and P	—
<i>Two-Handed Firearms</i>										
Musket, harmonica	\$5,250	1d10	1d12	x4	40 ft.	1-3 (5 ft.)	8	12 lbs.	B and P	—
Advanced Firearms	Price	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
<i>One-Handed Firearms</i>										
Bladed revolver	\$4,015	1d6	1d8	x3	20 ft.	1	6	6 lbs.	B and P, or S	—
Pistol, repeating	\$6,300	1d6	1d8	x4	20 ft.	1	8	5 lbs.	B and P	—
<i>Two-Handed Firearms</i>										
Elephant gun	\$12,000	2d8	2d10	x4	70 ft.	1	1	15 lbs.	B and P	—
Rifle, repeating	\$10,300	1d8	1d10	x4	80 ft.	1	8	12 lbs.	B and P	—
Rifle, revolver	\$9,000	1d8	1d10	x4	80 ft.	1	6	12 lbs.	B and P	—
Rotary gun	\$15,000	1d8	1d10	x4	60 ft.	1-2	40	60 lbs.	B and P	automatic
Shotgun, revolver	\$8,000	1d6	1d8	x2	20 ft.	1-2	4	15 lbs.	B and P	scatter
Shotgun, double-barreled sawed-off	\$6,000	1d6	2d4	x2	10 ft.	1-2	2	12 lbs.	B and P	scatter
Shotgun, sawed-off	\$4,000	1d6	2d4	x2	10 ft.	1-2	1	10 lbs.	B and P	scatter

## FIREARM DESCRIPTIONS

Firearms found on Table: Firearms are described below, as well as the fighter weapon groups each weapon belongs to.

**Bladed Revolver:** This weapon is the fusion of a revolver pistol and a longsword, and can be used as both weapons. The bladed revolver is considered a double weapon for the purpose of creating masterwork, magical, or technological versions of this weapon. If this firearm gains the broken condition, both the firearm component and the longsword component are considered broken. A bladed revolver uses metal cartridges as ammunition, and can be reloaded quickly with revolver speedloaders.  
*Weapon Group:* firearms, heavy blades

**Elephant Gun:** Standard caliber firearms are often found to be inefficient when it comes to taking down larger beasts. Favored by big-game hunters, this rifle features a double-length barrel that fires a tremendous slug. The recoil of an elephant gun causes a -2 penalty on attack rolls and knocks the shooter prone, unless the gun is mounted on a tripod (a move action to set up or take down), the shooter braces to fire the firearm with a readied action, or the shooter is firing while prone. An elephant gun uses metal cartridges as ammunition (three times the normal cost).  
*Weapon Group:* firearms



**Musket, Harmonica:** This musket features the same mechanical design as the harmonica pistol. A harmonica musket uses alchemical cartridges as ammunition, and can be reloaded quickly with harmonica slide magazines. A harmonica musket may be enhanced with the double-action firearm enhancement, as if it were a pepperbox firearm.

*Weapon Group:* firearms

**Pistol, Harmonica:** This single-barreled pistol is fed ammunition from a breech-loading, external magazine; a steel slide containing eight chambers. Each chamber can securely hold an alchemical cartridge, keeping it relatively dry and protected from the elements. When one cartridge is shot, the camlock on the slide must be released and the slide moved by hand (requiring a free hand and a free action between each shot), in order to ready the next chamber of the slide for firing. A harmonica pistol uses alchemical cartridges as ammunition, and can be reloaded quickly with harmonica slide magazines. A harmonica pistol may be enhanced with the double-action firearm enhancement, as if it were a pepperbox firearm.  
*Weapon Group:* firearms

**Pistol, Repeating:** A marvel of modern ballistic weaponry, a repeating pistol is a single-barreled pistol with an internal magazine storing eight metal cartridges. These bullets are fed into the gun barrel by working a metal lever which doubles as the trigger guard, with a free hand as a free action. If the wielder is trained in Sleight of Hand, they no longer require



a free hand to work the metal lever. Due to the advanced technology employed by this firearm, a repeating pistol is always of masterwork quality, granting it a +1 enhancement bonus on ranged attack rolls. A repeating pistol uses metal cartridges as ammunition, and can be reloaded quickly with stripper clips.

*Weapon Group:* firearms

**Rifle, Repeating:** A marvel of modern ballistic weaponry, a repeating rifle is a single-barreled rifle with an internal magazine storing eight metal cartridges. These bullets are fed into the gun barrel by working a metal level, which doubles as the trigger guard, with a free hand as a free action. If the wielder is trained in Sleight of Hand, they no longer require a free hand to work the metal lever, but they still require two hands to wield the firearm without penalty. Due to the advanced technology employed by this firearm, a repeating rifle is always of masterwork quality, granting it a +1 enhancement bonus on ranged attack rolls. A repeating rifle uses metal cartridges as ammunition, and can be reloaded quickly with stripper clips.

*Weapon Group:* firearms

**Rifle, Revolver:** An improvement over the revolver pistol, this rifle features a revolving cylinder containing six chambers. Each chamber can hold a metal cartridge, and when one cartridge is shot, the cylinder automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver rifle uses metal cartridges as ammunition, and can be reloaded quickly with revolver speedloaders.

*Weapon Group:* firearms

**Rotary Gun:** A rotary gun is a ring of six rifled barrels fastened together in a rotating and swiveling mechanism fastened to the top of a lightweight, two-wheeled carriage. It takes a full-round action to set up the carriage. The carriage has a hind leg, allowing the wielder to wheel the device about and immediately prop it for stability during combat. Two heavy steel ammunition clips holding 20 cartridges each use gravity to feed ammunition into the rotary gun. Although a single person can fire a rotary gun, it typically has a two-person crew: the gunner, and a loader who assists with feeding magazines into the weapon (a move action per magazine). As a full-round action, the loader can use a special aid another action to grant the gunner a +2 bonus on his next attack roll. Assuming a user can even lift the weapon from its carriage due to its size and weight, firing a rotary gun that is not mounted imparts a -4 penalty on attack rolls and the recoil knocks the wielder prone. The rotary gun is automatic-fire only, fires metal cartridges as ammunition, and must be reloaded with clips (these magazines do not reduce loading time like normal).

*Weapon Group:* firearms

**Shotgun, Revolver:** This shotgun features a revolving ammunition drum cylinder containing four chambers. Each chamber can hold a metal cartridge (loaded with either a bullet or pellets), and when one cartridge is shot, the cylinder

automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition, and can be reloaded quickly with revolver speedloaders.

*Weapon Group:* firearms

**Shotgun, Sawed-Off:** A sawed-off shotgun is a single-barreled shotgun with most of the gun barrel drastically shortened. A sawed-off shotgun shoots in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet (often called a slug). A sawed-off shotgun is as easy to conceal on your person as a one-handed firearm, and the penalty for shooting a sawed-off shotgun with one hand is reduced by half. A sawed-off shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

*Weapon Group:* firearms

**Shotgun, Sawed-Off Double-Barreled:** This twin-barreled, sawed-off shotgun can be shot either one barrel at a time, or both together as one attack. A double shot that fires bullets is inaccurate, and takes a -4 penalty on both attacks. A double shot that fires bullets targets only a single creature and increases the damage of each barrel to 2d4 points (Small) or 2d6 points (Medium) for a total of 4d4 or 4d6 points. A double-barreled sawed-off shotgun is as easy to conceal on your person as a one-handed firearm, and the penalty for shooting a double-barreled sawed-off shotgun with one hand is reduced by half. A double-barreled sawed-off shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

*Weapon Group:* firearms

## FIREARM AMMUNITION

Ammunition found on Table: Firearm Ammunition are described below.

**Alchemical Cartridge, Metal:** These sturdier versions of exotic alchemical cartridges (*Pathfinder RPG: Ultimate Combat*) serve as ammunition for advanced firearms. The misfire value increase for using a metal alchemical cartridge (if any) is 1 less than its earlier version (can be reduced to 0). They come in the form of dragon's breath, entangling shot, flare, and salt shot.

**Alchemical Round:** This fluid filled gun shell has the same effect as an alchemical weapon (excludes alchemical fireworks; see *Pathfinder RPG: Ultimate Equipment*), in addition to the firearm's damage. This alchemical round only affect the target hit by round, does not deal splash damage (but can affect an area, if the alchemical weapon normally could), and if the alchemical substance deals damage, the damage die is decreased by two steps (minimum 1 point of damage; 2d6 to 1d6, 2d4 or 1d8 to 1d4, 1d6 to 1d3, 1d4 to 1d2, 1d3 to 1, etc.). Misfired rounds detonate on the shooter. Crafting a round of ammunition requires the Gunsmithing feat and a Craft (alchemy) check with a DC equal to the alchemical



**TABLE: FIREARM AMMUNITION**

Firearm Ammunition	Price	Weight
Alchemical cartridge, metal	—	—
Dragon's breath	\$55	—
Entangling shot	\$55	—
Flare	\$25	—
Salt shot	\$27	—
Alchemical round	See text	—
Bolas bullet	\$22 / \$25*	—
Coin slug	See text	—
Hollow-point round	\$25	—
Magazine	See text	0.5 lbs.
Metal-jacketed round	\$10	—
Obsidian bullet	\$5	—
Paint bullet	\$2 / \$16*	—

\* Price of ammunition for early firearms / advanced firearms

weapon's DC + 5. This ammunition can be crafted as either an early firearm bullet or an advanced firearm metal cartridge. The price of this ammunition is equal to 1/2 the price of the alchemical weapon + the price of the firearm bullet (\$1) or metal cartridge (\$15).

**Bolas Bullet:** This single round can only be loaded into a scatter weapon. The round splits in half during flight, both halves connected by a steel wire. The bullet deals half damage (roll damage normally and then divide result by 2), and allows the shooter to make a ranged trip attack, but at a -2 penalty. The shooter cannot be tripped during a trip attempt when using a bolas bullet.

**Coin Slug:** A coin slug (aka "investment shell" or "fast deposit") replaces pellets of a conventional scatter round with a stack of coins and can only be loaded into an early firearm with the scatter quality. Like a normal pellet round, a coin slug deals bludgeoning and piercing damage with a cone attack, plus an additional effect based on the type of coin used. Copper coins deal 1 additional point of damage. Silver coins deal 2 additional points of damage and count as silver for the purpose of overcoming damage reduction. Gold coins deal 3 additional points of damage and count as masterwork weapons. Platinum coins deal 4 additional points of damage, count as masterwork weapons, and are treated as adamantine weapons for the purpose of overcoming

damage reduction and bypassing hardness. The price of a coin slug is equal to the value of 20 coins of the named metal.

**Hollow-Point Bullet:** The hollow tip of this metal cartridge causes it to expand on impact causing traumatic wounds. This ammunition grants a +1 circumstance bonus on damage rolls. However, if the target has an armor bonus higher than +1, or a natural armor bonus higher than +3, you take a -1 penalty on ranged attack rolls against that target.

**Magazine:** Reloading devices such as clips, "stripper clips," revolver speedloaders, and detachable magazines (such as harmonica slides) allow many firearms to be reloaded more quickly, with the entire firearm being loaded to capacity relatively swiftly. When using such a reloading device, it requires a swift action to load a one-handed or two-handed firearm, with either an internal or external magazine, to the capacity of the magazine. The Rapid Reload feat or Lightning Reload deed reduces this to a free action, once per round. It is a move action to load up to 6 rounds of ammunition into an empty magazine, or a full-round action if the magazine has a capacity greater than 6. Each magazine must be purchased as a specific type (clip, harmonica slide, revolver speedloader, or stripper clip), with a specific capacity. The price of a magazine, in dollars, is equal to the related firearm's capacity value.

**Metal-Jacketed Bullet:** These metal cartridges have a bit more penetration due to the hardened metal 'jacket' encasing the lead slug and tend to punch clean through soft targets. If the target has an armor or natural armor bonus, or has hardness, you gain a +1 circumstance bonus on attack rolls and ignore 5 points of hardness when using this ammunition. However, you take a -1 penalty on damage rolls (whether the target is armored or not).

**Obsidian Bullet:** These spherical bullets are sculpted out of obsidian and shatter on impact inflicting piercing and slashing damage instead of piercing and bludgeoning damage, and deal 1 point of splash damage of the same types. An obsidian bullet only works in early firearms and slings, but increases the chance of misfire by 1, as they may break apart inside a smooth bore barrel and always misfire inside rifled barrels.

**Paint Bullet:** These bullets are harmless shells filled with scented dye that splashes across the surface of the target it strikes. Paint bullets are often used in war games or shooting contests, but an invisible creature hit by a

**TABLE: ALCHEMICAL WEAPONS**

Ranged Weapons	Price	Dmg	Critical	Range	Weight	Type	Special
Dynamite, stick	\$100	2d6/1d6	x2	10 ft.	1 lb.	B/force	Area, see text
Grenade, extinguisher	\$40	1d4	x2	10 ft.	1 lb.	Acid	Area, see text
Liquid nitroglycerin	\$50	1d6	x2	10 ft.	1 lb.	Force	Area, see text



**TABLE: ARMOR**

Armor	Price	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	20 ft.	Weight <sup>1</sup>
<i>Light Armor</i>								
Bellyplate	\$60	+4	+4	-3	15%	30 ft.	20 ft.	15 lbs.
Duster, lined	\$25	+2	+5	-1	10%	30 ft.	20 ft.	12 lbs.
<i>Medium Armor</i>								
Hide, bison	\$20	+4	+4	-3	20%	20 ft.	15 ft.	28 lbs.

<sup>1</sup> 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.

paint bullet is visible until the paint is washed off. A paint bullet has a strong distinctive odor, therefore creatures that track by scent receive a +2 circumstance bonus to track a target hit by a paint bullet.

## ALCHEMICAL WEAPONS

Weapons found on Table: Alchemical Weapons are described below.

**Dynamite, Stick:** Dynamite is an detonating explosive material composed of liquid nitroglycerin soaked into sawdust and wrapped in wax paper with a slow-burning fuse. Lighting the fuse is a move action; 1d3 rounds later the dynamite explodes, dealing 2d6 points of bludgeoning damage and 1d6 points of force damage in a 10-foot-radius burst (Reflex DC 15 halves). You can throw a stick of dynamite as if it were a splash weapon. Constructing a stick of dynamite requires a DC 25 Craft (alchemy) check.

**Grenade, Extinguisher:** This glass grenade holds a red alchemical fluid that, when shattered, releases a mix of carbon dioxide and ammonium gas to snuff flames before they spread. You can throw an extinguisher grenade as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d4 points of acid damage and blinds the target for 1d4 rounds (Fortitude DC 15 negates; creatures without eyes or that wear goggles or other forms of full eye protection are immune to this blind effect). Every creature within 5 feet of the point where the grenade hits takes 1 point of acid damage from the splash. Against creatures of the fire subtype, an extinguisher grenade inflicts double damage. Lastly, all natural fires within a 10-foot-radius burst of where the grenade hits are extinguished. Crafting an extinguisher grenade requires a DC 22 Craft (alchemy) check.

**Liquid Nitroglycerin:** Liquid Nitroglycerin is an extremely unstable explosive, that predates the use of dynamite for mining and demolition work. You can throw a flask of liquid nitroglycerin as a splash weapon. Treat this attack as a ranged touch attack with a range increment

of 10 feet. A direct hit deals 1d6 points of force damage. Every creature within 5 feet of the point where the flask hits takes 1 point of force damage from the splash. A natural attack roll of 1 or 2 causes the flask to prematurely detonate on the thrower. Crafting a flask of liquid nitroglycerin requires a DC 25 Craft (alchemy) check. Days after crafting a flask of liquid nitroglycerin, the substance becomes so unstable that the slightest friction, impact, or change in temperature can cause it to detonate. For every day after the first that a flask of liquid nitroglycerin has been crafted, there is a cumulative 10% chance that the flask explodes whenever the flask (or owner of the flask) undergoes any significant physical trauma (a fall, a bull rush, etc.) or change in temperature (effects that deal fire or cold damage, for example).

## ARMOR DESCRIPTIONS

Any special benefits or accessories to the types of armor found on Table: Armor are described below.

**Bellyplate:** Bellyplate is a cast iron panel hung over neck on a single loop. It only covers the chest and groin and offers no protection from attacks from behind (this armor's armor bonus is not factored when calculated your flat-footed AC score). The bellyplate is easy to conceal beneath loose clothing, granting a +2 bonus to Sleight of Hands checks made to conceal the armor, or if worn over clothing, can be donned as a standard action and removed as a swift action.

**Duster, Lined:** A lighter version of an armored coat, this knee length coat is usually lined with light chainmail or leather. The armor provides a +2 circumstance bonus on Sleight of Hand checks made to conceal objects within the duster, and just like an armored coat, it can be donned or removed as a move action.

**Bison Hide:** Bison Hide is slightly heavier and woolier than typical hide armor, granting a +2 circumstance bonus on Fortitude saving throws against exposure to cold weather.



### ADVENTURING GEAR

Some of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user.

**Cable, Copper:** This soft metal of braided wire functions like rope, but can be used to conduct electricity and used for telegraph lines. The cable has hardness 5 and 5 hit points, and can be burst with a DC 27 Strength check.

**Fuse Reel:** A fuse reel is a wooden spindle wrapped in black twine on a wooden dowel. Ignited by a spark; the burning fuse line carries the ignition at a rate of 1 round per 50 feet (the dynamite at the end explodes at the start of the next round). A slow-burning fuse line (triple the normal burn rate) is available as a crude timer at the same cost. A creature can lay down a length of fuse line equal to its movement speed as a full round action.

**Fuse Reel, Masterwork:** A masterwork fuse line is sealed and leaves no ash or scorch marks behind when burnt. It is protected from water, wind, lack of oxygen, stray sparks, and can be buried beneath the ground.

**Lamp, Mercury Vapor:** A mercury vapor lamp (blacklight) is a glass tube filled with quicksilver vapor which is electrified to produce UV radiation. The lamp is used in multiple ways including decorating, disinfecting, attracting bugs, and skin tanning. An adventure might carry a portable lamp for detecting scorpions, fluorescent pigments, or bloodily fluids at a suspected crime scene (+10 circumstance bonus to Perception Checks to see said creatures/substances). The lamp lasts for 24 hours and casts a dim light in a 30 foot radius in the visible spectrum.

**Mirror Bowl:** A mirror bowl is made from polished pyrite ore, jade, mica, or obsidian. For Mezoquans, it provides not just a reflection, but a lens into the 'otherworld'. It is commonly worn on a neck cord by Mazan priests and adds a +2 circumstance bonus to Profession (fortune telling) checks when filled with water. In bright sunlight, the focused reflection off the concave surface can be used as a fire starter as a full round action with a successful DC 15 Dexterity check. Stone mirrors are often enchanted for divination or summoning effects.

**Misery Whip Saw:** A 'misery whip' is a two man tool used in combination with a wooden springboard to double normal cutting power (2d6 points of slashing damage) each round with a successful DC 15 Strength check on each pull. The name comes from the effort and risk of springback while using this saw to fell giant trees. Crosscut saws can also be played as an improvised stringed instrument with a fiddle bow for wailing and warbling notes.

TABLE: GOODS AND SERVICES

#### Adventuring Gear

Item	Price	Weight
Cable, copper (50 ft.)	\$100	20 lbs.
Fuse reel (50 ft.)	\$50	2 lbs.
Fuse reel, masterwork (50 ft.)	\$100	3 lbs.
Lamp, mercury vapor	\$40	2 lbs.
Mirror bowl	\$12	1.5 lbs.
Misery whip saw	\$75	15 lbs.
Plunger detonator	\$30	3 lbs.
Rope, rawhide (50 ft.)	\$25	10 lbs.
Spurs	\$10	2 lbs.
Tumpline	\$5	0.5 lb.
Tumpline, masterwork	\$25	0.5 lb.
Washboard	\$3	2 lbs.

#### Alchemical Substances

Item	Price	Weight
Alchemical fuel additives	\$300	2 lbs.
Clay, ironware	\$5	1 lb.
Rope, rigor (50 ft.)	\$1,000	10 lbs.

#### Clothing

Item	Price	Weight
Boots, logging	\$30	2 lbs.
Hat, conical straw	\$2	1 lb.
Hat, conical steel	\$20	3 lbs.
Hat, chakram	\$50	2 lbs.
Headdress, simple	\$10	1 lb.
Headdress, royal	\$2,000	5 lbs.

#### Food, Drink & Lodging

Item	Price	Weight
Boarding house (per night)	\$5	—
Cocoa beans	\$35	5 lbs.
Coffee beans (800 cups)	\$6	5 lbs.
Dormitory (per night)	\$1	—
Pecamin	\$2	1 lb.

**Plunger Detonator:** In order to ignite dynamite from a safe distance, this detonator ignites a combustion fuse or poured line of black powder. The hollow wooden box will hold a 50-foot fuse reel safe, dry, and coiled until needed. Depressing the exterior plunger is a standard action and attaching a new reel is a full round action. Explosive traps often used a modified variant triggered by pressure plate or spring release.



**TABLE: GOODS AND SERVICES, CONTINUED**

*Services & Transport*

Item	Price	Weight
Acupuncture treatment	\$30	—
Assayer	\$20 to 2%	—
Coal delivery (100 lbs.)	\$12	—
Document retrieval (unclassified)	\$10/page	—
Feng shui alignment (one room)	\$5,000	—
Funeral service	\$500+	—
Ride, quicksilver canoe	\$40/hour	—
Ride, rickshaw	5 cents/mile	—
Ticket, airship (passenger plus up to 50 lbs. of baggage)	\$1/mile	—
Ticket, cable car	—	—
One day pass	25 cents	—
One week pass	\$1	—
Ticket, ferry	—	—
Passenger plus up to 50 lbs. of baggage	1 dime/mile	—
Vehicle (up to Huge)	\$1-3/mile	—
Ticket, train (passenger plus up to 50 lbs. of baggage)	1 cent/mile	—
Vaccination	\$100 x save DC of disease	—

**Rope, Rawhide:** This rope is made from braided leather that stretches when wet, shrinks when dried, and is often used in musical instruments and binding. Rawhide rope has 2 hardness and 5 hit points, and can be burst with a DC 25 Strength check.

**Spurs:** Spurs grant the wearer a +2 circumstance bonus on Handle Animal and Ride skill checks made to “push” or control (control in battle, leap, or spur) a mount creature. Equipped, the jangle of spurs cause a -10 penalty to Stealth skill checks. It takes two full-round actions to attach or remove a set of spurs.

**Tumpline:** A tumpline is a strap worn above the forehead tied to a bag, basket, case, or crate to haul it using the strength of the spine rather than the shoulders or hands over uneven terrain and drop it with a head bob (free action). A masterwork tumpline allows the wearer to carry a heavier object than normal, as if their Strength score was 1 point higher than normal when determining carry capacity, but a tumpline can’t be used in combination with a backpack.

**Washboard:** A tool used for scrubbing clothes in a washtub that can also be played as an improvised percussion instrument.

## ALCHEMICAL SUBSTANCES

Any of these substances can be made by a character with the Craft (alchemy) skill.

**Alchemical Fuel Additives:** Alchemical fuel additives provide minor benefits to steam engines for a limited time. Fuel additives can be combined without negating either’s effect. A fuel additive is a fluid or powder added directly to an operating engine and the effect is instantaneous. Using more than one fuel additive within 24 hours adds a cumulative +2 DC to vehicle control checks for the day. Crafting an alchemical fuel additive requires a DC 20 Craft (alchemy) check.

- **Caloric Accelerate:** Increases heat in engine to boost max speed by 20 ft. for 10 rounds. Drive checks suffer a -2 penalty.
- **Ember Glow:** Fuel load lasts twice as long. Acceleration reduced by half.
- **Pressure Line Sealant:** Grants 1d6 temporary hit points to the vehicle’s engine. Lasts for 10 minutes.
- **Smoke Binder:** For the next 10 minutes the engine operates without visible exhaust or steam. Reduces maximum speed and acceleration by 10 ft. while in use.

**Clay, Ironware:** First used in Mazan, when this alchemical clay is cooked in an oven or campfire it temporarily becomes as rigid, strong, and heavy as steel, before crumbling into dust, and sports a dull gray, gold, silver, or bronze finish (crafter’s choice). Using the Craft (pottery) skill, ironware clay can be worked to replicate any simple and mundane piece of adventuring equipment, shield, or melee weapon (within reason; GM discrimination), but in a fraction of the normal time; double all Craft check results when determining progress.

The Craft (pottery) check DC to replicate an object out of ironware clay is equal to the normal Craft DC of the replicated item, and the DC increases by 10 if you attempt to counterfeit a unique object or match machine tolerances. Ironware clay objects cannot be made masterwork. Crafting an object out of ironware clay consumes an amount of clay equal to the replicated item’s normal weight. The ironware clay object can be used after one hour of firing, but then crumbles to dust 24 hours thereafter. Crafting 1 lbs. of ironware clay requires a DC 14 Craft (alchemy) check.

**Rope, Rigor:** This alchemical resin rope is carried inside a sealed waxed envelope until used. It functions as hemp rope for one minute, but permanently hardens when exposed to air (hardness 8, 20 hp, burst DC of 26). It is commonly used to create a pole, brace, ladder,



light shield, or binding, but will mimic any object that can be sculpted with rope. Crafting 50 ft. of rigor rope requires a DC 20 Craft (alchemy) check.

### CLOTHING

All characters begin play with one outfit, valued at \$10 or less. Additional outfits can be purchased normally.

**Boots, Logging:** The sole of these boots are covered with short tacks that bite into logs, tundra, or ice for greater stability, granting a +2 circumstance bonus on Acrobatics checks made to maintain balance on such natural surfaces. A chain mesh lining to protect the feet from a misplaced axe blow. These work boots are also worn at speed trials for felling, bucking (cutting up fallen trees), splitting, as well as axe throwing and log rolling which are popular sports in the north.

**Hat, Conical:** The conical hat brought to the Ulleran by the elven fleet provides superior protection from sun and rain and a chin strap secures it in place. It is worn by many in Gom Shao either plain or heavily decorated with paint, embroidery, and tassels. Many drape it in translucent fabric to create a veil or mosquito netting when needed. It is usually made of straw, but foot soldiers often wear a steel version that doubles as a cook-pot (wok).

**Hat, Chakram:** A chakram is built into the brim of this hat. The hat helps conceal the weapon (+4 circumstance bonus to Sleight of Hand checks) but reduces its throwing range increment to 20 feet. Initially only in conical hats, the design has been hijacked by east coast haberdashers for derbies and straw boaters. The chakram can be given weapon enhancements as normal.

**Headdress:** A headdress is an important and central element of native costume. The components, design, and ornamentation of a headdress shows the wearer's heredity, status, battle honors, and political alliance with a successful DC 20 Knowledge (nobility) check. A headdress is forbidden for commoners and specific colors, metals, feathers, or stone are limited to specific castes. For example queztal feathers may only be worn by the Mazan royalty. There are many varieties of headdresses worn in Northern Ullera, but any Mezoquan headdress is a round band with beads and stonework in front and any plumage fanning out behind the wearer's head. Any magical hat or helmet design can be duplicated in a headdress. In value a headdress can vary from \$10 for a simple band to \$2,000 or more for a royal headdress.

### FOOD, DRINK & LODGING

The following accommodations and food are quite common outside of the more established settlements of Ullera.

**Boarding House:** Widows often take on one to three boarders to keep a roof over their heads but are very particular about renters. Usually a boarder only has access to a bedroom, a shared bathroom, and the front parlor. The rest of the house is traditionally off limits. The rent usually includes breakfast.

**Cocoa Beans:** The cocoa bean is a luxury commodity grown in the temperate forests of Mazan. Traditionally, beans were used as capital; however, currently, most beans are used ubiquitously in food, drinks, and candies of varying sorts.

**Coffee Beans:** Another Mazan commodity that trades well in foreign markets, coffee beans are prized for their alluring aroma and for their use in brewing stimulating cups of the "muddy water" drink that so many enjoy.

**Dormitory:** Also known as a bunkhouse, caravansery, or hostel, this is the cheapest form of lodging available and consists of a single cot or bunk in a shared room. Clean sheets are extra. It is used by poor and frugal travelers for both urban and rural areas. Valuables can be stored in the desk clerk's safe or a rented trade good locker.

**Pemmican:** The pemmican is high calorie and protein mash made by the native peoples of Ullera. The specific mixture includes local meat dried and ground into a powder, lard, and dried berries to fight off scurvy. It is a lightweight traveling and winter ration, but is specifically formulated for northern expeditions. Any creature that subsists on pemmican for at least one week gains a +1 bonus on Fortitude saves made to avoid the adverse effects and nonlethal damage from cold environments (such as frostbite or hypothermia) each day that they continue to subsist on the ration.

### SERVICES & TRANSPORT

Sometimes the best solution to a problem is to hire someone else to take care of it.

**Acupuncture Treatment:** Acupuncture is a medical therapy developed by the healers of Rhim for treating physical and mental illness without the pharmacopeia use of doctors and chaplains in the FSU. By the precise placement of needles (heated or otherwise) into specific nerve clusters, the acupuncturist grants the patient a +2 circumstance bonus on their next saving throw to end or avoid the ill effects of one poison, disease, or temporary negative level. Each session requires 30 minutes of therapy.



**Assayer:** An assayer gives raw minerals collected by miners an official value for local banks and businesses by making an Appraise check (+10 bonus). The certificate he issues will be honored by any bank or moneylender and can be used as cash. For his skill and honest judgement the assayer receives a percentage of the lot, because a dishonest assayer will likely be tarred, feathered, run out of town on a rail or worse.

**Coal Delivery:** Coal is delivered weekly to most urban households for heating, washing, and cooking in urban areas without access to firewood. The soot from chimneys and smokestacks is a constant black plume over most cities and leaves a patina of grime the landscape downwind. Many vehicles are fueled by coal and some adventures purchase and place stockpiles along their planned route so they may carry more goods.

**Document Retrieval:** You may hire a clerk to look for and copy documents for you out of newspapers, morgue records, archival libraries, or government files about a specific place, event, or person. These documents come only from public records. This service requires one day's worth of effort, but is not a guarantee of delivery. The NPC must make a successful Diplomacy check per document (+10 bonus, plus the settlement's Lore modifier).

**Feng Shui Alignment:** This interior decorator insures the room has a positive flow of energy and good fortune by the proper alignment of the 5 elements. This provides the owner of a specific room 1 extra point of healing from all natural healing effects made within the room, and a +1 luck bonus on a single saving throw, ability check, or skill check made within the room, each day for one month.

**Funeral Service:** Funerals not only give a chance for loved ones to grieve for the departed; they are also a vital public service. The unburied dead are not only a vector for mundane disease, but may become hosts to undead maladies. For those that truly can't afford funeral services, most governments provide a rudimentary burial. The FSU employs cremation, while most others possess a potter's field or boot hill for the impoverished or unclaimed.

**Ride, Quicksilver Canoe:** A high speed canoe ride can get 1 to 4 passengers secretly across the capital of Mazan within minutes, but this illicit form of transport risks being crushed or capsized by the larger vessels that ply the canals. Passengers must wear gas masks or risk inhaling the quicksilver fumes.

**Ride, Rickshaw:** A rickshaw is a two wheeled taxi pulled by a bicycle. The dense population in the capital of Gom Shao mandates a moratorium on living mounts and motor cars. As a result dozens of rickshaws ply the wharf and market district where the streets are relatively flat and narrow. The steep hills of the residential areas are better served by cable car.

**Ticket, Airship:** Airship travel is not only one of the fastest forms of conventional travel, but also a mark of social distinction. While most freight captains will take aboard for one or two passengers in lieu of other cargo at a dollar per mile plus a surcharge for extra weight (same price for up to 200 lbs. of additional cargo). A few specialize in scheduled transport with the highest level of comfort and security for ten times as much or more.

**Ticket, Cable Car:** The cable car rides on rail lines embedded into the steep hillsides of the capital of Gom Shao. Cable cars have no engine and are pulled up hills by steel tow cable hidden beneath the streets. Only a handbrake keeps the car from careening downhill. The public use municipal cars while private cars rented by the wealthy can roll right onto the tracks out of narrow townhome garages.

**Ticket, Ferry:** A ferry is a steam driven barge or paddlewheel that transports people, horses, and vehicles across a river, harbor, or lake throughout Ullera. Most ferry trips take less than an hour but the few ferries plying the Atanak coastline take a week to hit all the scattered settlements dotting its glacial inlets. For 1 dime per mile, a ferry will carry up to 200 lbs. of additional cargo.

**Ticket, Train:** Train tickets are priced according to distance traveled and the quality of accommodation for the passenger plus a surcharge for extra baggage. The "coach" seating is a wood bench in an unheated and uncatered passenger car. Better accommodations and sleeping arrangements are available at five times or more the cost.

**Vaccination:** A vaccination is a new, expensive, medical service that increases your resistance to contracting one specific disease common to the local area. You gain a +4 on saving throws made to resist contracting the specific disease for 12 months. A vaccine has no effect on people already afflicted by the disease. A vaccine of a rare disease can be created after one week of work, provided that a sample of the disease and a survivor of the disease are presented to a medical lab.



# TECHNOLOGY

The rules for identifying, using and creating technological items can be found in the Technology chapter of *Pure Steam Campaign Setting*, starting on page 104. Several new armor, shield, and weapon special abilities, as well as new specific firearms and ammunition, are presented below.

## ARMOR SPECIAL ABILITIES

New technological armor special abilities are presented below.

### CRASH

**Price** +\$1,000; **Science** minor polymerization; **EL** 1st

#### DESCRIPTION

Armor with this special ability reduces the damage its wearer takes from falling or a vehicle's sudden stop, as if the distance fallen or vehicle's speed were 20 feet less.

#### CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Heal 1 rank  
**Cost** \$500

### DROMIC

**Price** +\$4,000; **Science** moderate hydrology; **EL** 5th

#### DESCRIPTION

Armor with this special ability retains and filtrates body fluids lost by the wearer. The reclaimed water is mixed with a nutrient powder stored in vacuoles within the armor. This special ability allows the wearer to go twice as long as normal without food or fluids before starvation or thirst set in. In addition, this special ability grants the wearer a +4 bonus on Constitution checks made to avoid nonlethal damage from starvation or thirst, and +2 bonus on Fortitude saves made to avoid nonlethal damage from hot environments. Lastly, heavy armor with this special ability no longer imposes a -4 penalty on saving throws against environmental heat effects.

#### CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Survival 5 ranks  
**Cost** \$2,000

### DUSTY

**Price** +1 bonus; **Science** minor polymerization; **EL** 3rd

#### DESCRIPTION

Armor with this special ability features baggy clothing that continually collects trail dust. As a swift action, or as an immediate action after being hit by a weapon attack, the wearer can release a cloud of dust, as per the fog cloud spell, that last for 1 minute. The dust causes creatures to cough and sneeze, and all creatures within the cloud must make a DC 13 Fortitude save or become staggered for as long as they remain in the dust cloud, and for 1 round thereafter. Creatures that wear a gas masks, hold their breath, or that don't need to breathe are immune to this effect. This special ability can be used a number of times per day equal to the armor enhancement bonus (minimum 1/day).

#### CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Craft (alchemy) 3 ranks or Knowledge (geography) 3 ranks  
**Cost** +1 bonus

### LIFTJACK

**Price** +\$2,000; **Science** minor dynamics; **EL** 1st

#### DESCRIPTION

As a free action, armor with this special ability can be activated to alter the wearer's ability to lift objects for 1 round. For 1 round, the wearer can lift twice his maximum load over his head, and four times his maximum load off the ground. This special ability can be activated a number of times per day equal to the armor's enhancement bonus (minimum 1/day), but never more than once per round.

#### CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Craft (armor) 1 rank  
**Cost** \$1,000

### MOTORCROSS

**Price** +\$4,000; **Science** minor electromagnetics; **EL** 5th

#### DESCRIPTION

Armor with this special ability latches onto a motorcycle, providing a +5 circumstance bonus on Ride checks related



to staying on, or driving, the motorcycle. If a rider is knocked unconscious while wearing armor with this special ability, he has a 75% chance to stay on his motorcycle.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Ride 3 ranks  
**Cost** \$2,000

## PISTONED

**Price** +1 bonus; **Science** minor combustion; **EL** 5th

## DESCRIPTION

When the wearer makes a fist and swings, pistons and gears fling out knuckle plates, extending the blow. The wearer of armor with this special ability gains a +2 bonus on unarmed damage rolls, including combat maneuver checks made to bull rush. His unarmed strikes gain +5 ft. reach and count as magic/technological weapons for the purpose of bypassing damage reduction. These bonuses do not apply to natural weapons. This special ability does not prevent the wearer's unarmed strikes from provoking attacks of opportunity or make the wearer's unarmed strikes count as armed attacks.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Craft (armor) 3 ranks  
**Cost** +1 bonus

## FIREARM & AMMUNITION SPECIAL ABILITIES

New technological and magical weapon special abilities for firearms are presented below. Using the conversion rules presented on page 105 of *Pure Steam Campaign Setting*, nearly all magical firearm and ammunition special abilities presented in *Pathfinder RPG: Ultimate Combat* can be converted into technological special abilities.

## BALLISTIC MODULATOR

**Price** +3 bonus; **Science** moderate relativity; **EL** 11th

## DESCRIPTION

This special ability can only be placed on firearms. Ordinarily a bullet travels in a straight line absent the pull of gravity. With this special ability, the path of the bullet can curve to slip around obstacles, negating the benefit of all but total cover or total concealment, as if the shooter had the Improved Precise Shot feat.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 11 ranks  
**Cost** +3 bonus

## CHOKED

**Price** +1 bonus; **Science** simple combustion; **EL** 4th

## DESCRIPTION

This special ability can only be placed on firearms with the scatter property. This special ability allows a shooter to alter

the firearm's cone area and density. The cone's area can be reduced or enlarged by a number of feet equal to the weapon's enhancement bonus x 5 (minimum of 5 ft. of change). For each 5 feet the cone's area is reduced, the firearm deals 1 additional point of damage. Enlarging the cone's area has the opposite effect. Adjusting the choke is a move action.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 4 ranks  
**Cost** +1 bonus

## CONSECRATED

**Price** +1 bonus; **Aura** faint transmutation [good]; **CL** 3rd

## DESCRIPTION

This special ability can only be applied to firearm bullets or metal firearm cartridges. This bullet is consecrated with holy water as the bullet is cast in its mold. A consecrated bullet is often worn as a religious token by soldiers. A consecrated bullet deals 1d6 additional points of damage to undead and evil outsider creatures hit by the round, and the bullet is good-aligned and thus bypasses the corresponding damage reduction.

## CONSTRUCTION REQUIREMENTS

Craft Magical Arms & Armor feat, *bless water* and creator must be good  
**Cost** +1 bonus

## DESECRATED

**Price** +1 bonus; **Aura** faint transmutation [evil]; **CL** 3rd

## DESCRIPTION

This special ability can only be applied to firearm bullets or metal firearm cartridges. This bullet is desecrated with unholy water as the bullet is cast in its mold. A desecrated bullet is often worn as a religious token by soldiers or cultists. A desecrated bullet deals 1d6 additional points of damage to good outsider creatures hit by the round, and the bullet is evil-aligned and thus bypasses the corresponding damage reduction.

## CONSTRUCTION REQUIREMENTS

Craft Magical Arms & Armor feat, *curse water* and the creator must be evil  
**Cost** +1 bonus

## DOUBLE-ACTION

**Price** +\$300; **Science** simple dynamics; **EL** 2nd

## DESCRIPTION

This special ability can only be applied to the pepperbox, pepperbox rifle, or any multi-barreled firearm that functions as a pepperbox. A firearm with this special ability utilizes the recoil produced by firing the firearm to automatically rotate the firearm's barrels into position and then cock the hammer, much like a revolver-style



firearm. The wielder of a firearm with this ability is no longer required to have a free hand to manually rotate the firearm's barrel housings between shots.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 2 ranks

Cost \$150

## FORKED

Price +1 bonus; Science simple relativity; EL 3rd

## DESCRIPTION

This special ability can only be placed on early firearms with multiple barrels that can all be fired as a single action. Usually a when a multi-barrel firearm fires all barrels at once, they must target a single creature or object. This special ability allows the shooter to spread the barrels, as a swift action, to aim at a different target with each. The penalties to attack rolls are unchanged. The shooter must have a clear line-of-sight to each target, and all targets must be with the same 90-degree arc from the shooter.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 3 ranks

Cost +1 bonus

## MAGNETIC ACCELERATOR

Price +2 bonus; Science simple electromagnetics; EL 8th

## DESCRIPTION

This special ability can only be placed on firearms. A magnetic accelerator firearm can shoot metal projectiles without the need of gunpowder. The magnetic accelerator gun is nearly silent, doesn't release fire or smoke like other black powder weapons, and is unaffected by moisture. This allows the firearm to be fired underwater or in an area lacking air, such as a vacuum, and also prevents a firearm explosion when an early firearm misfires while it possesses the broken condition (as if it were an advanced firearm). Firing a magnetic accelerator firearm underwater still incurs the -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to the normal penalties to range.

Because a magnetic accelerator firearm does not require gunpowder, early firearms with this special ability can be loaded with bullets or pellets (or exotic alchemical cartridges) without a load of black powder, effectively making loading the weapon as quick as if loading a paper alchemical cartridge. Magnetic accelerator firearms are treated as advanced firearms when determining the benefit of the expanded chamber special ability (*Pure Steam Campaign Setting*, page 109).

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 8 ranks, Knowledge (geography) 5 ranks, Knowledge (nature) 5 ranks

Cost +2 bonus

## STRAPPED

Price +\$1,000; Science simple dynamics; EL 6th

## DESCRIPTION

This special ability can only be placed on firearms. A strapped firearm lacks a handle, but straps to the forearm, and is triggered by muscle actuators leaving the hands free for other tasks. You gain a +2 bonus on Sleight of Hand checks to conceal the weapon. Unfortunately, the changes makes the weapon more prone to misfires (+1 to misfire value), and is specifically limited to one-handed firearms only. You can make a regular ranged attack (or off-hand attack) with a strapped firearm, but you can't also make an attack with a strapped firearm if you have already made an attack with a two-handed weapon, or another off-hand weapon, and vice versa (similar to using an armor spike).

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 6 ranks, Sleight of Hand 3 ranks

Cost \$500

## SPECIFIC WEAPONS

These weapons are unique in their construction and name.

## BLACK ICE BULLET

Price \$36 per bullet or handful of pellets or \$50 per metal cartridge; Science simple hydrology; EL 3rd; Weight –

## DESCRIPTION

Black Ice (aka "Blood Melt") bullets are harvested from the cadaver of an ice elemental. The frozen fragment survives the shot, but melts within a living wound and leaves no material link to track with magic or forensics. A black ice bullet deals cold, bludgeoning, and piercing damage. Black Ice bullets are commonly used by assassins and are highly illegal without a permit.

## CONSTRUCTION REQUIREMENTS

Gunsmithing feat or Craft (firearms) 3 ranks, Craft (alchemy) 3 ranks

Cost \$18 per bullet or handful of pellets or \$25 per metal cartridge

## BOOMSTICK

Price \$20,300; Science moderate acoustics; EL 7th; Weight 6 lbs.



## DESCRIPTION

This weapon functions as a +2<sup>T</sup> sawed-off shotgun, but can be loaded with either a thunderstone or a metal cartridge (bullet or pellets). When loaded with a thunderstone, the boomstick serves as a sort of riot gun, and makes a sonic attack in a 30-foot



cone when fired. The sonic attack deals 2d6 points of nonlethal sonic damage (2d4 points for a Small boomstick), knocks targets prone, and deafens targets as per a thunderstone. A target creature makes a Fortitude save against the knocked prone and the thunderstone effects separately; a successful save negates the effect, and at least one successful save reduces the sonic damage by half. The DC for this Fortitude save is 15 + the boomstick's technological enhancement bonus (DC 17, in this case). Because the sonic attack forces a saving throw instead of making an attack roll, the misfire rules are slightly different: If you roll a 1 with both of the damage dice, the firearm misfires.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 7 ranks

Cost \$10,150

## DEAD IRON

Price \$5,740; Aura faint necromancy; CL 8th; Weight 3 lbs.



## DESCRIPTION

This +1 ghost touch dagger pistol is made from the enchanted bones of a well known martyr. The magical enhancement applies to both the pistol and the dagger, and the weapon deals an additional 1d6 points of damage to undead creatures on a hit. This macabre pistol is favored by exorcists and occultists.

## CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor feat, Gunsmithing feat or Craft (firearms) 8 ranks, *disrupt undead*

Cost \$2,870

## EAGLE EYE MUSKET

Price \$9,500; Science simple dynamics; EL 4th; Weight 9 lbs.

## DESCRIPTION

This +1<sup>T</sup> rifled musket is custom designed for exquisite balance and precision. When a wielder of this firearm uses the Deadly Aim feat, they do not suffer Deadly Aim's penalty on ranged attack rolls on the first attack they make each turn. They still suffer the penalty on any additional attacks, as normal.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 4 ranks

Cost \$4,750

## HIVESHOT

Price \$2,800; Science simple acoustics; EL 3rd; Weight 10 lbs.



## DESCRIPTION

This unique +1<sup>T</sup> blunderbuss can be loaded with a special canister of encapsulated wasps. The wasp canister is fired as a slug from the blunderbuss, but the attack is resolved as a splash weapon attack. The canister releases a wasp swarm (*Pathfinder RPG: Bestiary I*) at the point of impact. The shooter, as long as he wields this weapon, may direct the movement of the swarm during his turn as a move action, so long as the swarm remains within his line of sight. The wasp swarm persists for 1d4+3 rounds, until its dispersed by damage, it leaves the shooter's sight, or until it's directed by the shooter to return, at which point, the swarm returns to its canister which can then be reloaded into the weapon and fired again after the shooter (and the swarm) has received at least 8 hours of rest. If the wasp swarm is dispersed by damage, the canister must be replaced at a cost of \$300.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 3 ranks, Knowledge (nature) 3 ranks

Cost \$1,400

## HYDRA PISTOL

Price \$4,800; Science simple combustion; EL 5th; Weight 6 lbs.



## DESCRIPTION

This +1<sup>T</sup> dragon pistol has three barrels; each barrel can be fired independently as a separate action, or all barrels can be shot at once with the same action. If all barrels are shot at once, they must all target the same creature or object, and the pistol becomes wildly inaccurate, imparting a -6 penalty on each shot. This multi-barrel design has been carefully vetted by dwarven engineers and doesn't misfire any more often than a standard dragon pistol despite its complexity.

## CONSTRUCTION REQUIREMENTS

Craft Technological Arms and Armor feat, Gunsmithing feat or Craft (firearms) 5 ranks

Cost \$2,400



### SHREDDER RIFLE

**Price** \$48,300; **Science** advanced electromagnetics; **EL** 10th; **Weight** 15 lbs.



#### DESCRIPTION

This +1<sup>T</sup> *magnetic accelerator* repeating rifle fires shurikens rather than bullets, utilizing a speedloader magazine of 10 shurikens. Unlike other firearms, a shredder rifle's unique ammunition deals piercing and slashing damage instead of bludgeoning and piercing. Lastly, the speed at which the firearm launches its sharp shurikens causes nasty wounds, dealing 1 point of bleed damage when it hits a creature (effectively, the *wounding* magic weapon special ability). Multiple hits from the shredder rifle increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any ability that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this firearm.

#### CONSTRUCTION REQUIREMENTS

Craft Technological Arms & Armor feat, Gunsmithing feat or Craft (firearms) 5 ranks, Knowledge (geography) 5 ranks, Knowledge (nature) 5 ranks

**Cost** \$24,150

### REVOLUTIONARY ITEMS

Not just mere mundane equipment, these items embody the cutting edge technology of the day.

### BOX ORGAN

**Price** \$2,000; **Science** moderate acoustics; **EL** 5th; **Weight** 30 lbs.; **Slot** chest

#### DESCRIPTION

A box organ is an eighteen inch wooden cube strapped to the chest of a street musician. It has an automated bellows attached to music reeds and programmed by a reel of punch card paper. When activated, the instrument plays, hands free, allowing you to make a Perform (keyboard instruments) check, as if you were trained, and with a +5 circumstance bonus on the check. Alternatively, the box organ can be used to play a special reel of bardic music, allowing you to emulate any 'inspire' bardic performance available to a 5th-level bard, or lower, for up to 10 rounds (inspire courage +1, \$4,000; inspire competence [specific skill] +2, \$400; inspire courage +2, \$12,000).

#### CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Perform (keyboard) 5 ranks  
**Cost** \$1,000; a bard of at least 5th level must create a bardic performance reel (inspire courage +1, \$2,000; inspire competence [skill chosen upon creation] +2, \$200; inspire courage +2, \$6,000)

#### COGITATION SCOPE

**Price** \$12,000; **Science** advanced relativity; **EL** 6th; **Weight** 2 lbs.

#### DESCRIPTION

This gun scope has rudimentary, mechanical computing capabilities; a built in discriminator is able to partially compensate for the shooter's inaccuracy. 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. When attached to a firearm, this scope tracks the path of each shot and automatically adjusts its sighting. Any time the shooter misses with a ranged attack during his turn, his firearm's enhancement bonus to attack rolls doubles on his next ranged attack roll made before the end of his current turn (minimum +2 enhancement bonus).

#### CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Perception 6 ranks  
**Cost** \$6,000

### VAPOR COLLECTOR

**Price** \$360; **Science** simple hydrology; **EL** 1st; **Weight** 3 lbs.

#### DESCRIPTION

This canteen shaped device captures water vapor from the air and stores it. This device produces one pint of wholesome, drinkable water every 24 hours.

#### CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Knowledge (nature) 1 rank  
**Cost** \$180

### DOWSING RODS

**Price** \$27,000; **Science** moderate electromagnetics; **EL** 5th; **Weight** 2 lbs.

#### DESCRIPTION

Fuel stockpiles are few and far between in the Feral Expanse. Dowsing Rods are a pair of L-shaped metal rods sensitive to groundwater and fossil fuels. When something is found, the rods cross over one another making an 'X' over the found object. If the object is long and straight, such as a water pipe, the rods may point in opposite directions, showing its orientation. The dowsing rods can detect groundwater, coal, oil, stone fossils, or gravesites within 60 feet, and pinpoint such findings to within a range of 5 feet.



## CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Knowledge (geography) 5 ranks  
**Cost** \$13,500

## HEALING CRYSTAL

**Price** \$750; **Science** moderate psychology; **EL** 5th; **Weight** --

## DESCRIPTION

A healing crystal is a naturally occurring substance that provides a subtle, but significant supernatural healing boost. A healing crystal must be worn next to the skin for at least 24 hours before it can provide any benefit. While wearing the crystal, any natural or magical healing that you receive restores  $1d4+1$  additional hit points. The healing crystal may be shattered to attempt to cure a single disease or poison ( $+7$  vs. DC of the disease or poison). Mazan healing crystals are harvested in Sacred Portal where the flux of dimensional energy creates them in large numbers.

## CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Craft (jewelry) 3 ranks  
**Cost** \$375

## METAL DETECTOR

**Price** \$10,500; **Science** moderate electromagnetics; **EL** 9th; **Weight** 6 lbs.; **Slot** rod

## DESCRIPTION

A metal detector is used to find lost or hidden metal objects or ore and consists of a metal rod with a disk sensor and dial indicator. As the wearer aims the detector, it pulses and hums, growing more noticeable as it points to the largest mass of metal within 30 feet, and pinpoints the location to within 5 feet. However, the wielder can also tune the device to a specific metal or mineral (a full-round action). If the specific mineral is within 30 feet, the detector indicates any places it is located. If more than one deposit of the specified metal or mineral is within range, the detector indicates the largest cache first. Each sweep requires a full-round action.

## CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Knowledge (geography) 3 ranks  
**Cost** \$5,250

## RAINMAKER SKYROCKET

**Price** \$2,250; **Science** moderate cryogenics; **EL** 9th; **Weight** 2 lbs.

## DESCRIPTION

A rainmaker skyrocket is filled with crystals that scatter throughout the clouds when it detonates. The crystals will cause scattered clouds to rain or snow, an overcast sky to downpour or heavily snow, or storm

clouds to become a powerful storm (appropriate to the climate; see *Pathfinder RPG Core Rulebook: Environment* for more details). The artificial weather lasts for  $3d6+2$  minutes and affects only a one mile radius. A rainmaker skyrocket that explodes in a sky without clouds has no effect. Multiple skyrockets fired into a single cloud formation do not increase the severity of this effect, but do extend its duration. If used as a weapon, this device mirrors the statistics of a skyrocket firework (*Pathfinder RPG: Ultimate Equipment: Alchemical Weapons*), except that it deals cold damage instead of fire damage.

## CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Craft (alchemy) 5 ranks, Knowledge (nature) 7 ranks  
**Cost** \$1,125

## SURVIVAL BUBBLE

**Price** \$6,000; **Science** moderate polymerization; **EL** 5th; **Weight** 15 lbs.

## DESCRIPTION

This device generates an inflatable polymer hemisphere that functions as per the tiny hut spell for 10 hours before deflating. It rapidly expands (over 2d3 rounds), adheres to the ground (instead of the lower hemisphere passing through it), floats as a raft, and provides oxygen for 10 medium creatures. The self-sealing membrane door acts like an airlock, allowing creatures to pass through the bubble with a DC 15 Strength check, but attacks can rupture the bubble, causing it to deflate. The bubble has hardness 0 and 30 hit points (bludgeoning damage does not harm the bubble). Instead of the default white-colored exterior, the bubble can be crafted in any color from mayday orange to camouflage print. Removing the bubble-generating device from the bubble, or rupturing it, causes it to deflate after 1 round. Creatures caught within a deflating bubble must succeed a DC 15 Reflex save or gain the grappled condition until the bubble dissolves (after 5 minutes of deflation) or they are removed from the bubble-substance (an Escape Artist or combat maneuver check against the save DC). This device can generate 5 bubbles before becoming inert.

## CONSTRUCTION REQUIREMENTS

Craft Revolutionary Item feat, Craft (alchemy) 5 ranks  
**Cost** \$3,000



# VEHICLES

The rules for driving and repairing vehicles, vehicle combat, and vehicle statistics, can be found in *Pathfinder RPG: Ultimate Combat*.

## LAND VEHICLES

Land vehicles carry occupants and cargo over hard earth or similar terrain.

### COALCYCLE

Large land vehicle

**Squares** 2 squares (5 ft. by 10 ft.; 4 ft. high); **Cost** \$900

#### DEFENSE

**AC** 9; **Hardness** 10

**hp** 40 (20)

**Base Save** +1

#### OFFENSE

**Maximum Speed** 100 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

#### DESCRIPTION

The coalcycle is so common throughout the Feral Expanse it is nicknamed the 'iron horse'. It resembles a scaled down locomotive but travels on rubber wheels rather than steel rollers, and a single powerful lamp to light its way. The coal engine is balanced over the front two wheels and the pilot's saddle rests in front of the wishbone holding the rear wheel. It is not uncommon for coalcycles to sport a cowcatcher-style ramplate (+\$50; see *Pathfinder RPG: Ultimate Combat: Vehicles: Vehicle Combat Maneuvers: Ramming*). Structurally, the ramplate protects the front of the vehicle and its engine, especially against an unfortunate collision.

Unintentionally (typically), however, the ramplate also provides a convenient means for removing slow pedestrians or other pesky objects from the cycle's path.

**Propulsion** steam engine (1 square of coal-burning steam engine; hardness 8, hp 20; difficult device); engine located toward the front of the vehicle, between the front two tires

**Driving Check** Acrobatics or Ride, or Knowledge (engineering) +10 to the DC; the armor check penalty of the driver's and/or passenger's armor and/or shields (if any) apply to the driver's driving checks

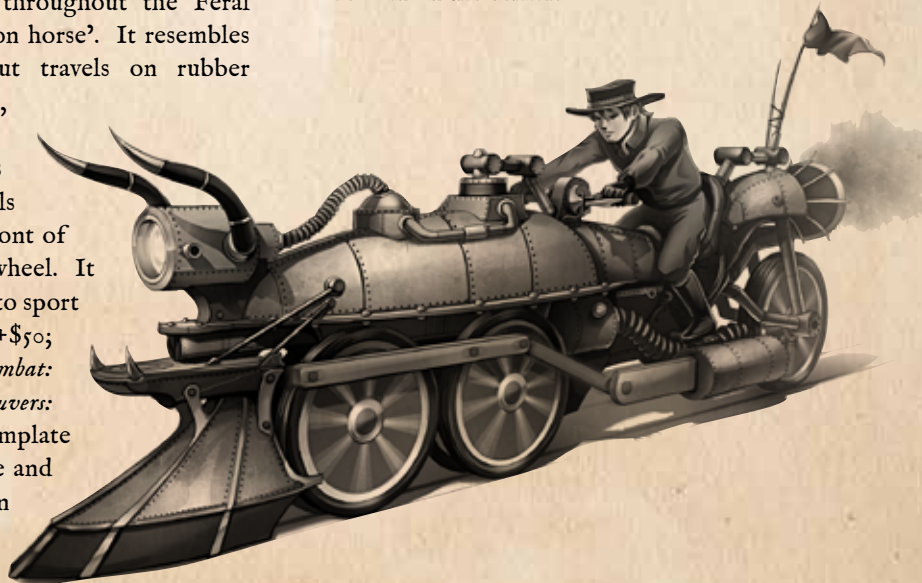
**Forward Facing** the vehicle's forward

**Driving Device** handlebars

**Driving Space** a single 5ft.-by-5ft.square straddling the back wheel that contains the handlebars that serve as the cycles' driving device

**Conveyance** three rubber tires (hardness 5)

**Passengers** 1; the passenger shares the driving space with the driver; a passenger must hold onto the driver to avoid making Acrobatics or Ride checks to remain on the vehicle; when accompanied by a passenger, both the driver and the passenger are treated as squeezing, and take a -4 penalty on all checks made to drive or remain on the vehicle



Artwork by Alejandro Lee



## OLMECH

Large land vehicle

**Squares** 6 squares (10 ft. by 15 ft.; 12 ft. high); **Cost** \$5,000

### DEFENSE

**AC** 9; **Hardness** 13

**hp** 240 (120)

**Base Save** +2

### OFFENSE

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

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

### DESCRIPTION

The olmech is an armored vehicle used extensively by the Mazan military. The reinforced bronze tank chassis is riveted together and rests upon steel spheres held in position by magnetic tethers. The surface of the tank is sculpted into fanciful shapes, while the spheres traditionally resemble human heads. An alchemical steam engine powers a complex array of magnetic dynamos used to tether and manipulate the spherical drive system. The vehicle is controlled with two levers that allow the vehicle to spin in place, and even slide horizontally left or right without changing its facing.

**Propulsion** steam engine (1 square of alchemical steam engine; hardness 10, hp 25; extreme device); engine located on the first (lower) deck, in the rear squares of the vehicle; the engine has total cover

**Driving Check** Knowledge (engineering); an olmech driver may change the vehicle's forward direction by

90 degrees without changing its forward facing with a turn action, but the vehicle's maximum speed is reduced to its acceleration when traveling to the left or right of its forward facing direction; this change in direction is made as part of the keep it going action; an olmech driver may take the turn action as a move action, and can turn its forward facing by up to 180 degrees when doing so

**Forward Facing** the vehicle's forward

**Driving Device** levers

**Driving Space** a single 5-ft.-by-5-ft. square on the first (lower) deck, located toward the front of the vehicle, that contains the two levers that serve as the vehicle's driving device; the pilot has improved cover while seated in the driving space

**Conveyance** reinforced steel spheres (hardness 15)

**Crew** 1; one gunner operates the olmech's cannon, and has improved cover while seated in the vehicle's upper deck

**Passengers** 2; passengers within the olmech have total cover

**Decks** 2; a lower cabin with room for the driver, the vehicle's alchemical engine, and a couple of cramped passengers or cargo, and an upper cabin with room for the vehicle's cannon, seating for its gunner, and ammunition reserves

**Weapons** olmech's are armed with one Medium-sized cannon siege weapon (4d8/x4; 100 ft. range; crew 1; aim 0; load 2); the cannon has a narrow horizontal field of fire, requiring the vehicle's forward to be directly facing its target

## RAIL LAYER

Huge land vehicle

**Squares** 12 squares (15 ft. by 20 ft.; 10 ft. high); **Cost** \$7,000

### DEFENSE

**AC** 8; **Hardness** 10; the vehicle's plow grants it improved cover from attacks from its front

**hp** 240 (120)

**Base Save** +1

### OFFENSE

**Maximum Speed** 40 ft. (land) or 10 ft. (laying track); **Acceleration** 20 ft.

**CMB** +2 (+6 bull rush or overrun); **CMD** 12

**Ramming Damage** 2d8

### DESCRIPTION

The rail layer, commonly nicknamed the "Yohn Honrey," is an iron marvel and an enormous boon to the railroad industry. The front of the machine is a steel plow (which functions as a ram; *Pathfinder RPG: Ultimate Combat: Vehicles Combat Maneuvers*) pushed by huge steel treads through dirt, snow, or vegetation leaving a flat level surface behind. Mechanical workings within





the vehicle lay down wood ties and rail as the vehicle travels, which are then spiked into place by a pair of steam hammers. With this labor saving device, a track line can be completed in months rather than years. Unfortunately, not all creatures welcome the railroad and Yohn Honreys are often attacked, and typically require an accompanying outfit of guards.

**Propulsion** steam engine (4 squares of coal-burning engines; hardness 10, hp 100; difficult device); the engine is located on the upper deck of the vehicle, behind the driver's cabin

**Driving Check** Knowledge (engineering)

**Forward Facing** the vehicle's forward

**Driving Device** steering wheel

**Driving Space** a single 5-ft.-by-5-ft. square enclosed cabin, located on the upper deck at the front of the vehicle, that contains the steering wheel that serves as the vehicles driving device; the cabin is raised slightly above the top of vehicle's front bulldozer plate, but is enclosed in glass, offering the driver improved cover

**Conveyance** steel treads

**Crew** 1 (coal tender)

**Decks** 2; the upper deck houses the driver's cabin, the engine, the coal tender, and the coal stores, while the lower deck houses enough wood ties and rail to lay about 100 yards of track; both decks are fully enclosed, providing total cover (except for the driver's cabin)

## WATER VEHICLES

Water vehicles move across bodies of water, whether as small as a river or as large as an ocean.

### GYRO SKIFF

Large water vehicle

**Squares** 3 squares (5 ft. by 15 ft.; fan in back stands 8 ft. tall); **Cost** \$1,800

#### DEFENSE

**AC** 9; **Hardness** 8

**hp** 60 (30)

**Base Save** +2

#### OFFENSE

**Maximum Speed** 120 ft. (sand, snow, water) or 60 ft. (ground);

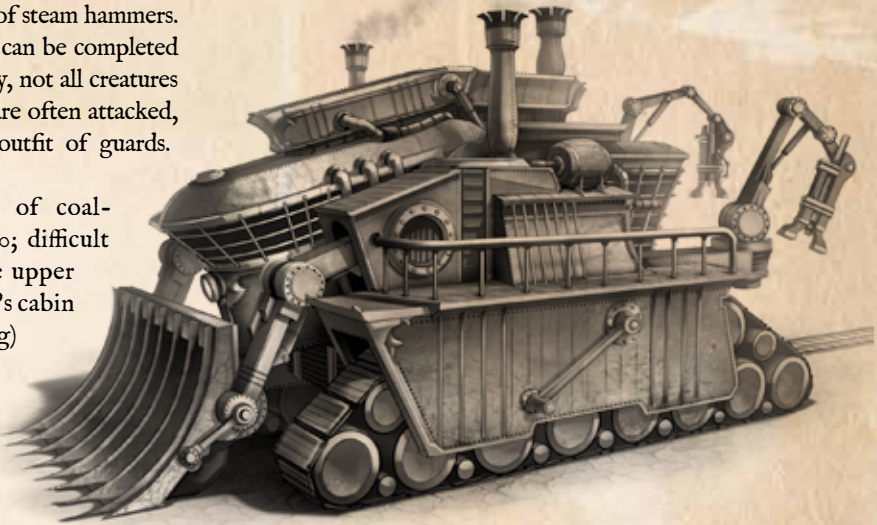
**Acceleration** 40 ft. (sand, snow, water) or 20 ft. (ground)

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

#### DESCRIPTION

The gyro skiff (aka "Skeeter Boat") has a brass hull that hydroplanes across the sand, snow, or water, propelled by a massive



fan. Its ability to rise up on a pair of metal pontoons above shifting surfaces makes it extremely popular for smuggling, scouting, and raiding. The metal pontoons also allow the craft to skid at half speed across solid ground. Originally crafted by gnomes, the vehicle has become a status symbol among swamp dwellers and rumrunners.

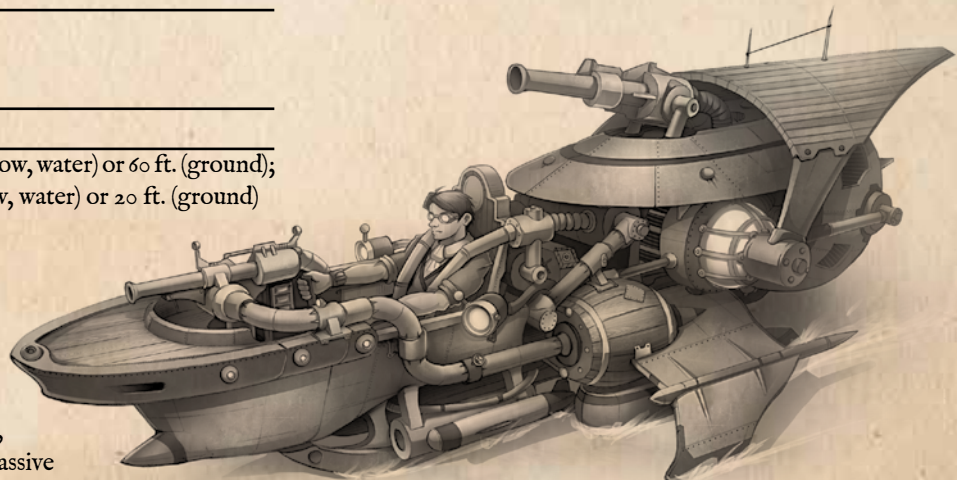
**Propulsion** gyro engine (1 square of gyroscopic engine; hardness 10, hp 25; extreme device); engine located toward the rear of the vehicle, adjacent to propellor fan

**Driving Check** Knowledge (nature) (on water) or Knowledge (geography) (on sand, snow, or ground), or Knowledge (engineering) +10 to the DC

**Forward Facing** the vehicle's forward bow (opposite the fan)

**Driving Device** steering wheel

**Driving Space** a single 5-ft.-by-5-ft. square located in the center of the vehicle that contains the steering wheel (and throttle) that serves as one of the vehicle's driving devices; the fan rudders are located behind the fan, at the vehicle's stern





**Conveyance** propellor fan (hardness 10)

**Decks** 1

**Passengers** 1 (or up to 500 lbs of cargo) unless replaced by a siege weapon

**Weapon** a gyro skiff can support one Medium-sized siege weapon

## AIR VEHICLES

Air vehicles fly through the air.

### ORNITHOPTER

Huge air vehicle

**Squares** 9 squares (15 ft. by 15 ft.; 7 ft. high); **Cost** \$1,500

#### DEFENSE

**AC** 8; **Hardness** 0 (double damage from acid and fire)

**hp** 45 (22)

**Base Save** +0

#### OFFENSE

**Maximum Speed** 80 ft.; **Acceleration** 20 ft.

**CMB** +2; **CMD** 12

**Ramming Damage** 2d8

#### DESCRIPTION

An ornithopter is an early attempt at heavier-than-air flight before the gyroscopic engine was invented. Using the lightest of materials, the ornithopter is constructed of translucent, flexible cellulose sheets over a hollow shellac frame, but its wings are fully articulated. All of the thrust and nearly all of the lift is created by the mechanical flapping of the ornithopter's 15-foot wingspan powered by pylons connected to the steam drivetrain. The wings cup the air mid flap creating lift on the downward stroke. The ornithopter still sees active military use because of its collapsible design that can be assembled or broken down in 2d6 minutes with a successful DC 15 Knowledge (engineering) check, and burnt to black goop afterward with little smoke. The profile of the ornithopter is distinctly hummingbird-like with its pointed nose cone and piston-driven wings. The pilot squeezes into a tight cockpit at the front of the aircraft. The ornithopter is capable of vertical take-offs and landings.

**Propulsion** steam engine (1 square of oil-burning engine; hardness 10, hp 25; difficult device); engine located in the center of the vehicle, behind the cockpit, between the articulated wings

**Driving Check** Fly, or Knowledge (engineering) +10 to the DC

**Forward Facing** the vehicle's cockpit faces forward

**Driving Device** lever or rudder at the vehicle's tail

**Driving Space** a single 5-ft.-by-5-ft. square in the front of the vehicle (the cockpit) that contains a lever that serves as the vehicle's primary driving device

**Conveyance** wings

**Crew** 1, if the vehicle sports a weapon

**Passengers** 1 (or up to 200 lbs. of cargo), if the vehicle does not sport a weapon

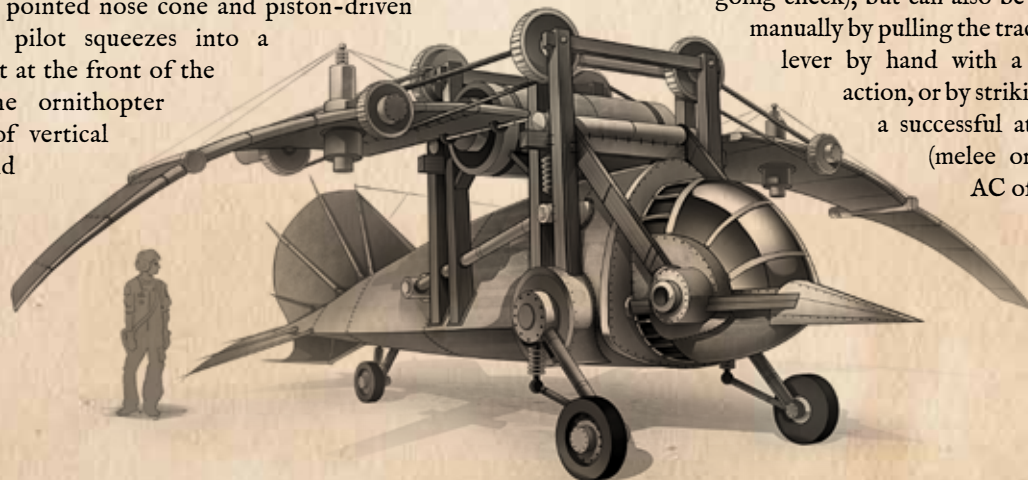
**Weapon** the vehicle can support either one Medium-sized siege weapon or up to two two-handed Medium-sized firearms (fired simultaneously with a -2 penalty to both attack rolls; both must attack the same target); the vehicle's weapon battery is contained within the tail

## RAIL VEHICLES

A rail vehicle's movement is bound to a track, limiting its mobility, but also its ability to swerve out of control. Rail vehicles are governed by slightly different rules than standard vehicles.

**Statistical Modifiers:** Due to their limited range of free movement, rail vehicles suffer a -2 penalty to AC and Reflex saves.

**Facing Direction and Track Pathing:** The driver of a rail vehicle cannot alter the vehicle's facing direction, nor move the vehicle forward diagonally, unless the vehicle successfully makes a turn, the vehicle shifts to a new set of track (by activating a track-switch, for example), or the driver takes the reverse action. Track-switches can typically be activated remotely by using a rail vehicle's hand lever (either as a swift action and a successful driving check, or as part of a successful accelerate, decelerate, or keep it going check), but can also be activated manually by pulling the track-switch lever by hand with a standard action, or by striking it with a successful attack roll (melee or ranged; AC of 7).





**Keep it Going Action:** When the driver of a rail vehicle takes the keep it going action, the base driving check DC does not increase to 20 if the driver is in combat.

**Turn Action:** The driver of a rail vehicle does not need to spend an action to take the turn action, and the vehicle automatically succeeds the driving check to turn, unless the vehicle makes a turn too quickly. If the vehicle's current speed is at least three times its acceleration, it has a 10% chance to fail the turn check and derail; if its current speed is at least four times its acceleration, or at its maximum speed, this chance increases to 25%. If the vehicle is forced to take a particularly sharp or tricky turn, the chance to fail the turn check and derail triples. Because making a turn in a rail vehicle does not require an action, the driver may take a different drive action just before the turn is made.

**Steep Tracks:** Whenever a rail vehicle travels up or down a steep incline/decline of track (+/- 61 degrees or more, but less than 90), the vehicle's current speed is reduced/increased by one-third its maximum speed (rounded to the nearest 5 ft. increment) each round it remains on steep tracks. This change in speed can cause a rail vehicle to exceed its normal maximum speed (up to 150% its normal maximum speed). If a rail vehicle's speed ever becomes 0 while still on a steep track, it will begin to travel down the incline in reverse, picking up speed as above.

**Derailing:** Whenever a rail vehicle either takes an amount of damage from a single attack or effect that exceeds twice its CMD (after hardness and other damage reduction), encounters a creature or object whose space it cannot fully travel through (i.e. failing to destroy or displace it), moves into a 5-foot, or more, square of destroyed or absent track, fails to make a turn, or is otherwise removed from its track, the rail vehicle derails. A derailed rail vehicle is uncontrolled and cannot be driven until it returns to a proper set of track. Once a derailed vehicle's speed reaches 0, it is typically knocked prone.

### HANDCAR

Large rail vehicle

**Squares** 4 squares (7 ft. by 12 ft.); **Cost** \$850

#### DEFENSE

**AC** 7; **Hardness** 10

**hp** 80 (40)

**Base Save** +0 (-2 on Reflex saves)

#### OFFENSE

**Maximum Speed** 60 ft.; **Acceleration** 15 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

#### DESCRIPTION

A handcar is an open square vehicle with room for four people. By working a walking beam up and down, a crank wheel spins moving the vehicle. The handcar is an essential

tool for maintenance work carried by most trains, and made of common rail yard parts. At least two men must work together to get full speed out of the vehicle, but up to four may ride it. Operating the handcar takes effort, and the travel range of the vehicle is limited by the endurance of its crew. The greatest danger to a handcar is collision with an oncoming train using the same set of tracks. The wheels of a handcar can be adjusted with a wrench to fit any railroad gauge.

**Propulsion** muscle (pushed; 1 or 2 Medium operators; one is the driver)

**Driving Check** Strength +5 to the DC (DC does not increase to 20 while in combat; applies to all drive actions), or Diplomacy or Intimidate if operated by others

**Forward Facing** one side of the square vehicle space perpendicular to the railroad track

**Driving Device** pivot lever

**Driving Space** a single 5-ft.-by-10-ft. area in the center of the vehicle that contains the pivot lever that serves as the vehicle's driving device, a lever to change the vehicle's forward or reverse direction, a handbrake, and room for up to two Medium pivot-lever operators

**Conveyance** four steel track-wheels (hardness 10)

**Decks** 1

**Passengers** 2; passengers sit on the sides of the vehicle parallel to the railroad tracks

## VARIANT: MOTORCYCLE COMBAT

In addition to the normal Vehicles in Combat rules (*Pathfinder RPG: Ultimate Combat*), the Mounted Combat rules (*Pathfinder RPG: Core Rulebook*) apply when riding a motorcycle in combat, except where noted below.

**Mounts in Combat:** These rules do not apply to motorcycles in combat, and instead are governed by the normal vehicle rules.

**Combat while Mounted:** You do not typically gain the +1 bonus on melee attacks for being on higher ground, as most motorcycle riders are generally no higher off of the ground while riding on their motorcycle than they'd be standing normally.

You are considered to have taken the charge action while riding a motorcycle if you have moved in a straight line a minimum distance equal to your vehicle's acceleration this turn. You cannot make a melee attack while riding a motorcycle until your vehicle has ended its movement for the round.

When you make a ranged attack while riding a motorcycle, you take the -2 penalty on your attack roll if your vehicle's current speed is at least twice its acceleration, and the -6 penalty if your vehicle's current speed is at its maximum speed. These penalties also apply universally to any occupant of a moving vehicle, not just motorcycle occupants.



## MOTORCYCLES AND THE RIDE SKILL

When piloting a motorcycle in combat, you may use the Ride skill to perform the following actions:

**Guide with Knees:** As long as you take the keep it going driving action, and travel in a straight line, you may make a Ride check to guide your motorcycle with your knees this turn, freeing up both hands. The DC for this Ride check is equal to one-half the driving check DC you made at the start of your turn.

**Stay in the Saddle:** Whenever you take damage while driving a motorcycle, or are subjected to any circumstance that may result in you falling off of your motorcycle (GM discretion), you can make a DC 5 Ride check to remain on your motorcycle.

**Cover:** As normal, except that while you're using your motorcycle as cover, the DC of your driving check increases by 5.

**Soft Fall:** If you are able to take actions when your motorcycle comes to a sudden stop, you can make a DC 15 Ride check to effectively jump off of your vehicle, subjecting yourself to the jumping off of a vehicle rule, instead of the sudden stops rule.

**Fast Mount or Dismount:** As normal.

## MOTORCYCLES AND MOUNTED COMBAT FEATS

When piloting a motorcycle in combat, you may benefit from the Mounted Combat feat, as well as any combat feat that has Mounted Combat as a prerequisite, while riding a motorcycle. Those feats function as normal while riding a motorcycle, except where noted below.

**Ride-By Attack:** Your total movement for the round can't exceed double your motorcycle's acceleration.

**Trample:** When you attempt to overrun an opponent while mounted on a motorcycle, your target may not choose to avoid you. Whenever you successfully knock a creature prone with a vehicle overrun maneuver while riding a motorcycle, you may maximize the result of one of your ramming damage dice, chosen before the damage roll is made.

**Casting Spells while Mounted:** If your motorcycle was swerving or turning, or had a drastic change in speed (accelerated or decelerated an amount equal to the vehicle's full acceleration value or greater), before you cast your spell, or the GM deems it necessary due to other circumstances (driving over bumpy terrain, for example), you have to make a concentration check due to the vigorous motion of riding the vehicle (DC 10 + spell level) or lose the spell. Otherwise, you typically do not have to make concentration checks to cast spells while you're riding your motorcycle. These same rules apply universally to any occupant of a moving vehicle, not just motorcycle occupants.

**If Your Mount Falls in Battle:** Your motorcycle "falls" when it is destroyed, and thus comes to a sudden stop, subjecting you to the sudden stops rule. If you are able to take actions when your motorcycle comes to a sudden stop, you can use the soft fall usage of the Ride skill (DC 15) to effectively jump off of your vehicle, subjecting yourself to the jumping off of a vehicle rule, instead of the sudden stops rule.

**If You Are Dropped:** If you are knocked unconscious, you have a 50% chance to stay on the motorcycle. Otherwise you fall and are subject to the jumping off of a vehicle rule. Without you to guide it, your motorcycle becomes uncontrolled. An uncontrolled motorcycle in motion has a 50% chance each round to come to a sudden stop at the beginning of its turn.



# RELIGION

## MAZAN PANTHEON

The Mazan Pantheon is the religious and political backbone of the Mazan nation. While a multitude of mezoquan deities and demigods exist, the patron deity of each affiliated city-state of Mazan forms the sanctioned pantheon. Except for some universal conventions, the monuments, dress, culture, and legal precepts of each city is shaped by its patron deity for good or ill. Clergy hold most of the civil offices, a tradition continued by Rausch, but class guilds and local factions also have some influence in government.

The four most populous and powerful city-states in Northern Ullera are Yellow House, Dark Spring, Stone Wheel, and Her Hair Is Mist; therefore, their patron deities, Ixcozauhqui, Macuilcalli, Tezcayotl, and Totonua, respectively, have the greatest number of adherents, influence, and resources throughout Northern Ullera and the Disputed Lands. Because of this, they are the only deities of the Mazan pantheon fully detailed in *Westbound*, though the rest of the major Mazan pantheon is presented below for reference.

### MAZAN PANTHEON

Deity	AL	Portfolio	Domains	Favored Weapon
Atlahua (Lord of Battle)	CN	Battle, Bloodlust, Valor, Victory, Weaponry	Chaos, Death, Glory, Madness, War	Atlatl
Camaxtli (Feathered Serpent)	CG	Education, Hunting, Medicine, Scales	Animals (legless), Good, Healing, Knowledge	Short bow
Ehecatl (God of the Southern Wind)	N	Pranks, Seasons, Secrets, Wind	Air, Travel, Trickery, Weather	Bolas
Huixtocihuatl (Goddess of Eagles)	NE	Eagles, Flight, Matriarch, Revenge, Wind	Air, Animals (winged), Evil, Liberation, Weather	Fighting fan
Ipalnemohuani (Lord Redeemer)	LG	Artistry, Crafts, Medicine, Teaching	Good, Healing, Knowledge, Law	Tepoztopilli
Ixcozauhqui (Yellow Face)	N	Calendars, Fatherhood, Cats, Meteorites, Sacrifice, Summer	Destruction, Fire, Magic, Rune, Sun	Terbutje
Macuilcalli (Lord of the Fifth House)	LN	Architecture, Burial, Judgment, Roads, Security	Community, Law, Nobility, Protection, Repose	Rope dart
Tezcayotl (Smoking Mirror)	CE	Assassination, Bats, Betrayal, Lying, Secrets, Vanity	Chaos, Charm, Darkness, Evil, Fire (Smoke)	Blunderbuss
Totonua (Goddess of Boiling Clouds)	NG	Factories, Hot Springs, Steam Baths, Summer Rain	Artifice, Earth (Metal), Good, Luck, Water	Monk's spade
Xiuhuetli (Hands of Turquoise)	LE	Envy, Farming, Greed, Trade, Wealth	Earth, Evil, Law, Plants, Trickery	Poisoned sand tube



## IXCOZAUHQUI

**Pronunciation:** IS-co-SAW-kwee

**Titles:** Yellow Face, The Burning Man, Allfather

**Alignment:** Neutral

**Domains:** Destruction, Fire, Magic, Rune, Sun

**Favored Weapon:** Terbutje

**Symbol:** Sun and moon

**Portfolio:** Calendars, Fatherhood, Cats, Meteorites, Sacrifice, Summer

**Petitioners:** Executioners, hunters, lawmen, parents, wizards

**Main Temple:** Yellow House

**Sacred Animal:** Spotted jaguar

**Sacred Colors:** Sulfur yellow and gold

### HISTORY

At first there was nothing; a cold featureless void. After an endless dark time, there came a spontaneous spark that grew the glowing ember of life, and slowly swelled into the incandescent being Ixcozauhqui. He eventually grew unhappy always looking into an empty abyss, and, in his despair, ripped pieces of himself off and hurled them into the void. Bits of hair, fingers, toes, organs, and limbs became the firmament until only a spherical stone skull remained orbited by a pair of eyes: one blazing yellow, the other cold and cat-like. Ixcozauhqui now had many things to look upon but still felt lonely and shed bitter tears. From this pool of salty tears emerged beautiful Huixtocihuatl (Goddess of Eagles). He took her as his wife and fathered a dozen offspring. He commanded his multitude of children to create things, and by their efforts the world gained all that flies, swims, creeps, and crawls.

## MACUILCALLI

**Pronunciation:** MA-cool-KAH-ye

**Titles:** Lord of the Fifth House, Soul Reader

**Alignment:** Lawful Neutral

**Domains:** Community, Law, Nobility, Protection, Repose

**Favored Weapon:** Sap

**Symbol:** Plum-bob

**Portfolio:** Architecture, Burial, Judgment, Roads, Security

**Petitioners:** Judges, masons, mourners, rulers, watchmen

**Main Temple:** Dark Spring

**Sacred Animal:** Tortoise

**Sacred Colors:** Jade and silver

### HISTORY

At first, men did not know how to live together in harmony. They stole from one another and fought endlessly. They lived out in the open with no protection from predators or weather. They grew sick from fouling their water holes and left the dead to rot on the ground. Macuilcalli took pity on these miserable souls and taught them to be civilized, as opposed to his brother, Tezcayotl, who tutored the

population in treachery. Macuilcalli taught them how to build stone shelters and how to preserve food and water. He picked out the wisest families among them to become the rulers. The rest were given a role and position in society according to their individual merits. Every family was taught the “code of man” and commanded to obey it or suffer in the afterlife. He also described how to properly honor the dead by placing them beneath civic buildings, roads, and monuments to ensure good fortune and prevent restless spirits from passing into the afterlife. By the Mazan calendar, this is the fifth world—the Era of Mankind—and to honor the teachings of Macuilcalli he is called the Lord of the Fifth House. He stands guard at the gates of the after-world and judges each soul as they move on to the next life.

## TEZCAYOTL

**Pronunciation:** tess-CAH-yacht

**Titles:** God of the Smoking Mirror, Secretkeeper

**Alignment:** Chaotic Evil

**Domains:** Chaos, Charm, Darkness, Evil, Fire (Smoke)

**Favored Weapon:** Blunderbuss

**Symbol:** A bloodshot eye

**Portfolio:** Assassination, Bats, Betrayal, Lying, Secrets, Vanity

**Petitioners:** Assassins, liars, spies, thieves, witches

**Main Temple:** Stone Wheel

**Sacred Animal:** Ghost bat

**Sacred Colors:** Obsidian black and ruby red

### HISTORY

Jealousy ate at Tezcayotl’s heart and turned him against his brother god Macuilcalli. Never as wise or as gifted with the right things to say as his brother, Tezcayotl instead embraced the darkness in his soul by seeking out such places in the land. By forsaking his handsome reputation, and the world at-large, Tezcayotl’s passion came to be symbolized by the bat, a creature hidden in the darkest places of the world where secrets, betrayal and lies, and killing could be fulfilled to their utmost. The “Era of Bats,” a period marked by a spike in these activities, ended long ago, leaving only a few vampiric stragglers behind to feed off mankind. To regain his former prominence, Tezcayotl hatched a scheme to steal mankind away. He disguised himself as a peddler selling inexpensive mirrors. These mirrors were enchanted to enable a shadow duplicate on the other side of the reflection to come across and take the viewer’s place. Ixcozauhqui discovered the treachery and as punishment sealed Tezcayotl in the reflected world as well. His worship has fallen into disfavor in most cities, but petitioners can still reach Tezcayotl by praying at mirrors and can barter for secrets observed by the doppelgangers on the other side of the glass.



### TOTONUUA

**Pronunciation:** TOE-TOE-new-ah

**Titles:** Goddess of Boiling Clouds

**Alignment:** Neutral Good

**Domains:** Artifice, Earth (Metal), Good, Luck, Water

**Favored Weapon:** Monk's spade

**Symbol:** Flask of boiling water

**Portfolio:** Factories, Hot Springs, Steam Baths, Summer Rain

**Petitioners:** Boilermakers, cooks, gamblers, tanners

**Main Temple:** Her Hair is Mist

**Sacred Animal:** Salamander

**Sacred Colors:** Copper and cobalt blue

#### HISTORY

During the Era of Bats, the two greatest hindrances to the Secretkeeper and his ilk were the holy gifts of Totonua; summer rains and hot springs. Not as serious minded as some elder gods, Totonua gravitated toward flights of fancy and simple moments of levity and ease. Those who valued boundless dreams and an unfettered spirit tended toward Totonua. With the rise of steam mechanics, and their popular use among those who dreamed big and refused to be tied down by limitation, she gained numerous new devotees and national prominence. Factory owners and assembly line workers make daily offerings in hope of fewer accidents and higher productivity. Steam engines often bear a medallion in her honor in hopes of reducing the chance of malfunctions. Her temples double as casinos and bets are considered a form of offering in both native and foreign games of chance. In addition, her temples offer restorative steam baths and health spas. Many feel the baths are rejuvenating, purge toxins from the body, and many engineers claim to have made breakthrough discoveries while meditating in these sanctified steam rooms.

### BRELONISM

Brelon is the creator of all that walks, flies, swims, slithers, or crawls. His majesty is too great for this terrestrial plane and so he speaks through the crystal "Fist of Justice" to his chosen prophet, and empowers his faithful through select archangels that exemplify a mere portion of Brelon's divine will. These archangels act as the intermediary between mortals and Brelon, buffering the faithful from a raw divine power that the mortal frame could simply not survive, nor control. Each of Brelon's archangels personify a select portfolio of Brelon's divine vision for the mortals of Geir, derived from the saintly life lived, and perhaps sacrificed, during their time as a mortal on this earth. The Brelonite faithful join religious chapters established around the patron archangels in order to perpetuate their saintly ideals, the archangel's portfolio directly influencing the focus and duties of its chapter's membership.

### ARCHANGEL AVETHA

**Title:** The Blind Sculptress

**Alignment:** Chaotic Good

**Domains:** Dream, Knowledge (Memory), Luck (Imagination), Travel (Exploration)

**Favored Weapon:** Light pick

**Symbol:** Pair of Clay Hands

**Portfolio:** Arts & crafts, charity, creativity, inspiration

**Petitioners:** Artists, inventors, craftsmen, the blind

**Shrine:** Temple of Avetha, Greenfield

**Sacred Animal:** Hummingbird

**Sacred Colors:** Copper and bronze

#### HISTORY

Avetha lost her vision as a child due to a severe head injury. After months in a coma, she slowly recovered the use of her arms and legs but remained broken in spirit. Though she attempted various hobbies, these always ended in frustration, but one day her nurse encouraged her to try clay. "You don't need your eyes to sculpt, the shape in your hands comes straight from your soul." Avetha not only learned how to sculpt, but was able to transmute her clay sculptures into stone or metal through prayer. She regained her independence and self-worth creating works of art for her church and community. Avetha's legacy is her inspired artwork. Sculptures large and small based on her dreams and touch-memory give



Artwork by Mates Laurentiu

*ARCHANGEL AVETHA*



## BRELON ARCHANGELS

Deity	AL	Portfolio	Domains	Favored Weapon
Archangel Avetha	CG	Arts & crafts, charity, creativity, inspiration	Dream, Knowledge (Memory), Luck (Imagination), Travel (Exploration)	Light pick
Archangel Castor	NG	Exorcism, funerals, herbology, medicine, surgery	Community (Home), Healing (Restoration), Protection (Purity), Repose (Souls)	Dagger
Archangel Edorta	NG	Beekeeping, factories, marketplaces, mines, refineries	Artifice (Construct), Community (Cooperation), Earth (Metal), Sun (Day)	Light hammer
Archangel Johano	LG	Armor, fortifications, military training, weapons	Glory (Heroism), Nobility (Martyr), Strength (Resolve), War (Tactics)	Spear
Archangel Lebe	LG	Journalism, legal code, libraries, poetry	Good (Friendship), Law (Judgement), Rune (Language), Trickery (Innuendo)	Quarterstaff
Archangel Norvic	N	Brewing, crop fields, lumberjacking, orchards	Magic (Divine), Plant (Growth), Weather (Seasons), Artifice (Toil)	Scythe
Archangel Tryss	CG	Mail, marriage, promises, romance, secrets	Air (Wind), Animal (Feathers), Charm (Love), Liberation (Freedom)	Two-bladed sword
Archangel Vequa	N	Fasting, feasts, fur trading and traders, winter	Animal (Fur), Darkness (Night), Void (Stars), Water (Ice)	Morningstar
Archangel Yves	NG	Civil shelters, courtrooms, disaster relief, lotteries, and relief workers	Destruction (Catastrophe), Fire (Smoke), Knowledge (Thought), Luck (Fate)	Handaxe

no indication they are the work of a blind artist, but the most miraculous event occurred just before her death. A pair of her temple bronzes came to life during an earthquake giving the faithful a chance to escape the collapsing dome. The statues were excavated unharmed and now adorn the Temple of Greenfield in her honor. The Archangel Avetha inspires others to also overcome personal obstacles and live a creative life.

### CHAPTER

Brelonite artisans often wear an Avetha medallion or have her symbols in their studios. For many Brelonites, she is a muse that sends inspirational dreams to them for great works of art. A chapter of clerics, known as Avethans, are curators of museums, national collections, and public galleries in Rausch. Inquisitors and paladins of this chapter, nicknamed “Handymen,” specialize in the recovery of stolen art, detecting counterfeits, and protecting collections. Monks of Avetha wholly devote themselves to grand athletics competitions and peak physical fitness, or even mystical full-body tattooing, as living works of art. Rauschite artists, Avethans often foremost among them, are well known for their naturalistic paintings, sculptures, and bronzes that exalt life west of the Heartwater. Members of this chapter often travel abroad for paid commissions, to study the arts of foreign lands, to find new subjects, or to have adventures they can chronicle in their own art.

### DREAM DOMAIN

**Granted Powers:** You use magic to unplug the conscious mind and unlock the potential of the unconscious.

*Dreamer's Touch (Sp):* Your touch can fill a creature's mind with whimsical daydreams, causing a living creature to become fascinated with a melee touch attack. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). If you touch a fascinated living creature, that creature falls asleep for the duration instead. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Dreamshaper (Sp):* At 8th level, you can manipulate the dreamscape of others, drawing forth or tampering with their subconscious minds. This power allows you to tamper with the target's memories as if using modify memory, or you may ask questions of the target's memories as if using speak with dead upon a corpse. A successful Will save negates the effect. The DC of this save is equal to 10 + 1/2 your cleric level + your Wisdom modifier, with further modifiers as those given for the nightmare spell. You can use this ability once per day at 8th level, plus one additional time per day for every four levels thereafter.

**Domain Spells:** 1st—*sleep*, 2nd—*euphoric cloud*, 3rd—*deep slumber*, 4th—*rainbow pattern*, 5th—*dream*, 6th—*cloak of dreams*, 7th—*vision*, 8th—*temporal stasis*, 9th—*astral projection*.



### ARCHANGEL CASTOR

**Title:** The Divine Surgeon  
**Alignment:** Neutral Good  
**Domains:** Community (Home), Healing (Restoration), Protection (Purity), Repose (Souls)  
**Favored Weapon:** Dagger  
**Symbol:** Beribboned Scalpel  
**Portfolio:** Exorcism, funerals, herbology, medicine, surgery  
**Petitioners:** Caregivers (especially young mothers), doctors, healers, pharmacists, therapists  
**Shrine:** Sacred Heart Hospital, Crystal Basin  
**Sacred Animal:** Northern Shrike  
**Sacred Colors:** White and red

#### HISTORY

Castor in life was a noted physician said to be able to treat any ailment. His skill as a surgeon was unrivaled; his patients recovered quickly, and with few infections. He was able to perform feats of medical treatment other doctors could only dream of. Those in need of care would travel from miles around to receive his care. One day, a pestilence demon snuck into his village disguised as a rat and started siphoning the souls from its inhabitants, leaving a cold corpse behind. Only Castor was able to see the bright souls struggling within the demonic rodent. With his silver scalpel, he gutted the demon and released the captured souls. The encounter left him weakened with infection of an incurable, contagious disease. To prevent an epidemic, he voluntarily exiled himself and died alone in the wilderness after digging himself a shallow grave under a willow tree.

#### CHAPTER

The chapter of Castor dominates the medical community of Rausch. While the pragmatic medical practices of Ullera have spread throughout Rausch, most of the faithful prefer to rely on faith based treatments from clerics. Paladins of Castor provide ambulance service, disaster relief, and disease control. Inquisitors of Castor are directly tasked with protecting Rausch from demonic hosts, supernatural parasites, and contagious undead. Monks of Castor operate free clinics, compounding pharmacies, and mental asylums in Rausch. 'Castor Oil' was once a celebrated restorative exported from Rausch, but now better known as a snake oil commonly brewed by hucksters. The chapter often sends members abroad as medical missionaries, purchasing agents, working students, as explorers to gather samples of venoms, medicinal plants, or bacteria in the wild.

### ARCHANGEL EDORTA

**Title:** The Dragonsmith  
**Alignment:** Neutral Good  
**Domains:** Artifice (Construct), Community (Cooperation), Earth (Metal), Sun (Day)  
**Favored Weapon:** Light hammer  
**Symbol:** Steel dragon's head  
**Portfolio:** Beekeeping, factories, marketplaces, mines, refineries  
**Petitioners:** Craftsmen, engineers, mechanics, merchants, and miners  
**Shrine:** Temple of Edorta, Sillowia City  
**Sacred Animal:** Honey bee  
**Sacred Colors:** Yellow and black

#### HISTORY

Edorta lived as a humble blacksmith, and hobbyist beekeeper, in a village plagued by a fire-breathing dragon each year. No warrior was able to defeat the beast, as all were incinerated in trying, but Edorta had a plan. If no human could defeat the dragon, then maybe another dragon could. For a full year, Edorta and the other villagers labored in secret rolling metal rods and hammering out metal sheets, until they created a metal dragon of their own. A perfect replica, the metal dragon stood lifeless during the enemy dragon's annual approach. With a final prayer and his hammer raised for battle as the vile wyrm touched down at dawn, Edorta martyred himself, causing the metal defender to spring to life. The metal dragon exhaled a cloud of adamantite bees that stung the invading dragon to death before the metal statue crumbled into dust as the sun peeked over the horizon.

#### CHAPTER

Edortan clerics are deeply invested in the war industry of Rausch. Those with the skill design and craft revolutionary designs; others work in supply and logistics for the armed forces. They also aid and protect industrial sites of military value by boosting production, treating injured workers, or acting as arbitrators and troubleshooters. The Edorta chapter also trains gun devotees, holy guns, and black powder inquisitors, blending divine magic and firearm training in a special unit of paratroopers known as the Yellowjackets. Edortans may be sent abroad to field test new military equipment, to capture and study foreign arms and armor, to investigate crimes within Rauschite armed forces, or as a deep cover agent pretending to be a mercenary adventurer. Among the lay population, Edorta is revered through the creation of intricate wax carvings that serve as private altars or as offerings to attract bee colonies to an area.



## ARCHANGEL JOHANO

**Title:** The Stalwart Defender

**Alignment:** Lawful Good

**Domains:** Glory (Heroism), Nobility (Martyr), Strength (Resolve), War (Tactics)

**Favored Weapon:** Spear

**Symbol:** V of brown on a gold disc

**Portfolio:** Armor, fortifications, military training, weapons

**Petitioners:** Men and women of arms, soldiers

**Shrine:** Johano Memorial, Fort Providence

**Sacred Animal:** Honey badger

**Sacred Colors:** Brown and gold

### HISTORY

Johano was a simple soldier assigned to guard duty at one end of a box canyon that contained the only road to his village accessible by wagons. Day in and out, Johano would inspect the cargo of farmers, traders, and other travelers as a first line of defense against bandits, gypsies, and other unsavory types. One day, Johano discovered the plans of a large raiding party of goblins disguised as a trade caravan. Instead of fleeing at the approach of such a threat, Johano sent his horse racing back to the village bearing his last will and testament, and placed himself where he could bottleneck his enemies and solitarily face them. His ultimate sacrifice gave his community enough time to mobilize and hold off the sneak attack. Rauschites pray to Archangel Johano for the fortitude and resolve to face the enemies of the nation.

### CHAPTER

Nation defense is not only a duty, but a divine mandate of the chapter of Johano. Clerics, paladins, and inquisitors join the war effort to support good order, offer spiritual counsel, and give field treatment to common soldiers. Most independent units have one or more of these commanders embedded in their ranks. The chapter runs its own commando teams known as "Spearheads" for covert missions. Beyond battle, the chapter staffs recruitment offices, helps train local militias, sells war bonds, and councils war veterans. The monks of Johano are known for their custom armor and weaponry, with both parade and military application, for bonafide Rauschite heroes and the high command. Members of the chapter may be sent abroad as guards, armed couriers, or envoys. Lately, many members of the chapter have been sent to investigate unsubstantiated sightings of crystal artifacts in locations scattered across Northern Ullera. It is the slanderous rumor that current head of the chapter, Lars Dekino, has ambitions to emulate the rise to power of Prophet King Thanek.

## ARCHANGEL LEBE

**Title:** The Wordsmith

**Alignment:** Lawful Neutral

**Domains:** Good (Friendship), Law (Judgement), Rune (Language), Trickery (Innuendo)

**Favored Weapon:** Quarterstaff

**Symbol:** Shepherd's crook and an open book

**Portfolio:** Journalism, legal code, libraries, poetry

**Petitioners:** Lawyers, musicians, travelers, and writers (especially authors of epic fiction)

**Shrine:** Temple of Lebe, Last Chance

**Sacred Animal:** Bighorn sheep

**Sacred Colors:** Silver and black

### HISTORY

The shepherd Lebe was a clever man that taught himself to read and write, recording the poetry and songs of all the people he met in his travels. One night, after a week of guarding his flock, he encountered a hungry sphinx intent on devouring his sheep. Lebe challenged the sphinx to a riddle contest, but as the sphinx saw that Lebe was a learned man, the creature stipulated that this contest would be to the death. Lebe nodded, further stipulating that if he lost the sphinx could not take his flock as reward, to which the sphinx gestured at Lebe's books and then at his feet, thus indicating this contest would rely on one's memory alone. Lebe agreed. Lebe's clever words were able to beguile the sphinx until the dawn sun rose, turning the sphinx to stone and saving his flock, but upon realizing it had been tricked the sphinx made a final pounce, crushing Lebe beneath its petrified body. Many claim the stone sphinx atop his reliquary will reawaken if anyone attempts to steal the legendary tomes written and buried with Lebe.

### CHAPTER

The legal system of Rausch is a hybrid of civic laws and religious doctrine. Lebetes train to become experts of this canon of law in the seminaries of Rausch. After years of apprenticeship as humble law clerics, many join the ranks of lawmakers, judges, prosecutors, and legal advocates. Inquisitors, monks, and paladins are the core of the Fellowship of the Doctrine of Purity (FDP), a body that seeks out internal threats to the Kingdom of Rausch. Officially, they work in partnership with local authorities, but can also seize control on claims of overriding jurisdiction or "the benefit of the greater good." Chapter agents may also travel abroad in pursuit of a lawbreaker, to provide security and advice to envoys, as a law enforcement liaison, or for court-appointed constabulary. The institutional rivalry between these FDP "harrowed wardens" and the FSU widowmen is publically displayed during the international martial arts contest hosted in Gom Shao.



### ARCHANGEL NORVIC

**Title:** The Good Gardener

**Alignment:** Neutral

**Domains:** Magic (Divine), Plant (Growth), Weather (Seasons), Artifice (Toil)

**Favored Weapon:** Scythe

**Symbol:** A walnut

**Shrine:** Norvic Temple, Mulberry

**Portfolio:** Brewing, crop fields, lumberjacking, orchards

**Petitioners:** Farmers, fieldhands, gardeners, and meteorologists

**Sacred Animal:** Squirrel

**Sacred Colors:** Red and green

#### HISTORY

A great drought once gripped Washoon Valley, wilting the crops and drying up the rivers and wells. Norvic the farmer prayed for three days and nights asking only for enough water to save his family and neighbors. On the third night, during a lunar eclipse, Norvic received a vision of what he must do. First, he dug a deep basin with naught but a simply trowel made of walnut. Next, he erected an earthen dike to surround the basin on all four sides, taking care not to disturb the nests and burrows of animals nearby. Finally, with his last breath, Norvic prayed to bless the area as a squirrel climbed to his shoulder and whispered in his ear. His neighbors mocked him for his excessive toil under the broiling sun and pitied his death from sunstroke when his labors were complete. The next day, an intense storm crashed into the surrounding mountains ripping through the land as a flash flood. All was washed away except for Norvic's ditch, which filled and sprouted with seed stock for the next year.

#### CHAPTER

The chapter of Norvic is a powerful faction within Rausch, representing ranchers and farmers in the king's court. Members are present in every rural community and in addition to providing religious services they rent grain silos, maintain seed banks, and offer loans to the community. Clerics of Norvic use divine magic to ensure bumper crops and cattle drives in a land notorious for their arid climate and poor soil. Paladins and inquisitors of Norvic roam the range supporting the efforts of marshals to protect rural areas. Norvic monasteries house massive fortified greenhouses where exotic and experimental hybrids can be grown in an isolated environment for research and the gourmet market. Food production is vitally important to support the teeming cities of Rausch, and this chapter is usually the first to respond to blights, fires, droughts, and other threats to production.

### ARCHANGEL TRYSS

**Title:** The Deliveress

**Alignment:** Chaotic Good

**Domains:** Air (Wind), Animal (Feathers), Charm (Love), Liberation (Freedom)

**Favored Weapon:** Two-bladed sword

**Symbol:** A pigeon bearing a scroll

**Shrine:** Lover's Leap, Jedidiah Junction

**Portfolio:** Mail, Marriage, Promises, Romance, Secrets

**Petitioners:** Couriers, spouses, and wedding attendees

**Sacred Animal:** Homing pigeon

**Sacred Colors:** Pink and violet

#### HISTORY

Tryss was a young girl well known in her community for her extraordinary gentleness and beauty. She fell in love with the son of her father's most detested rival. Kept housebound by her father, Tryss communicated with her beloved by pigeon. Tryss always had a gift when dealing with creatures of flight, and yearned to break free her bonds, as a bird would, and fly the world spreading messages of hope and enduring love. Locals at the time even claimed to have seen her break the bonds of Geir's hold and float for a few moments when joyfully dancing or singing. One day, her jealous father intercepted one of her messenger pigeons and, to teach his daughter a lesson, wrote a false message claiming her beloved had found another. Heartbroken, Tryss cast herself from the bell tower, but the wind softened her fall allowing her beloved to catch and elope with her. She devoted the rest of her life to helping people communicate with loved ones separated by distance or strife.

#### CHAPTER

The chapter of Tryss operates the official mail system in Rausch. They offer telegraph, divine, and package mail delivery. Their express couriers are more expensive than the telegraph, but have a historically proven confidentiality, resisting all efforts to compromise the privacy of their clients by fist, weapon, or prayer. Wards and symbols can also be placed on mail for extra protection or defense. Mail fraud is dealt with in house, with great measures taken to protect against harm sent by mail, and inquisitors of Tryss investigate all manner of forgeries. The proud policy of "Anywhere Guaranteed" has sent numerous chapter members abroad on the package sender's expense to complete a delivery.



## ARCHANGEL VEQUA

**Title:** The Winter Guide  
**Alignment:** Neutral  
**Domains:** Animal (Fur), Darkness (Night), Void (Stars), Water (Ice)  
**Favored Weapon:** Morningstar  
**Symbol:** A falling star  
**Shrine:** Temple of Vequa, Confluence  
**Portfolio:** Fasting, feasts, fur trading and traders, winter  
**Petitioners:** Astronomers and astrologers  
**Sacred Animal:** White-tail deer  
**Sacred Colors:** Blue and white

### HISTORY

A group making pilgrimage to Rausch lost their way on the Brelon Trail after an early winter storm. Cold and lost, their leader Vequa prayed for deliverance. A bevy of wild deer blundered into the party, providing much needed food and clothing. His prayers for guidance were answered by a silver star that safely pointed the way to Rausch. When the party's supply of water ran dry, Vequa successfully divined the location of underground springs and hidden streams bearing ice shed from the mountains in the rough terrain. Archangel Vequa is invoked in perseverance against harsh winters and as an emblem of astronomy.

### CHAPTER

The Brelon Trail still leads immigrants to Rausch, but also has become a pipeline of commerce between Rausch and the FSU. The Vequa chapter sees it as its divine duty to aid and protect travelers along this sacred route. Vequans aid marshals in enforcing the peace, and provide the desperate with healing, food, and low cost hostels. They often join up with convoys to offer aid, encouragement, or warnings of upcoming hazards. Vequan monks wear plain clothes to blend in with other unarmed passengers while watching for anarchists on the trains, airships, and riverboats in and out of Rausch.



## ARCHANGEL YVES

**Title:** The Visionary  
**Alignment:** Neutral Good  
**Domains:** Destruction (Catastrophe), Fire (Smoke), Knowledge (Thought), Luck (Fate)  
**Favored Weapon:** Handaxe  
**Symbol:** A burning church bell  
**Shrine:** Temple of Yves, Ford  
**Portfolio:** Civil shelters, courtrooms, disaster relief, lotteries, and relief workers  
**Petitioners:** Refugees and firefighters  
**Sacred Animal:** Great horned owl  
**Sacred Colors:** Red and indigo

### HISTORY

As a young child, Yves was markedly precocious and perceptive. Wise beyond her years, she often frightened others with her precognitive ability to predict things before they happened. One night, she had a vision of a titanic frog swallowing her town, but she couldn't make anyone listen and evacuate. The next day, Yves discovered that the levees near her village were beginning to give way to a catastrophic mudslide, unbeknownst to the village's inhabitants. To make matters worse, a small fire had erupted in the cotton fields just outside the village. As fate would have it, Yves was the first to respond, ringing the fire bell at the local church to alert the villagers and lure them out to fight the blaze just as the mudslide engulfed the hamlet and poor little Yves. Today, Yves is invoked to avert disaster, to evoke sound judgment and forethought, and to bless ritualistic bonfires.

### CHAPTER

The chapter's mission is to protect and prepare their communities for disaster. Each chapter house doubles as weather and bomb shelters with large stockpiles of food and medicine. Monks of Yves are trained in firefighting and the healing arts, while inquisitors investigate cases of arson, water pollution, and food poisoning. Paladins of Yves are the charismatic leaders of emergency drills and civil defense efforts. The "cleansing flame" is an important symbol and tool for the chapter, and many members use pyrotechnic weapons not only to fight fire with fire, but to burn away infectious undead, trolls, oozes, and other supernatural menaces.

ARCHANGEL YVES



# ULLERA

As the fortified cities grow overcrowded and opportunity becomes scarce, penny dreadfuls and nickelodeons inspire the urban populace with tales of beauty, bounty, and heroism west of the Heartwater. Civic leaders and barons of industry seek to stake a claim on westbound trade routes despite the risks of conflict and nature. As the FSU moves west, it entangles itself in the affairs of the other expanding human nations of Rausch and Mazan, each stitched together by rail and canal for good or ill. The west coast elven nation of Gom Shao and the remaining Mesocine home-thrones in the Disputed Lands anticipate the growth of these new settlements. And in the snowy north, a vengeful Atanak plots its enemies' downfall.

People come to the Disputed Lands looking for wealth, relics, land, or a new life. New trades are formed in response to this new land and new discoveries are made. As more people arrive, cultures clash, battles are fought, and customs are formed creating a new society uniquely western, and populated by races drawn from every corner of Geir.

## SETTLEMENTS

In additions to the settlement options presented in the *Pathfinder RPG: Game Mastery Guide*, settlements in the Ulleran West may possess any of the following settlement qualities or disadvantages.

### 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

### 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)

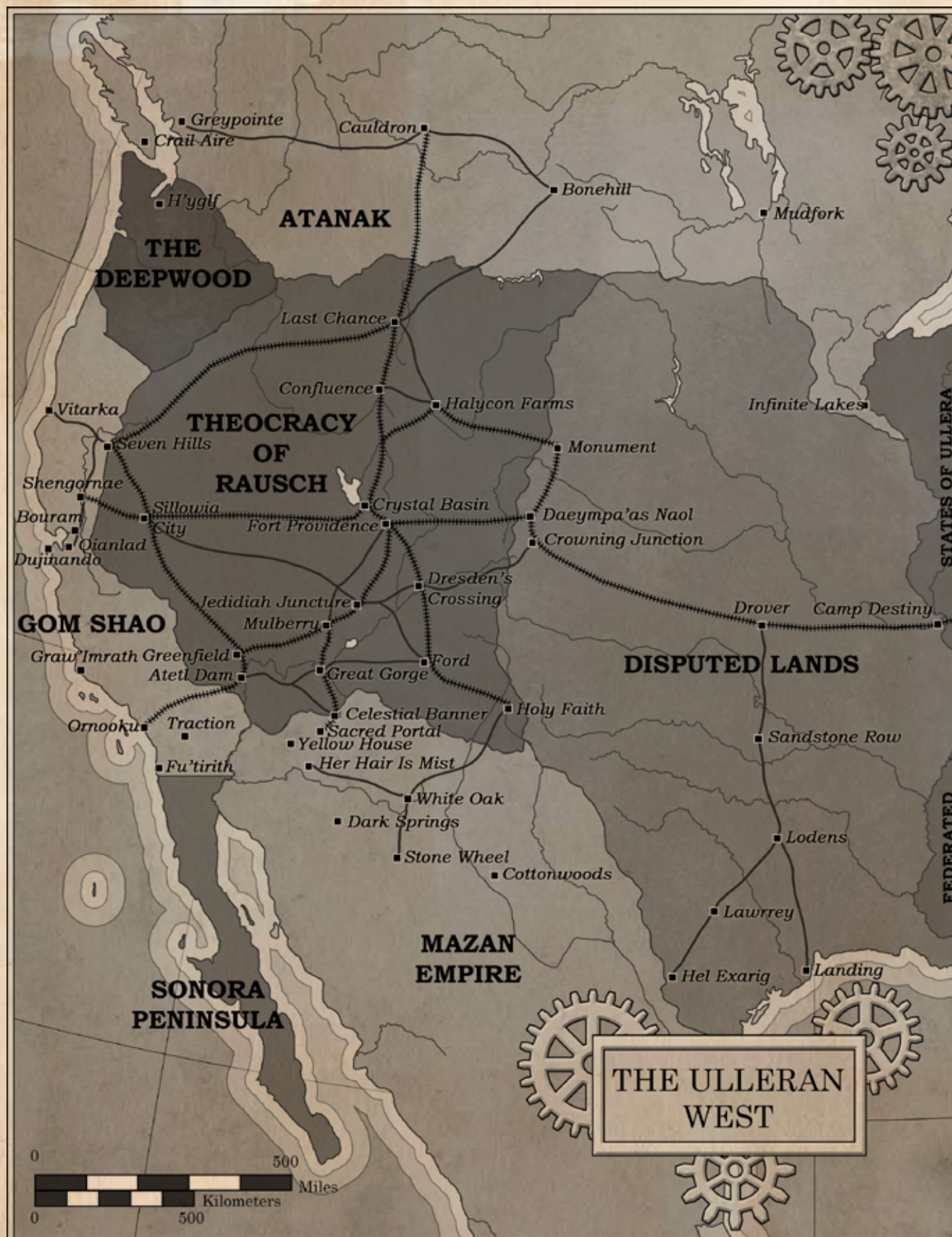
**Industrialized:** The settlement benefits from great technological advances in fabrication. Tools, factories, raw materials, and skilled labor are abundant here. (Economy +2, Decrease all minor tech items costs by 25%)

**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)







### 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.

### WESTBOUND LEXICON GUIDE

**Acaloa** [ah-kah-low-ah]: A near-extinct race of Mesocines (see below), distinguished by their small bodies, colorful beaded scales, and poisonous saliva.

**Alomes** [all-ohms]: Pidgin Common for ‘all homes’, used to indicate interracial collectives within Gom Shao.

**Atanak** [a-ten-ack]: Modern nation name; formerly the Dominion.

**Atetl Dam** [ah-tet-uhl-dam]: The largest and most important dam in Mazan, the name literally means “water stone” in Mezuan.

**AUGR**: Atanak Underground Railroad.

**baolong** [bow-long]: Hereditary title of the Lord Commander of Gom Shao.

**Brelonism** [breh-lawn-izm]: The reconstructed doctrine of Rausch religion based on the teachings of Prophet Thalek as revealed to him through the Fist of Justice.

**Brelon Trail, the**: Historic emigration trail between Rausch and the FSU.

**Centaves** [sen-tah-ves]: Colloquial name for FSU coinage used west of the Heartwater. (Every nation has its own monetary system, but FSU money is the most stable and nearly universally accepted.)

**Chamcha**: A near-extinct race of Mesocines (see below), distinguished by their chameleon-like scales and forked tongues.

**coup** [koo]: A symbolic mark or trinket of a battle or dangerous predator hunt

**Disputed Lands, the**: Land not explicitly governed by any of the political powers on Ullera; often ‘Disputed’.

**Divine Khan, the**: Religious title of the supreme ruler of Rhim.

**Dracoreign, the**: Ancient rule of now extinct dragons over the natives of Northern Ullera (and, indeed, other lands of Geir).

**Drom Gol** [drawm-goal]: The principle Dwarven nation on the northeastern coast of Ullera, bordered by Atanak and the FSU.

**Dru-ploi** [drew-ploy]: A near-extinct race of humanoid rodents.

**elevated core**: Belief that the very best of Mazan is purified through hardship, war, and disaster.

**Fist of Justice**: The sentient crystal relic that gave rise to the Brelonite faith.

**frost war**: An ongoing political tension and covert conflict between civilized nations.

**fungal caves**: Underground sunless farms used to grow staple foods in Atanak.

**gerdurt** [gurr-dirt]: A goblinoid military settlement in the Disputed Lands.

**Godhead, the**: A sentient crystalline bust and a rauschite artifact with immense supernatural powers. (It is one of several fragments of an ancient panracial crystal scattered across Ullera.)

**Gold Armada, the**: Fleet of elven exploration that crashed on the rocky western coast of Ullera.

**Gom Shao** [gawm-shou, rhymes with “ow”]: An elven colony of Rhim on the western coast of Northern Ullera.



**Great Divide, the:** Massive, rocky range separating the Disputed Lands (Eastern Shield) from Rausch (Western Shield) and extending through the entire continent from Mazan in the south to Atanak in the far north. It is famous for travel hardships, wendigo, bandit activity, and precious metal deposits.

**G'rusoth Hagradoth [guh-roo-soth ha-gra-doth]:** The Atanakan feudal ring of Rageiac lords.

**Hachenda [ha-chan-dah]:** Fortified mud brick compound ringing a walled courtyard.

**Herdian [herd-e-an]:** A mongrel blend of Orc, Goblin, and various trade languages belonging to natives of the plains (e.g. Enesora, Chamcha, et al.).

**home-throne:** Ancient burrows and hollowed out caverns of now extinct dragonkind, many of which have been reclaimed by the zaurto.

**Hundred Families, the:** Elite elven bloodlines residing in Gom Shao.

**Kektanmorreth the Vaunted [keck-tan-more-wrath]:** An ancestral dragon-god, forming the central focus of zaurto societal structure, that legend states became, or "evolved," into a zaurto.

**lorespinner:** An elven oral historian.

**manrik [man-rik]:** A cold blooded reptilian humanoid race of Northern Ullera native to swamplands and warm coastal marshes.

**Mesocine [mess-oh-seen]:** Reptilian humanoids, also called "scalykind," native to Northern Ullera.

**Mezuan [me-zoo-an]:** Racial language of Mezoquan humans.

**Nidamar [nee-dah-mar]:** The original Elven protectorate reserved for Jade elves. (Nidamaran refers to that consisting of or referring to Jade elves.)

**Null War, the:** An ancient period of dragon-led aggression against all humanoids.

**Okrug Oligarchy [oh-krug ol-i-gahr-kee]:** In the Eastern Continents, a jonnish nation of the steppes and ancestral enemy state of Rhim.

**Pentarchy:** The reigning five sister queens of Atanak.

**Rauschism:** The original doctrine and state religion of Rausch taught by the first prophet Gayne the Elder (later replaced by Brelonism).

**Rhim:** The ancestral nation of Amber and Jade elves is a major power in the Eastern Continents. Its borders and colonies nearly encircle the Sun Current Ocean in that hemisphere.

**Sandamar [san-dah-mar]:** The original Elven protectorate reserved for elves who have shed traditional behavior and beliefs. (Sandamaran refers to that consisting of or referring to such elves, many of whom and which belong to half-elf culture today.)

**shave tail:** Anyone newly arrived or inexperienced in the Disputed Lands.

**Silver River:** Second largest river in Northern Ullera; bitterly shared for agriculture and hydroelectric power by Rausch and Mazan.

**sodbuster:** An impoverished farmer who builds his homestead out of stacked blocks of sod.

**Sonoran Peninsula, the:** A nation of reptiles with Gom Shao at its northern border and separated from Mazan by the long narrow Serpent Sea.

**Sun Current, the:** Massive ocean west of Ullera.

**Taan Ocdrul [tahn ok-drool]:** A lingering supernatural fear—remnants of the Null War—affecting all who venture into various ancient ruins and battlefields across Geir.

**tarheel:** Colloquial name for primordial ooze and/or black pudding.

**thronemaker:** The Common name for a zaurto ruler and, often, the chief engineer of a zaurto home-throne.

**trembler:** Colloquial name for earthquakes.

**ullamaliztli [yule-lamb-a-liz-till]:** An extremely popular sport among Mezoqua involving an "I" shaped stone court with sloped walls, a rubber ball, and two vertical stone hoops. Each player wears protective leather armor and can only strike the bouncing ball with elbows, knees, hips, and head till they hit the ball through a stone hoop to score.

**wootz steel [woots]:** A high-grade steel alloy forged by the Rageiac.

**Yidamar [yi-dah-mar]:** The original Elven protectorate reserved for Amber elves. (Yidamaran refers to that consisting of or referring to Amber elves.)

**yurshaun [yer-shawn]:** A seasonal camp of civilian goblinoids and slaves built for prospecting, herding, salvaging, fishing, hunting and gathering, and even international commerce.

**zaurto [zour-toh, first syllable rhymes with "hour"]:** A small race of subterranean reptilian humanoids of Northern Ullera common west of the Heartwater.



## ATANAK EMPIRE

*"Certainty and consistency is what enables us: for the past, for the present, for our future. Forever!"* - **Her Majesty Lautha Droti IV** (LE female hobgoblin [rageaic] aristocrat 16)

**Alignment:** Lawful Evil.

**Population:** ~3,600,000 (58% Rageaic [45% goblin, 33% hobgoblin, 22% bugbear], 15% Mesocine [79% kobold, 21% lizardfolk], 13% Jonnish, 8% Borndrin, 2% Human, 4% other races).

**Capital:** Crail Aire (pop ~151,000).

**Notable Settlements:** Greypointe (pop ~423,000), Cauldron (~69,000), Mudfork (~42,000), Bonehill (~13,000).

**Government:** Imperial pentarchy (presently).

**Authority:** *The Five Queens and the G'rusoth Hagradoth* ("High Blades," a parliament of feudal warlords).

**Languages:** *Goblin, Draconic, Orc, Herdian, Common.*

**Major Exports:** Raw materials (metal ore, stone, timber), lumber, fish, paper.

**Major Imports:** Slaves, steamtech, processed goods (armor, botagenics, weapons).

### NOTABLE RESIDENTS

*Governor Felata of Cauldron* (LE female hobgoblin [rageaic] rogue [swindler] 14)

*Royal Architect Oxana the Lunveeler* (NE female kobold [zaurto] rogue [trapsmith] 16; ace inventor)

*Vox of Greypoint* (CN male lizardfolk [manrik] ranger [blockade runner] 16; noted smuggler)

*Warlord Praxcin of Bonehill* (CE male bugbear [rageaic] antipaladin 18)

The uppermost corners of Northern Ullera are claimed by the Atanak Empire, a subarctic refuge of the Rageaic after the fall of the Dominion. The last remnants of the Rageaic dynasty hold court in this martial land of loyal bugbears, goblin servitors, Jonnish mercenaries, and privateer fleets. The Rageaic line of queens plot their resurgence in power and direct spies, raiders, and saboteurs from their sunken fortified coastal cities. Their great hope: to irreparably damage the Federated States of Ullera as vengeance against this once vassal nation founded by former slaves.

### HISTORY

Long before humans, dwarves, and elves arrived, goblinoids and scalykind infiltrated Northern Ullera from the honeycombed warrens of Subterra. The Rageaic tribe was the first Ulleran race to possess steel weaponry, and, led by their hobgoblin queens, they gained control of the Heartwater in primeval times. The Rageaic eventually expanded eastward to Cog Island, enslaving the ancient Borndrin, Krin, and Sheraneek peoples to create the

Dominion which lasted near to a thousand years. Using slave labor and wootz (Goblin for "high grade steel") weaponry, they expanded their territory across the known continent. Cog Island inspired the clockwork automata used to solidify their hold, making the Dominion the most powerful nation in Northern Ullera. The Dominion finally came to an end when a slave revolt aided by Drom Gol and Rausch launched a century-long struggle for freedom. After the many battles of the Abolition War, the Rageaic bitterly withdrew to the colder, more barren lands north where they began to plot their revenge and eventual return to greatness. Atanak is the last stronghold of the Rageaic: heavily entrenched, fortified, and with access to the sea. Driving the Rageaic out of Northern Ullera would be a costly affair, but, as the FSU, Rausch, and Drom Gol continue to prosper, the Rageaic realize their days may be numbered. The Abolition War has never truly ended for Atanak as events have now progressed into a "hidden" war of covert attacks, proxy warfare, and political intrigue.

### GOVERNMENT & PEOPLE

Atanak retains a feudal system of government. Females are the property owners and war planners of the Rageaic from time immemorial, though status is not only measured in heredity but in plunder and slaves taken from the southern nations. Successful soldiers will gain titles and property while repetitive failures may lose hereditary titles and royal favor if a scapegoat can't be found. Traditionally, each generation of the ruling family rules conjointly. The current five sister queens rule from their coastal palace in Crail Aire, and are dedicated to restoring the Dominion. Atanak is diplomatically isolationist and militarily expansionist; it allows some trade with Rhim, Gom Shao, the Sonora Peninsula, and Mazan, but its only political and military ally is the Okrug Oligarchy.

The Atanak Empire sprawls across the northern tundra, clinging to its former military strength through extensive mining, clear-cutting, and steel forging. Atanakan settlements are a vast warren of pit houses linked by underground tunnels that mirror the strict house alliances in the community. Only the door of a pit house is visible in an otherwise unremarkable hillock. Abodes delve just below the permafrost layer and keep warm by burning peat moss, oil, or wood. They cultivate fungal caves to produce food year-round. The tip of any community is just visible above the surface of the earth, and unwary travelers could tread across half of a settlement before realizing it. Bugbear winter patrols wear skis and often carry a goblin archer or grenadier on their backs. Rageaic winter patrols use dog sleds, airships, and steam-powered tractor sleds. The boundaries of a major encampment are marked by carved and painted tree posts sporting a clan banner.



Summer is for building, fishing, and metal crafting. Winter is the traditional season for raiding, when Rageiac war bands can ford frozen rivers, bogs, and lakes with ease and attack settlements isolated by deep snow. Jonnish mercenaries and favored pirates are allowed to pass through Atanak freely, but most settlements in Atanak will be hostile toward outsiders and only allow small groups of foreigners through if they keep a low profile. Thieves often find a safe haven here, as Atanakan people are hungry for treasure, information, and technology taken from the rest of Northern Ullera.

Every Rageaic citizen of Atanak is foremost a soldier and swears undying loyalty to the Five Queens. Training is brutal and merciless; only the strongest Rageaic survive to adulthood. Atanakan bugbears and goblins are raised in breeding barracks and given only rudimentary training before deployment. Atanakan dress is always warlike and favors red tones, warm furs, and heavy steel. Mining is the primary industry of Atanak as a profession well suited to goblinoids who prefer to be underground and out of the cold. Rageaic smiths rival zaurto and dwarves in the quality of their steel which they have refined over centuries of warfare. Atanakan heavy infantry crew mobile siege weapons, steam tanks, and massive helium filled motherships which house hundreds of hang-gliding suicide goblins (called "shredders" by FSU military). The infamous alchemical wurm is a burrowing vehicle designed by hobgoblin engineers to increase tunneling speed and outflank enemy troops.

Rageaic are superstitious and quick to find omens and portents in ordinary occurrences. Oracles and adepts are deeply respected and function as clergy for the Atanakan people, providing medical care, blessings, and guidance. Births, victories, marriages, and other special events are commemorated with wooden monuments that dot the entire nation, often enchanted as mystic listening posts, lookouts, and standing guardians.

## GAZETTEER

The northern expanse receives a wet summer and a frigid winter along its glacially carved coastlines. The largest Atanakan communities are on the coast for year-round trade as winter shuts down the lumber roads and seals most shipping inlets with ice. Evergreen trees are plentiful along the rocky coast despite the voracious appetites of Atanakan steel mills and lumber yards. Canaries and crabbers ply the coastal waters and comprise the third leg of the local economy. The ports are open to all forms of trade, moral or otherwise, and pirates and slavers anchor in these waters protected by harbor cannons. The cities of Atanak seem quaint and serene, but the ornate battlements are only the tip of the massive military complexes that lie below the surface

of these cities, filled with repression, aggression, and plunder. Aerial reconnaissance of this hostile nation is a dangerous and lonely proposition. Airships tasked with this mission must rely on stealth and superb navigation to reach their targets without detection. Field guns and airships scour the skies, while camouflaged bunkers contest the shores.

Bears and wolves of all types prowl Atanak's snow-covered plains and peaks. Giants, yeti, and trolls are also common encounters in the far-flung reaches. Aboleths, giant sea creatures, and skum are known to inhabit Atanak's cold coasts. Jackalopes and the beaman, too, are not uncommon to the region's more arid and humid climes, respectively. Its glacial rivers are visited by dire bears and giant eagles feasting off the salmon runs, and dark pines plagued by stirge storms, giant tick nests, and groves of mandragora.

**Bonehill:** Named after the wall of cemented bones used for its fortification, the city is situated on a broad, flat, treeless and largely waterless plain, though most of the city lies far below ground. The city has a reputation for necromancy and cannibalism among the local population of bugbears. Rumors abound that in the dark depths of the city, Atanak is amassing an undead army to enslave the south once again.

**Cauldron:** With the completion of the Atanak Underground Railway (AUGR), Cauldron has grown into an important commercial and agricultural hub. Furs, lumber, minerals, and foodstuffs move by rail to the coast while finished goods arrive on the returning train for transshipment. Situated near the center of Atanak at the confluence of the Crook and Knot rivers, the city is a conduit for trade and travel throughout the nation of Atanak and home to the infamous "Royal Riders," a force charged with border patrols and trade tariff collection. The muddy unkempt trails of Atanak mean that horsepower is still preferred, but dog or tractor sleds are more effective for deep snow and ice.

It is commonly said that war is brewing in Cauldron. The recent discovery of oil has sprouted a veritable forest of derricks to fuel an armada of airships under construction here. The hangars and fuel depots surrounding the city are hives of industry overseen by **Royal Deputy Prax Fenro** (NE male hobgoblin [rageaic] fighter [tactician] 8/alchemist 2).

**Crail Aire:** This fortress island and home to the Atanak dynasty is also a busy seaport with a thriving university and fishing industry on the eastern coast of Northern Ullera. The G'rusoth Hagradoth meets here under the watchful eye of the royal marines. Crail Aire receives most of the sea and air trade with the Okrug Oligarchy; its closest



ally. The city is also the linchpin in the nefarious trade of blood orange nectar (a powerful narcotic) it smuggles into the FSU in an attempt to undermine it. The city is the most picturesque in Atanak, with stone block buildings with manicured lawns and topiary. Heated greenhouse gardens and arboretums simulating every habitat in Geir are lined by tea shops and boutiques for wealthy residents and visitors. The renowned imperial mausoleum faces the harbor mouth where visitors can interact with animated cenotaphs of former queens. Only the wealthiest of lords have castles above ground.

Beneath the surface, the lower you travel the greater the squalor. Rumors circulate of many unique treasures hidden in the capital protected by lethal traps. Stories tell of a war room in the queens' palace which displays the entire continent and denotes the current position of key individuals with pewter miniatures. The Layne Gratskye family frozen and preserved in blocks of ice, the Transpatial Mirror, an army of terracotta warriors, incubating dragon eggs, Blaskey's Lost Airship, the Croven Mine Nugget, and other missing or stolen artifacts throughout history are claimed to reside within the confines of Crail Aire. The "Raven Wing Guard" (a fleet of hobgoblin steamships sporting black sails) patrols the harbor.

**Greypointe:** Greypointe is the primary industrial port of the Atanak nation and a teeming fleshpot. It lies directly across the bay from Crail Aire and holds the lion's share of the raw goods trade from outside the Okrug Oligarchy. Even with more than half the city underground, smokestacks, factories, and wooden tenements fill the landscape. Lumber is the primary export, followed by local foodstuffs. Bloat fungus and giant slugs are inedible to most humanoids, but with such short summers they are a staple of the Atanakan diet, along with fish and other seafoods.

At the eastern end of the AUGR that chains together all the Rageaic cities, Greypointe is the most racially diverse Atanakan city, housing mercenaries, merchants, and pirates from all over the world. The city is plagued by pollution and decay, but the plight of residents is of little concern to local hobgoblin magnates. The goblin population is growing explosively, and ghettos sprout like mushrooms overnight. Moving through the city is an exercise in armed diplomacy as gangs have divided up the cityscape and gather tolls for safe passage. The gangs are unofficial militias for local magnates acting as eyes and ears on the street and disposable henchmen. Fire is a constant danger to the rotting wooden structures and garbage strewn surface streets, but little harms the fortified undercity.

**Mudfork:** Mudfork is the military outpost nearest the FSU. Slavers and raiders often sell their plunder here to spend in the casinos, armories, and saloons throughout the city before returning east. Mudfork is the eastern railhead of the AUGR, guarded by a regiment of Rageaic heavy steam cavalry. This small chaotic city is a gateway for intelligence and technology extracted from Keystone and Dom Gol, and a festering pestilence to Sunderland and Rausch. Privateers often winter here under the token protection of the Atanak Empire. It is the queens' strategy that by supporting these raiders they harry their enemies without depleting their own armies. Attempts to damage or disrupt the city through bombing or shelling have had little effect as every civic building doubles as a bomb shelter.

### PERSONALITIES

The following personality can be found within Atanak.

#### EUDON VALCHO

CR 11

*"He who fires most, dies least."*

XP 12,800

Male dwarf (brey) monk (gun devotee) 12

LE Medium humanoid (dwarf)

**Init** +3; **Senses** darkvision 60 ft. (muzzle-flash vision 90 ft.);

**Perception** +16

#### DEFENSE

**AC** 23, touch 20, flat-footed 20 (+3 Dex, +3 natural, +7 Wis)

**hp** 105 (12d8+48)

**Fort** +10, **Ref** +11, **Will** +12; +4 vs falling; +2 vs. poisons, spells and spell-like abilities

#### OFFENSE

**Speed** 20 ft. (30 ft. charge, run, or withdraw)

**Melee** +2 *ki focus revolver butt* +13/+8 (1d6+7/x2) or flurry +14/+14/+9/+9/+4 (1d6+7/x2)

**Ranged** +2 *ki focus revolver* +16/+11 (1d8+6/x4) or flurry +17/+17/+12/+12/+7 (1d8+6/x4)

**Special Attacks** flurry of blows, hatred (orc and goblinoid), deeds (uses ki instead of grit; *deadeye, gunslinger's dodge, quick clear, startling shot, targeting*), reflexive shot, trick shot, gun devotee ki powers, unarmed strike (+10/+5; 1d6+1/x2)

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 18, **Cha** 6

**Base Atk** +9/+4; **CMB** +10 (+12 to bull rush or overrun);

**CMD** 30 (34 vs. bull rush or trip)

**Feats** Combat Reflexes, Gunsmithing, Hammer The Gap, Impact Critical Shot, Improved Unarmed Strike, Ledge Walker, Perfect Strike (firearms; 3/day), Point Blank Master, Point-Blank Shot, Precise Shot, Quick Draw, Toughness, Weapon Focus (revolver), Weapon Specialization (revolver), Greater Weapon Specialization (revolver)

**Skills** Acrobatics +12 (+36 to jump), Climb +12, Escape Artist



+12, Knowledge (history) +4, Knowledge (religion) +4, Perception +16, Profession (astronomer) +8, Profession (herbalist) +8, Sense Motive +12, Stealth +12, Swim +8

**Languages** Common, Dwarven

**SQ** abundant step, gun-kata, gunsmithing, high jump, ki pool (12 points), ki strike (cold iron, lawful, magic, silver), monk vow (vow of cleanliness), relentless, sprinter, wholeness of body (12 hp)

**Gear** +2 *ki focus revolvers* (gold plated) (2), metal cartridges (36), *subdermal armor* (+3 natural armor), masterwork backpack, belt pouch, flint and steel, gunsmith's kit, hemp rope (50 ft.), mess kit, trail rations (5), waterskin

Eudon Valcho may be the most dangerous gunman north of the Inland Seas. He is a devoted assassin for VOW and has killed scores of officers and politicians as well as the lawmen sent to hunt him down. Valcho follows his own code of honor and rarely harms those he deems "innocent," but will kill anyone that stands against him. He has a streak of narcissism and is equally devoted to personal grooming and care of his "golden guns." Valcho likes a true challenge and will often toy with those that pursue him.

## PLOTS

**Green Gauntlet:** Green Gauntlet is the codename of Atanak's secret blimp factory and airbase. Forbidden by treaty from building any air force,

the Rageaic have gone to great lengths to keep its progress hidden. The hangars are carved into the ground and hidden by doors covered with living peat. These sunken blimp hangars are the cornerstone of Atanak's new air force, virtually invisible from the air or from afar. The only way to reconnoiter this airbase is on foot. The other nations of Ullera desperately want information on the composition and readiness of this airship fleet under construction near Cauldron. Penetrating its defenses will not be easy due to rumored minefields, dire wolf patrols, and other unknown defenses. Information or sabotage of the airbase would be a blow against tyranny, but would earn the wrath of Atanakan royal assassins.

**Queel's Emporium:** Privateers based out of Mudfork often have no idea the actual value and purpose of the artifacts they steal. After the local magister takes her cut, the rest often ends up in pawn stores and knock shops, the most noteworthy being Queel's Emporium. It is a rusty blimp hangar filled with dusty tools, tarnished jewelry, chipped china, and other sundry items. Ladders give access to a three story catwalk filled with loaded shelves that encircles a floor display of stolen and repossessed vehicles. Unknown to most, the best goods are hidden in the basement. **Queel** (N male hobgoblin [rageaic] gearhead 8/alchemist 8) has a store policy of cash offers and no questions asked which has served him well, netting him many objects of value from the desperate and the ignorant. He is far more politically savvy than most, and sometimes ransoms items back to the original owners for greater profit. Adventurers low on cash may benefit from perusing his emporium for damaged and broken equipment sold at a discount (25% off market price).

**The Royal Vault:** Recent rumors claim that a broken crystal piece of the Godhead Statue is stored beneath the Royal Palace in Crail Aire. Rausch or Gom Shao would pay a fortune for such, if true, and would stop at nothing to possess it. Sneaking into the Queens' Palace seems an impossible task. The mechanical catacombs beneath that move and shift seemingly at random are an extra layer of security for the Royal Vault. The vault itself is claimed to be physically impregnable, situated in a pocket dimension outside the reach of teleporters. **Gorn Grimgrin** (CN male bugbear [rageaic] barbarian [armored hulk] 12) claims to have a map showing a secret escape tunnel hidden in Greypointe, bypassing the navy and clockwork constructs defending the island palace. Is this a ruse to entrap spies and adventures, or the opportunity of a lifetime?



EUDON VALCHO



## THE DEEPWOODS

*"Go not there, the winds do spy and spit.*

*Go not there, where grass talks and owls gawk.*

*Go not there, a land where sunshine cries.*

*Go not there, where the dream of all dies."* - loose interpretation of an Elven verse warning others away (believed as propaganda) from the Deepwoods, author unknown.

**Alignment:** Chaotic Neutral.

**Population:** ~426,000 (39% fey, 20% undead, 16% Elf [60% Jade, 40% Amber], 15% Mesocine [52% kobold, 48% lizardfolk], 10% other races).

**Capital:** H'yglf (pop ~25,000).

**Notable Settlements:** None.

**Government:** Isolationist oligarchy (nominal).

**Authority:** *Hiermagdt Yigdusilan the Bail Keeper* (CE fey [outsider] witch 19; a mysterious figure that wields vaunted respect, if not outright rule, over the lands, and bears the name "Bail Keeper," a vestigial title thought by dwarven and elven sages to have been handed down from an outsider deity or entity, Yigdusil, a being shadowed in myth).

**Languages:** *Sylvan, Aklo, Necronese* (a unique form of communication consisting of mostly grunts, moans, and other necrotic utterings; cannot be spoken by non-undead, only understood), *Undercommon, Elven, Draconic, Common, Goblin*.

**Major Exports:** None.

**Major Imports:** None.

### NOTABLE RESIDENTS

*Qusli Vax* (CE tiefling wizard 9; hermit necromancer)

*Logos Varta* (NG male half-elf [loci] druid 6; expert guide and negotiator)

North of Gom Shao and extending south from Spider Bay lies a region of untouched wilderness known as the Deepwoods. It is a thick temperate rain forest of conifers and deciduous trees stretching from the Great Divide to the Sun Current. The constant rainfall has carpeted every surface with a mat of moss and lichens, muffling sound and reducing visibility to a stone's throw. The warm sea air maintains a damp cloaking fog and mild temperatures even in wintertime.

### HISTORY

Certain among elven lorespinners claim that the Divine Khan of Rhim held some kind of psychic or spiritual connection to Ullera, a connection most strongly associated with the sweeping forest that covers the Deepwoods itself. Unlike other forests, the lorespinners contend, the Deepwoods is not composed of native trees, but of trees and plant life that have crept onto Geir's prime material from countless rift portals,

dubbed "wyrmlholes" by draco sages, and constitute a transcendental connection shared by the Divine Khan to the Outer Planes. Ethereal emanations from these space-time rifts give visitors sleeping in the forest visions or nightmares depending on their relationship with the Deepwoods. Many of the same fringe scholars claim that all this chaotic activity has spawned a new kind of sub-continental intelligence: the single largest sentient lifeform on the planet! Collectively, the Deepwoods can warp space-time creating teleportation and dimensional wyrmlholes to assist allies or confuse enemies.

For centuries, fey creatures living in the Deepwoods have acted as antibodies, keeping the forest healthy and intact, but in recent years a cancer has been growing at its heart. A powerful crystal artifact known as the "Darkhart" has been poisoning the flora and raising the fauna from the dead, and its effect is spreading. The constant fog allows photophobic undead to move freely through the Deepwoods. Unfortunately, the undead are attacking neighboring communities, blackening the reputation of the Deepwoods. The effects of the the Darkhart have drawn powerful necromancers and witches that contribute to the corruption and threaten not only the region but the safety of neighboring nations.

The Deepwoods has an ancient treaty with Gom Shao of mutual defense against Atanak; whether they would assist in a war with Rausch is uncertain. Favored persons and those with a drop of fey blood are occasionally "invited" to appear at court to answer questions, perform a task, or receive a boon from one of its members. Even though its denizens are extremely secretive, the Fey Court is well informed on events occurring throughout Ullera by a network of spies, bribed informers, and hidden modes of communication.

### GOVERNMENT & PEOPLE

Nominally governed by the "Fey Court," which takes its orders directly from the Bail Keeper, the court rarely leaves its sanctum in H'yglf, except to issue ultimatums or rescue endangered fey. The exact structure and members of the court seems to constantly shift following a pattern inscrutable to non-natives. As different members are elevated or dethroned, so too do the policies and rules of the region change.

Among the many nobles of the Fey Court a few are well known to elven scholars. **The Rose Queen** (CN female fey [outsider] wizard [controller school] 16), when she is empowered, can be covetous and inquisitive and often sends envoys to look for fine art and entertainment. A royal performance can be quite lucrative if received by her and if travelers are allowed to leave afterward. **The Bramble Knight** (CN male fey [outsider] druid 7/fighter



[savage warrior] 8) is a combative and passionate idealist. He often sponsors adventurers to punish crimes real or imagined against various targets scattered throughout Ullera, or leads sorties himself. **The Raven King** (CE male fey [outsider] magus 14) is cold and calculating and often seeks to manipulate other nations into feuds with each other in the hopes of weakening or distracting them to ensure they are never a threat to the Deepwoods. The fey are born with their magic and generally have little understanding of technology or spellcraft practiced by mortals. They are equally fascinated and repulsed by it, but if any new technological development or magical device were judged to be a dire threat to the fey or the Deepwoods, they would immediately act to destroy it and its creator.

Most explorers that venture into these lands report the loss of all sense of time and direction until they wander out having never encountered anyone or anything at all. Some unfortunate adventurers are found unconscious at the border's edge having lost all memory of entering the forest along with all their gear. The greatest dangers remain unseen, for no credible tree pirate nor any poacher has ever come back with verifiable details.

## GAZETTEER

The Deepwoods has little contact with non-natives, except for an unkempt embassy in Gom Shao, and trespassers are unwelcome. The warm sea air becomes a perpetual fog keeping temperatures mild, while filtering out direct sunlight, even in winter. The borders are lined with 30-foot stone effigies rumored to rise in defense of the woods in times of need. An invisible barrier is said to stretch between the mortarless stones physically blocking the entrance of any iron or steel object, even by air. Inside lies a holdfast of fey and sentient plants living in violent isolation from the rest of Geir. Alarmed by the rapid growth of mortal nations and deforestation, these denizens are united in preserving the old growth forest by whatever means necessary.

Fey dominate much of the Deepwoods, hamadryads tending to rule over large swaths of the land, and, likewise, oceanids at sea. Gathlain are among the most common fey creatures to inhabit the Deepwoods, though ijirak and lampads are also commonly reported. Non-fey creatures also find a home here. Water striders rove the waves, colonies of incutilis the deeps, and other aquatic sentient plants and animals in-between. Lurking rays, a diversity of drakes, and a zomok or two have also carved out homes in the deep understory. As for undead, no single known variety is more abundant than any other here. Gallowdead, phantom armors, necrocraft, and gearghosts abound in the Deepwoods thanks to the carcasses of adventurers and explorers who have sought to plumb its depths.

**H'yglf [high-glyph]:** The only sizable settlement of note, H'yglf is centered over a dimensional nexus which spreads its branches over nine different worlds. The woods over the city conceal a fracture in the prime material whereby travelers can easily stumble into another dimension through ever shifting wormholes that stretch between tree limbs. None of the "roads" and byways of the settlement are paved, hard packed turf and rutted paths sufficing for traffic, and what buildings there are; are confined to literal root cellars, hollowed out trunks of long dead hulks, and multilayer lean-tos constructed from cast off flagstones, timbers, ceramics, and other detritus that has all sprouted a thick layer of moss and mushrooms.

Since its inception, H'yglf has been splintered into several decentralized groups that, miraculously, have never warred with one another. Fey, elves, scaly-kind, and even the undead all have their own pockets within H'yglf to call their own. The geography of each segregated pocket tends to come together at the center of the city, like wedges of a pie, forming a town square of sorts, where leading faction members meet as a quorum to discuss group needs, threats to their territories (against which the other factions will often band together), and to trade. There is an unwritten trust of peace held between the pocket factions of H'yglf, and no single faction would risk disturbing this trust for fear of losing all that they have, respectively.

**Upper Forktongue River:** The Upper Forktongue has been a powerful force behind the region's culture for millennia. As the largest drainage basin west of the Great Divide, native peoples and settlers alike have fought to defend its use against all those who would despoil it or turn its waters against their favor. In recent years, agents from Gom Shao have attempted to maintain several dams off the river's main stem and many of its tributaries, though their efforts are just as often met with resistance and sabotage by denizens of the Deepwoods.

The Upper Forktongue cuts a jagged course across the region, bordering on Gom Shao at its mouth, and feeding off Atanakan snows at its source. Scouts and traders from both Gom Shao and Atanak use the river as the surest and often swiftest means of navigating the Deepwoods, and a number of waypoint stations loyal to both have developed on the river banks as a result.

**Weida Lanta:** To the sparse natives, this range has no name, but to elven lorekeepers and most non-natives it is known as the Weida Lanta (the "Great Fall" Range in Common). The peaks here are so named for their varied colors and the great changes that are known to hold sway over the lands as the seasons shift from spring to summer and autumn then winter. Many of the valleys between the mountains are temperate and support life year-round. A number of spectacular waterfalls also dot



the region, collecting in ponds and lakes that attract natural and supernatural life alike.

A few stories contend that the Mesocine of the range have hidden away an ancient winged terror that they are rapidly educating and grooming as a harbinger to herald in the end of the world. Not surprisingly, and perhaps curiously, the scaly-kind are reluctant to reveal any physical evidence to support their claims ... yet.

### PERSONALITIES

The following personality can be found within The Deepwoods.

#### SGT. SARYA BONVENTRE

CR 5

Human (ulleran) tech savant (arsenalist) 6

NG Medium humanoid (human)

Init +0; Perception +6

#### DEFENSE

AC 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

hp 34 (6d6 +13)

Fort +3, Ref +2, Will +5

#### OFFENSE

Speed 30 ft.

Melee +2<sup>T</sup> *melee projected scald greataxe* +10 (1d12+6+6\*/x3 plus 1d8 fire)

Ranged *ranged projected chill gadget* +4 touch (1d8 cold/x2; 40 ft. range)

#### Schematics Known

2nd—*detect anomalistic creatures, reveal hidden*

1st—*detect constructs, detect undead, detect humanoids, fade*

0—*beacon, chemical burn, chill, hydrate, illuminate, scald, spark*

#### Contraptions Prepared (CRL 6th)

2nd (4/day)—*cone I reveal hidden (worn; eye)*

1st (5/day)—*personal fade (worn; chest), cone detect humanoids (goblinoids)(worn; eye)*

0 (at will)—*melee projected scald (held; integrated into axe), ranged projected chill (worn; wrist), hydrate canteen (held; one-handed), illuminate orb (10 ft. radius)(held; one-handed)*

#### TACTICS

Sarya uses weapon conduit to deliver devastating power attacks with her gadget greataxe and scientific mixologist to repurpose her optic contraptions on the fly. The fade vest makes her invisible to her foes. Eureka! is used to prepare alternate mission specific contraptions.

#### STATISTICS

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

Base Atk +4; CMB +7; CMD 17

Feats Cleave, Furious Focus, Power Attack\*, Regulated Contraption, Weapon Focus (greataxe)

Skills Knowledge (engineering) +10, Climb +5, Craft (weaponsmith) +10, Disable Device +10, Perception +6, Use Magical Device +7

Languages Common, Dit-Dah Code

SQ ingenuity (6 pts), mechanized combat, mechanical flair, savant knack (eureka!), savant knack (scientific mixologist [optics]), savant knack (unparalleled ingenuity), weapon conduit

Gear +2<sup>T</sup> *greataxe with melee projected scald gadget*, mithral chain shirt, +2 *belt of EMD<sup>PSCS</sup>*, gas mask, extra gas filters x2, signal mirror, compass, spyglass, thieves tools.

#### BOON

Sarya flies on regular trade loops across northern Ullera and may share gossip, join in a bar brawl, carry mail, or personally deliver a message to the airship captain. She is unlikely to reveal to anyone she works for the Network unless it is mission critical.

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

This weapon savant was born Sarya Gruden and raised on the Sunderland-Keystone border in the Federated States. Eager to see the world, she forged her enlistment papers to join the Ulleran Air Corps at the age of 15, three years younger than the legal age. She soared up the ranks; a natural at experimental weapon systems and wireless telegraph operation. Envious noncoms dug up her forged



SGT. SARYA BONVENTRE

Artwork by Mates Laurentiu



enlistment papers and sought her discharge. While awaiting her court martial hearing, Sarya was approached by a member of the Network, posing as her legal counsel. Eager to escape certain imprisonment, she agreed to work for the Network and was smuggled out of the Federation by her newfound colleagues. Sarya was given a new surname, Bonventre, and a clean slate. She has positioned herself as the first sergeant of the cargo zeppelin Venture. Her years in the Air Corps are put to good use fighting off boarders and port thieves. Her new job allows her to travel all across Northern Ullera. The Venture hauls high value cargoes and very important passengers, and usually first with latest rumors of the movers and shakers. With her bird's eye view, Sarya can also observe ongoing construction and troop movements and still drop off regular reports at every port of call. She has also participated in many covert missions and made air drops over Atanak and Mazan under fire and is one of the few to survive a crash landing in the heart of the Deepwoods. Her expertise would be useful for adventures dropping or requiring retrieval from hostile territories.

## PLOTS

**Bravely Going:** An Atanakan surveyor/cartographer has hired the heroes to act as forward scouts and rafters on a long river voyage that will end when they empty out of the Upper Forktongue's mouth on the beaches of the Sun Current. No malicious intent is apparent in the hiring, though some among the party are inevitably suspicious of others acting as spies for Ullera, Rausch, or Gom Shao. Only time will tell if these suspicions will boil over into hostilities, but not if the dark heart of the Deepwoods claims them first!

**Dam'd If We Don't:** With an increase in elven activity at the border and along the Upper Forktongue, Baolong Go Cylanef has decreed that efforts will be made to curry favor with the Fey Court at H'yglf. Plans are ready to send an international contingent, led by one of the Baolong's handpicked court personalities, to travel to H'yglf and further relations to grant Gom Shao an embassy of its own in the Deepwoods. This is likely to be a lifelong endeavor for those going (for good or ill), as plans are also in their middle stages to advance the construction of several new dams on the Upper Forktongue. The Baolong hopes that an established embassy will at least distract the Fey Court from any reprisals toward Gom Shao's dam building projects, if not ultimately permit them outright.

**Skybound:** Word of strange fieldstone cabins suspended in the clouds above bordering sections of the Deepwoods has sprouted more than a few onlookers and interested parties where the origins and portents of these "flying stone heaps" are concerned. But how might anyone safely get up there to investigate? And once they do, what they are likely to find, if anything?

## THE DISPUTED LANDS

*"Gamdak rell hiek magga yun ton odai parasgloon. M'rade hokchul gen vedda ett yun shaz fakri duu?"* [translated from Draconic:] *"The future of this land is sealed by eternal blood. What nobler fate could its inhabitants hope to inherit?"* —Enniak the Sleen (NE male kobold [zaurto] sorcerer [deep earth] 7)

**Alignment:** Neutral.

**Population:** 2,070,150 (31% Mesocine [70% kobold, 30% lizardfolk], 26% Human, 15% goblinoid, 9% Half-Orc, 6% Enesora, 13% other races).

**Capital:** None.

**Notable Settlements:** Infinite Lakes (pop 178,300), Daeympa'as Naol (85,375), Lodens (35,000), Hel Exarig (33,725), Landing (26,225), Drover (21,475).

**Government:** None.

**Authority:** None.

**Languages:** *Common, Draconic, Goblin, Mezuan, Herdian, Undercommon, Orc, Sylvan.*

**Major Exports:** Land, grain, raw materials (coal, metal ore, timber).

**Major Imports:** Adventurers, immigrants, transportation equipment, building supplies.

## NOTABLE RESIDENTS

*Hantry Cub* (CN male half-elf [loci] ranger [wrangler] 3/rogue [scout] 4/gunslinger 5; wanted outlaw)

*Jex Shiholm* (N male half-orc [avus] ranger [native guide] 15; rumored to be the "oldest, most wrinkle-faced half-breed" on the continent)

*Reverend Artreis "Art" Landing* (CN male human [ulleran] aristocrat 4/chaplain [ulleran trade council] 9; FSU carpetbagger)

*"Silky" Karnar* (NE female elf [amber] gunslinger [gaucho] 6/rogue [rake] 5; crime boss)

*Waylon Harp* (LN male human [ulleran] marshal 9/fighter [roughrider] 4; Drover City lawman)

*Odette Manx* (CG female human [ulleran] gearhead 10; mining tycoon)

The wilds west of the Heartwater reveal a land of intractable appeal and pastoral abundance, but also a land of far-reaching emptiness and a history far deeper, older, and even more pitiless than many a wayward Ulleran would guess. Travel here can be a discovery-a-day affair, seducing settlers into striking out on their own to sew a stitch in the unwoven tapestry that is this part of the Feral Expanse. From the windswept plains of golden grass and purple permafrosted badlands of the north to the dusty hills and tree-strewn escarpments of the south, the very terrain tells something of the story of its past.

Ullera, Rausch, Mazan, and Atanak wish, in their own ways, to expand into the "Disputed Lands" betwixt them





Artwork by Mates Laurentiu

and establish a reign there to last in perpetuity. Each of these competing nations is engaged in what modern historians call a “frost war,” pitting trade, ideology, science and magic, or espionage and sabotage against the other rather than direct strength of arms. Ulleera, currently spearheading the push into the Disputed Lands, is also a political and economic ally with Rausch, both of which would seek to change the other through the slow but insidious process of cultural assimilation. Meanwhile, Rausch and Mazan attempt to foil each other at their ideological cores, and Atanak spies on all three, seeking to stay one step ahead of its rivals by undermining support for their causes among the region’s natives. The Disputed thus is the testing ground in the frost war front. For these reasons the land takes its name, as each sovereign nation stymies the other while vying for space in this coveted prize for mastery over the continent.

### HISTORY

The Disputed Lands have always served as a bridge for cultural traffic. More than 3,000 years ago, humanity left its earliest recorded marks here treading upon steaming pasture land fertilized by Mesocines and through quarries dug out by Rageaic tribesfolk. This migration across the lands abutting what would become modern Ullera could not have occurred while ancient dragons, now only fossils, stalked these plains.

Only the barest understanding of what went on in these lands during the “Dracoreign” can be learned by conventional means. Remnants and sediment layers can be studied to provide a timeline of events, but whereas science can construct an accurate picture of the whats and wheres, it has yet to tap into the hows and whys of the Disputed Lands’ past. Where technology struggles in this vein, magical tradition offers many theories. Some suggest that the Dracoreign ended with a climatic divine war: attempts made by the planet’s highest lifeforms to ascend to godhood. Some faiths believe dragons were outcast or fallen scalykind deities, and many were worshiped as such. Other scholars believe they were rebel avatars or divine weapons turning on their creators. Others still claim the dragons did just that, and their terrible will is what brought fear into the world. Fear was ingrained into sentient beings across Geir, a device used by dragons to forestall their coming extinction at the hands of the turning of the wheel of enlightenment. Foremost among the fears held by these lorekeepers was that if the dragons could not rule, their extinction would bring about a magical fate that would seal the land off—like a curse—from ever being ruled by one collective power.



## TAAN OCDRL

CR VARIES

**XP varies** (see table below)

N haunt (area varies)

**Caster Level** varies

**Notice** Perception DC 20 (to hear the sound of a slumbering dragon)

**hp** varies; **Trigger** proximity; **Reset** 1 day

**Effect** When this haunt is triggered, a spiritual image of the deceased dragon emerges in an intimidating display with a blood-curdling roar before vanishing; its image and roar echoing in the minds and hearts of creatures that remain within the area. All creatures in the area must make a Will save (DC varies) or be shaken for as long as they remain within the area. A creature that fails its save by 5 or more is also frightened for 5d6 rounds, even if it leaves the area.

**Destruction** This haunt can only be destroyed by a wish spell that puts the dragon's spirit permanently to rest.

As for Rausch and Mazan, both are content to leave the Disputed as a buffer zone between them and these younger, brasher nations. Being older nations, Rausch and Mazan have settled into a steadier role and a geographical comfort with the way things are. This is not to say they would rather not have stewardship over the whole, but simply that throwing everything into the fight now, with so many other threats encroaching on all sides, would be premature and not a lasting fix to the problems of so many other interests occupying the same lands. Instead, these two nations have pursued a means of converting the minds and bodies of their foreign neighbors to match their own, winning them over by persuasion and assimilation than by brute force.

Ullera and Rausch have engaged in building a railroad between them, but progress is slow due to the continual

## TAAN OCDRL HAUNT

Dragon's Age	CR/XP	Area	Caster Level	HP	DC
Adult	5 / 1,600	25 ft. by 25 ft.	6th	15	18
Mature Adult	6 / 2,400	30 ft. by 30 ft.	8th	18	19
Old	7 / 3,200	35 ft. by 35 ft.	10th	21	21
Very Old	8 / 4,800	40 ft. by 40 ft.	12th	24	22
Ancient	9 / 6,400	45 ft. by 45 ft.	14th	27	24
Wyrn	10 / 9,600	50 ft. by 50 ft.	16th	30	25
Great Wyrn	12 / 19,200	60 ft. by 60 ft.	20th	36	28

Today, the nations of Ullera largely ignore these myths and dogmatic folklore in their pursuit to carve up the Disputed with lines of track and invisible borders of patriotism. In the strictest sense, only Atanak and Ullera truly wish to possess the Disputed in the manner of direct expansion and control. Much of the last two centuries of history on the Feral Expanse has been dictated by FSU and Atanakan interests, and so it is no small wonder that this dispute lies mainly between these two great powers.

In a real sense, however, only Ullera has the power to do so. Under the Dominion, Atanak's predecessors had their time ruling much of the continent, including large swaths of what is now the Disputed Lands, for longer than any consolidated power can boast to-date. Moreover, Atanak can ill afford another full scale conflict like the Abolition War. From the FSU point of view, this may be a sign of political troubles back home for Atanak, or it may be that the goblinoid rulers there are biding their time hoping Ullera, Rausch, and Mazan drag each other into war, or that one or the other tears itself apart from the inside, repeating what the Dominion had accomplished so many years ago.

attacks of animals, savages, and Atanakan raiders. Diplomats from Mazan have offered economic incentives to start a similar project, but Ullera is currently unwilling to offend Rausch. Securing more water for agriculture and its cities has long been Mazan's primary public motive for expanding to the north.

And while larger parties vie for control over things they cannot hold, the native Mesocine population understands this and trusts that history is on their side. Providence has already guided the zaurto-led forces of manrik troops over age old enemies like the dru-ploi, an evolved race of rodent humanoids that were never fully exterminated from their underground prairie homes during the Dracoreign. The near genocide of other rivals in the Mesocine hierarchy—the poison saliva-spewing acaloe and the chameleonic chamcha—as planned by zaurto generals and siege engineers, went a long way to ensuring manrik fealty and the balance of power in favor of the zaurto. These past underground battles, largely out-of-sight and left unrecorded in any Ulleran history book, have put the very firmament upon which other nations' dreams of possession are staked at risk. Such a stalemate could continue for decades—as few know the ultimate ends of the Mesocines—or the region may be ripe for a war that comes from where no one would expect.



### GOVERNMENT & PEOPLE

No one, ten, or ten thousand people rule the Disputed Lands. The land calls to certain types and they either answer the call or ignore it. Most commoners, however, view the Disputed either as a great obstacle—with its roaming beasts and ghost towns—to be left untouched by civilization, or as a lost wasteland—with its dead cultures and no future—to be crossed as quickly as possible. Seemingly only land-drunk entrepreneurs and adventurers come here unbidden, playing at being “rulers” over the last of the no man’s lands.

Borndrin, Enesora, and Cairnbrūd (in order of predominance) have nomad communities scattered across the northern half of the region. Jonnish hunters often pass through the area, but most live farther north. A few of the early human tribes that helped to constitute the Krin Nation still practice prehistoric traditions common to them along the Manteca Coast. None of these cultures—whose constituents are seen as being older or of a more marginalized, fringe subset of Ulleran and Atanakan stock—are strong enough in numbers or cohesiveness to form anything more than tent camps and caravan “trademeets” where goods and rumors are exchanged according to seasonal tradition or limitation.

The most visible hand, so long as one knows where to look, in the Disputed belongs to the Mesocines, a diverse family of reptilian humanoids first native to southern climes. Mesocines comprise two leading species: the more evolved zaurto, who mined the sandy hills, and the larger more ferocious manrik, who swam in the southern swamps and rivers. A strange thing occurred though in these lands where Mesocines evolved: manifest destiny. This singular belief in their calling to inherit the home-thrones of their dragon ancestors has led them to leave their shadowy dens and thrive in the harshest surface climes as well. For many zaurto, this destiny has been fulfilled. Abiding in this belief, zaurto rulers, whose titles translate as “thronemakers” in Common, have labored for millennia with corps of zaurto drones in engineering highly specialized environments for habitation. Each environment, like an ultra complex beaver dam, assimilating natural resources—including countless drones worked unto death and sacrificed into the soil as a way of consecrating its elemental signature—into an ecological paragon, is distinct given a certain latitudinal climate that is consistent with zaurto scale tones. The permafrosted hills of the north are home to white zaurto; the thunderstorm thrashed middle plains are home to blue zaurto; and the red zaurto reside in wildfire prone areas of the sun-blistered south; while green and black zaurto still largely congregate in subterranean dwellings. Zaurto home-thrones, however, are notoriously difficult to distinguish from mere blight or composted refuse that

has subsumed into the landscape, and many a traveler has stepped over or through them without knowing, often once it’s too late.

*Related by Cary Handon, wrangler for the Cliffborne Company out of Sandstone Rgw. “So, there I was, out rootin’ about for that ghuldern wayward heffer, and I sees them tracks. You know, the kind with fewer toes than us, and all segmented and lizard-like. Well, I fetched up on a ridge and spied ‘em clear as a bell. Zaurto: had to be two-hunnerd of ‘em, easy. More’n half of ‘em were diggin’ see. Had some kind o’ weird trenchin’ tool they was swinging... like a bird’s leg. Too many of ‘em looked liable to fall right over there where they was diggin’. Some of ‘em even did. Shoot, I’s all balled up, just enthralled see. Then the big bug comes over and puts the heel to ‘em. Never seen so many workin’ so hard to die. They was diggin’ their own graves, I tell ya! One after the other, they all fell, expelled on the dust. S’like I saw their blue bodies glow for an instant fore they stopped a-movin’. I tell you true, I weren’t off on no bender, that’s what I saw. Prol’ly a ghuldern bone orchard by now!”*

Atanak enjoys a comfortable relationship with many of the Cairnbrūd here, including all manner of fell creatures at the giants’ beck and call. A number of former and current Cairnbrūd settlements now double as safe-havens for Atanakan inhabitants: places that are allowed (not always malevolently) to continue much as they were before Atanakan occupation. There are two types (in Goblin): “yurshauns” and “gerdurts”. Yurshauns [yer-shawns] are civilian camps. These are usually non-hostile toward outsiders, and Atanakan heraldry and accoutrements may be far and few between so as not to provoke attack by FSU travelers. Gerdurts [gir-dirts] are military camps. These make no exception about who rules, and often employ local natives as advance shock troops or scouts to venture deeper into the Disputed and seek out other nomad settlements willing to submit (or subjugate instead).

The Disputed is awash with the money of neighboring countries, but most use FSU dollars as the stablest currency. Before this, barter was the main means of trade, and still remains popular. Major settlements across the Disputed all have currency valuers and traders. Much of the groundwork establishing this push toward FSU money came with the enterprising efforts of **Reverend Artreis “Art” Landing** (CN male human [ulleran] aristocrat 4/chaplain [ulleran trade council] 9), a former FSU politician, and **Jasper P. “J. P.” Tallbeam** (NG male human [ulleran] aristocrat 1/expert 9), former federal banker and coinsmith. Stinging from defeat after the war in the Bastion, and yearning to do better, Art, a steadfast Expansionist, got together with his financial advisor and good friend, J. P., fresh off earning his engraver’s license from the depository at Camp Rnolt near Ardenboro, and rode the rails west seeking a new start. Art gathered



a retinue of loyal followers along the way using his elocution, and this army of newborn pioneers followed their wanderlust into the deep crook of undiscovered country between the Manteca Coast and Mazan. There they began to wean the local natives on newly minted Ulleran coins ("centaves") and all that one could purchase from those newfangled foreigners. Trade-treaties based on the use of this new currency were drawn up and the local natives and their economies were swiftly enfolded into Rev. Landing's new nation-building effort—the end of which is nowhere in sight.

If there is one other unifying power of social control in the Disputed Lands, it's the pursuit of better and faster transportation. Trains allow for the transfer of people, cargo, and information. Towns with access to rail often become cities while those without often wither and die. Stockyards, hotels, and banks open in towns with rail. Telegraph lines parallel railroads for ease of maintenance and setup efficiency. Furthermore, a number of early spur rails (many of which had at one point been a major leg of a main rail until their failure) have collapsed and fallen into ruin. (The earliest ruins occurred when the rails were tested for weight and the land chose to swallow cars whole. Later, surveyors and cave divers discovered entire networks of tunnel, hundreds of years old, bearing signs from when the Dominion reigned, and of creatures even more ancient than that.) These go-nowhere, empty railroads find continued use as runoff for spare freight or to avoid collisions by oncoming traffic, but more than a handful of these spur rails have developed into canyons of refuse supporting the seedy hovels of a shanty town or ghost mine.

Those who can't afford, can't find room on, or aren't headed in the direction of trains find caravan travel preferable. Airships are generally limited to the wealthy or the military, and most find navigating old or trailblazing new dirt roads by stage coach or steam wagon a true adventure. Massive walled cities do not yet exist in the Disputed, so a variety of caravan settlements are a regular encounter. Wooden palisades often protect important refueling and trading outposts and are a refuge for local color. Those who do make their homes in the Disputed keep to stable or ranch houses and "hachendas" (Mezuan for 'dwelling': low-built, white clay-and-straw brick abodes) with thick walls and reinforced shutters to protect against the constant threat of raiders and monsters.

## GAZETTEER

Borders and points of demarcation are pointless in the vast Disputed. Its land area measures roughly approximate to that of the FSU, but it's only an eighth as densely populated. Many of its unclaimed territories are home to a bevy of cryptids and lower order creatures the likes of which are found nowhere else on Northern Ullera. Various

species of dinosaur, behirs, bison, shaggy leucrotta, and winter wolves trudge across the riparian biomes hidden in the northern heights and canyon badlands where they have foraged and preyed since the previous ice age. In the middle plains, thunderbirds and giant eagles wing over all manner of unseen grass vermin, snakes, and patches of yellow musk creeper left untrampled by packs of worgs or herds of nomadic Enesora. In the sweeping coastal dust bowl and hot plains farther south, wild canines fend for cool dens to burrow, and mobats and gryphs fight for shady roosts in trees and caves. Nagas, cave fishers, and gray oozes haunt the ancient remains below ground. Everywhere else bipedal creatures call home, competing in earnest with each other as much as they are in finding swifter and safer routes to take them from this point to that in these Disputed Lands.

**Borndrin Hills and Deadfields:** Hundreds of miles of eroded buttes, aging pinnacles, and trodden grass prairies constitute the native ancestral lands of the Borndrin. Until the first railways began to set track in these parts, all they had ever known was habitation by early hunter-gatherer Borndrin and Enesora tribes, and by beasts of the plain. The tribes remain, occasionally warring with Cairnbrüd who come venturing out of their rocky squalors, but now they must negotiate land and trade treaties with Ullerans, and endure Atanakan neighbors with eyes set on occupying all their resources. Lives are often lost over such, giving the land's lifeless sobriquet even more meaning in this inhospitable place.

Not far removed from all this, Dra Garshood (often referred to in Common as "Mt. Legendhead") stands as a prominent gerdurt in the region. Carved out of the very granite foundation itself, Legendhead is a bold facade depicting the four most famous likenesses of Atanakan legend: the Jonnish explorers Gowis and Lhurk, the Rageaic war chieftain Dark Storm, and the renown beast-slayer and showman Bol Leucrotta-Killer. The barracks and stockade here house 5,500 Atanakan soldiers, with the power to conscript and press that number again into service from surrounding villages. To date, Legendhead has repelled an impressive twelve consecutive assaults by enemy forces, the carved faces of the fortress showing as many marks of these battles as the faces of those who guard it, and many are left wondering over the portents concerning the inevitable thirteenth assault.

**Brelon Trail:** A famous wagon-worn emigrant route and line of western rail expansion that sees the greatest volume of Ulleran traffic crossing the Disputed Lands. Some contention is held about by whom and where exactly the trail began, but most accounts attribute the origin to early Rauschite settlers who made a nonviolent pact with Enesora natives at the semi-mobile border



trade outpost Oovaun ('beautiful' in Sylvan), when the route was then called the Alliance Way. Ever since those people's conversion to the Brelonite faith and their subsequent reverse migration along this route, the trail changed names, though some still call it the "Old Alliance Way". Its route remains the same, however, following the Plaudit River Valley west to Monument (pop 2,800) and its Bluffs, then crossing the Rauschite border, and on as far north as Alliance Rock before veering south through rocky passes to Crystal Basin.

Rails belonging to the Brelon Line detour often, favoring bridges to cross valleys and blasting to pierce imposing peaks. As most rail endeavors in the Disputed are backed by powerful magnates and private business concerns (both often with federal endorsement), funds for routes in the vicinity are provided by both the Bastion & Sunderland (B&S) and Ulleran Road railway companies. Both these companies, manifested by their actions and policies solely in the Disputed, pour their financial efforts into ensuring that their rails become synonymous with "prosperous trade" and "good relations" connected to Rausch (whether their true motives or competitors will allow this or not).

**Daeympa'as Naol:** "Queen's Jewel" in Common, is a sprawling above-and-below-ground citadel and the largest known zaurto stronghold on the continent. Ancestrally the homes of both acaloe and chamcha populations at different times—a place that has only ever seen Mesocine rule—it wasn't until the zaurto themselves discovered a rich vein of mineral wealth buried in the peaks here that caused a gold rush that led to a near genocide of the native peoples and put the location on the map. Magically cold-adapted manrik armies were the spear-thrust that first pierced the citadel's heart, and their successors still stand guard over it today.

Saved the responsibility of policing the realm, and richly endowed with a cache of resources and political power they had never known before, zaurto citizens young and old entered a period of decadence, corruption, and misrule that has yet to end. Though the city's rulers practice an open door policy (to "gifted" outsiders who can perform the ever-changing "rites of legal passage"), and races and persuasions from all across Geir can be found within, leaving the city can prove to be a challenge. Notorious as a place where one can get rich quick (if one can get out), the city is also full of bunko artists, gamblers, and crime bosses like "**Silky**" **Karnar** (NE female elf [amber] gunslinger [gaucho] 6/rogue [rake] 5), who epitomizes all three. Few in the know would argue that had Daeympa'as Naol been founded as a serious settlement, it would today be the seat of an empire in the Disputed. Outside economists estimate the city's so-called markets will collapse in under five years.

**Drover:** A sizable town on the banks of the Akanape that sits at the head of the Shiholm Cattle Trail, named for the famed trader and scout, Jex Shiholm. Cowboys, wranglers, hobos, and gauchos all call this place home—cavorting across river in the part of town known as Alo's Den—where daily events like saloon shootouts, rowdy fandangos, and bare bronc-riding contests fill the dirt lots and lanes. Notorious outlaws, like **Hantry Cub** (CN male half-elf [loci] ranger [wrangler] 3/rogue [scout] 4/gunslinger 5), and vengeful lawmen, like **Waylon Harp** (LN male human [ulleran] marshal 9/fighter [roughrider] 4), find it easy to get their start in places like Drover.

Drover and its gusty winds are also home to a budding air industry. Aircraft companies and design firms—Helmsman Aviation, Seccam Industries, and Fleetcraft Company—all make use of the excellent windy conditions in the area to test and showcase their aeronautical prototypes. A great deal of secret backroom private and government attention is tied into these affairs—with no small amount of corporate theft and sabotage—and the public looks on with interest to see who will be the first to provide a viable, long-term, and consumer-friendly means of air travel across the Disputed.

**Eastern Shield (of the Great Divide Mountains):** This thousand mile stretch of rough country and nigh impassable peaks also hides a plethora of high elevation habitable zones and hidden ancient oases scattered throughout. Most recognizable of these locations is the Rockery of the Gods: a gorgeous wood-studded valley of obelisk and stacked red rock formations left standing since primordial times. Legends around these parts are conflicting. Rauschite explorers claim the Rockery as sacred, evidence of a divine power; whereas zaurto settlers claim it is as the greatest work of dragon art—though neither may be far from the truth!

**Crowning Junction** (pop 8,900), often simply "Crowning," was originally a yurshaun founded when gold was struck on Proud's Peak, first scouted by Rauschite Holy Flank Commander Zebuwade Proud. The over 14,000-foot mountain stands only ten miles from the small town, which has largely retained the physical look of a yurshaun, but the population within includes a large contingent of wilderness-adapted Rauschites, far-trekking Ullerans, and rather staid Atanakan prospectors to boot! It is this kind of fellowship, coupled with a no less unique geography and natural wonder, that has prompted Niklos Savig and much of his design bureau to leave Cog Island and make his secretive new laboratory in the majestic, wintry hills hereabouts.



Along the Eastern Shield's baseline and elsewhere up to 500 miles distant, records have been made showing the operation of a chain of natural rock chimneys and deep wells that expel powerful geothermal updrafts. These can be used in combination with gliding and chute-like devices to "ride the canyon winds" over limited distances (rumored up to 10 miles at a stretch). These majestically disguised dangers typically only attract the daredevil and the foolhardy, though they can be an unexpected means of transport to travelers in a pinch.

**Hel Exarig:** As a monument and massive political statement against the so-called "xenophobic tyranny" of FSU settlements in the Disputed, this Mesocine-Mezoqua demo-city stands as a testament to those peoples' willingness to forge a community together. Literally, "The Mandate" in Common, (speakers of that language have taken to using only the transliterated first word of that foreign phrase to describe the place thereof), it has come to embody the mission of Mezoqua expatriates everywhere: convincing outsiders to embrace bio-grafts and other forms of "mutative culture" from Mazan.

Mazan high druids first sent a collection of 400 families to commingle with zaurto populations generations ago, and it was from that pool of social engineering that Hel Exarig was born. The population is rare among both segments of its primary constituency, but the pairing grew to be so strong that a cult following took root. The colony is now a powerful city-state with its own army, mineral resource refineries, and, some say, a new breed of race sprung from the seeds of a zaurto-human hybrid that has yet to set foot outside of Hel Exarig's innermost confines.

**Infinite Lakes:** Often just, "Infinite," this pan-ethnic bordertown has steadfastly survived despite growing without federal help and on the edge of the Atanank Empire. Begun as a successor movement to the Fortuitous Flight, and as an early experimental settlement in the Disputed after the Abolition War ended in Sunderland, fewer settlers were attracted to the colder, harsher climate and opted instead to venture farther south and west. It also didn't help that successful smear campaigns in the south dubbed it "A Prelude to the Greatest Incursion," prompting fears of another Atanankan invasion. Still, Infinite prospered thanks to a high level of social parity and an influx of elven and dwarven civic leaders who took charge and allowed the neighboring tradeposts to grow into a large bohemian city all beyond the purview of trending interests.

In truth, Infinite Lakes remains a tight-knit confederacy of a score smaller towns centered around the expansive Hall of Temarest: a coast-to-coast emporium and multiservice outfitters located at the heart that provides

goods, services, adventuring licenses, and land grants to those brave enough to settle these parts, and even promotes trade with Atanankan yurshauns hundreds of miles away. The Hall outfits and administers the Zephyr Rail-line too, carried by almost every railway in Ullera. The arts also find their way into Infinite, sponsored by numerous guilds and traveling troupes, including the "Firespout Five," inspired by the city's poet laureate, **Haddi "Wordsworth" Longbraid** (NG female gnome [gentry] bard 14).

**Landing:** So named for its pioneering founder, this town came into development through a series of land grants, funded by Art Landing's centave economy, provided for Clement Roseboro of the Bastion. Roseboro, a rail tycoon turned prominent developer in these parts after he sold his share of All Points Rail prior to moving out west, has helped to ensure the town's growth thanks to a massive pavilioned railway station centered in the middle of the town's generous stockyards, and a matching line that runs strong up the coast delivering meat and leather, so far, exclusively to Belle Venue. Landing and Roseboro both hope to make other metropolitan centers in Ullera envious of the rich goods that Belle Venue reaps. Should planning by the town's founders payoff, Landing's trade will ultimately reach up the Great River to the rest of the nation, and they may finally see their new homes and the surrounding demesne incorporated into the FSU proper.

**Lodens:** A small trade city constructed on the edge of the Hex Woods and the Bronze River. Many refugees from the Bastion came here looking for a future in a place relatively unspoiled by the war there. Instead, the people here came to find a land at war with itself, a place where the native zaurto spoke of manlike creatures given names like "dirtmen," "air runners," and "water apes" (elementals), or resilient "winged devil-sprites" claiming similar heritages (mephits) haunting and fighting each other all up and down the wooded frontier—land left bewitched by draconic tongues. It is said these tales only heightened Lodens' appeal, as settlers from all around began to flock to its streets in search of a home. Today, its legion of stockyard workers, railmen, ranchers, and tradesmen serve a brisk business and ready independence in competition with the fledgling coastal nation seated at Landing to the south.

Much of the rivalry between Lodens and Landing stems from dueling rail concerns, as much of the former's freight and passengers come through riding South Settler, a vying Ulleran competitor that didn't undergo a wholesale change in ownership after the war ended. Railroads connecting from the north, like the one out of Sandstone Row (pop 3,750)—named after the ancient stony hills surrounding it, and notorious for its extreme



seasonal weather—are only more evidence of the growing concern over the very real lines being drawn in the sand between rail-backed claimants.

### EXTREME WEATHER OF THE DISPUTED LANDS

The weather of The Disputed Lands can be just as treacherous and deadly as the creatures that dwell within it.

**Brain Fog (CR 1/2 or 1):** In lieu of normal vernal or autumnal fog, brain fog causes creatures that fail a Will save (DC 11) to become confused 1 round, as per the lesser confusion spell. The more extreme version of brain fog causes mass hallucination in creatures that fail a Will save (DC 13), forcing them to be confused for 1 round, as above, as well suffer a hallucinatory effect, as per the mad hallucination spell, for 15 minutes (even after they leave the fog). A creature that breathes in the fog must make a saving throw each round that they remain within the fog; creatures that do not breathe are not affected by brain fog. The following brain fog behavior replaces the normal behavior of the confused condition.

d100	Behavior
01-25	Act normally
26-50	-10 on Survival checks to keep from getting lost or avoid natural hazards
51-75	-5 on Concentration and Sense Motive checks
76-100	Must make an Acrobatics check to balance when moving faster than 5 ft. in a round, or else fall prone

**Hail Fire Storm (CR 4):** Burning chunks of rock can form during a greater duststorm, inflicting 1d4 points of lethal bludgeoning and fire damage each round to anyone caught out in the open without shelter, instead of nonlethal damage, but in addition to a greater duststorm's normal effects.

**Ice Vortex (CR 7):** During a blizzard, there is a 10% chance of an ice vortex forming. An ice vortex is effectively a tornado, except those that come in contact with the funnel cloud take 3d6 points of piercing and cold damage per round from icy shards, before being violently expelled.

**Magnetic Duststorm (CR 4):** In lieu of a normal duststorm in dry or desert environments, creatures wearing metal armor or comprised mostly of metal, including vehicles, are subject to an effect similar to the slow spell (so saving throw) for as long as the storm persists.

**Ooze Storm (CR 3 to 7):** Hurricanes can often pick up wetland creatures water spouts and then rain them down on areas up to 1,000 miles from the coast. Ooze creatures are especially susceptible to this phenomena. During a hurricane, there is a 30% chance of an ooze creature to rain down on a 50 ft. by 50 ft. location over 1d4 rounds. There is 60% that the ooze storm rains down 1d4+3 ochre jellies, and a 40% that the ooze storm instead rains down 1d8+3 black puddings. Each ooze has 10 hp when it lands, and the CR for the storm is equal to 1 + 2 for every two oozes that land (rounded up).

**Manticore River (Colotl Miztli):** This river's name is derived from a direct translation of the Mezuan, so named for the tauric creatures created by Mazan "biogenetic-wizards" that are known to roam the river's length. History has it that the manticores were genetically rendered as a living template for the national symbol of Mazan, but nefarious concerns took control of the breeding program and unleashed the beasts on the local populace as an act of political or personal revenge (few can agree on this point). Today, many Mezoqua still revere the manticore as the unofficial symbol of their high cultural achievements, but this reverence is tempered annually by the state sanctioned hunts that are allowed to keep manticore numbers in check.

**Ochre River:** This tributary of the Great River stands as the largest watershed in the southern reaches of the Disputed. It is named for the ferrous rich mineral deposits in its riverbed, and famous for the many point bars and oxbow lakes that its windy course creates. The river is also called the Ogre, what most outsiders would claim is due to locals' slurring of the river's true name. More controversially, the river plays venue to a local family rivalry that always ends in spectacular violence: the "Ogre River Showdown."

For years, the Stizers (from Sandstone Row, north of the river) and the Reyals (from Lawrrey, pop 10,200, far south of it) have bred captive ogre and bugbear slaves for personal combat to be pitted against each other as a means of satisfying local entertainment, family pride, and the occasional dispute. The event is held along the river under the boughs of the Hex Woods once every year in the fall, but official record of these titanic bouts has only been kept since mechanical armatures were first allowed into the event—largely replacing the need for captive ogres—and at current the families are tied at fifteen wins apiece. Members of both families claim the Showdown has been ongoing for more than a hundred years, and both admit that gearheads from outside the families have often been hired to build, train, and coach their contenders in past recent bouts. The winner of the event holds the "Golden Hat" for a year, a trophy (or title) that is a closely guarded secret among given family members and participants and a mystery to outsiders.



**River Meander:** The longest route of exploration stretching across the Disputed's northern badlands is the River Meander. Travelers first made use of the Meander at the beginning of the last century as hunters and fur traders proliferated along the first leg of the river. Later, FSU-sent explorers followed the water's flow to its source and charted its length as the longest tributary on the continent. Today, pioneers and the finest craftsmen in steamboat design and other rivercraft use it as a final testing grounds for all the latest water vessel prototypes.

The Destiny Arch, standing over **Camp Destiny** (pop 4,000, mostly workers) where the River Meander meets the Great River, is a massive metallic architectural feat funded by the Atlantan Society to commemorate and inspire Ullera's western expansion into the Disputed Lands. The arch serves as a staging grounds, tourist attraction, and temple-museum to Ullera's ingenuity—with but the slightest hint of Expansionist dogma apparent. Plans are well underway as roads are being laid and housing grids affixed to the surrounding country for a great city to be born here someday; a city whose mission it shall be to shepherd the next generation of Ulleran patriots and adventurers.

## PERSONALITIES

The following personalities can be found within The Disputed Lands.

### ARKOBA

CR 5

XP 1,600

Male hobgoblin (rageiac) ranger (wrangler) 6

CN Medium humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +10

#### DEFENSE

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

**hp** 48 (6d10+10)

**Fort** +6, **Ref** +7, **Will** +5; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** greater goblinoid resilience;

**Resist** electricity 10

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk shortsword +7/+2 (1d6/19-20)

**Ranged** +1<sup>T</sup> *amped pepperbox rifle* +9/+4 (1d10+5 plus 1d6 electricity/x4; misfire 1-2, capacity 4)

**Special Attacks** deeds (favored enemy [human][+2; 1 grit for +4 for 6 rounds], gun training [pepperbox rifle], quick clear, grit (3 pts.)

#### STATISTICS

**Str** 11, **Dex** 15, **Con** 12, **Int** 12, **Wis** 16, **Cha** 10

**Base Atk** +6; **CMB** +6 (+8 with light or heavy blades); **CMD** 18

**Feats** Deadly Aim, Endurance, Gunsmithing, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Specialization (pepperbox rifle)

**Skills** Climb +6, Heal +7, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (nature) +10, Perception +10, Stealth +7, Survival +10, Swim +6;

**Racial Modifiers** +2 Bluff, +2 Diplomacy

**Languages** Common, Draconic, Goblin

**SQ** combat style (sharpshooter), favored terrain (desert +2), frontiersman, frontier bond (companions), gunsmith, silver tongued, track +3, wild empathy +7

**Gear** mwk studded leather armor (vulcanic rubber)<sup>PSCS</sup>, +1<sup>T</sup> *amped pepperbox rifle* (keyed)<sup>PSCS</sup>, sextant sight<sup>PSCS</sup>, rifle cartridges (30), mwk shortsword, gunsmith's kit, gun belt, buffalo coat (cold weather clothing)

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

Arkoba spent decades working above ground hunting and herding meat for the hobgoblin elite, and has little love lost for his homeland which he abandoned for better prospects and freedom in the south. Living among the 'lesser races', Arkoba uses his ranger training for bounty hunting and surveillance of humans. During his travels he met a pair of renegades (E.E. Rackett and Josiah Naughton) that he has since included in many of his commissions. Because of his race, Arkoba finds no welcome in any civilized country, but his reputation as honorable, a fast gun, and daredevil wards off most trouble. 'Ole Hetty' is his pride and joy, a four barreled rifle customized for his own hands.



ARKOBA



### E.E. RACKETT

CR 5

XP 1,600

Male halfling (tenderfoot) alchemist (huckster) 1/rogue (charlatan) 5

CN Small humanoid (halfling)

Init +4; Senses Perception +8

#### DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 24 (6d8-6)

Fort +3, Ref +11, Will +2; +2 vs. poison

Defensive Abilities evasion, knack with poison, uncanny dodge

#### OFFENSE

Speed 20 ft.

Melee +1 *blood crystal war razor* +9 (1d3+1/19-20 plus 1 bleed damage)

Ranged sling +8 (1d3) or alchemist bullet +8 (1d3 plus tangleburn)

Special Attacks sneak attack +3d6 +3 bleed or underhanded +18 damage

Alchemist Extracts Prepared (CL 1st; concentration +2)

1st—*disguise self, enlarge person, polypurpose panacea*

#### STATISTICS

Str 10, Dex 18, Con 8, Int 12, Wis 10, Cha 16

Base Atk +3; CMB +6; CMD 16

Feats Agile Maneuvers, Brew Potion, Extra Rogue Talent, Weapon Finesse

Skills Acrobatics +12 (+8 to jump), Bluff +14, Climb +4, Craft (alchemy) +7 (+11 to create poison), Disable Device +7, Disguise +8, Escape Artist +8, Knowledge (dungeoneering) +8, Knowledge (local) +8, Linguistics +8, Perception +8, Perform (hawk wares) +8, Sense Motives +5, Sleight of Hand +15 (+19 to conceal a weapon), Stealth +17, Swim +4, Use Magic +8

Languages Common, Dwarven, Elven, Goblin, Halfling, Orc, Sylvan

SQ alchemy (alchemy crafting +1), gather crowd, grand hoax, mutagen (+4/-2, +2 natural armor, 10 minutes), natural born liar, rogue talents (bleeding attack +3, coax information, underhanded 3/day), snake oils (2/day) (polypurpose panacea)

Gear alchemist bullets (tangleburn) (3), mithral jack of plates<sup>PSCS</sup>, +1 *blood crystal war razor* (+1 bleed, +2 to conceal), sling, alchemist crafting kit, mw thieves' tools, sling bullets (10), mutagen brew (Con), potions of cure light wounds (CL 1st) (3), belt pouches (4), traveling formula book, reversible pickpocket's outfit (black/green, +2 to hide objects)

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

E.E. shirked his humble beginnings for the big city, being the first of his family for generations to strike out far beyond their cove in Grassy Spur. He quickly met prejudice against his 'backwards' past, and works

hard to prove he's worthy of living 'beyond the hills'. Determined to prove his worth to society, he tried many proper jobs, but only found fulfillment in illicit affairs. His charming banter hides a vicious streak expressed in underhanded blows with his thirsty straight razor. His natural drawl shows his Harmonia roots, but he can easily disguise voice and appearance by conventional or alchemical means. When hawking snake oils or stolen goods he will disguise himself in advance to throw off pursuit, but he blends his chicanery with enough real medicine to keep from being labeled an utter fraud. There is a fool born every minute and Rackett has no qualm taking their money or defaming their character, especially when insulted. But he has a soft spot for animals as well as deserving orkin and goblinoids as he sees their plight much as his own when he first traveled. E.E. found himself in trouble with the law, ending up in a prisoner chain gang. There he met Arkoba, who had been imprisoned on spurious charges. They quickly learned to respect one another and found a natural teamwork which played off each other's strengths. They orchestrated a cunning escape and have been traveling together ever since. Later they added Naughton to the fold when crowd control became a frequent issue.



E.E. RACKETT

Artwork by Mates Laurentiu



## JOSIAH NAUGHTON

CR 5

**XP** 1,600

Human (ulleran) alchemist (fumigant) 3/gearhead 3

CN Medium humanoid (human)

**Init** +2; **Perception** +9

### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

**hp** 36 (6d8 +9)

**Fort** +5, **Ref** +8, **Will** +4; +2 bonus vs. poison

**Defensive Abilities** poison resistance

### OFFENSE

**Speed** 20 ft.

**Melee** spiked gauntlet +5 (1d4+1)

**Ranged** toxic bomb +7 (2d4+4 acid; 6 acid splash, DC 15; plus fumigant poison) or smoke bomb +7 (splash radius is *fog cloud*; 3 rounds)

**Alchemist Extracts Prepared** (CL 3rd)

1st—*crafters' fortune*, *cure light wounds*, *detect secret doors*, *shock shield* (DC 15)

**Contraptions Prepared** (CRL 3rd)

2nd (2/day)—*line (I) frigid cold* (worn: wrist) (DC 14)

1st (3/day)—*burst burn* (steam) (held: two-handed) (DC 13), *ranged projected shock* (worn: shoulder)

o (at-will)—*melee projected chill* (worn: hand), *cone scald* (steam) (held; one-handed) (DC 12), *selective lift* (held: one-handed), *personal beacon* (worn: wrist)

### STATISTICS

**Str** 13, **Dex** 14\*, **Con** 12, **Int** 18, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +5; **CMD** 17

**Feats** Craft Revolutionary Items, Extra Discovery (x2), Field Repair, Master Alchemist, Throw Anything

**Skills** Appraise +10, Craft (alchemy) +15 (+18 to create alchemical items), Craft (armor) +15\*\*, Heal +6, Knowledge (Eng) +14, Knowledge (Nat) +9, Perception +9, Sleight of Hand +8, Spellcraft +10, Stealth -3, Use Magic Device +8

**Languages** Common, Dwarven, Elven, Gnome, Halfling

**SQ** alchemy (+3), discoveries (concentrate poison, smoke bomb, strafe bomb), poison conversion, poison use, swift alchemy, engineering (+1), jury-rig, salvage, scientific specialty (combustion), scalding steam, steam bleed

**Gear** spiked gauntlet, mithral pneumatic armor (+1 Dex\*)<sup>PSCS</sup>, masterwork thieves' tools, mw backpack

**Vehicle** rebuilt steam wagon<sup>PSCS</sup>, portable alchemist lab, mw armorsmith tools\*\*

### SPECIAL ABILITIES

**Fumigant Poison (Ex)** Bomb—inhaled; *save* Fort DC 15; *frequency* instantaneous; *effect* 1 point of Constitution damage; *cure* 1 *save*

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

Josiah Naughton roams the Feral Expanse where his use of poisons and toxic gas is appreciated rather than vilified. He has worked several jobs with Arkoba and E.E. Rackett,

exterminating monsters or using blue whinnis grenades to take down foes. His venous expertise complements Arkoba's rattlesnake speed and E.E.'s cunning. After having a pack mule keel over after a whiff of poison gas, Josiah patched together a steam wagon out of a pair of abandoned wrecks.

## LAGARTA

CR 12

**XP** 19,200

Female kobold (zaurto) rogue (trapsmith) 13

CN Small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +18

### DEFENSE

**AC** 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)

**hp** 58 (13d8)

**Fort** +3, **Ref** +12, **Will** +4

**Defensive Abilities** evasion, trap sense +4; **Resist** acid 5, electricity 2

### OFFENSE

**Speed** 30 ft.

**Melee** +2 *returning dagger* +10/+5 (1d4/19-20) or *melee projected scald gadget* +7 touch (1d4 fire)

**Ranged** +2 *returning dagger* +16 (1d4/19-20; range 10 ft.) or *range projected spark gadget* +14 touch (1d4 electricity; range 50 ft.)



JOSIAH NAUGHTON



### Schematics Known

3rd—dimensional hop, heat lightning

2nd—kinetic burst, reveal hidden

1st—burn, fade

o—beacon, chemical burn, chill, hydrate, illuminate, scald, spark

### Contraptions Prepared (CRL 10th)

3rd (2/day)—burst I heat lightning (DC 14; worn: headband)

2nd (3/day)—cone I kinetic burst (DC 13; worn: left wrist), reveal hidden (worn: right eye)

1st (4/day)—cone burn (DC 12; worn: right wrist), personal fade (worn: neck)

o (at will)—illuminate (worn: left eye), beacon (held: one-handed), melee projected scald (held: one-handed), range projected spark (held: one-handed)

**Special Attacks** sneak attack +7d6, cunning trigger (see air horn trap below)

### STATISTICS

**Str** 7, **Dex** 18, **Con** 8, **Int** 16, **Wis** 10, **Cha** 11

**BAB** +9/+4; **CMB** +6; **CMD** 20

**Feats** Ace Inventor, Adapt Inventor, Craft Armature, Craft Revolutionary Technology, Craft Technological Arms and Armor, Journeyman Inventor, Novice Inventor

**Skills** Acrobatics +16, Appraise +13, Bluff +12, Climb +10, Craft (alchemy) +13, Craft (traps) +18, Disable Device +22, Escape Artist +12, Knowledge (dungeoneering) +13, Knowledge (engineering) +13, Linguistics +7, Perception +18, Sense Motive +15, Stealth +20, Survival +8; **Racial Modifiers** +2 Craft (traps), +2 Perception, +4 Stealth

**Languages** Common, Draconic, Dwarven, Gnome, Goblin  
**SQ** careful disarm (double trap sense bonus), rogue



**LAGARTA**

talents (befuddling strike, cunning trigger, defensive roll, frugal trapsmith, quick disable, quick trapsmith), trapfinding +5, trap master

**Gear** +4 adhesive eel hide studded leather (leg piecemeal), +2 returning dagger, belt pouch, burglar's torc, glass cutter, glue paper (5), air horn trap (2).

### SPECIAL ABILITIES

#### Air Horn Trap (CR 5)

**Type** mechanical; **Perception** DC 26; **Disable Device** DC 15; **Trigger** location; **Reset** none; **Effect** blast of sound (5d6 sonic damage and deafened for 1d4 rounds, DC 15 Fortitude save for half damage and negate deafened); multiple targets (all targets in a 30-ft. line)

Lagarta uses mechanical expertise to commit bold robberies for the money as well as the attention. She prefers to keep her distance from her opponents and let her superior weaponry and sneak attacks prevail rather than brute strength. So far she has only targeted small town shops and banks, but she is using the money to bankroll her inventions and hire a gang. She also spends her money freely on the poor, often giving some to the destitute to earn goodwill locally, but she is a hardened felon and will not hesitate to kill anyone that tries to stop her. Though not a formally trained gearhead, she has learned to build contraptions and other technology for her gang. Her pride and joy is her armature Chero, her sidekick in all her capers that she commands in combat and rides for dimensional hopping.

### CHERO

**CR 8**

**XP** 4,800

**N** Medium construct (armature)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

**hp** 75 (10d10+20)

**Fort** +3, **Ref** +4, **Will** +3

**Resist** fire 10, **DR** 8/adamantine; **Immune** construct traits

### OFFENSE

**Speed** 30 ft.

**Melee** weapon attachment slam +15 (1d8+7/19-20), improved slam +15 (2d6+7/19-20)

**Ranged** four-barreled firearm attachment +11 touch (1d12/x4; range 40 ft.; capacity 4; misfire 1-2; reload 1/round) or full-attack firearm attachment +9/+9/+9/+9 touch (misfire 2-3)

**Contraptions** (CRL 8th level)

3rd (3/day)—personal dimensional hop

o (3/day)—selective lift (range 45 ft.)

### STATISTICS

**Str** 21, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +10; **CMB** +15; **CMD** 26



**Skills** Perception +8 (sensory array)  
**SQ** conductive (max 37), short circuit, steam drive

## SPECIAL ABILITIES

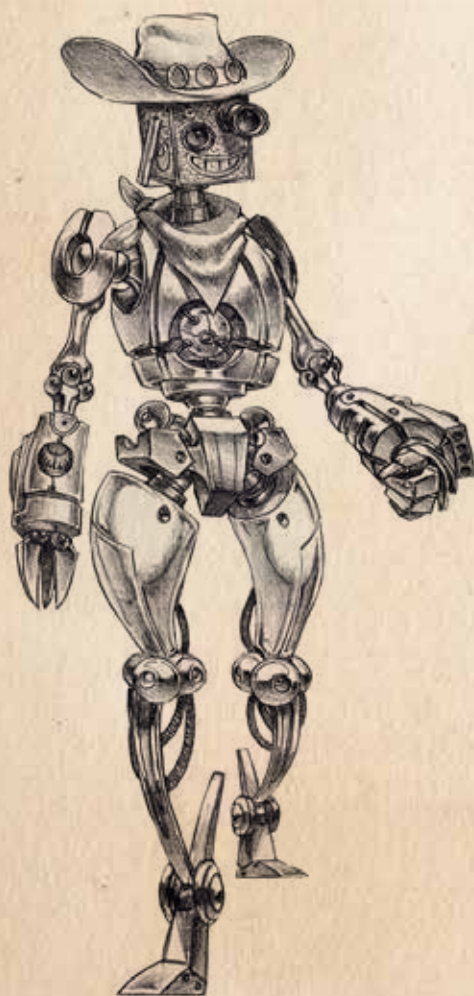
**Conductive (Ex)** Whenever Chero takes electricity damage, 1/2 of each point of electricity damage taken is absorbed and added to a special conductivity pool after the armature's hit points have been adjusted (this absorbed damage does not damage Chero's hit points). This conductivity pool cannot contain more points than 1/2 Chero's maximum hit points (maximum of 37). The next time Chero hits with a slam attack, or is hit by an unarmed attack, natural weapon, or a melee 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 Chero hit or that hit him. After Chero's conductivity pool discharges, its value resets to 0.

**Short Circuit (Ex)** An armature's mind, much like a humanoid's, functions off of electrical stimulation. Whenever Chero 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 Lagarta, if within 60 feet, can try to regain control by speaking firmly and persuasively to Chero, which requires a DC 20 Charisma check. Lagarta receives a +13 to this Charisma check.

**Steam Drive (Ex)** Any time Chero is hit by critical hit or sneak attack with a non-reach melee weapon, the attacker takes 2d6 points fire damage and becomes blinded for 1 round (Reflex DC 15 for half and negates blind condition). This fire damage cannot cause combustibles to catch fire. This save DC is Constitution-based.

Chero leads the way in most capers able to absorb most attacks with minor harm and lift all the heavy loads for Lagarta. Its two most powerful weapons are a four barrel gun built into its right arm and a steel plated fist on the left. A dimensional hop contraption is built into its chassis for surprise entrances and quick getaways for it and Lagarta; as well as a static field lift gadget for picking up delicate items. Lagarta has hidden a motion picture film camera inside the head of Chero so she can record excerpts of her crimes which she sometimes sells to local newswies.



**CHERO**

## SLIM "LEADSLINGER" LEDBETTER CR 7

XP 3,200

Male half-orc (avus) marshal 8

LN Medium humanoid (human, orc)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

## DEFENSE

**AC** 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

**hp** 41 (8d10)

**Fort** +6, **Ref** +5, **Will** +8

**Defensive Abilities** negative energy resistance 3

## OFFENSE

**Speed** 20 ft.

**Melee** mw shotgun +11/+6 (2d6+4/19-20)

**Ranged** mw shotgun +12 (1d8+3; misfire 1-2; capacity 1; range 20 ft. or 30-foot cone)

**Special Attacks** deeds (quick clear), grit (1), roundup (+2d6 nonlethal; Fort DC 16; 8/day), warrant (+4)

## STATISTICS

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

**Base Atk** +8/+3; **CMB** +8; **CMD** 25

**Feats** Amateur Gunslinger, Catch Off-Guard, Enforcer, Improvised Weapon Mastery, Rapid Reload (shotgun), Skill Focus (Intimidate), Quick Draw



**Skills** Acrobatics +4 (+6 jump), Bluff +5, Climb +9, Handle Animals +4, Heal +6, Intimidate +15, Knowledge (nobility) +6, Knowledge (local) +6, Perception +13 (follow tracks +17), Profession (miner) +6, Ride +6, Sense Motive +13, Swim +4

**Languages** Common, Orc

**SQ** marshal acumen (daring marshal, grim investigator, gun training [shotgun], sure justice, swift justice), marshal's authority (Disputed Lands), rundown

**Gear** +1<sup>T</sup> lead-lined agile breastplate<sup>PSCS</sup>, mw shotgun, dragon's breath bullet (5), entangling shot bullet (5), metal cartridge (slug)(5), metal cartridge (pellets)(5), ammo bandoleer, mw manacles, mw fetters, box of tindertwigs (6), skyrocket (3), truth serum (3), belt pouch (3)

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

Slim came to the Disputed Lands looking for a rich claim. He never found his mother lode, but instead a vocation in law enforcement. After being deputized during a local manhunt, Slim decided to apprentice as a marshal. He has paid his dues and now is a prominent official in Lodens and Lawrry, where his trained eye and grim demeanor is unleashed on the criminal element. His nickname is based



**SLIM LEDBETTER & ROCCO**

on his fondness for lead buckshot in shootouts, and now proudly wears lead lined armor as a mark of his renown. His intimidation tactics combined with his racial stigma has left him with few close friends in town, so he claims his pet cat, Rocco, as his chief deputy. Slim has traveled widely and crossed into Rausch, Mazan, and Atanak many times carrying out his duties. His latest case is a rash of child kidnappings by a Locke Satyr in his jurisdiction, and he is desperate for leads and will deputize anyone willing to help fight the monster.

## DEPUTY ROCCO

**CR 3**

**XP** 800

**N** Tiny animal (advanced)

**Init** +4; **Senses** low-light vision, scent; **Perception** +7

## DEFENSE

**AC** 19, touch 16, flat-footed 15 (+4 Dex, +2 size, +3 natural)

**hp** 21 (3d8+8)

**Fort** +3, **Ref** +6, **Will** +3;

## OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d2-2), bite +7 (1d3-2)

**Ranged** diminutive rotary gun -3 (1d4/x4; automatic; range 60 ft.; misfire 1-2; capacity 40)

**Space** 2-1/2 ft. **Reach** 0 ft.

## STATISTICS

**Str** 7, **Dex** 19, **Con** 12, **Int** 2, **Wis** 16, **Cha** 11;

**Base Atk** +1; **CMB** +3; **CMD** 11 (15 vs. trip)

**Feats** Weapon Finesse

**Skills** Climb +8, Perception +7, Stealth +16; **Racial**

**Modifiers** +4 Climb, +4 Stealth

**SQ** tricks (attack [all creatures], come, defend, down, seek, track)

## PLOTS

**Hidden Frontier Wars:** Ullera, at least publicly, expresses very little about Atanak's practices in the Disputed. (Even Metris largely remains a mystery to FSU concerns.) Most who would care about such things can't determine if Ullera leaders have simply turned a blind eye or are truly ignorant. (Occasionally, crackpot claims from inside Ullera borders claim the FSU had some stake in the fall of Metris, insinuating that the government knows more about what's going on elsewhere, too.) Most Ullera who discover Atanakan safe-havens in the Disputed Lands are the first to do so. In some places, these brave pioneers have been entrenched in small-scale warfare with a single safe-haven, or even several acting in unison, for years.

**Neck-Deep In A Tar Pool:** Primordial oozes (called "tar heels" by locals) have taken to feeding on the natural



oil pools in the south. Contracts cropping up in places like Landing and Lodens are calling for groups of specialists who can see to the extermination or removal of these tar heels, with handsome bonuses offered for those who can determine where they came from and ensure they'll never return.

**Porters of Old:** In the rarest of places, hidden below ground or in the hollows of a volcano, travelers have discovered the strangest of conveyances. One such record tells of long "vertebrae-like" connections of bucket-shaped housings that move along a stone track for miles through a dry basalt vein buried under tons of earth. The long, uncomfortable device seemed to move only when it wanted to (or when prompted by geothermal activity), and the bucket-like seats were just big enough for a man-sized creature to rest in, but were perfect for nesting a dragon-sized egg within.

**The Spiny Ones Among Us:** Cacti flourish in the drier environments of the Disputed, and cunning breeders have found ways to manipulate and crossbreed various types into rather effective and often times deadly defensive barriers. "Intelligent" varieties are also on the horizon, and much work has been done to create golems and other shambling constructs out of the prickly plants.

## GOM SHAO

*"Upon the ladder of elven society, Gom Shao forever rests near the top. All others merely jump at the clouds."* — **Casma Risze** (CG female half-elf [loci] alchemist [huckster] 5)

**Alignment:** Lawful Neutral.

**Population:** 1,645,000 (58% Elf [54% Amber, 46% Jade], 16% Half-Elf, 8% Human, 6% Mesocine [65% kobold, 35% lizardfolk], 12% other races).

**Capital:** Dujinando (pop 209,300).

**Notable Settlements:** Domokea (pop 46,975), Shengornae (20,575), Bouram (18,825), Fu'tirith (15,350).

**Government:** Ethnocratic electorate (elves hold all government positions and voting rights).

**Authority:** *Baolong Quinef Go Cylanef* (NG male elf [amber] sorcerer 3/druid 3/mystic theurge 2; very young and quietly obsessed with dreams of elven unification) is the newly appointed supreme commander.

**Languages:** *Elven, Common, Sylvan, Undercommon, Draconic, Goblin.*

**Major Exports:** Produce, fine leather, fine wine, botagenics, magical items, textile materials (cotton, flax, silk).

**Major Imports:** Raw materials (coal, metal ore), technological items, fish.

### NOTABLE RESIDENTS

*Honored Hsu Roe* (LN female elf [jade] noble 6/fighter [eldritch guardian] 12; former baolong)

*Judge Abbot Qi Junji* (LG male elf [amber] monk 15)

Gom Shao lies in a mountainous bowl with temperate weather and bountiful harbors facing the Taiyousira, an ocean translating as "Sun Current" in Common, which brought elves to these lands. Despite its serene beauty, Gom Shao is plagued by frequent earthquakes, mudslides, and wildfires. Likewise, the two resident elf cultures live uneasily alongside each other; their polite manners masking hidden ancient animosity. The wealth of the nation is rooted in its agricultural abundance reflected in verdant urban areas, nature preserves, and ranching estates. An arsenal of botanical and arcane innovations is the elven response to the industrial arms race gripping Northern Ullera. Gom Shao exports wild produce, leather, and magical items throughout Ullera, but their chief trading partners are Mazan, Sonora, Rausch, and the elven homelands in distant Rhim. The Deepwoods acts as a supernatural buffer between Gom Shao and its spiteful and opportunistic neighboring enemy, Atanak.

### HISTORY

Gom Shao is a nation born from a disastrous naval campaign; the capital city of Dujinando is where the Gold Armada crashed into the west coast of Northern Ullera. The armada was the last of several originally sent by the Divine Khan of Rhim, a long-ago ruler fond of competition among his peoples. He pitted the armadas against each other (among them "Diamond," for unsurpassed wealth, "Iron," for glorious conquest, and "Crystal," for inner enlightenment) in a global race to see which would circumnavigate the oceans first. Mishap after mishap tore the fleets apart or sent them on widely divergent courses, too proud to follow the others too closely, and many ships were lost to the depths. A blended segment of desperate seekers formed a fourth armada, "Gold," for home and hearth, and fearing the way back ventured onward to complete their mission. Ultimately a massive tidal wave drove the Gold Armada into the rocky shores of Ullera. The elven survivors, again feuding over their hapless fate, built a new nation based on the traditions of their homeland, Rhim, but adapted to survive in the wilderness of Ullera.

After the Gold Armada crashed on Ullera's shores, Long'Niketei (Elven for "high admiral") Fastra Zun declared her baolong ("lordship") over the land and set into place three racial protectorates: Yidamar for Amber elves, Nidamar for Jade elves, and Sandamar for elves willing to forsake racial division. These three subcultures constitute the fullness of elven diversity in Gom Shao even today. Entire cities are built and fashioned in a Yidamaran, Nidamaran, or Sandamaran way, though it is not uncommon to find combined settlements where all three keep to their own ways. Baolong Zun appointed her first ministers to survey the land, enforce her edicts, and direct the placement of elves in new homes. She knew



that trying to unify everyone too quickly would lead to disaster and saw her rule as the genesis for an elven utopia, surpassing anything found in Rhim. Baolong Zun believed that only through, albeit slow, dismantling of racial politics and the elven caste system would her race be free to seek its own destiny and achieve complete unification and a lasting peace. Massive grants of land were given by the baolong to favored warlords as a reward and to support vassal troops with enormous rural demesnes. For centuries, elves lived in these fortified estates as ranchers and farmers trading leather and fruit at seaports for foreign finished goods. Traditionally, the estate provided revenue to fund local troops, shipping, naval efforts, roads, and rail. Unfortunately, incessant squabbling and blood feuds hampered the growth of Gom Shao until most institutions were eventually nationalized.

The development of Gom Shao (pidgin Undercommon for “other world,” and a fitting term adopted by the elves for their new home) has taken place over the last 2,000 years. Most foreign trade is trafficked by elves and half-elves born in Sandamaran communities who have fewer compunctions about taking up the life of a traveling merchant or freelance peddler in neighboring lands. Because Gom Shao’s wealth is controlled by conservative Jade and Amber elves reluctant to mix with other races, earnest Sandamaran tradesmen have begun to find embedded markets for their own handcrafted goods (generally of a much more earthy, utilitarian quality) in fruit, leather, wine and textile trade. The elven people have grown wealthy from their rich land, sea trade, and arcane industry, making Gom Shao a global power all its own. The invention of airships and alchemical dragons has sped communication and trade between Gom Shao and farflung reaches of the globe, despite the fact that the nation itself has stagnated in growth due to frequent earthquakes, intraracial and interracial tensions, war, and drought. Gom Shao only narrowly avoided conquest by the Dominion, but its natural defensive ring of mountains and abundant agricultural output helped to keep it independent. In recent decades, the rapid growth of human nations has prompted Gom Shao to take dramatic steps toward letting other races into the nation to bolster its low population growth and support its agricultural, industrial, and urban development.

### GOVERNMENT & PEOPLE

Even today, sole Yidamaran and Nidamaran communities are not uncommon, much to the political chagrin of racial unification supporters. No one can deny the ramshackle, hardscrabble appeal of Sandamaran “alomes” and the many generations of elves which have sprung up from their relative squalor to become some of the most adventurous and talented elves on Ullera. Yidamaran and Nidamaran settlements, on the surface at least, are both

respective paradises unto themselves, though neither often acknowledges the existence of the other. Yidamaran sanctuaries are bold and brash with bright porcelain tiles and garish mosaics, while Nidamaran hideaways favor soothing whites, greys, and greens in gardens and in decoration.

The Hundred Families of Gom Shao retain the demesnes originally granted them by Baolong Zun and claim the highest positions in the Golden Ministry and armed forces. These ancient fortified estates are the nerve centers of their respective towns and cities. The Ministry, in theory, answers to the baolong and administers each precinct collecting dues, solving disputes, and maintaining the infrastructure. Yidamaran and Nidamaran ministers stubbornly insist that ancient ways are best despite stark contrast to the adaptive free spirits raised in Sandamaran collectives who are gradually gaining power and influence. By necessity, most communities allow the free movement of races even if residency restrictions are strictly enforced. Most ministers come from the Hundred Families, but the baolong occasionally appoints war heroes and educators to political office. Besides the baolong and the Ministry, monastic judges roam the land. These monks are trained in healing, moral judgment, ethics, and legal precedent in addition to self defense. They may act as arbitrators to resolve disputes when requested by locals or by the baolong. A monk’s decision is binding; breaking faith is deeply taboo and will turn the offender into a pariah if exposed. Harming a monk will provoke a lethal retaliation from the offended monastery. The influx of new races driving Gom Shao’s industrial and political ambitions fight for greater political influence, but for now they are limited to voting with their feet. Ministers that respect the rights and dignity of other races benefit from an eager and loyal workforce. Immigrants hire a shicora (“elven representative”) to lobby for them in the Ministry.

The baolong nominally approves appointees into Ministry positions creating a new bureaucracy for each generation. The baolong also takes up the role of advisor to the Ministry retaining vetoing power, granting pardons, and commanding armed forces. Critics of the succession claim the baolong never truly shares power with the Ministry since intense currying of favors takes place in the months and often years leading up to and after the selection of a new baolong. Supporters of the baolong see the position as a moderator between ministers who parsimoniously grant their authorizations and distribute national resources as political capital. The baolong can request that a minister be removed for incompetence, but only peers can impeach a fellow minister. Historically, the baolong splits the Ministry evenly between Jade and Amber elves and a few Loci of special merit. Amber elf ministers prefer action and aggressive solutions to problems; Jade elf ministers favor long debates and meticulous planning before initiating a program.



Gom Shao has relaxed the caste traditions of Rhim. Commoners can carry weapons and own property; warriors can travel abroad and marry whomever they wish; and ministers must prove themselves worthy of office through merit, deed, or scholarship. In the early days, these practices were not so. Contact is renewed with Rhim upon each successive generation, encouraging the restoration of the old caste system to the displeasure of most of the young population. Despite these “old world feelings,” Gom Shao exhibits three distinct cultures unique to Ullera. Yidamaran elves are noted for their spicy food, high fashion, colored porcelains, leather goods, and armories. Nidamaran elves excel in the artistic making of pastries and books, and in crafting fine magic items, wines, and jewelry. Sandamaran elves enjoy splicing and kit-bashing various items together into new commodities, and host street bazaars and farmer’s markets. All elves love optimization and personalization so many items for sale come with hidden single-use or limited-use magic features augmented or even enchanted by the seller themselves.

The military forces of Gom Shao are far different from their neighbors. Gom Shao has traditionally relied on battle ready wizards, magi, sorcerers, and druids in place of artillery and mechanized infantry, but budding botagenic research has blossomed into a potent crop of hybrid weaponry and armor. Gom Shao maintains no singular corp of troops, but instead polices and defends its realm through rintai (“bonded units”) of volunteers maintained by groups of closely related families whose local and racial fealty are further ensured by ministerial support. Each rintai numbers 5-30 guards (with at least one spellcaster of 3rd level or higher in attendance for every four others), and although individual unit numbers are small, the military is privately-held, as opposed to state-held, and unit outreach and civilian backing are therefore second-to-none. Even the lowliest guards who serve are often regarded as heroes in their hometowns. Outposts are usually lightly fortified and very well camouflaged; patrols travel by fast mount or speedy vehicle; and frigates and sloops fill the harbors. Tactics tend toward ambush maneuvers to repeatedly whittle down an enemy’s numbers with rifles or bows before engaging in pitched battle. Weather is a key component of Gom Shao’s defensive strategy, as the high mountain passes become nearly impassable in winter. Much of Gom Shao’s defense is also perpetuated through isolationism, propaganda, and the concept of “elven dynamism.”

Many other races are suspicious of elves and their trappings, and their relative seclusion from the bulk of mainland Ullera creates an aura of mystery that only the very brave or the very foolish dare to penetrate. Folklore, often spun by elves themselves, tells of diseases and mystical barriers that would infect or rebuff outsiders upon entry. Dynamism, the belief in an elven inner energy and

collective psychic strength as a people, also plays a role in the minds of elves and their enemies regarding security. To this end, the elves of Gom Shao have a saying: “If one is confident to succeed, one is already half way to ensuring that such will become reality.” Much of elves’ historical success in protecting their own may have as much to do with luck than anything else, and despite internal divisions among elves, there’s still something to be said about their uncanny habit of joining like a tidal wave against outside threats that other races find remarkable.

## GAZETTEER

The cities of Gom Shao line the coastline like a string of pearls, the waters of which teem with sea serpents, sharks, and count merfolk among their number. Aesthetic beauty is treasured by the elves and they are willing to invest the time and resources to make their spreading cities not only functional but the envy of Geir. Rural areas generally follow the traditional mode of fortified manors managing vast herds, vineyards, and orchards. Small townships spring up around transshipment points created by rivers, railways, and roads. The fertile bowl that is Gom Shao is a cornucopia between periods of drought and natural disasters. Behirs and sand trolls creep about its deserts; pseudodragons, nymphs, werereatures, and owlbears haunt its woodlands. The combination of magic and alchemy with agriculture has also produced supernaturally productive orchards and fields with many unique plant hybrids, all guarded by treants awakened by the elves’ magic. The region’s high impassable peaks hide mountain top castles where cloud giants live, so far removed from the concerns of the lower races.

**Bay of Hixayer:** This large port, named after the elven hero who rescued the waters here from native Mesocine control, is the source of most of the saplings and stone used to grow Dujinando. Many of the first elves on the shores of Ullera were of druidic and shamanistic traditions and quickly recognized the spiritual energies imbued in the surrounding redwood forests. The capacity to sculpt living skyscrapers was a discovery made by these mystics.

In addition to druidism and shamanism, the local town of Vitarka (pop 5,125) is a center for the arcane studies of magi and wizards. Tsuru Libraries are public institutions and meet the desperate need of rising elven populations in rural towns and foreign cities. Anyone versed in Elven can partake in the libraries’ collected wisdom (a +6 circumstance bonus on any Knowledge check). The wealthy philanthropist and global pipe organ enthusiast **Tsuru Shimo**, who answers only to the name “Lightcatcher” (CG male elf [jade] wizard [spell sage] 10/lore master 10) since the preeminence of his birth name took hold, makes his home here in Capstone Mansion, a place renowned for its striking spired architecture, exclusive patronage, and bizarre atmospheric phenomena.



**Bouram** [bo-oo-ram]: “Bulwark” in Common, is a popular wagon and train depot moving between Shengornae and Dujinando. Bouram is a conduit for trade and tourism in peace, and a fortified staging point in war. For generations, the Vena family raised cattle on the arid grasslands here, though now, with the increase of traffic between Shengornae and Gildgate, the economy has diversified. Each summer and fall a tent city springs up on the outskirts of Bouram filled with Harvest Gypsies (see *Factions in Pure Steam Campaign Setting*) working the local farms and orchards to bring the crop to market. One noteworthy business, Pistachio Park has grown from a modest fruit stand into a significant tourist destination. It is a welcome rest stop for travelers on rail lines passing through Bulwark and has a dirt landingstrip with a mooring tower for blimps. The park lies adjacent to the rail depot of Bulwark and has restaurants, a hotel, and an amusement park rides for the whole family. It also maintains dazzling tea gardens and koi pond. Pistachio Park has profited from the peaceful trade between Rausch and Gom Shao, and the site of a great deal of political talks since it is viewed as neutral territory for trade summits and backroom negotiations.

Beyond agriculture, cattle, and a military base, the city has a thriving pharmaceutical industry that processes medicinal plants grown in the valley. Exogenesis Orchards (see *Factions in Pure Steam Campaign Setting*) has developed many pharmacological drugs extracted from the city’s proprietary produce. **Toime Beipo** (LN male half-construct elf [jade] alchemist [vivisectionist] 13/druid 7), famous for being the first to perfect the grafting of plant and animal tissues, has long since given up his day-to-day responsibilities at the company. Rumors persist of darker research experiments weaponizing fungi, lichens, and algae.

Nearby Salvo Prison hosts a local work release program. Inmates of this prison are put to work for the benefit of the nation to perform extremely hazardous labor such as manufacturing explosives, tunneling, and railway construction. Conditions within the prison are extremely poor and fatalities are very high, and many families have petitioned for the investigation of its current warden **Joyce Neer** (NE female elf [amber] barbarian [pack rager] 8) and reports of illegal drug testing.

**Dujinando:** “Gildgate” sits about a massive natural harbor and is the seat of government in Gom Shao. The city itself is built on a steep rocky peninsula, and divided into five parts: Yidamar Quarter, Nidamar Quarter, Sandamar Quarter, Harborside, and the Grounds (of the Ministry). The namesake of the city is a titanic sea wall built over the mouth of the bay as a defense against pirates and sea monsters entering Gildwater Bay. A set

of hundred-yard locks built within the sea wall enables passage of most ships while road and foot traffic can travel across the top into the capital. While highly ornate, the sea wall is reinforced with steel and magic and nearly impenetrable. The densely populated city has little room for horses or motor vehicles and so sponsors a fleet of cable cars, barges, and pedicabs for commuters. At night, bioluminescent ferns light the streets in fanciful colors and illuminate the morning fog.

Elevation is equated with status in the city and leading residents are true social climbers. As the capital of Gom Shao and an extremely busy seaport, the city is home to foreign diplomats, spies, and shipping magnates. The sheer volume of sea traffic ensures a constant swirl of intrigue, espionage, and skullduggery. The red light district is of particular interest to visiting sailors, dignitaries, and smugglers. Traditionally, evil spirits were believed to travel in nondeviating lines so the city streets are never straight for long. Infamous Pelican Island in the center of Gildwater Bay was built to house important political prisoners, escape artists, hardened felons, and magical artifacts too unstable to house within the city. It is considered the most impregnable prison on Geir, in part due to deathly cold waters surrounding the island penitentiary. The cellhouse is composed of reinforced concrete and combines the best of technological and magical security. Hushed rumors and supernatural phenomena occurring at the prison’s lighthouse are common gossip, but vociferously denied by civic officials.

**Fu’tirith:** An extremely traditional city that has changed little over the centuries, “Vigilance” is the southernmost city of Gom Shao and trades extensively with the Sonora Peninsula. Leather hides are more commonly exchanged than paper money in the city and a family’s wealth is measured in 4-foot increments. In the past, Fu’tirith was once a fortress against southern aggression, but times have changed. Good relations with the Sonora Peninsula are now vitally important to Gom Shao for trade and national security in part due to the rapid rise of human-dominated nations.

Fu’tirith was once the site of a number of annual international expositions where delegates from all over Geir were invited to help create new kinds of artistry and innovation. The elaborate buildings and gardens were intended to be temporary structures, but are still in continuous use today. The menagerie of exotic animals featured at one exposition provided the basis for the Fu’tirith Vivarium (a research paddock filled with land and sea animals). The “Chronoplinth,” a ten-story water tower clock and famous landmark that tells not only the time but the position of the moon, stars, and planets in the heavens, was built during another.



**Nine Pillars:** This low mountain range is home to several monastic orders that train learners in forms of meditation and martial arts. These monks of Gom Shao often wander the countryside as healers, judges, and counselors. The social expectation is for visiting monks to receive a meal and lodging in exchange for the monk's services. The monasteries tucked within the canyons and valleys of the Nine Pillars are well hidden and defended. Casual visitors are discouraged, but if a supplicant shows great courage in reaching a monastery they are deemed worthy of consultation with the abbot. The good name of each monastery rides on any monk's judgment, and they will excommunicate monks that make biased decisions.

**Kumagai** (pop 2,025), also called "Bear Valley," is a rural demesne situated in the shadow of the Nine Pillars. The climate is excellent for ranching and farming since the weather is generally sunny and winters are mild. Architecture is dominated by hachendas with clay tile roofs, but treehouses are also common, and an extensive garden with screened landscaping is the pride of regional homeowners. The seed of the community is a land grant given to **General Portoma Jasupa** (LG male elf [amber] fighter 18) for loyal service. The township surrounds his two-hundred-year-old fortified estate. Elven farmers and ranchers compose the majority of the population of the town with a scattering of native manrik miners and sodbusters. Kumagai produces hides and tallow for seatriade, but the valley is most famous for its trained dire bears used for riding, guarding, and warfare. War Bear training is a passion of "Old Vinegar Piss", the army nickname for the General Portoma. The 360 year old general still resides in his ancient fortress and age has weakened his body, but not his mind.

**Ornoo:** "The Groves" is a bucolic coastal area renown for its massive blood orange orchards that produce the palliative sap and pollen used in elven medicine and botagenic weaponry. Elves are naturally immune to the soporific effects of blooming blood orange trees, used as a preternatural barrier against predators and invaders; those who remain within 30 feet of blooming blood orange trees for at least 1 minute are subject to a continuous sleep effect, as the spell. During the reign of the Dominion, sap was distilled from these trees and traded as a slave pacifier. Ashamed of their indirect support of slavery, Gom Shao now grows blood oranges only for its own military and medicinal use, but some are still smuggled to Atanak and elsewhere.

**Ornooku** (pop 9,600), "Grove Ward," currently has a thriving art, music, and theater scene which has begun the production of picture shows of ancient classics and contemporary serials to entertain and enlighten the masses. The valley has long been the habitat of giant snails

that leave trails of hardened mucus behind them. Locals have harnessed this trait to create a network of translucent boulevards and elevated avenues crisscrossing the city to facilitate the movement of goods and people. The city exhibits a signature architecture making extensive use of botagenic bamboo used almost exclusively here.

**Qianlad [chi-ahn-lad]:** Literally "the gun yard" in Common, is the main base of Gom Shao's navy and shipbuilding capacity, and a major hub of sea trade and portage. A small aerodrome in the port here is adjacent to the railhead for the bay. Adapting to the constant threat of tremblers, most buildings here, as in Dujinando, are multi-tiered pabarads shaped from living wood for increased flexibility rather than bricks like human cities. After several disasters with gas lines, bioluminescent lamps light streets and residences throughout the alome.

**Sea of Tears:** The Sea of Tears is a wide shallow sea created by a failed irrigation project which temporarily diverted the flow of the Silver River into a flood of Shattered Sands, devastating the natives living in the area. Since that disaster, a colony of girtablilu, tengu, and other scavengers have settled on its shores. The Sea of Tears has become an oasis for desert travelers seeking tilapia fishing, waterfowl hunting, and water collection (drinkable only after distillation). The many fault lines running through the area have created a nexus of mudpots (boiling mud springs) harnessed by the recent arrival of two competing steam industries based out of the desert outpost of **Traction** (pop 350). It is also the best market for Mazan merchandise in Gom Shao, as many Mezoqua come here to trade their solar technologies for the botagenic oddities of Gom Shao.

**Seven Hills:** The forest protectorate of Seven Hills lies on the border of Rausch territory on a steep conifer coated mountainside. It has become a nexus of silver and gold mine operations filling the coffers of the Ministry. Each hill is home to a different mining camp named for recognized characteristics of the mines' owners: Piety, Lost, Prodigal, Regal, Bounder, Nabob, and Blight. Collectively, **Seven Hills** is a raucous alome (pop 2,175) filled with ambitious miners, tycoons, grifters, and drifters. Immigrant laborers live in tent cities on the outskirts, but the mine bosses spend little on their care. The lack of sanitation triggers disease outbreaks and vermin plagues, and harsh winter conditions spark drunkenness, riots, and banditry. Residents must kowtow to the wealthy mining magnates strutting about town while the resources of the community are stretched thin. Avarice and distance has corrupted the minister of Seven Hills, replacing justice with patronage and honesty with bribery.

Several secret societies thrive in the community, the members of each follow different agendas. The "Scorpions" practice vendetta and vigilantism in the



vacuum of legal accountability. The “Jade Tongues” insist on the strictest adherence to elven traditions including the forsaken caste system. The “Sable Foxes” are Rauschite miners that wish the alome to break free of Gom Shao and join Rausch. The “Ravens” are a band of smugglers, murderers, and thieves that maintain the black market and smuggling rings. Aboriginal manrik were driven away long ago, but the demand for cheap labor has led to their return in great numbers. Rumors abound of a plot by Mesocines to wrest the mines away from the elves, but most dismiss it as a paranoid fantasy.

**Shattered Sands:** This arid bowl that dips below sea level features a unique desert phenomenon called “flashpoint.” During flashpoint the air reaches such extreme temperatures that sand is fused into glass in shards scattered across the desert. The flash and heat is accompanied by the opening of a dimensional portal that occasionally releases a fire elemental or devil which makes the desert so hazardous and foreboding that ordinary troops refuse to patrol it. The solution imposed by the Ministry is convict patrols. Military criminals and enemies of the state with combat training are sentenced to serve in the Aikana Xun (“Hell Patrol”) for a season or several decades depending on the severity of their crime. The armor worn by the Hell Patrol becomes their new prison; locked on with a detonation charge if they move more than 40 miles from their post.

### FLASHPOINT

CR 7

This type of weather occurs in some deserts in Geir, particularly in Shattered Sands, during the hottest months and strikes like a lightning bolt 1d10 times per day. The sudden intense heat inflicts 8d6 fire damage (DC 17 Reflex save for half) to all targets within a 10-ft radius of the strike zone. The flashpoint has a 5% chance per strike of releasing a CR 5 fire elemental or equivalent fire type outsider.

**Shengornae:** “Sacred Grove” straddles the land route into Gom Shao and commands the lands about the confluence of the Sacred Dart and Korshipin rivers. A freight rail-line extends from Shengornae through the mountain passes to Crystal Basin, supplying Rauschites with beef and fruit grown in the valley. The city is a major transportation hub carrying mineral shipments to Dujinando with workers, tools, and supplies in return. Most commodities brought down river by cargo barge are transferred to boxcars, but wealthy tourists generally ride in the stylish paddlewheel steamboats traveling the canal to and from the nation’s capital daily.

Shengornae is named after its hallmark oak trees enshrined within buildings, homes, and thoroughfares. Canopies of oaks and cottonwoods festooned with grapevines shade cobblestone boulevards, plazas, and bazaars. After several devastating floods, most of the elf community has moved

into the treetops, content to sublease flooded basements interconnected by brick barrel vaults to resident zaurto and manrik. Kuluma Heights is an elven stronghold protecting the city and guarding its ore shipments to the coast. The fort is surrounded by a defensive perimeter of blood oranges and other weaponized botanicals. Shengornae enjoys mild but wet winters and hot dry summers, ideal for many types of crops, but is also plagued by a dangerous weather phenomenon in spring and fall.

### CHOCKING FOG SICKNESS

This seasonal thick ground fog triggers a toxic spore bloom. Fungal spores reduce visibility in the air, infect and choke vegetation and creatures alike, and roadways become slick and hazardous. This mold infects the lungs sealing the airways and damaging tissue. Common symptoms are blackening lips and tongue, lethargy, and a racking cough. Untreated this parasitic mold will kill the host.

**Type** disease (fungus), inhaled; **Save** Fortitude DC 15

**Onset** 1d6 hours; **Frequency** 1/day

**Effect** 1d2 Constitution damage and fatigued. A fatigued creature becomes exhausted after 2 consecutive failed saves; **Cure** 3 consecutive saves

### PERSONALITIES

The following personality can be found within Gom Shao.

### CLEO DEMARCATES

CR 7

XP 3,200

Female half-elf (loci) bard (maverick) 8

NE Medium humanoid (elf, human)

**Init** +3 [+5\*]; **Senses** low-light vision; **Perception** +5

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

**hp** 50 (8d8+11)

**Fort** +2, **Ref** +9, **Will** +5; +2 vs death, negative energy, and mind affecting effects

#### OFFENSE

**Speed** 40ft

**Melee** mw boot knife +7/+2 (1d3/19–20)

**Ranged** +1<sup>T</sup> revolver +10/+5 (1d8+1/x4)

**Special Attacks** gunplay 30 rounds/day (DC 18)(move action; fan the hammer, fascinate, inspire competence +3, inspire courage +2 [+3; self only]), ace in the hole, bend fate (1/day), maverick deeds (gunslinger’s initiative\*, gunslinger’s dodge, ricochet shot, utility shot)

**Bard Spells Known** (CL 8th; concentration +14)

3rd (3/day, DC 17)—*invisibility sphere*, *reviving finale*

2nd (5/day, DC 16)—*cat’s grace*, *pyrotechnics*, *thunder fire*

1st (5/day, DC 15)—*abundant ammunition*, *chord of shards*, *jury-rig*, *urban grace*

○ (at will, DC 14)—*dancing lights*, *detect magic*, *flare*, *ghost sound*, *haunted fey aspect*, *mage hand*, *read magic*



## STATISTICS

**Str** 10, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

**Base Atk** +6; **CMB** +6; **CMD** 19

**Feats** Blind-Fight, Deadly Aim, Gunsmithing, Point-Blank Shot, Rapid Reload, Rapid Shot, Ricochet Shot Deed, Skill Focus (stealth), [Quick Draw\*]

**Skills** Acrobatics +19 (+24 jump), Appraise +5, Bluff +9, Climb +5, Diplomacy +9, Disguise +9, Escape Artist +8, Fly +19, Knowledge (engineer) +12, Linguistics +5, Perception +5, Perform (dance) +19, Sense Motive +6, Sleight of Hand +18, Stealth +17, Use Magic Device +15

**Languages** Common, Elven, Boggard, Draconic

**SQ** elf blood, gunsmith, versatile gunman (dance) (substitute for acrobatics & fly)

**Gear** +2<sup>T</sup> leaf armor, mw boot knife, +1<sup>T</sup> revolver, spring heel jack boots<sup>PSCS</sup>, bullet belt (18 cartridges), belt pouch, gunsmith's kit, drague wing backpack<sup>PSCS</sup>

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

Once an operetta star, Cleo turned as sour as her fever ravaged voice. Now Cleo considers each gunfight an impromptu concert and uses her dancing talents to bring a lethal artistry to the event. She sets the tempo of the encounter to her racing heart beat, the tintinnabulation of her buckles and spurs is the melody, and each gun shot a counterbeat. In person, she is a dazzling red haired beauty with the golden skin and pointed ears dressed in spring heeled jack boots, a white stetson, and dove grey

darkleaf armor over bleached buckskins. She often drops spells and acrobatics into her gunplay for sheer spectacle.

## PLOTS

**At the Pleasure of the Baolong:** Amid the pomp and pageantry of court life and political intrigue, the Baolong is forming a secret team of skilled, talented, and adventurous youth of different races, backgrounds, and nations to progress his quiet but ambitious agenda of Elven unification: spying on families, thwarting rivals, sabotaging enemy efforts, and rescuing allies. The Baolong doesn't believe that Elven unification is the end game, but sees himself and his daring team as uniquely positioned to shape change on Ullera. The one thing each of these team members hold in common is the Baolong's interest in their inclusion.

**Domain of the Mine:** As the mines of Seven Hills burrow deeper and deeper, unexplored regions are exposed to the surface world. Miners tell stories of underground cities, monsters, and oddities found within Geir's crust. One geologist is piggybacking her underground expeditions with the efforts of the mining companies to find rich veins of metal. Newly discovered minerals, herbs, and fungi are making their way into alchemical workshops throughout the region. The demand for wood by the mines has alarmed many elven naturalists and they are directly opposed to additional logging in their area, while some have sworn vengeance for their prized forests and fey. Rausch has even heard rumors of the discovery of crystal relics similar to the Godhead and has sent agents to investigate.

**Nepotism Reigns:** All races are free to trade in Kumagai but must respect the authority of its ministers. The great grandson of General Portoma, **Portoma Reigos** (LE male elf [amber] aristocrat 1/fighter 11) is the current minister also owns the bank, the general store, and brick factory. The discovery of gold in the hills to the west is likely to bring with it a major population boom over the next year. Multiple light gauge railways are under construction to link this port with the mining camps in the hills and mountains. Minister Reigos leads the effort to extract as much wealth as possible from this gold vein to improve his status in the Ministry.

**Political Prism:** Rausch worships a damaged crystal artifact created by elves as a deity called the Godhead, a matter of dire concern to the Ministry. Every political faction within Gom Shao wants to address the problem differently. Yidamaran ministers regard the Godhead as a perversion and would not be adverse to destroying it outright, though they would privately prefer to see it carried off the continent back to Rhim and entombed.

Artwork by Mates Laurentiu



**CLEO DEMARÇATES**



Nidamaran ministers would prefer that the crystal itself were returned to elven care to be repaired into a fitting symbol for Jade elf rule in Ullera. Sandamaran ministers are split on the issue. Many of Sandamarans view the Godhead as a lost cause and a relic elves have outgrown; though many others see it as their duty to seek out the Godhead and attempt to commune with or otherwise preserve the spirit in the Godhead for fear of losing access to a higher plane of thought.

## MAZAN

*"The spirit of the warrior is not the spirit of the average man. A man seeks favor in the eyes of others and calls that confidence. The warrior seeks impeccability in his own eyes and calls that humbleness. A man is bound to fellow men, while the warrior is bound to purpose."* — **Camaxtli Coyotl** (LN human [mezoqua] barbarian [savage] 9/bard [skald] 3; Knight of the Jaguar House)

**Alignment:** Chaotic Neutral.

**Population:** 12,087,625 (68% Human, 18% Mesocine [55% kobold, 45% lizardfolk], 10% avian, 3% Elf [52% Amber, 48% Jade], 1% other races).

**Capital:** Her Hair Is Mist (pop 231,300).

**Notable Settlements:** Dark Spring (pop 145,550), Stone Wheel (pop 124,300), Black Walnut (pop 101,400), Celestial Banner (pop 85,325), White Oak (pop 65,500), Yellow House (pop 43,025), Great Gorge (pop 21,575), Sacred Portal (pop 13,250), Lightning Lagoon (pop 7,800).

**Government:** Confederated theocracy (priests make the rules and set policy; warriors enforce the law and defend the people; farmers and crafters feed and clothe the nation).

**Authority:** The high council is composed of the high priests of each of the seven city states.

**Languages:** *Mequan, Common, Draconic, Avian, Aquan, Undercommon.*

**Major Exports:** Glass, copper, cattle, cotton, crystals, ceramics.

**Major Imports:** Coal, steel, machinery.

### NOTABLE RESIDENTS

*Inquisitor General Erayas Blanco* (LN human [mezoqua] inquisitor 12; tasked with defending the northern border of Mazan)

*Ivas Brovo* (LE kobold [zaurto] ranger [blockade runner] 10; infamous Mazan border smuggler)

*Rear Admiral Patricia Montojo Pasaron* (NE human [mezoqua] tech savant [arsenalist] 9; commands the Manteca Gulf fleet of Mazan)

Mazan occupies some of the most arid country in Northern Ullera. Even before the Enlightened Age, the Mezoqua people constructed a massive canal system to thrive in the desert. Mazan cities are composed of one to

five story hachenda structures clustered beneath a skyline of obsidian ziggurats and walls carved from local rock. Buildings are often carved and ornamented with fanciful designs of flowers, animals, and skeletons. The bright colors preferred for both dress and décor can seem garish to northern tastes, but are emblematic of the passionate and spirited Mezoqua. Mazan engineers have pioneered the emerging sciences of terrarium farming, optical glass, and crystal synthesis to keep pace with northern nations in population size and economic influence. Mazan cities use coal and oil burning engines, but chiefly rely on boilers heated by solar mirrors to power their industries.

Mazan is composed of seven city-states and allied villages. Each city-state has a patron deity which sets the tone and character of the city and blends together doctrine, arcana, and steam technology. Personal wealth and acclaim is accrued through civic merit or martial valor, but political office is still limited to the seven founding families of the nation. Demographically, Mazan is mostly human, but merchants of various races trade for the corn, sugar, cotton, coffee, hemp, and tobacco grown in irrigated fields throughout the alliance. Mazan mines produce a surplus copper and silver for trade as well. Local artisans sell their distinctive pottery, glass, jade, and obsidian wares worldwide, but keep the finest pieces as religious artifacts and military armaments.

### HISTORY

The origin of Mazan begins over two thousand years ago. In their most sacred texts, the people who formed Mazan were the survivors of the end of the Fourth Age of Man and ushered in the beginning of the Fifth Age. The Mezoqua took shelter in a network of seven caves from a cataclysmic storm engulfing the world. They soon discovered that they shared each cave with a divine spirit that spoke to their minds and hearts. The survivors migrated to the cavern that best appealed to them and the seven tribes of Mazan were born. The divine spirit remained with refugees when they left the cave and when they returned to build and farm, guiding them and inspiring them to greatness. These initial tribes grew into contentious city-states embracing the philosophy of an "elevated core" and an ambitious race idea to prove their superiority over their neighbors. No conduit of power was left untapped by the Mezoqua and all forms of magic, thaumaturgy, and transmogrify were explored and advanced.

Wars were common and fierce, and many people including the founders of Rausch left Mazan in the hopes of creating greater peace and security. Relations between the city-states remain acrimonious even today, but they have gradually unified in the face of foreign powers such as the rise of the Dominion, Rausch, and most recently



the Federated States of Ullera. The development of new forms of technology has rattled Mazan's tenets of societal superiority, but has inspired a generation of Mezoquan inventors, engineers, and surgeons. Popular belief holds that the people of Mazan will soon show the world their mastery of the sciences and prove once again that they are still the greatest nation on the face of Geir.

## GOVERNMENT & PEOPLE

Mazan is a loose affiliation of city-states, at once honoring treaties of trade and national defense, but constantly engaging in covert espionage and assassination. The alliance is composed of many fiercely independent clans so it has adopted a two-tier structure of government. The city-states share a national legal code, national banking, national tax, and a common language, but otherwise have complete political and religious autonomy. Instead of city clock a conch trumpet is blown regularly four times during the day and five times during the night. It is also played at the front of a noble procession and before public announcements.

Mazan cities and villages are transected by massive stone fortifications and are often built in hard to reach areas. Mesas, cliffs, canyon walls, and mountain terraces are highly favored. In flatlands, farming villages often consist of a multi-story hachenda fortress with a scattering of underground bunkers. Stone construction is favored for civic and religious buildings, but mud bricks are used for fast and low cost construction. Lumber is scarce and highly vulnerable to termites so it is used sparingly. Steam railways connect all the major cities in the interest of trade and troop movement. Air travel is second in popularity since paved roadways are few and poorly maintained. Gunpowder mills create black powder for militia cannons and guns, but the keys to civic defense are enormous crystal lenses that focus sunlight into searing beams of energy.

Every Mazan city-state also has a few "quicksilver" boulevards filled with silver fluid closely resembling liquid mercury. Within these silvery canals, canoes, motorboats, and barges move at triple their normal speed. Prolonged exposure to quicksilver vapors can be hazardous (see entry below), so only the foolish or desperate live in the quarantine zone bordering the canals. A web of irrigation canals and aqueducts connect each city with the nearest river or lake. Massive dams collect and store water until it is needed. Refineries and factories built adjacent to a dam use diversion tubes to spin water turbines. Both industry and farming in Mazan is reliant on water reservoirs making dams the most valuable military asset of the nation. Unfortunately the dams wreak havoc on creatures living down river due to water shortages and toxic spills.

## QUICKSILVER VAPOR

**Type** poison, inhaled; **Save** Fortitude DC 14; **Onset** 10 minutes; **Frequency** 1/minute for 10 minutes; **Effect** 1 Wis damage and confused for 1d4 rounds; **Cure** 2 consecutive saves

The sacred narrative of Mazan is that the catastrophic ending of each era gives rise to a better, purified age. Like a flood that washes away the mud or fire that burns away the weeds, disaster can reveal what is best, strongest, and most enduring. The Mezoqua apply this philosophy to themselves as well as the world around them. The gods themselves sorted through the survivors of the last age to form a core of chosen disciples destined to rebuild their sacred cities on Geir. Much of Mazan society and culture is centered on the idea of the elevated core. The simple act of being born is not predestined or involuntary: the sheer force of an individual's personality, aura, and internal strength is the cause of their birth and station. No one is born perfect; one must strive throughout their entire lives to perfect themselves, and the environment in which they dwell. Individuals must be able to feel and even integrate their environment with their own bodies. Only by elevating oneself through struggle and conflict are one's true strengths revealed.

War and strife are sacred to Mazan as a way of proving personal worth and civic strength. Natural disasters and the like are considered ministrations of the earth that will bring about the final manifestation, and these things should not be feared but worshipped and even brought about or allowed to persist if such would benefit the land. Not all that exists on Geir can be elevated. The chaff is separated from the wheat just as the offal is separated from the meat, though each part has its use. Mazan is believed to be the greatest of all nations on Geir. Other lands and people of Geir need be used as resources or as valuable supports to the elevation of Mazan; such places and people are the foundation of Mazan, though they cannot be made to become a true part of Mazan. Still, all parts of the body serve the head, for without the head the body cannot live.

Animals are considered sacred vessels to the Mezoqua, and feathers and fur are worn as part of casual and formal dress. Some take it a step further and graft actual animal organs into their bodies to gain extraordinary abilities. Ceremonial buildings, weapons, armor, tools, and even the writing system of Mazan incorporates the animal pictographs as well as idols and carvings venerating the native pantheon.

The calendar stone is a religious artifact used by Mazan to track the seasons of the year and important religious ceremonies. The center of each dial is the face of the city-



state's patron deity surrounded by the Mezoquan divine elements: fire, smoke, wind, lightning, granite, flowers, feathers, gold, obsidian, and rain, which correspond to each day of the week. Public sacrifices are now commonly lesser animals and wood effigies, but some cults still practice humanoid sacrifice on these holy days. Mazan believe that Geir has passed through four eras separated by a cataclysmic event triggering the evolution of new humanoid races. The first era ended in a massive flood and the genesis of gilled humanoids, the second by a plague by dragons and birth of reptile races, the third by a rain of fire and the rise of cavern dwellers (goblinoids, dwarves, and gnomes), the fourth by globe spanning hurricane and the origin of tailless monkey men (humans). Our current era, the fifth, Mazan prophecy forecasts a terrible earthquake that will turn the world inside out.

### GAZETTEER

The population of Mazan is split between the seven powerful city-states and widely scattered rural communities striving to survive in an unforgiving desert environment. Steam railways form an iron spine linking all the city states together in trade and defense, but this has done little to assuage centuries of feuding between Mazan communities. Rivalries remain high and water is still more valuable than blood: the greatest limiting factor to the growth of the nation in an arid land filled with venomous fauna, treacherous flora, and punishing weather.

Native fauna include the pernicious khoyan, the mysterious kachina, and plentiful numbers of dire armadillos and dire roadrunners. Razorweed is a constant hazard in the flat deserts that stretch between Mazan's highlands. In places, sand trolls have even formed strange symbiotic relationships with razorweed to better protect their larders.

**Atetl Dam:** This inverted stone pyramid controls the flow of the Silver River through Blackrock Canyon. Each interlocking block of stone was perfectly carved from the adjacent canyon walls to form a watertight seal without mortar. The dam serves two functions for the Mazan Alliance. It creates a massive artificial water reservoir (Maiden Lake) for irrigation canals and diversion tubes routing the waters through factory turbines. It also serves as a massive military fortress controlling access to the southern half of the Silver River, and acts as a bridge for heavy transports.

The construction of the dam was an arduous task costing the lives of nearly half of the criminal and prisoner-of-war workforce in the nation. Every year, a death row convict is executed on the apex of the dam, his spilt blood rechristening the dam. The convict crews coated their hats in boiling tar to protect their skulls from falling rock. These "hardboiled hats" have been emulated in every Mazan construction project ever since.

**Black Walnut (Pisticacahuatl):** Black Walnut is a large city built in the forested hills slightly above the surrounding desert. It is a refueling stop on the railroad and major market for local ranchers and farmers. It has also been a hotbed of rebellion, and a permanent garrison of troops is stationed here to protect railway companies and quell uprisings. The patron deity of Black Walnut is Xiuhuetli, Hands of Turquoise.

**Celestial Banner (Cicitlaltin Cuachpaniti):** The fortified city of Celestial Banner is built on the edge of the Silver Plateau at the base of the Guardian Mountains surrounded by fragrant pines. This railhead not only guards against encroachment by the theocracy of Rausch, but also ships south lumber, ice, and wool. The high altitude of the plateau makes for cold snowy winters but it is a popular summer retreat. Celestial Banner is an important military base for the alliance and hosts troops seconded from every city-state. The Sovuatl Observatory and University take advantage of the remote location for cold weather training and astrology readings for the ruling class of Mazan. The civic aerodrome serves this city as well as the nearby stone metropolis of Great Gorge. The patron deity of Celestial Banner is Atlahua the Lord of Battle.

**Dark Spring (Chuksohn):** Dark Spring is the second largest city in the Mazan Alliance and has been continuously occupied for thousands of years. For several decades, the city was the leader of the alliance, but it has been surpassed by Her Hair Is Mist in population and influence. The primary source of water in the area was underground springs, but currently the city competes with its northern neighbors for canal water. The city generally follows a grid pattern, but some historic neighborhoods retain their original spiral contours. The oldest neighborhood (the Ahuacan) has retained its fortified walls and is a power unto itself, a place where the wealthiest and most influential live. Common people must observe strict water rationing and many rely on rainwater captured during the monsoon season each year. Some farmers have built geodesic glass domes to create terrariums for their crops. Large civic glass domes create lush tropical gardens and hold exotic animals for exhibition. In addition to quicksilver canals and canopied barges, many locals rely on bicycles for transportation. Some roadways are dedicated to bicycles alone.

The Sundial, a famous edifice in the city, casts a long shadow over the skyline, but also acts as a sentinel post against aerial attack. Dark Springs has the premier university in the Mazan Alliance, specializing in medicine, alchemical crystallization, and solar optics. The city is well known for its beloved ball court (ullamalitzli) teams and roadrunner racing. High above the city, nobles of divine blood (ixiptiatl) live in an opulent complex known



as Sky Island. The “island” is actually an airship fortress with a private dock and the headquarters for the religious commune that dwells on Mt. Tonatiuh, 6,000 feet above the city. Sky Island floats over the empire and acts as a symbol of power and a mobile command center. Members of the crew belong exclusively to the divine families. Dark Springs also has a massive air base used to mothball the aerostats used in the last war with Rausch. The patron deity of Dark Spring is Macuilcalli of the Fifth House.

**Great Gorge (Alcalte Atlcona):** The northernmost city-state of Mazan is dug into the red rock walls of the largest canyon on the continent. Carved by the turbulent Silver River, this colossal canyon offers excellent natural defenses against predators and a ready supply of water. The main income of the city is river trade. Narrow stone stairways riddle the cliff face and steam lifts transport cargo up and down the canyon walls day and night. Most residents rarely see the sun and live in “The Depths” deep within the canyon walls. The “Flooded Tunnels” are home to the truly desperate and clinically insane who live in the wet passages dug beneath the Silver River. Only the wealthy can afford panoramic canyon views along “The Edge.”

Steam trolleys called “turtle ants” (ayotl azcatl) gently haul up to 1,000 pounds of cargo across a lattice of steel cables spanning the gorge. The deadly cataracts in the canyon ensure that any river shipments must be transhipped through the warehouses of the city. One unusual aspect of the city is the gender divide; a married man joins his mother-in-law’s household on the left side of the canyon, but unmarried adult men must live on the right side. The patron deity of Great Gorge is the Goddess of Eagles and the city council is always female.

**Her Hair Is Mist (Ayahuatl Itzon):** Built on the banks of the Gila River, Her Hair Is Mist is the largest city in Mazan. It has over 1,300 miles of irrigation to supply the crop fields surrounding the city. During the day, the city sparkles crimson and gold from the mirror arrays built into every rooftop. The mirrors focus sunlight on a massive boiling tower in the center of the city. The heat generates steam which powers the factories and processing plants of downtown. The clear skies and long scorching days keep the city running hot. Like other Mezoquan cities, quicksilver canals allow traffic to flow throughout the city. The once popular public barges are being phased out as new arrivals to the city choose to live away from the urban core.

Her Hair Is Mist is just the latest to be built on this location, as just beneath the ground lie ancient ruins and artifacts of older races. Water is at a premium and is strictly rationed making water piracy a lucrative but capital offense. After the last war with Rausch, Her Hair Is Mist is shifting from an agrarian economy into a military industrial complex.

The north to south railway is the backbone of Mazan and feeds an urbanized corridor running through the nation. Food and weaponry is shipped both north and south from the city. The city’s rapid rise is accompanied by a spike in local organized crime and overcrowding. The city elders have become a nexus of financial corruption and political unrest. The patron deity of Her Hair Is Mist is Totonua, Goddess of the Boiling Clouds.

**Hummingbird Terrace (Huitzilapetlatl):** Lake Hummingbird is a manmade reservoir in the remote mountainside turned into a fishing resort for the rich and powerful of Mazan. The rumor mill claims supernatural and even sentient aquatics are imported for high-stakes tournaments.

**Lightning Lagoon (Yectenehualizt):** This shallow lake whose namesake belongs to a community encircling it also provides water for drinking and fishing, but arcane and industrial runoff has mutated the local flora and fauna into lethal hazards. The lagoon is named after a water hyacinth that once generated a mild shock, but now lives up to its name electrocuting the unwary. Several Mezoqua gearheads working in the area are attempting to harness its power for local industry.

**Myrrh Desert:** Once a river fed lagoon, the diversion of water for agriculture has turned the area into a salty wasteland—but there is treasure hidden in its sands! The crystalline remains of the lagoon are prized as pharmaceutical commodities in the cities of Mazan. Fortune seekers flock to the region in spite of the danger from thieves and native supernatural predators.

**Sacred Portal (Teuquiyaoatl):** Sacred Portal, a small city on the northern edge of the Verdant Valley, is named after the immense red sandstone formations known to create temporary gateways to other planes. These planar gates (or vortices) infuse crystals found in the region with extra arcane power. The canyon between Sacred Portal and Celestial Banner holds the narrow twisted road that links the cities and some of the finest orchards around. Rauschite troops have invaded the area in the past but have been forced out every time. In recognition of these victories, a massive temple was built 250 feet above the valley floor jutting from the side of a mesa like an obsidian outcropping.

Sacred Portal is in high desert country with mild seasons of spectacular beauty. It is home to spiritualists drawn from all over the alliance; some even claim that the native rocks inspire longevity and good fortune. A profitable tourist trade has developed for pilgrims seeking a blessing in local temples. The most exclusive spiritual retreat in the city is built on top of Mixtli Mesa. It consists of a luxury hotel, aerodrome, private temple, ranch, and amphitheater.



Seclusion is ensured by the sheer walls of the mesa that daunt any but the most determined trespasser. The patron deity of Sacred Portal is Ipalnemohuani, Lord Redeemer.

**Stone Wheel (Temalacati):** Stone Wheel is a boomtown born of a miraculously rich silver vein. The town is known for lawlessness and bandits, and rustlers frequently use it to fence their stolen goods. Miners are well paid for their efforts underground, but rarely keep their cash for long because it goes right back to the mine owners through overpriced company stores, saloons, and gaming consortiums.

For a small town it boasts many amenities found only in metropolises. It has a six-lane bowling alley, four churches, an ice house, a school, two banks, three newspapers, an ice cream parlor, 110 saloons, 14 gambling halls, and numerous dance halls and boarding houses. The pinnacle of local architecture is the Grand Hotel which claims to be the finest lodging house west of the Heartwater. The hotel has 50 rooms, hot running water, and is adjacent to the infamous "Bird Cage Theatre."

The ground beneath the town is riddled with mineshafts, and sinkholes creating a communal hazard. Some mines have delved so deep they have penetrated the water table, filling the lower shafts with water. Fortunately, the cemetery is full of skeletons, animated through necromancy, that keep these flooded mines in operation. The patron deity of Stone Wheel is Tezcayotl the Smoking Mirror.

**White Oak (Tlahuitolli):** White Oak is a large city-state in the southeast corner of Mazan, an arid mountainous domain. It's named after the distinctive trees which are hard, heavy, and resilient, and is a strategic stronghold for the alliance. In addition to expensive lumber, White Oak produces a surplus of mutton, onions, and peppers. The city is bisected by the Brave River, which flows to the southeast out to sea, and holds a vital air base and military college. In addition to river travel, White Oak is a nexus of railroads radiating north, south, and west. The mountains surrounding the city generate a natural wind tunnel and a stable commuter loop for air taxis and cargo blimps floating over the city. The city is split into four walled quadrants to aid defense and segregate the population into warrior, artisan, merchant, and farmer stations. Construction within the city is a mixture of traditional hachendas and stone panel high rises. It also has a massive botanical garden complex built beneath pyramids of glass.

White Oak is the closest city to the Cottonwoods Research Facility where Mazan conducts highly secretive weapon experiments out in the Feral Expanse. Rumors abound of a mysterious "doomsday" stone tablet currently under development at the site. The patron deity of White Oak is Camaxtli the Feathered Serpent.

**Yellow House (Coyotl Chantli):** Yellow House has a mixed architecture of hachenda presidios and Marrenck-styled buildings. The residents of the town come from all over the continent and most work in the outlying mines and ranches. The local mines are just now nearing depletion and the town's fortunes are beginning to decline in consequence. Remnants of past glory are exhibited in the well-preserved mansions, palatial hotel, and luxurious opera house. The city council has turned to tourism to fill city coffers, sponsoring bullfights, flower wars, poetry contests, and art shows. The city is home to a government supported retirement community for injured miners and veterans: a hospital with the best senior care in the nation, excelling in injury rehabilitation as well. A rail spur and small municipal aerodrome serve the city's transportation needs. Another town "attraction" is **Sam Hill** (CG male gnome [gentry] gearhead 6/alchemist 14), a local celebrity famous for innovative and experimental technology. From his exploits comes the phrase: "(How the/Where by) Sam Hill did you get that?" The patron deity of Yellow House is Yellow Face.

### PERSONALITIES

The following personalities can be found within Mazan.

#### MAIBEK VYCH

CR 5

XP 1,600

Female orc (jonnish) gunslinger (gaucho) 6

NE Medium humanoid (orc)

**Init** +6 (+8 in plains); **Senses** low-light vision;

**Perception** +6 (+8 in plains)

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

**hp** 32 (5d10)

**Fort** +5, **Ref** +9, **Will** +4; +4 vs. fatigue, exhaustion, running, forced marches, starvation, thirst, and hot or cold environments

**Defensive Abilities** steppe dweller, orc ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *silver facon* +12/+7 (1d6+4+6\*/17-20)

**Ranged** throwing knife +11/+6 (1d3+3+6\*/17-20; range 20 ft.) or double barrel pistol +10/+5 (1d8/x4; misfire 2; capacity 2; range 20 ft.)

**Special Attacks** deeds (precise throw\*, subtle throw, disrupting counter, knife to a gunfight), grit (2), knife training (+1)

#### STATISTICS

**Str** 14, **Dex** 18, **Con** 10, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +6/+1; **CMB** +8; **CMD** 23

**Feats** Distance Thrower, Point-Blank Shot, Quick Draw, Rapid Shot, Weapon Finesse



**Skills** Acrobatics +8, Bluff +8, Climb +6, Handle Animal +4, Heal +6, Knowledge (geography) +0 (+2 in plains), Knowledge (local) +2, Linguistics +1, Perception +6 (+8 in plains), Ride +8, Sleight of Hand +8, Stealth +4, Survival +6 (+8 in plains), Swim +6; **Racial Modifiers** +2 Appraise vs. gems or precious metals, +2 Craft and Knowledge (engineering) vs. metal

**Languages** Orc, Common

**SQ** knife expert, favored terrain (plains +2), live in comfort, weapon familiarity (whips, hooked axe, orc)

**Gear** mithral chain shirt, +1 silver facon, throwing knives (10) w/ bandolier, double barrel pistol, 6 paper cartridges, whetstone, poncho, ranger kit, light horse, saddle & tack, saddle bags

Maibak Vych was born in the Vorlejj Protectorate of Keystone, but she barely remembers those green peaks as her young parents soon moved into the Disputed Lands looking for open land and opportunity. Like many unfortunate sobbusters that summer, they fell victim to hail fire, but the child survived due to the intervention of a passing gaucho. The gaucho taught Maibak the way of the knife and how to survive in the Feral Expanse. Maibak is a ruthless survivor and commits heists as often as she finds honest work as a drover and guide. She will

surrender her pistol as a decoy as her primary weapons are her concealed knives. Maibak loves pretty jewelry and has replaced her canines with gold implants. She stalks the towns and trails near the Mazan border fleeing into the hostile nation from reprisals and law enforcement by paying bribes to the border patrols.

## SAIVOD JANGLIER

CR 14

XP 38,400

Male human (rauschite) cavalier (order of the lone star) 15  
CG Medium humanoid (human)

**Init** +2; **Perception** +10

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+8 armor, +2 Dex)

**hp** 102 (15d10+15)

**Fort** +11, **Ref** +9, **Will** +7; +2 vs. effects that would impede movement

### OFFENSE

**Speed** 20 ft.

**Melee** +3<sup>T</sup> keen scimitar +22/+17/+12 (1d6+7/15-20)

**Ranged** +2<sup>T</sup> pistol +19/+14/+9 (1d8+3/x4; range 20 ft.; capacity 3; misfire 1-3) or +3<sup>T</sup> musket +20 (1d12+3/x4; range 40 ft.; capacity 1; misfire 1-2)

**Special Attacks** banner (+4/+3), cavalier's charge, challenge 5/day (+15 damage, -2 AC to any other), demanding challenge, greater banner, greater tactician 4/day (Coordinated Charge or Outflank; swift action; 10 rounds/day), mighty charge

### STATISTICS

**Str** 18, **Dex** 15, **Con** 10, **Int** 10, **Wis** 10, **Cha** 14

**Base Atk** +15; **CMB** +19; **CMD** 31 (33 vs. grapple)

**Feats** Cavalry Formation, Coordinated Charge, Devastating Strike, Horse Master, Improved Devastating Strike, Improved Vital Strike, Mounted Combat, Outflank, Ride-by Attack, Spirited Charge, Two-weapon Fighting, Vital Strike

**Skills** Acrobatics -1, Bluff +7, Climb +10, Diplomacy +7, Handle Animal +15, Intimidate +7, Perception +10, Ride +15, Sense Motive +15, Swim +10

**Languages** Common, Dit-Dah Code

**SQ** come and take it (12 rounds/day), don't tread on me, expert trainer +7, mount named Spirit, rebel yell (17 temp hp)

**Gear** +2<sup>T</sup> agile breastplate, +2<sup>T</sup> pistol (extra capacity modification x2), +3<sup>T</sup> musket, +3<sup>T</sup> keen scimitar (serrated cavalry saber), 12 pistol paper cartridge, 12 musket paper cartridge, cavalier kit, saddle & tack

### SPIRIT

N Large animal

**Init** +4; Senses low-light vision, scent; **Perception** +9

### DEFENSE

**AC** 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)  
**hp** 102 (+48)

Artwork by Mates Laurentiu



MAIBAK VYCH



**Fort +12, Ref +12, Will +7; +4 vs. enchantment**  
**Defensive Abilities** improved evasion

### OFFENSE

**Speed** 50 ft.

**Melee** bite +14 (1d4+6), 2 hooves +14 (1d8+6)

**Space** 10 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 23, **Dex** 19, **Con** 18, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +9; **CMB** +16 (+18 to bull rush or overrun);

**CMD** 30 (32 vs. bull rush or overrun, 34 vs. trip)

**Feats** Improved Bull Rush, Improved Natural Attack (hooves), Improved Overrun, Intimidating Prowess, Iron Will, Multiattack, Power Attack

**Skills** Acrobatics +8 (+16 to jump), Intimidate +5, Perception +9, Stealth +4, Survival +4, Swim +10

**SQ** devotion, improved evasion, tricks (attack [any target], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

Savoid Jangler is a legendary hero of the Northern Ullera known for his epic battles and desperate heroics. As a young sodbuster he lost his wife and child to raiders and since then has dedicated himself to protecting others. He was instrumental in the break-up of the Claver Cartel's

slave ring and hunting down the Bawsley Gang. He has been able to inspire locals to face the storms, tyrants, bandits, and other monsters of the Feral Expanse. His sudden appearance has saved wagon trains traveling to and from Rausch and Mazan. No longer a just a local heroes, the adventures Savoid and Spirit have been recounted in papers, dime novels, and newsreels in all the major cities in multiple languages. He often rides alone and travels widely helping all people despite racial, political or social barriers. In his quest against villainy, he often inspires locals with his words and deeds. He prefers to fight from horseback, but can lead on foot and is famous for his devastating charges with his tri-barrel pistol and cavalry saber. Politicians and religious leaders have attempted to use him as a figurehead for various causes, but he prefers to work alone or with a small group of similar heroes. He does not share the usual Raushite intolerance for other faiths and prefers to judge others on an individual basis.

### PLOTS

**Beastly Behavior:** A virulent epidemic of rabies is infecting people with animal grafts, turning them into savage beasts. The origin of the disease seems supernatural since its victims tend to exhibit incredible healing (fast healing 5, +1 CR) and boundless hunger. A priestess of Ipalnemohuani may have a cure, but the characters must reach her first and find a way to dispense it. Civic leaders will want to know the cause of this disease. Is it this part of an extremist plot, divine punishment, enemy attack, or backfired experiment?

**Cloud Herding:** Mazan is currently investing most of its druidic spell power into generating favorable rains through a process called "cloud-herding." Massive groups of cumulonimbus are influenced by augmented wind shifts, directing the clouds where needed, but this practice is adversely affecting many agricultural communities to the north. Cloud herding requires the concerted efforts of hundreds of druids across the nation channeled through a mystic artifact called the "Weather Stone" (Ahecatl Achalchiuhitl). Stealing or destroying the stone may return weather patterns to normal, but the adventurers will earn the enmity of the Mazan nation as well as trigger other possibly unforeseen supernatural consequences.

**Just Desert:** A local village has been plagued by disappearances, cattle mutilations, and unexplained trails of blood. Many villagers believe a monster is stalking them one by one. Mummified limbs and fossilized bones have also been found at these sites leading some to suspect a necromancer cult, but the heroes' employer believes the cause to be localized space-time distortions and wants protection while he investigates the sites. Unfortunately, the causes of this disturbance may be more of all the above than anything singular.

Artwork by Mates Laurentiu



**SAVOID JANGLIER**



**Rumbles of Change:** Secretly, a team of Mezoqua engineers are working to perfect a tectonic doomsday device. In keeping with the principles of the elevated core, certain parts of the earth, just as with certain parts of the mortal body, must give way to the new. Baby teeth are lost in favor of permanent ones, scabs eventually flake away revealing healed skin, and the womb swells with pregnancy before birth. **Jaucun Laxpti** (CN male human [mezoqua] gearhead 16) claims his devices can rupture mountains, lift islands, and eventually completely reshape the surface of Geir. Many doubt his wild claims, but Mazan is funding his geothermal research in a hidden and well-guarded laboratory. Rumors are spreading that Mezoqua “volcanologists” can selectively unleash a lava blast virtually anywhere on the continent, thus tilting the global balance of power.

## KINGDOM OF RAUSCH

*“By Divine Providence, this inhospitable swath of land bears fruit befitting its people.”* — **Mara Breitling** (LG female human [rauschite] bard [archivist] 3/aristocrat 2; royal scribe)

**Alignment:** Lawful Good,

**Population:** 5,103,000 (65% Human, 13% Half-Elf, 11% Halfling, 5% Gnome, 2% Dwarf, 1% Half-Orc, 1% Mesocine [81% kobold, 19% lizardfolk], 2% other races).

**Capital:** Crystal Basin (pop 1,121,075).

**Notable Settlements:** Last Chance (pop 294,425), Fort Providence (87,200), Greenfield (62,500), Dresden’s Crossing (26,500), Sillowia City (25,725), Halcyon Farms (22,950).

**Government:** Theocratic monarchy.

**Authority:** *King Most High Walter Hornby “W. H.” Thanek* (N male human [rauschite] expert 2/togue [charlatan] 5/cleric 13).

**Languages:** *Rauschite, Common, Elven, Mezuan, Halfling, Undercommon, Draconic, Goblin.*

**Major Exports:** Precious metals (copper, gold, silver), religion, raw materials (metal ore, stone [quartz, granite], timber), livestock.

**Major Imports:** Produce, fine leather products, textile materials (cotton, flax, wool), dairy products, fine tobacco products.

### NOTABLE RESIDENTS

*Enginemaster Birrin Rescko* (LN male gnome [gentry] expert 3/gearhead 12)

*Juaron Quetzal Cinteꝝ* (CN male human [mezoqua] fighter [ructioneer] 7/ranger [blockade runner] 4; Mazan smuggler and saboteur)

Not all of the Feral Expanse that lies west of the Great

River is unlawful, unexplored territory. The Kingdom of Rausch stands as a shining beacon of piety and fortitude possessed of the human homesteaders who inhabit these lands. As the younger Federated States were taking root back east, Rausch had long since codified its doctrine of self worth and theocratic ethics that places its people at the forefront of civil society on the continent.

Rausch is a nation of conviction and high ideals. Rauschites, as the people are known, are cultured enough to tolerate differing opinions and beliefs from their own, but are well-bred enough to understand the underlying merit and righteousness in their own beliefs and opinions. It has been said that the difference between Rauschites and all other Ullerans is that whereas other cultures have come to be products of the land in which they dwell, Rauschites instead (through their faith) were able to produce something from the land where there was nothing before.

### HISTORY

The Kingdom of Rausch is a religious splinter faction of the Mazan Empire. It was founded in -1,100 EA by the Prophet, and later king, Gayne the Elder and his followers as a monotheist community, rejecting the decadence and pantheism of Mazan, and dedicated to physical and spiritual purity. Rauschite historical record points to the gift of a sacred piece of crystal shaped as a humanoid head—the “Godhead”—from which King Gayne received a series of visions leading him and his people to the desert country of Northern Ullera. “Rausch” means ‘crystal,’ ‘purity,’ or ‘made of crystal’ in the native tongue of these lands. Thus, “Rauschite” refers to ‘the pure ones’ or ‘pure speak.’ As an emblem of spiritual purity, Rauschites never sport facial hair and attempt to keep their cheeks as smooth as their crystal Godhead.

It was Gayne the Elder who led his followers to a freshwater spring in the center of a vast salt plain. Considered a holy omen, this became the site of Crystal Basin: a community purified by its journey through the desert and sanctified by its obedience to the words of the Prophet Gayne, anointed orator of the Godhead. The crystal Godhead is considered by Rausch to be the embodiment of creation and a gift to Rauschites to lead them on the path to purity. In truth, the Godhead bust is a broken piece of ancient statuary carved by elves from a block of enchanted quartz first used to consecrate dwarven settlements in Drom Gol. The statue was stolen and broken apart by a clutch of dragons who worked additional spells over it, using the crystal bust as a kind of magical “mammalian repellent” intended to drive certain humanoids off the continent while other fragments (namely the right arm, shield, and crystal sword) were given other malignant powers. The elves recovered the bust and were able to rework the enchantment into a powerful censor for scrying, but it was eventually lost once again.



Consequently, the Godhead is a powerful relic, the magics within, ensorcelled by each of the longest lived races on Geir, have warped and taken on an intelligence of their own. King Gayne and his followers viewed this “intelligence” hidden in the crystal head as a singular divinity, not created by magic but instead superseding it, as that of a higher power.

The Rauschite religion has remained static for centuries, secure in revelations revealed by earlier prophets, but this generation has experienced a great shift in religious thought. Brelonism is a new branch of the original Rauschite faith created after the discovery of a new crystal relic. Thanek, the current ruler of Rausch, is the founder of Brelonism and the latest Prophet of Rausch. The crystal artifact Thanek discovered was the right forearm and fist of the same crystal statue the Godhead bust had belonged to. It is called the “Fist of Justice” and was found inside the belly of a desert basilisk. The crystal arm was transmuted by the digestive tract of the beast into a somewhat deformed length of polymorphous material, changing composition in accordance with its wielder’s mental state. The intelligent arm spoke the word, “Brelon,” to Thanek, explaining that Brelon was the Godhead’s true name, a name meaning ‘handmade,’ which is exactly what the arm told Thanek it had done with humankind: handmade them to be Brelon’s faithful servants and messengers in the world. Brelonites differ from adherents of the original Rauschite faith in their proactive attempts at converting others to Brelonism, though Rauschites of every persuasion have never been more opposed to slavery. Factions within Rausch have always believed that the Godhead encourages them to oppose slavery in all forms, hence they aided Ullera’s revolt against the Dominion with arms, training, and money. Unwilling to be seen as anything less than what they were, Brelonism now makes abolition a spiritual mandate for all Rauschites, deepening the animosity toward Atanak.

### GOVERNMENT & PEOPLE

The government and church of Rausch have been practically one in the same since its inception. The people often worship and pay taxes in the same buildings—and most do so happily. Military service is not coerced as in Ullera. Instead, social pressure for able-bodied boys to enter either church or military service is so strong, little money from the treasury is even spent recruiting. At the age of 15, males typically leave home to study at Crystal Basin Academy, specializing in any of a number of fields, including military strategy, foreign missions, and civil engineering.

The bloodline of the Elder Prophet is the ruling dynasty of Rausch, though the line has diverted into competing yet supportive houses over time. The Holy Quorum is the highest judicial authority, and clerics, paladins, inquisitors, monks, and oracles fill the seats of power. For the first time since Gayne the Elder, the pontiff (high priests are not always prophets) and king are one in the

same; Thanek is the thirty-second monarch of Rausch.

### RAUSCHITE SUCCESSION OF MONARCHS

*Gayne the Elder\**, -1,100 to -1,065  
*Obed I\**, -1,065 to -1,040  
*Gayne the Younger*, -1,040 to -1,005  
*Dradane I\**, -1,005 to -993  
*Theogayne I*, -993 to -920  
*Obed II\**, -920 to -884  
*Obed III\**, -884 to -850  
*Theogayne II*, -850 to -799  
*Dradane II\**, -799 to -737  
*Obed IV\**, -737 to -710  
*Theogayne III*, -710 to -675  
*Theogayne IV*, -675 to -608  
*Obed V\**, -608 to -591  
*Obediah I\**, -591 to -564  
*Theogayne V*, -564 to -510  
*Theogayne VI*, -510 to -477  
*Obediah II\**, -477 to -447  
*Theogayne VII*, -447 to -400  
*Obediah III\**, -400 to -369  
*Dradane III*, -369 to -330  
*Theogayne VIII*, -330 to -240  
*Theogayne IX*, -240 to -194  
*Arbuck*, -194 to -142  
*Obediah IV\**, -142 to -103  
*Arbuckle*, -103 to -57  
*Theogayne X*, -57 to 4 EA  
*Prall*, 4 EA to 75 EA  
*Jacsum*, 75 EA to 94 EA  
*Jacsumar*, 94 EA to 102 EA  
*Prallus*, 102 EA to 116 EA  
*Theogayne XI*, 116 EA to 174 EA  
*Thanek\**, 174 EA to current  
 \* Prophet also

Rausch has always practiced monotheism but the recent revelation of Brelonism now guides them toward a new level of purity. Brelonism was founded by a former acolyte in the Rauschite church, Walter Hornby Thanek. He was a poor child who conned people in the streets for money to survive. He was eventually arrested and sentenced to a salt mine labor camp. He convinced a judge to remand him to church service after “heroically slaying” a desert basilisk and by claiming he was reformed. Shortly after, Thanek was first publicly seen wielding the Fist of Justice, and the rest became history.

He ascended the church structure rapidly, becoming a bishop at 30 and high archbishop at 32. Soon he started reforming the church, developing the tenets of what he called Brelonism. It was then that he revealed his discovery of the crystal relic, the Fist of Justice, and his ancestral bloodlink to the first prophet Gayne the Elder. He blessed polygamy thereafter, and abolished the requirement for clergy to be celibate. One by one, he convinced the king’s three young



daughters to marry him. When King Theogayne XI died with no living heir, Thanek was naturally elected to the throne, where he now rules without dispute.

Rausch does not legally tolerate the public practice of any other religion. All government officials are also members of the Holy Quorum. Men and women must marry, take religious vows, or join the armed forces by their eighteenth birthday. Every upstanding citizen of Rausch keeps their face shaved smooth as an emblem of their faith. Brelonites are deeply committed to living a pure life. They are forbidden alcohol, tobacco, and all other substances deemed pollutants to the body. Similarly, they too avoid vices such as materialism, envy, adultery, and gluttony—all poisons to the soul. Breaking these taboos can lead to excommunication and exile from Rausch. As a result, witches and alchemists are seen as highly objectionable by Brelonite law, whereas monks, paladins, clerics, oracles, and inquisitors are deeply admired for their reliance on faith and divinely-inspired gifts.

Rausch has been hostile to Mazan since its founding, and Mezoqua consider Rauschites as rebels and spiritually bankrupt rivals. Some Rauschite factions have engaged interested Mezoqua in offers of absolution and cleansing, offering to undo the twisted practices of self-mutilation by biological augmentation and mutation practiced by them. Conversely, Mazan sometimes embeds agents within Rausch, taking advantage of its proselytizing, intent on undermining Rauschite authority and influence.

Rauschites are reluctant to use bio-technology and alchemy that enhances the body since they believe such things corrupt the body and spirit. They would prefer to rely on faith, training, and divine blessings to stay on the “pure path” according to the Prophet King Thanek.

Rausch is predominantly human. There are no civil laws restricting the rights of any nonhuman race, but the church has yet to come up to speed on allowing others races into the inner sanctums of its temples. The citizenry of Rausch are largely a welcoming, kind people, and there isn’t a lot of open animosity directed at other races. Rauschites often travel abroad as missionaries in the hope of spreading the teachings of the Prophet Thanek through good works, moral example, and combating evil in mortal or supernatural form. The nation deeply opposes slavery, and sees it as a moral imperative to help those in need. Rauschites dress in conservative, flowing (often elegant) clothing for men and women, favoring whites and earth tones. Clothing is more utilitarian for men, and heavily embroidered for women. Rauschites are not typically adorned with jewelry and never wear piercings. The “open book with an open palm emerging from within” is the symbol of Brelonism and a common embellishment to clothing and armor. Rauschites speak their own language

and tend to pronounce /s/as /sh/when speaking Common.  
**GAZETTEER**

Rausch features some of the most diverse and rugged terrain anywhere on the continent. Three distinct geographical regions are evident: the Western Shield (of the Great Divide Mountains), the Salt Waste, and the Silver Plateau. The Western Shield, capped by the redubbed Mount Thanek, includes several ranges of snowy peaks towering over 13,000 feet. Trolls and yetis lurk among these peaks, but church-sponsored monster hunts ensure that their numbers are never very large. At least one grove of treants is known to peaceably exist in the low mountain crevices hidden among deciduous valleys of gold, orange, and green. The salt desert surrounding Crystal Basin, formed by ice age pluvial lakes, is a wide, flat stretch of land that covers many thousands of square miles. Basilisks are common here, and a tradition of “basilisk-busting” has yielded a subculture that uses them as mounts. Basilisks are also used as the instruments of church-ordered executions, and there are rumored fields of the condemned turned into statues that populate the Salt Basin like macabre art galleries. Lastly, the Silver Plateau, named for the river that carves its scenic sandstone canyons, gullies, arches, buttes, and bluffs, is the natural home of dire armadillos and giant gilias.

**Crystal Basin:** Built on the eastern edge of the Salt Basin as the political and spiritual center of Rausch, crystalline pillars are incorporated into Crystal Basin’s buildings and defenses, and even the cement is infused with quartz crystals. Since the rise of Brelonism, people have taken to calling it “The Shining City of Brelon,” and making it the favorite pilgrimage site of the spiritually lost and all those seeking purity and prosperity. Unlike all other pilgrimage locations, however, those who come to Crystal Basin truly seeking a font of salvation (or at least a font of water and escape from inhospitable lands) tend to find their own piece of nirvana in this clean, strictly kept, and miraculously fertile place, and rarely return home. Crystal Basin has thus become one of the most densely populated metropolises in Geir, often compared to an insect hive in activity and unity of purpose. Only the divine generation of food, water, and sanitation allows the immense population to survive in such a desolate area. Dependence on the church for personal survival ensures a fervent and abiding faith and devotion by the residents of Crystal Basin, reinforcing basic childhood indoctrination. The sheer size of the capital has warped the national government into urban-centric communities, insular policies, and parochial perspectives.

As a landlocked nation, Rausch has a fleet of airships that transport people and mail from Crystal Basin throughout the nation. The production of rail transport and other vehicles is gathering steam as the industrial capacity of the capital ramps up. Massive white stucco arcades shade many of the surface streets from the desert sun and miles of underground tunnels



keep the populace cool and comfortable. Individual buildings as populous as some cities dot the skyline and extend for more than one hundred feet below ground, while crystal conduits channel light throughout these structures. Divinely augmented roof gardens provide constant supplies of fresh water and food to feed the city. Rausch has even found a new source of energy utilizing the local abundance of salt. Pieces of sodium borohydride are tightly encased in copper shells pierced with little pin holes that allow the sodium to react slowly with water producing hydrogen gas as fuel for boilers, lamps, and airships. The city is secured by capitol troops who wear grand uniforms of white, silver, and gold.

**Dresden's Crossing:** The brilliant **Olson Dresden** (NG male dwarf [drague] tech savant 6/ranger [warden] 6), a follower of Art Landing's nation-building venture out of the Disputed Lands, founded this burgeoning town when no one else would. Following a brief occupation by Rauschite troops after a bloody string of territorial conflicts between feuding scaly-kind factions, the church decreed the land vacated and open for development. Few Rauschite settlers showed interest, for fear of zaurto incursions, prompting Dresden to step in and offer Rausch another option. Dresden's money and political backing would ensure development and leadership wouldn't be lacking, and the area would remain loyal to Rauchite interests, so long as he was given autonomy over how the town grew up. Dresden's appeal worked, and the town has never looked back since.

Quiet but hidden from no one, Dresden's Crossing has become a supply depot and a false front for a southerly rail route connecting with Holy Faith. The goal is to link faraway Landing with the rich foreign lands of Gom Shao, thus circumventing secondhand trade with Rausch. Ultimately, Dresden and Landing both are confident these lands will one day be fully ceded to their deft control, provided conflicts between Rausch and Mazan go their way, and the church doesn't come snooping too intently. Its most valuable natural resource is a unique authigenic goethite which when added to paint or lacquer creates an energy resistant brown or black coating called "roofer's spruce". Dresden's Crossing also claims fossil, oil, and phosphorus deposits, and the Vermilion River: a major tributary that provides access to boat trade on the majestic Silver River to the south, and for trappers and homesteaders to the north.

**Fort Providence:** Fort Providence is a hachenda-style fortress-city built on the edge of the pristine Paragon Lake under the shadow of Providence Peak; an alpine oasis in an otherwise arid plain. Fort Providence is home to several monastic orders of militant, scholarly, healing, and spiritual cynosure. The waters of Paragon Lake teem with avian and aquatic life including giant frogs and flail snails, as well as other amphibious predators. Providence Peak is the final resting place of Gayne the Elder, and has become a popular spiritual retreat for the dynastic elite and a pilgrimage site

outside of Crystal Basin for the ultra pious.

**Greenfield:** Greenfield is a new community first established by Brelonite missionaries accompanied by a team of gifted gearheads who were seeking asylum to practice their constructive craft. The team of gearhead specialists soon discovered that local hot springs and the arid environment was conducive to mechanical manufacture and stockpiling. The Brelonite priesthood blessed the gearheads' work and after several years man-sized armatures had proliferated across the settlement. The humanoid population (currently 12,500) converted the standing army of armatures (today some 50,000) into an able and fully obedient workforce, expanding native artesian wells to grow more food and sustain the budding town. Not long after, the armatures began seeing use in every aspect of life, from raising children and caring for the sick and old, to modeling as fashion plates and standing in for heads of office during outings, and were soon granted full citizenship. Publicity showing the armatures as regular citizens has reached eyes and ears as far away as Keystone.

Fort Arrowhead guards the city and acts as a southern outpost for the Kingdom against Mazan and Gom Shao. The city is a southwestern railhead for Rausch and also a staging point for turquoise and silver mines. The fort specifically threatens Mazan's water turbine factories built along the Silver River, which rumors say it will attempt to capture if war breaks out between the two countries.

**Halcyon Farms:** After many months of following the Prophet Gayne the Elder, the Rauschites became discouraged. The land was composed of rocks rent and riven, choking dust, gnarled trees misshapen and blasted, stunted shrubs clinging to life, thorns, thistles, cacti, and noxious weeds; wildlife sparse and hostile. But like a promise of deliverance, Halcyon Farms stands as an oasis of tranquility in this lonely and bleak landscape. Acknowledging the verdant area as a divine wonder, Halcyon Farms has become a place of reflection and refuge for Rauschites and is actively protected from despoilers. The abundance of geothermal activity in the area has only cemented this belief. The leaders of Rausch often sojourn to Halcyon Farms for meditation and rest. This also affords them the opportunity to donate a vial of their blood for safe-keeping in the medical vaults here. Should a great calamity or holocaust befall the good people of Rausch, Halcyon Farms will have the divine will and genetic coding sufficient to reconstitute the population. Rumors run wild (and largely unchallenged) that more than half the population in Halcyon Farms are the cloned forms of long dead Rauschites reborn in new bodies to relive their good works upon these lands. Campsites, lodges, and rental cottages are available to campers and climbers come to commune with nature, or to speak with cloned ancestors



kept in these secluded parts.

**Holy Faith (formerly "Yectenehualizpan"):** Sixty years ago, Rausch and Mazan had a border war over the land betwixt them. Near the end of the conflict, the besieged city of Holy Faith surrendered to the Rauschites and became a protectorate. Today, the city is a mix of Rauschite and Mezoqua peoples and a prosperous trade center for both nations. The 1,000-ft tall red rock buttes and spires towering over the flat desert floor inspired wonderment and awe for the initial settlers who believed them carved by divine hands. The former Mazan city-state lies just within the current borders of Rausch less than three day's ride northeast of the Great Divide.

The geologic grandeur of the area has attracted artists of every media to the city as well as vacationing Rauschites looking for a taste of the exotic held safely within their national borders. The dry climate is beneficial to people suffering from consumption, and numerous sanitariums and hospices dot the area. The city grid encircles a massive plaza used as a marketplace and public stage. The city's municipal hall is on the north side of the plaza, and a newly constructed Brelonite temple lies to the east. Citizens are encouraged to adopt Brelonism through taxes and indoctrination classes.

An underground resistance called the "Teomiqui" wish to drive out the Rauschites at all costs and rejoin Mazan, but the current regime of wealthy and powerful developers violently oppose them. The patron deity of the city, Ehecatl, the god of the wind, is worshipped in hidden temples and private family shrines. The original civic temple to Ehecatl has been converted into a Brelonite church. His temple was built as a tall hollow cylinder with spinning carved white oak panels facing each cardinal direction. Most other hachenda buildings in town retain their original appearance: rough beams exposed inside and out, parapets lining roof edges, and covered patios with clay tile floors. A standing army of Ulleran mercenaries and a contingent of Rauschite troops stationed in the city maintain this foothold so near to enemy ground, pressing the border ever south and rail ever west.

**Lake Brelon:** Thanek Dam has been a fourteen-year divinely inspired project in water management, scheduled for completion by next year. The result, Lake Brelon, is a man-made reservoir created at the confluences of four different rivers, including the Silver River, to benefit agriculture and urban growth. The essential design mimics Mazan dams built farther downstream, but it is decorated with friezes of Rauschite prophets and settlers instead of animal petroglyphs. Several native peoples are bitter over land lost to flood, but clergy reply that "the prosperity and progress of Rausch requires sacrifices." Water usage is a sore issue between Mazan and Rausch, and the

construction of Lake Brelon only adds fuel to the fire.

**Last Chance:** Last Chance was originally a correctional labor camp for lawbreakers in the far north of Rausch. Instead of exile or petrification, these convicts were given the opportunity to settle in the north delving for gold and providing a settlement buffer from hostile Borndrin tribes of the northeast. It has become a refuge for those unable or unwilling to meet the social and religious expectations of Crystal Basin.

The residential blocks of this city are irregular in shape since the streets follow along old claim lines and the winding gullies used as open sewers. Fifty among the original colonists became millionaires from gold strikes and built ornate mansions and monuments among the clapboard buildings and shanties. Unlike other Rauschite cities, Last Chance has a wild and reckless aspect reflected in its rougher neighborhoods and is the only city with legal gambling halls and dueling grounds guaranteed by the city charter. The streets are unpaved and only the second story suspension bridges keep pedestrians out of the mud and snow in wintertime. Elevated wood sidewalks direct foot traffic everywhere. The town has several landmark buildings including the noxious Sheathers Leatherworks, the domed Castor Hotel, and the Natatorium, the largest indoor pool in the nation heated from beneath by a natural hot water spring.

**"Linking arms across the pure domain":** This adage was born out of early contact made by Rauschite missionaries to natives in the region, curious about the expanding nation. Today, it more accurately describes the support network of rails that connect many of Rausch's smaller settlements with the whole. **Jedidiah Juncture** (pop 14,250) is a juniper encircled log cabin town equidistant from vast iron deposits and a recently discovered seam of canyon coal. The Jedidiah Iron Works is tasked with the completion of the Rausch Railroad linking Crystal Basin with the settlements at Fort Providence, Ford, and Mulberry. In addition to miners and foundry workers, many Rauschite engineers and gearheads live here.

**Mulberry** (pop 16,125) is another link in the larger chain of Rauschite settlements, ranging from Atanak to Mazan. Mulberry, initially established as an agricultural center to feed and clothe the expanding population, is a four-square town servicing the surrounding farmhouses and homesteads. It also serves as a waystation for migration and trade loops centered on Crystal Basin. The city is named after the mulberry orchards planted to raise silkworms to produce silk. Cotton, pomegranates, potatoes, wheat, corn, and melons are also harvested during this community's long growing season. Irrigation canals diverted from the Silver River are instrumental in local food production.

**"No islands among men":** There is a saying among Rauschites that expresses their belief that all men should be allowed to find the truth for themselves. If surrounded by the right influences, and after passing through the crucible of one's



own hardships, all thinking and feeling men of good morals will find themselves aligned with the Godhead and its teachings. This saying conveys this belief and the confidence that Rauschites keep when certain populations splinter off from the main.

**Confluence** (pop 12,600) was settled by mountain men too high spirited and independent to thrive in the cities of Rausch. Specializing in fur trapping and gemstone prospecting, they live on the uneasy borderlands between Rausch and Atanak. Confluence grew from a trading post and wooden toll bridge into a small town as more and more homesteaders moved northward away from crowded Crystal Basin. Many became potato farmers and ranchers, and the productive greenbelt along the rivers of the area is a staple of the kingdom's agriculture. Confluence is home to one of ten new Brelonite fanes constructed of gleaming crystal; the white quartz spire of the fane dominates the skyline of Confluence. As a young town, Confluence has taken advantage of the latest technological innovations and has a fully functional sewer, trolley, and steam district heating system for its whitewashed buildings.

**Silver River:** This nearly 1,500-mile stretch is the largest watershed drain in the entire southwest of Northern Ullera. Its source begins in the highlands of the Great Divide, near the border with the Disputed Lands, and fully 90% of its length is contained within Rausch. The river has been a major source of fresh water for millennia, and has become a regional leader in developing hydroelectric power since local industries took hold. The Silver is also the westernmost commonly traveled steamboat route, used for trade, recreation, and transportation.

**Ford** (pop 750) is a trading hub frequented by wagoners because it is one of the few natural crossings of the Silver River and it is adjacent to aeries of garuda that live among the natural stone arches, pillars, and canyons of the basin. Rauschite scientists are studying mysterious radiant minerals found in local mines for use in future power generation and weaponry. Ford is little more than warehouses, a general store, and cheap housing for local miners.

**Sillowia City:** Growth of this boomtown was spurred by the discovery of the Domstle Silver Lode thirty years ago. Today, Sillowia City, named after the founding lord constable's first daughter, remains the largest border town in the kingdom. Though the town is predominantly human, more than one in ten are of elven stock and live in an elven-built university, Sinsha House, that works in partnership with city officials and is arranged as a respected hall of study for elves interested in wider Ullera. Outside of this, the town is composed of dusty mineheads, crowded silver mills, and daunting saloons, the likes of which all sport fanciful or lusty names. The town is also famous as the birthplace of the much-lauded author, **Trace Safekeel** (CG male human [rauschite] expert 2/bard 8/loremaster 4), who founded the Sagequill Literary movement at Sinsha House.

## PERSONALITIES

The following personality can be found within Rausch.

### "THE REV" REMOND KLOVER

CR 14

XP 38,400

Male halfling (leatherfoot)(venerable) chaplain (mendicant) 15

LG Small humanoid (halfling)

Init -1; Senses Perception +6

#### DEFENSE

AC 26, touch 15, flat-footed 26 (+6 armor, +5 deflection, -1 Dex, +1 size, +5 iron repulser light mace)

hp 42 (15d8-15)

Fort +8, Ref +9, Will +13; +6 vs. enchantment, +8 vs. fear

Defensive Abilities stubborn, slippery mind; DR 5/adamantine

#### OFFENSE

Speed 10 ft., or 30 ft. while in steam-driven wheelchair

Melee +5<sup>T</sup> iron repulser light mace +8/+3/-2 (1d4+1) (enhancement bonus transferred to AC)

Chaplain Spells (CL 15th; concentration +21)

5th (4/day; DC 21)—*breath of life, commune with nature, heroism (greater), resonating word*

4th (5/day; DC 20)—*cure critical wounds, denounce, legend lore, serenity*

3rd (6/day; DC 19)—*charm monster, cure serious wounds, good hope, deep slumber, mass feather step*

2nd (6/day; DC 18)—*calm emotions, campfire wall, cure moderate wounds, hold person, honeyed tongue, silence*

1st (6/day; DC 17)—*comprehend languages, cure light wounds, feather step, invigorate, sanctuary, timely inspiration*

0 (at will; DC 16)—*daze, detect magic, message, resistance, stabilize, touch of fatigue*

#### TACTICS

To uphold his vow of the ally, the Rev will only defend himself and help allies for as long as possible (AC 30 when fighting defensively; AC 32 when taking total defense). He carries a +5<sup>T</sup> iron repulser steel cane (light mace) for warding off metal weapons and wears "negation field" device to foil both magical and technological assaults.

#### STATISTICS

Str 3, Dex 8, Con 6, Int 14, Wis 16, Cha 22

Base Atk +11; CMB +6; CMD 15 (19 vs. trip)

Feats Cautious Fighter, Eldritch Heritage (Destined), Eschew Materials, Extra Elocutionary Talent, Masterful Elocution, Versatile Gravitas, Skill Focus (Knowledge [history]), Solemnity, Strong Comeback

Skills Acrobatics -2, Climb -5, Craft (carpentry) +10, Craft (painting) +10, Diplomacy +20 (Gather Info +27), Heal +15, Knowledge (history) +21, Knowledge (local) +27, Perception +6, Perform (oratory) +20, Profession (landscaper) +10, Sense Motive +20, Sleight of Hand: +4, Survival +9; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Survival



**Languages** Common, Dwarven, Gnome, Halfling  
**SQ** bloodline power (touch of destiny [9/day, +6 insight bonus]), elocutionary talents (allay injuries, clear mind, instill confidence, interdiction, purity), gravitas (8d6; 18/day; 30 ft., up to 8 creatures; DC 23), peaceful resolution (gravitas effect, plus enhanced effect 1/day), resilient persona, rumor mill, stay the hand (Will DC 23), stifle emotions (Will DC 23), vow of the ally

**Gear** +5 *spider-silk suit* (DR 5/adamantine, Perception DC 20 to spot), +5<sup>T</sup> *iron repulsor light mace*<sup>PSCS</sup>, *Belt of Electromagnetic Deflection* +5<sup>PSCS</sup>, artisan's tools (carpentry & painting), Steam-driven wheelchair (30 ft. speed; +4 CMD vs. trip), "*Negation Field*" *Revolutionary Device* (as *burst III negation field* contraption<sup>PSCS</sup>, 1/day; Neck Slot; CRL 11th)

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

Remond Klover is one the few still living founders of the Mendicant Organization. To offset his physical infirmity, Rev. Klover rides in a steam powered wheelchair on his daily rounds for the charity he helped create. He is a pillar of the institution and often simply called, "The Rev". Not only has he spearheaded disaster relief operations and symposiums, but he has sponsored the creation of memorial gardens across the FSU. He is a living treasure of the Mendicants and no effort is spared protecting him from harm and ensuring his continued health. After only a brief interview, many applicants are inspired into great works, novel ideas, and profound epiphanies. His expertise in history, pop culture, and diplomacy has few rivals.

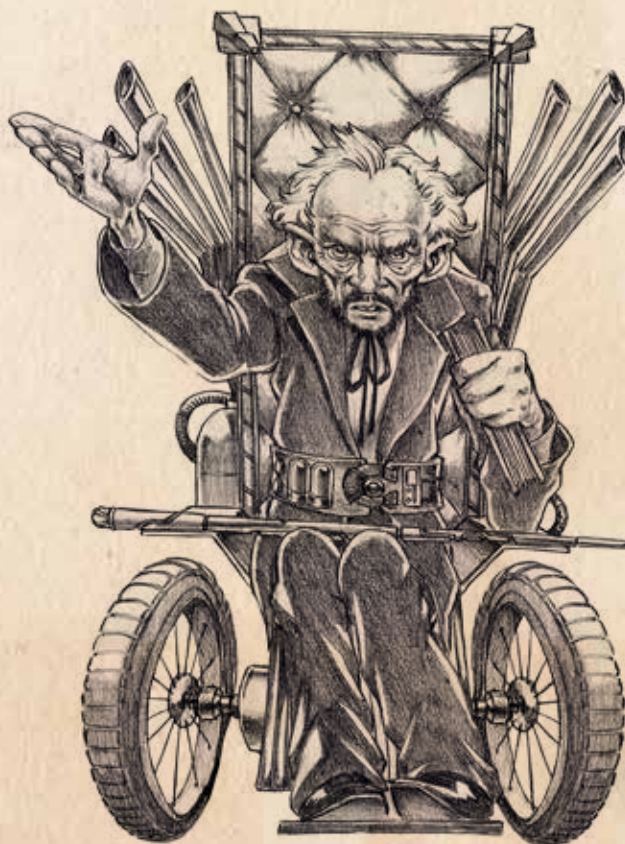
Shortly after founding the Mendicant chaplain organization, The Rev became famous for being the most vocal critic of Ehud Mullens, a nefarious cult leader in the greater Summit City area. As Ehud's flock grew, so too did the city's morality sour. The Rev took to the streets, preaching that Ehud's congregation was following greedy fraud. He saved several of these "Mullenites" before Ehud sued. Buried with legal fees, The Rev left Summit City, and is currently working as a diplomatic envoy to Rausch for the FSU, hosting various functions and ironing out political and religious disputes to secure the ongoing trade and railway construction along the Brelon Trail between the two nations.

## PLOTS

**Dirty Secrets:** Substances that pollute the body are forbidden in Rausch, but unfortunately certain members of the clergy have succumbed to temptation. A smuggling ring active in Rausch uses blackmail and greed to pipeline illegal goods throughout the kingdom and into Ullera. Interested parties out of Crystal Basin have tasked independent contractors with dismantling this smuggling ring. But, even if they are successful, what dirty secrets will they uncover about the wealthy and influential? Will they keep quiet or reveal these hypocrites publicly, and will the guilty parties allow this "injustice" to go unanswered?

**Pictorial Pilgrimage:** A steady trickle of converted Brelonites makes its way to Rausch from Ullera each year. Most are poor and are easy pickings by supernatural predators and bandits stalking the trails and rails between the nations. A young wealthy actress has hired escorts to see her and fellow converts to Crystal Basin. Due to her social prominence several journalists are accompanying her along with a kinescope crew documenting her progress. She will be a prime kidnapping and political assassination target for enemies of Rausch or Ullera, and the venture's success or failure will be widely reported in newspapers and picture shows across the continent.

**Salvation or Bust:** Elven mages of Gom Shao view Rauschite worship of the Godhead (a work of ancient elven craftsmanship) as a dangerous usurpation of magics that the human nation misunderstands and misuses. The border region between Rausch and Gom Shao is carefully monitored for the discovery of more fragments of this crystal statue. Each nation is afraid the other may do something rash with regard to their disagreements over the sacrality of this relic and their connection to the Godhead. The gold and silver discovered on the border provides all the motivation necessary to fund massive mining and archeological digs in the area making the discovery of more crystal relics extremely likely.



"THE REV" REMOND KLOVER



# FACTIONS

**C**ooperation is not only good manners, but a lifesaving skill in the Feral Expanse. Outside the safety net of the “civilized” nations, your friends and neighbors are a lifeline in the event of illness, disaster, or assault. Sticking together is an instinctual and logical reaction for people living and traveling along and beyond national borders. A faction is any organization with a specific social, political, or economical goal. Due to these goals, the example factions shown below are potential allies, enemies, or indifferent parties ready to interact with your adventurers in the Pure Steam campaign setting. Player characters may even choose to start as members of a faction to define the goals and story of a campaign.

## 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.

## AIRSHIP JORMUNDGANDR

**Alignment:** Chaotic Neutral.

**Range:** North Ullera continent.

**Secrecy:** High (see below).

**Membership:** 50 to 60.

**Races:** Varies.

**Classes:** Any.

**Activities:** Armed couriers, bodyguards, recapture, reconnaissance, repossession, rescue.

Space is at a premium on airships and anyone who can’t earn his keep is dead weight (sometimes literally). Independent airships have to find a niche for themselves; a service the major mercantile fleets can’t or won’t provide. The Airship Jormundgandr and its crew of eighteen are a secret paramilitary team used by Ullera to discretely track down and recover stolen goods, information, or people. Where national borders or politics may bar official action, the sneaky crew of Jormundgandr slip in and out to strike against thieves, pirates, and slavers. Due to several grateful FSU politicians, their activities in hostile nations are usually overlooked, but not all of their jobs occur on foreign soil. Jormundgandr provides independent security for companies and wealthy individuals that have cause to distrust their own staff or wish to recover a stolen prototype or property. Many jobs bend the FSU law, but the captain avoids deliberately breaking it.

Airship Jormundgandr is renown in certain circles for its daring rescues and recoveries in Atanak, the Jacoba Islands, and Mazan. Many have hunted them in reprisal, but they remain elusive. The airship will use local airdromes for emergency refueling and repairs, but have a hidden base cut into the side of a mesa somewhere in the Disputed



Artwork by Mates Laurentiu



Lands, where lives its family of loyal crew and support staff. This secret fortress allows Jormundgandr to remain an independent and deniable asset, and stores its spare parts, workshops, helium tanks, fuel reserves, and other supplies.

Commander Robert Greeves (CN male human [ulleran] fighter 2/ranger [blockade runner] 10) is the captain of the Airship Jormundgandr. He served in the Ulleran Air Fleet for twenty years, but still has many friends in the service. Sanna Rowe (CN female gnome [gentry] bard [negotiator] 8) is commisar and intelligence chief. The rest of the crew is composed of people able to fix, fly, or fight for the ship. A squad of four to six is the usual complement sent on away missions, employing zip lines or gliders to reach their goals. The ship itself is a surplus war zeppelin modified for long flights with few ports of call. The airship is armed with a rocket springal and a pair of large cannons. The former bomb bay is converted into a steam crane hanger that holds either a pair of gyro skiffs, gyro cycles, or a steam tank.

## JOMUNDGANDR CREWMAN

CR 3

XP 800

Human gunslinger 4

CN Medium humanoid (human)

Init +5; Perception +7

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

**hp** 26 (4d10)

**Fort** +3, **Ref** +7, **Will** +1; +10 vs. electricity or electricity resistance 10

### OFFENSE

**Speed** 30 ft

**Melee** mw bladed revolver +5 (1d8 slashing/x3)

**Ranged** mw bladed revolver +8 (1d8/x3)

**Special Attacks** deeds (deadeye, gunslinger initiative, gunslinger's dodge, quick clear, utility shot), grit (3)

### STATISTICS

**Str** 11, **Dex** 16, **Con** 10, **Int** 12, **Wis** 10, **Cha** 8

**BAB** +4; **CMB** +4; **CMD** 17

**Feats** Deadly Aim, Death From Above, Extra Grit, Gunsmithing, Steeplejack

**Skills** Acrobatics +10, Climb +10, Craft (airships) +6\*, Heal +4, Intimidate +5, Knowledge (engineering) +5, Perception +7, Profession (airman) +7, Swim +4

**Languages** Common, Halfling

**SQ** gunsmith, nimble +1

**Gear** airship tools\*, alchemical grease, beeswax, metal cartridge bullet (30), drogue wing pack<sup>PSCS</sup>, flask (whiskey), mw bladed revolver, mw studded leather armor (volcanic rubber<sup>PSCS</sup>), magnetic heels<sup>PSCS</sup> (climb speed 20 ft. on metal surfaces; as *spider climb*), reinforced scarf, rust repellent

<sup>PSCS</sup> Found in *Pure Steam Campaign Setting*

## DUNE WOLVES

**Alignment:** Chaotic Neutral.

**Range:** Disputed Lands.

**Secrecy:** High.

**Membership:** 500+.

**Races:** Skinwalkers and werewolves only.

**Classes:** Alchemist, barbarian, brawler, ranger, rogue

**Activities:** Bounty hunting, herding, mercenary work, poaching, and cattle rustling.

Not everyone is pleased with the migration of humans into the Disputed Lands. While most have accepted the new order and the greater opportunities for trade, some natives bitterly oppose the change. One of the boldest groups

call themselves the Dune Wolves; descendants of werewolves who have roamed the plains of the Feral Expanse for generations, thriving as solitary trappers, cowboys, and shepherds. They are a growing mercenary outfit of skinwalkers that deeply resent the recent emigrants and their attempts to lay claim to, and fence off, the best grazing and watering holes. As a result, the group has come to resent national expansion, as a whole, and are not adverse to working for local freedom fighters, rebels, and vigilantes.

Although they are semi-nomadic, they have many hidden camps and hold-fasts where the wanderers gather to rest, recover, and rearm. Large bases are built into box canyons hidden by from the air by camouflage netting. Each base consists of a ring of adobe domes for families surrounding a temple, garden, and well. Honor duels are frequent between Dune Wolves, but are not always fought to the death. Smaller Dune Wolf bases are a single camouflaged dome used as a staging area and hideout for one to four. All Dune Wolf buildings include one or two simple defenses such as steel shutters, an escape tunnel, spiked pit, or trapped corridors. These dome adobes are topped with local vegetation to blend into the landscape. Inside the dome, mosaics and frescoes portray werewolves victorious and resplendent. The layout is intricate and organic rather than a grid like most buildings to be confusing to outsiders. Rain and sunlight collectors feed a tiny vegetable garden and rabbit hutch to sustain a small pack of Dune Wolves between raids.





### DUNE WOLF RAIDER

CR 5

XP 1,600

Skinwalker (*Pathfinder RPG: Bestiary* 5) ranger (trapper) 6

CN Medium humanoid (shapechanger, skinwalker)

**Init** +1; **Senses** low-light vision, darkvision 60 ft.; **Perception** +10

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 shield)

**hp** 39 (6d10+6)

**Fort** +6, **Ref** +6, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** +1<sup>T</sup> scimitar +9/+4 (1d6+3/18-20), or +1<sup>T</sup> scimitar +5/+0 and +1<sup>T</sup> buckler gun +5/+0

**Ranged** +1<sup>T</sup> buckler gun +9/+4 (1d6+1/4; range 10 ft.; misfire 1; capacity 2)

**Special Attacks** favored enemy (humans +4, reptilian humanoids +2), trap (4/day; snare, swarm)

**Skinwalker Spell-like Abilities** (CL 6th; concentration +7) 1/day—*speak with animals*

#### STATISTICS

**Str** 14, **Dex** 13, **Con** 13, **Int** 7, **Wis** 12, **Cha** 8

**BAB** +6/+1; **CMB** +8; **CMD** 19

**Feats** Amateur Gunslinger, Endurance, Opening Volley, Shield Focus, Two-Weapon Fighting, Weapon Focus (buckler gun)

**Skills** Climb +5, Disable Device +5, Heal +5, Intimidate +3, Knowledge (dungeoneering) +2, Knowledge (geography) +2, Knowledge (local) -1, Knowledge (nature) +2, Perception +8, Sense Motive +4, Stealth +7, Survival +8, Swim +5; **Racial Modifiers** Handle Animal +2

**Languages** Common

**SQ** change shape, combat style (weapon and shield), deed (gunslinger's dodge), favored terrain (desert +2), hunter's bond (companions), track +3, trapfinding +3, wild empathy +7

**Gear** mw chain shirt, +1<sup>T</sup> buckler gun (+1<sup>T</sup> buckler/+1<sup>T</sup> gun), +1<sup>T</sup> scimitar, fuse grenade (3), flash powder grenade (1), alchemical cartridge (paper) (10), basic maps (major landmarks only), canteen, drug (opium), mwbackpack, mess kit, tindertwig (5), trail rations (5).

#### SPECIAL ABILITIES

**Change Shape (Su)** A skinwalker can change shape to a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to his choice of Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, he can choose to gain two claw attacks that each deal 1d4 points of damage, 60 foot darkvision, or a +1 natural armor bonus. These benefits last until the skinwalker returns to his humanoid form as a swift action. A skinwalker must first return to his humanoid form before changing to bestial form again to change benefits. The skinwalker presented here is currently in bestial form, and has darkvision and a +2 racial bonus to Constitution

### TRIPLE R

**Alignment:** Chaotic Good.

**Range:** Southern Disputed Lands.

**Secrecy:** None.

**Membership:** 111.

**Races:** Rauschite.

**Classes:** Cavaliers, Fighters, Gearheads, Rangers, and Rogues.

**Activities:** Motor rallies, cycle customization, hunting, political activism, search parties, vigilantism

Triple R (Red Rock

Riders) is a motorcycle

club of emigrants

from Rausch.

Membership

includes a

diverse bunch

of men and

women now living

in Lawrrey, Lodens,

Landing, and Sandstone

Row from many backgrounds;

all of whom are able-bodied and skilled in riding and

shooting. The club not only sponsors seasonal rallies, but

also rural militias, political activism, and vigilantism. They

often take the law into their own hands and have tarred and

feathered countless con-artists, thieves, and frauds. Their

activities put them at odds with local law enforcement and

city officials despite their good intentions. "Tripler" rallies

allow for members to display their customized cycles

and compete with each other in driving, shooting, and

drinking. The name of the club is based on the races and

stunts performed on the monolithic sandstone formations

at rally campsites. Roads are sparse in the Disputed Lands

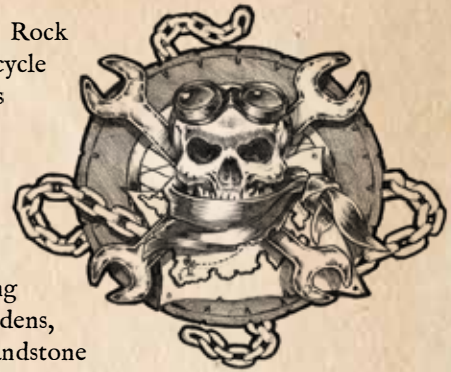
and all riders need a cycle well suited to traveling through

sandy and rocky terrain at high speed. Typical club wear

is a signature slouch hat, snap shirt, corduroy trousers,

chaps, and boots with a handkerchief hung around the

neck and set of goggles to counter road dust.



Artwork by Mates Laurentiu

The five chapters of the Triple R have 15 to 30 people and many more wish to join. All new Rauchite members are under probation for six months until they prove themselves worthy of the club. They must display respect, resolution, and righteousness to become a Tripler. The difficulty in running the club is not in recruiting, but rejecting applicants that fail to measure up. Club members pool their skills and resources for the benefit of the gang, building a web of supply, fellowship, and mutual defense. The current head of the club is Thedora Teeves (CG human [rauschite] oracle 2 / rogue [grease rat] 6 / cavalier [iron rider] 4) who left her homeland five years ago seeking religious freedom from the Brelonite clergy.



## TRIPLER

CR 3

XP 800

Human (rauchite) cavalier (iron rider) 4

CG Medium humanoid (human)

**Init** +2; **Perception** +6

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 26 (4d10)

**Fort** +4, **Ref** +3, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +7 (1d6+2/18-20)

**Ranged** mwk double-barreled pistol +7 (1d8/x4; range 20 ft.; misfire 1-3; capacity 2; reload free)

**Special Attacks** cavalier's charge, challenge (2/day; +4 damage, allies gain +2 to hit), tactician (1/day; 5 rounds)

### STATISTICS

**Str** 14, **Dex** 14, **Con** 11, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +4; **CMB** +6; **CMD** 18

**Feats** Coordinated Fire, Expert Driver, Point-Blank Shot, Precise Shot, Rapid Reload (pistol), Skilled Driver (motorcycle)

**Skills** Climb +5, Knowledge (engineering) +3, Perception +6, Ride +5 (+9 to drive motorcycle), Sense Motive +6, Survival +6 (+8 to provide for or protect allies), Swim +5

**Languages** Common

**SQ** aid allies, motorized mayhem, order of the dragon, pistonhead

**Gear** iron rider motorcycle (\$700 in mods), iron pellet grenade (2), skyrocket firework (2); mw chain shirt, mw scimitar (cavalry saber), mw double pistol, paper cartridge (30), canteen, playing cards, goggles, tindertwig (6)

## SILVER JACKS

**Alignment:** Neutral.

**Headquarters:** Lodens, Disputed Lands.

**Secrecy:** None.

**Membership:** 169.

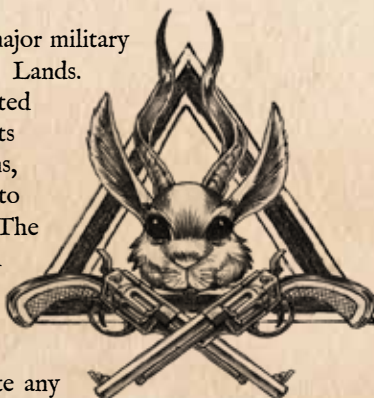
**Races:** Any.

**Classes:** Martial classes.

**Activities:** Martial mercenary work.

The Silver Jacks are a major military force in the Disputed Lands.

Originally they protected silver bullion shipments from Shield Mountains, but have transitioned into mercenaries for hire. The Silver Jacks are "equal opportunists" and will work for anyone, no questions asked, so long as it doesn't violate any



ongoing contract. They are divided into squads, platoons, and companies depending on the size and complexity of the contract. The jackalope is usually considered a bad omen, most communities fearing them and consider them bad luck, but they're also resilient. The Silver Jacks have embraced this characterization and their faction patch sports the head of a jackalope with a pair of crossed revolvers. The official uniform of the Silver Jacks is a brown duster and kepi, and most troopers have silver buckles, buttons, pocket watches, and in some cases false teeth.

The Silver Jacks are usually hired by land speculators, mining companies, and ranching cartels to guard them and their property, quell riots, drive cattle, and collect debts. They work all across the Disputed Lands, but have a headquarters in Lodens. Many are currently working for the railway. By extending railroads into the Disputed Lands and towards Rausch, the potential profit in continental trade and travel is tremendous. Silver Jacks are helping several Rail Barons purchase land, water, and lumber rights needed to support the rail line.

## SILVER JACK TROOPER

CR 3

XP 800

Male tiefling rogue (hobo) 4

CN Medium outsider (native)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +7

### DEFENSE

**AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

**hp** 30 (4d8+8)

**Fort** +2, **Ref** +7, **Will** +3

**Defensive Abilities** uncanny dodge; **Resist** cold 5, electricity 5, fire 5

### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +6 (1d4+2, plus 1d8 sonic and Fort DC 14 [else deafened] on critical hit)

**Ranged** dart +6 (1d4+2; range 20 ft.)

**Special Attack** sneak attack +2d6

### STATISTICS

**Str** 14, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

**BAB** +3; **CMB** +5; **CMD** 18

**Feats** Catch Off-Guard, Power Attack (-1/+2), Weapon Finesse

**Skills** Acrobatics +10 (+15 to jump), Appraise +6, Bluff +6, Climb +9, Craft (weapons) +4, Disable Device +10\*, Escape Artist +9, Linguistics +6, Perception +9, Profession (soldier) +6, Sense Motive +6, Sleight of Hand +10, Stealth +10, Survival +6, Swim +6; **Racial Modifiers** +2 Bluff, +2 Stealth

**Languages** Abyssal, Common, Draconic, Elven, Goblin, Hobo Code

**SQ** bin-rummager +2, hobo code +2, junkyard combatant, rogue talents (expert leaper, train hopper)

**Gear** +1<sup>T</sup> mithral jack of plates<sup>PSCS</sup>, mw backpack, beastly tattoo (thundering)<sup>PSCS</sup>, bowler hat, dart (6), grey duster, silver watch, spring jack boots<sup>PSCS</sup>, star candle firework (2), mw thieves tools\*, tindertwig (5), vapor collector canteen



# BESTIARY

All manner of creatures from the *Pathfinder Roleplaying Game* can be found somewhere in the Pure Steam universe. In addition, *Westbound* offers unique monsters and monster creation rules to enhance your immersion in the age of steam.

Each monster is presented alphabetically. In the case of a group of monsters that share similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first.

## WESTBOUND BESTIARY

Creature	CR	Environment	Type
Armadillo, Dire	6	deserts (warm), plains (warm)	animal
Beaman	3	grasslands, marshes	magical beast
Clockwork Miner	5	mountains, underground	construct (armature, clockwork)
Clockwork Plagued	3	any	construct (clockwork)
Jackalope	1	deserts, hills, plains	magical beast
Kachina	2	any	fey
Khoyan	1	deserts (hot, temperate)	fey
Roadrunner, Dire	2	deserts (warm, temperate)	animal
Satyr, Bison	4	plains (temperate)	fey
Satyr, Loch	4	lakes (temperate), marshes, rivers	fey
Troll, Sand	6	deserts	humanoid (earth, giant, shapechanger)

## BESTIARY BY CR

CR	Creature
1	Jackalope
1	Khoyan
2	Kachina
2	Dire Roadrunner
3	Beaman
3	Clockwork Plagued
4	Bison Satyr
4	Loch Satyr
5	Clockwork Miner
6	Dire Armadillo
6	Sand Troll

## BESTIARY BY CLIMATE & TERRAIN

Environment	Creature	CR
any	Clockwork Plagued	3
any	Kachina	2
deserts	Sand Troll	6
deserts (hot, temperate)	Khoyan	1
deserts (warm, temperate)	Dire Roadrunner	2
deserts, hills, plains	Jackalope	1
deserts (warm), plains (warm)	Dire Armadillo	6
grasslands, marshes	Beaman	3
lakes (temperate), marshes, rivers	Loch Satyr	4
mountains, underground	Clockwork Miner	5
plains (temperate)	Bison Satyr	4



## ARMADILLO, DIRE

*This round, dust-colored, prehistoric creature's snout pokes out of its bony armor shell, dragging behind it a powerfully muscled tail ending in a bony club.*

### ARMADILLO, DIRE

CR 6

XP 2,400

N Large animal

Init +2; Senses low-light vision, scent; Perception +7

#### DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 55 (10d8+10)

Fort +11, Ref +9, Will +4

#### OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +12 (1d8+6), 2 claws +12 (1d6+6), tail +7 (2d6+9 plus stun)

Space 10 ft.; Reach 5 ft. (10 ft. with tail)

Special Attacks wrecking ball (1d8+9, DC 21)

#### STATISTICS

Str 23, Dex 14, Con 13, Int 2, Wis 13, Cha 8

Base Atk +7; CMB +16 (+20 overrun); CMD 26 (28 vs. overrun, 30 vs. trip)

Feats Cleave, Great Fortitude, Improved Overrun, Greater Overrun, Power Attack

Skills Climb +13, Perception +7, Swim +16;

Racial Modifiers +4 Swim

SQ natural diver

#### ECOLOGY

Environment warm deserts and plains

Organization solitary, pair, or herd (3-12)

Treasure none; the shell can be treated and crafted into a masterwork breastplate or heavy shield with the same qualities as their steel counterparts.

#### SPECIAL ABILITIES

**Natural Diver (Ex)** Dire armadillos can hold their breath underwater for up to 6 minutes. Their dense armor naturally causes them to sink; they can inflate their stomachs to counter this, accounting for their racial bonus on Swim checks.

**Stun (Ex)** The bony tail of the dire armadillo can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 21 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

**Wrecking Ball (Ex)** The dire armadillo can roll up into a ball as a move action (or as part of a move), increasing its natural armor to +18 and granting it the trample ability (1d8+9, DC 21), but rendering the creature unable to use its natural attacks and limiting its movement to only a straight line per move action (as if charging).

The dire armadillo is an aggressive omnivore that will strike at any creature that gets too close and will occasionally prey on lone humanoids. It often rushes into melee range to knock its victim prone with its body. If outnumbered or attacked from the air, the armadillo will roll into a ball and attempt to flee to its underground den. The dire armadillo is occasionally used as a war mount by desert cultures such as the Mazan.





## BEAMAN

*A pair of deep-set eyes glare from within the lupine head of this lumbering, simian monstrosity; it's flecked hide the color of ripe wheat.*

### BEAMAN

CR 3

XP 800

N Large magical beast

**Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., low light vision, scent; **Perception** +7

### DEFENSE

**AC** 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

**hp** 30 (4d10+8)

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

**Defensive Abilities** ferocity; **Immune** pain effects and nonlethal damage

### OFFENSE

**Speed** 30 ft.

**Melee** bite +5 (1d4+2), 2 slams +5 (1d6+2)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rattling echo

### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** 3, **Wis** 16, **Cha** 7

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Power Attack, Skill Focus (Survival)

**Skills** Climb +6, **Perception** +7, **Stealth** +6 (+10 in tall grass), **Survival** +7 (+11 scent tracking);

**Racial Modifiers** +4 **Stealth** in tall grass, +4 **Survival** when tracking by scent

### ECOLOGY

**Environment** grasslands and marshes

**Organization** solitary, pair, or troop (3-8)

**Treasure** incidental (typically shiny objects)

### SPECIAL ABILITIES

**Rattling Echo (Su)** As a standard action, a beaman can produce a soul-rattling echo of bays and chest thumps. All beings within 120 feet of a beaman must succeed on a DC 14 **Will** save or become shaken for 1d4+1 rounds. Creatures within 30 feet that can see the beaman and fail their saving throw are instead panicked for 1d4+1 rounds. This is a sonic, mind-affecting fear effect. The save DC is Strength-based.

The beaman is a 12-foot, 1,300-pound simian with a wolfish skull and spotted fur the color of hoppy beer. It hunts the grasslands of the Feral Expanse as an apex predator with the aid of its keen hearing and sense of smell. When stalking prey, the omnivorous beaman lurks in the tall grass using its keen senses to pinpoint its prey while remaining hidden. During the mating season, male beamans are known to engage in titanic slugging and grappling contests to determine which among them will have access to the females.

Bush trackers and scouts have long avoided the beaman's territory as troops of them are known to ambush unwary interlopers. Intruders to its territory may be demoralized by a chest thumping display before it charges into them. Stories circulate of gruesome "executions" orchestrated by cunning outdoorsmen who bait or corral the foolhardy into trespassing across beaman land.



Artwork by Rebekah Crowmer



## CLOCKWORK MINER

*This iron automaton's squat round chassis sits atop durable treads, several multi-faceted sensors dotting its surface. Arms protrude from its sides, one long arm equipped with a pick, the other shorter arm ending in a shovel.*

### CLOCKWORK MINER

CR 5

XP 1,600

N Medium construct (armature, clockwork)

**Init** +5; **Senses** tremorsense 30 ft., darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

**AC** 21, touch 11, flat-footed 18 (+1 Dex, +2 dodge, +8 natural)  
**hp** 53 (6d10+20)

**Fort** +2, **Ref** +5, **Will** +2

**DR** 10/adamantine; **Immune** construct traits;

**Weaknesses** vulnerable to electricity

### OFFENSE

**Speed** 20 ft.

**Melee** slam +10 (1d8+6, 19-20), pick-appendage +10 (1d6+8, 19-20/x4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with pick-appendage)

**Special Attacks** trample (2d6+6, DC 17), powerful blows

### STATISTICS

**Str** 18, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +6; **CMB** +10; **CMD** 21 (25 vs. bull rush, drag, trip, and reposition)

**Feats** Improved Initiative, Lightning Reflexes

**SQ** caterpillar treads, efficient winding, short circuit

### ECOLOGY

**Environment** mountains, underground

**Organization** solitary, survey team (1d2+1 clockwork miners and one humanoid expert), or mature operation (1d4+3 clockwork miners, two humanoid experts, two humanoid gunslingers, and two clockwork servants)

**Treasure** incidental (gems, ore)

### SPECIAL ABILITIES

**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

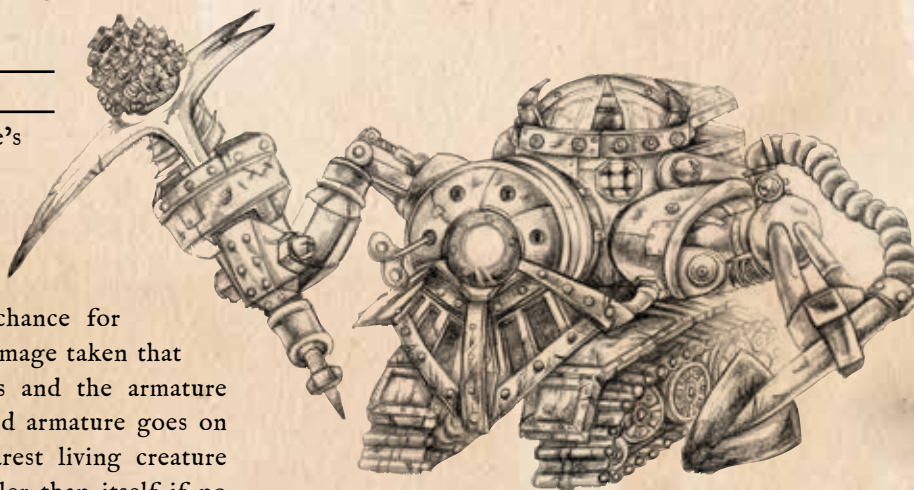
more destruction. The armature's creator or handlers, if within 60 feet, can try to regain control by speaking firmly and persuasively to the armature, which requires a DC 16 Charisma check. The creator of the armature adds his HD to this Charisma check, while a handler adds one-half his HD.

**Caterpillar Treads (Ex)** The clockwork miner traverses difficult terrain as if it were normal terrain.

**Efficient Winding (Ex)** Clockwork miners must be wound with special keys in order to function. The clockwork miner functions for 12 days every time it is wind.

**Powerful Blows (Ex)** A clockwork miner inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam and pick-appendage attacks.

Clockwork Miners were created by innovative prospectors to increase efficiency in the mining process. These armatures provide the added benefit of reducing personal stakes on mining claims, as the armatures have no aspiration for wealth. With their efficient winding, they can be set on a vein of ore or mineral and left to run for nearly two weeks with minimal oversight or service. Their training includes aggressive protection of claims. As a result, it's not uncommon for a group of adventurers to encounter combative clockwork miners deep underground without nearby handlers.





### CLOCKWORK PLAGUED

*Tattered strands of flesh, hair, and clothing dangle from the metallic frame of this humanoid creature; its inards, muscles, and bones appear to have been replaced by clockwork mechanisms.*

#### CLOCKWORK PLAGUED COMMONER (STAGE III)

CR 3

XP 800

Human commoner 3

N Medium humanoid

**Init** +4; **Senses** scent metals 90 ft.; **Perception** +6

**Aura** horrific appearance (Will DC 11, shaken 1d6 rounds)

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+1 armor, +3 natural, +2 dodge)

**hp** 16 (3d6+6); fast healing 1

**Fort** +1, **Ref** +3, **Will** +1; +4 vs. ability damage, ability drain, disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue

**Defensive Abilities** construct resistances; **Immune** pain effects and nonlethal damage (excludes hunger and environmental)

**DR** 5/adamantine

#### OFFENSE

**Speed** 30 ft.

**Melee** miner's pick +1 (1d6+6) or 2 slams +5 (1d4+4)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** grind

#### STATISTICS

**Str** 18, **Dex** 10, **Con** 2, **Int** 2, **Wis** 11, **Cha** 4

**Base Atk** +1; **CMB** +5; **CMD** 15

**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>, Skill Focus (Profession[miner])

**Skills** Appraise -2, Climb +8, Knowledge(dungeoneering) -2, Perception +6, Profession (miner) +4

**Languages** Common (cannot speak)

**Gear** broken leather armor, miner's pick, pitons (1d6), rope (50 ft.), 3d4x\$10 in bills, no coinage (likely eaten)

**SQ** metallic hunger, slipping mortality

#### SPECIAL ABILITIES

**Grind (Ex)** The clockwork plagued commoner deals 1d4+6 points of slashing damage when it makes a successful grapple check as razor-sharp gears emerge from its body to grind and slice its foe.

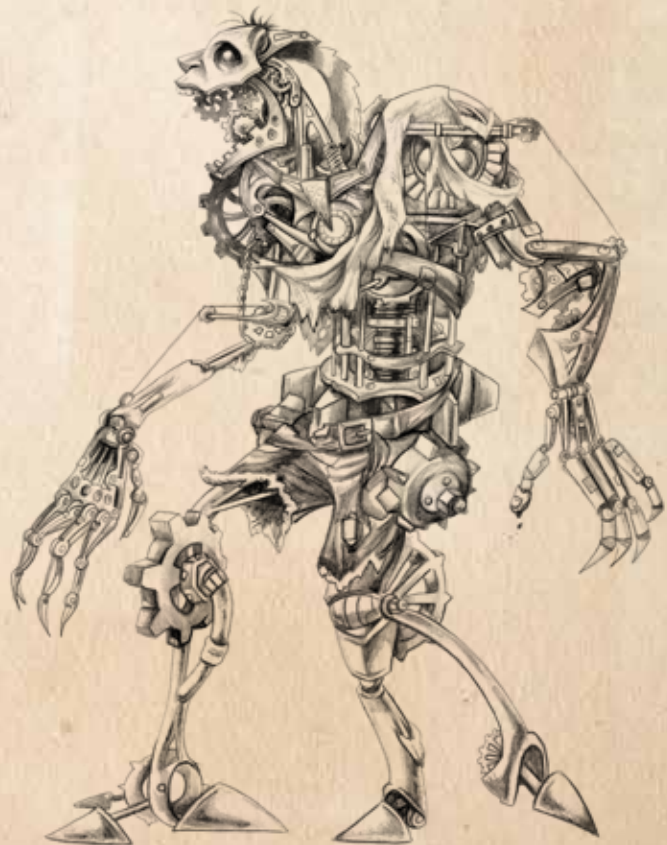
**Horrific Appearance (Ex)** A living creature within 60 feet that views the clockwork plagued commoner must succeed on a DC 11 Will save or become shaken for 1d6 rounds. Those that successfully save against this ability cannot be affected again by the clockwork plagued commoner's horrific appearance for 24 hours. The save DC is Constitution-based.

### CLOCKWORK PLAGUED TEMPLATE

No one truly knows the origin of the clockwork plague, or how it spreads. Some blame reckless science while others believe the plague came from alchemical experimentation. One study even claimed that the plague may actually be microscopic constructs capable of using the host's organic resources for self-procreation. But could such technology even truly exist? Regardless of the origin or machinations of the plague, unfortunate victims slowly, yet painlessly, loose bits and pieces of their flesh, bones, organs, appendages and sanity, as clockwork mechanisms replace organic matter until the victim eventually becomes a mindless, emotionless construct. The initial symptoms of this affliction are masked by the victim's flesh, often appearing as common bruises or welts, but eventually cogs and gears protrude through the skin before extremities are replaced entirely by metal mechanisms.

#### CREATING A CLOCKWORK PLAGUED

"Clockwork Plagued" is an acquired template that can be added to a living, corporeal creature (referred to hereafter as the base creature). The plague favors creatures with lower Intelligence scores, but some rare cases have been reported in even the most brilliant of individuals.



Artwork by Rebeckah Crowmer





Artwork by Rebekah Crowmer

The clockwork plague advances in stages, I through III, after which point the afflicted creature dies and becomes a full clockwork creature (we suggest recreating the creature using the rules for creating a clockwork armature, presented in *Pure Steam Campaign Setting*, page 190, but without giving the creature the armature subtype). Each stage of the plague lasts for about 2 weeks, with the final stage of the plague lasting for 2 weeks, plus 1 additional week per point of remaining Constitution the creature possesses above 1 (see Ability Score Modifiers, below).

A clockwork plagued creature retains all the base creature's statistics and special abilities except as noted here.

**CR:** Based on the stage of the affliction: stage I, same as base creature +0; stage II, same as base creature +1; stage III, same as base creature +2.

**Size and Type:** The base creature's size and type stays the same. At stage III, the creature is treated as having the construct (clockwork) creature type for spells and abilities that require a specific creature type.

**AC:** At stage II, the base creature gains a +1 natural armor bonus. If it already possesses a natural armor bonus, the bonus increases +1. At stage III, the base creature's natural armor bonus increases by an additional +2, and the base creature gains a +2 dodge bonus to AC.

**Hit Points:** Same as base creature. At stage II, +1 hp per HD. At stage III, +2 hp per HD. These bonus hit points have a maximum limit based on the base creature's size (see construct creature type; Tiny and smaller base creatures do not gain bonus hit points). A clockwork plague victim always treats their Constitution score as at least 10 for determining their total hit points.

**Defensive Abilities:** A clockwork plague victim has all the defensive abilities of the base creature, and gains the following:

*Construct Resistances:* Starting at stage II, the base creature gains a +2 bonus on saving throws against ability damage, ability drain, disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. A clockwork plague victim always treats their Constitution score as at least 10 for determining their total Fortitude save bonus. At stage III, this bonus increases to +4, and any ability damage or drain the creature suffers is reduced by half (rounded down).

*Damage Reduction:* Starting at stage II, the base creature gains DR 2/adamantine. At stage III, the base creature instead gains DR 5/adamantine.

*Pain Immunity:* Starting at stage I, the base creature gains immunity to nonlethal damage (excludes nonlethal damage from hunger/thirst or the environment), as well as effect with the pain descriptor.

**Attacks:** A clockwork plagued victim retains all the natural attacks of the base creature. Starting at stage II, if the base creature does not have any natural attacks, it gains one slam attack. The damage of this attack is based on its size. At stage III, the base creature gains one slam attack, even if it had any natural attacks, or now has two slam attacks if it did not have any natural attacks. If the base creature already had a slam attack it uses the value in the table or its own, whichever is better.

Size	Slam Damage
Fine	--
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

**Special Attacks:** The clockwork plague victim retains all the special attacks of the base creature and gains the following special attacks.

*Grind (Ex):* Starting at stage III, a clockwork plagued creature deals an amount of slashing damage equal to its slam attack damage plus 1-1/2 times its Strength bonus when it makes a successful grapple check as razor-sharp gears emerge from its body to grind and slice its foe.





**Horrific Appearance (Ex)** Starting at stage II, a living creature within 60 feet that views a clockwork plague victim must succeed on a Will save (DC of 10 + 1/2 base creature's HD + base creature's Constitution modifier) or become shaken for 1d4 rounds (increases to 1d6 at stage III). A clockwork plague victim always treats their Constitution score as at least 10 for determining the save DC of this ability. Those that successfully save against this ability cannot be affected again by the same creature's horrific appearance for 24 hours.

**Special Qualities:** The clockwork plague victim retains all the special qualities of the base creature and gains the following special qualities.

**Metallic Hunger:** Starting at stage I, the base creature develops a preference for foods high in iron, even resulting to eating bits of actual metal objects when no other food is available. Consuming adequate amounts of such substances staves off hunger for the creature. By stage II, eating most organic substances low in, or devoid of, iron may actually result in the plagued creature becoming sickened for a short period, or even nauseated, and may not stave off hunger for the creature. For each day that a clockwork plague victim starves, the progression of the plague is delayed by 2 days, however, it must also make a Will save (DC 10, +1 for each previous check), or effectively gain the confused condition, as its thoughts and actions are dominated by the need to feed.

**Scent Metals (Ex):** Starting at stage I, the base creature gains the ability to sniff out metals. This ability functions much the same as the scent ability, except that the range is 90 feet and the creature can only use it to sense metal objects (including creatures wearing or carrying metal objects).

**Slipping Mortality:** Starting at stage III, the base creature gains the following qualities.

- The base creature can no longer be raised or resurrected.
- The base creature no longer needs to breathe, drink, eat organic foods, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a clockwork plagued creature can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the creature to survive or stay in good health. A plagued creature must still consume certain foods or objects (see above) to survive and stay in good health.
- When the base creature receives magical or medical healing, the amount of healing it receives is reduced by half (rounded down). The base creature can be healed by mechanical repairs, but only for half the amount (rounded down).
- The base creature gains fast healing 1.

**Ability Score Modifiers:** The base creature's ability scores are modified based on the stage of its affliction.

**Stage I:** +2 Strength, -2 Constitution (cannot drop below 1), -2 Intelligence (cannot drop below 1).

**Stage II:** +2 Strength (cumulative), -2 Constitution (cumulative; cannot drop below 1), -2 Intelligence (cumulative, cannot drop below 1), -2 Charisma (cannot drop below 1)

**Stage III:** +2 Strength (cumulative), -4 Constitution (cumulative, cannot drop below 1), -4 Intelligence (cumulative, cannot drop below 1), -4 Charisma (cumulative, cannot drop below 1)

**Feats:** A clockwork plague victim keeps original feats. At stage III, it gains Improved Initiative and Lightning Reflexes as bonus feats.





## JACKALOPE

*This creature appears to be a large hare, sporting a pair of antlers and exuding a strange aura.*

### JACKALOPE

CR 1

XP 400

N Tiny magical beast

Init +3; Senses darkvision 60 ft., low-light vision;

Perception +5

Aura misfortune aura (30 ft., DC 13, 10 rounds)

### DEFENSE

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

hp 11 (2d10)

Fort +3, Ref +6, Will +1

### OFFENSE

Speed 40 ft.

Melee gore +7 (1d3-3/2)

Space 2-1/2 ft.; Reach 0 ft.

### STATISTICS

Str 5, Dex 16, Con 10, Int 4, Wis 12, Cha 14

Base Atk +2; CMB -3; CMD 8 (12 vs. trip)

Feats Run, Weapon Finesse

Skills Acrobatics +7, Perception +5, Stealth +10

SQ thundergenesis, sound mimicry

### ECOLOGY

Environment deserts, hills, and plains

Organization solitary, pair, or hutch (3-5)

Treasure none; some towns offer a bounty on jackalope antlers (\$25 per pair)

### SPECIAL ABILITIES

**Aura of Misfortune (Su)** Any creature, other than another jackalope, that directly attacks a jackalope, or that comes within 30 feet of one, must make a successful DC 13 Will save or suffer grave misfortune for 10 rounds. If multiple jackalope are within the same aura, the DC to resist this effect increases by +1 for each additional jackalope after the first. Anytime an affected creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result, for the duration of this effect. Creatures that successfully save cannot be affected by the same creature's aura of misfortune for 24 hours. This save DC is Charisma-based.

**Sound mimicry (Ex)** Jackalopes possess the ability to mimic the songs and conversations of camping frontiersmen, preferring to sing or speak along with an eerie sound. When threatened, a jackalope will use this ploy to create a diversion to hide, receiving a +8 bonus on its Bluff check to do so. This feature does not give the jackalope the ability to speak or understand language (see the universal

monster ability for more details).

**Thundergenesis (Su)** While within earshot of an intense thunderstorm, a jackalope gains regeneration 1 (silver), until the storm subsides. If the lightning flash of such a storm were to touch the flesh of a previously dead jackalope, it has a 25% chance of revival, unless its remains are packed in salt or treated with formaldehyde.

More dreaded by the sharecropper than a purple worm or hell hound is the pernicious horned rodent, the jackalope, loose on his field. The jackalope is unfortunately familiar to travelers and sodbusters of the Feral Expanse. It resembles a large hare, standing roughly 2 feet in height and weighing 15 pounds, but sports a pair of antlers it is not afraid to employ.

Other peculiarities have been identified among this breed. While the jackalope is known to graze ceaselessly on vegetation, it has no less a penchant for whiskey, leaving many a hapless wanderer puzzling over their empty hip flasks after rousing the next morning. Livestock are scared easily by their presence, while ranchers and sharecroppers have long blamed jackalopes not only over the ruination of their crops but of their daily misfortunes in other affairs. Folklore persists that they breed during the lightning flashes of a thunderstorm, or can imitate the ballads and merriment of frontiersmen. (Tenors beware!)

### JACKALOPE ANTLER WITCH KNIFE

If a masterwork or magical dagger made of jackalope antler is transformed into a witch knife via the Witch Knife feat, the witch may also choose one hex each day when she prepares her patron spells. Until the witch prepares her patron spells again, the saving throw DC of her chosen hex is increased by 1.





## KACHINAS

*Standing proudly at knee-height to a human, this doll-like humanoid is dressed in an elaborate and colorful costume of body paint, feathers, fur, beadwork, and a mask reminiscent of an animal or natural phenomenon.*

### KACHINAS

CR 2

XP 600

NG Tiny fey

**Init** +6; **Senses** low-light vision; **Perception** +7

### DEFENSE

**AC** 17, touch 16, flat-footed 13 (+1 armor, +3 Dex, +1 dodge, +2 size)

**hp** 9 (2d6+2)

**Fort** +1, **Ref** +6, **Will** +5

**DR** 5/cold iron; **SR** 13

### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** shillelagh quarterstaff +2 (1d6-1/x2)

**Ranged** sling +7 (*magic stone*; 1d6-1/x2; 50 ft. range)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 5th; concentration +8)

Constant—*deadeye's lore*, *feather step*

At will—*dancing lights*, *know direction*, *guidance*, *prestidigitation*

3/day—*barkskin*, *entangle* (DC 14), *invisibility* (self only), *magic stone*, *shillelagh*

### STATISTICS

**Str** 6, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 16

**Base Atk** +1; **CMB** -3; **CMD** 10

**Feats** Dodge<sup>B</sup>, Improved Initiative<sup>B</sup>, Point-Blank Shot

**Skills** Acrobatics +6, Climb +10, Craft (clothing and jewelry) +6, Handle Animal +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +7, Perform (dance) +7, Ride +4, Sense Motive +6, Stealth +15, Survival +10 (+4 from deadeye's lore)

**Languages** Sylvan, empath 30 ft.

**SQ** wild empathy

### ECOLOGY

**Environment** any

**Organization** solitary, pair, band (3-5), war party (6-8), or tribe (9+)

**Treasure** standard (gems, jewelry, trinkets)

### SPECIAL ABILITIES

**Empath (Su)** Kachinas possess a crude form of telepathy, allowing them to transmit mild impressions, general emotions, and remembered sensations to other creatures that don't share their language. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a kachina can relate a feeling of fear or the faint smell of leaves,

but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

**Wild Empathy (Ex)** A kachina can improve the attitude of an animal. This ability functions just like the druid class feature of the same name, using the kachina's caster level in place of its druid level.

Kachinas are tiny fey that appoint themselves the guardians to rural communities or natural groves, springs, canyons or trails in the southwest. Travelers traditionally make an offering to local kachinas to earn their aid or to denote their peaceful intentions as they travel within the kachina's territory. A kachina may adopt a child, family, or community that is especially generous or kind to the natural wildlife of their territory, and will then attempt to guard it from predators and pillagers. They do not communicate directly with other races, but transmit emotions or sensory memories of touch, scent, or taste. Kachinas often train small animals as mounts and attendants to aid them in their vigil.

Kachinas are brightly garbed in feather and bead costumes and body paint given to them by locals in hopes of earning their good will and protection; a fine costume is a tremendous status symbol among kachinas. The masks in particular typically embody natural phenomena, like storms, earthquakes, forest fires, rivers, flowers, the sun, the moon, specific animals, or a raw emotion, such as anger or happiness.



Artwork by Rebekah Crowmer



## KHOYAN

*This small humanoid closely resembles the cacti among which it resides, its skin covered with fine needles, and its head topped by a crown of flowers and leaves in place of hair.*

### KHOYAN

CR 1

XP 400

NE Small fey

**Init** +1; **Senses** low-light vision; **Perception** +5

### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)  
**hp** 8 (1d6+5)

**Fort** +2, **Ref** +5, **Will** +3

### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** claw +4 (1d3+2 plus poison)

**Ranged** blowgun +4 (1 plus poison)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** quill barrage, poison

**Spell-Like Abilities** (CL 1st; concentration +2)

At will—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*  
1/day—*longshot*, *pass without trace*

### STATISTICS

**Str** 6, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 12

**Base Atk** +0; **CMB** +2; **CMD** 10

**Feats** Endurance<sup>B</sup>, Toughness<sup>B</sup>, Weapon Finesse

**Skills** Bluff +5, Craft (alchemy) +5, Knowledge (nature) +5, Perception +5, Sleight of Hand +7, Stealth +11 (+15 when hiding among cacti), Survival +2 (+6 in deserts); **Racial Modifiers** Stealth +4 when hiding among cacti, Survival +4 in deserts

### ECOLOGY

**Environment** hot and temperate deserts

**Organization** solitary, pair or patch (4-12)

**Treasure** standard (blowgun, flask of khayon spirits, other treasure)

### SPECIAL ABILITIES

**Poison (Ex)** Quills—injury; *save* Fort DC 12; *frequency* 1/round for 3 rounds; *effect* dazed for 1 round; *cure* 1 save. The save DC is Constitution-based.

**Quills (Ex)** A khayon's flesh is covered in sharp quills. Its claw attack deals piercing damage, as well as bludgeoning and slashing damage, and a khayon can pluck its quills for use with its blowgun. A creature that strikes a khayon with an unarmed attack or a natural weapon takes 1 point of piercing damage from the khayon's quills and risks being poisoned. Manufactured weapons do not endanger an attacker in this way. Any creature that grapples a khayon takes 1d4 points of piercing damage and risks being poisoned on its turn each round.

**Quill Barrage (Ex)** Once per day, a khayon can fire dozens of needlelike quills in all directions. All creatures within 15 feet take 1d6 points of piercing damage (Reflex DC 12 half) and are subject to its poison quills. If a creature fails its save against a khayon's quill barrage, it is subject to 2 doses of a khayon's poison. The save DC is Constitution-based.

Khoyans closely resemble a specific type of cactus such as a prickly pear, barrel cactus, or jumping cholla. They are native desert dwellers and subsist on a well tended field of local flora in addition to picking the pockets of travelers. Khoyans also brew alchemical spirits out of mashed succulents in gourds or clay jars for personal use and barter. Khoyans usually retreat if their poison has no effect. The loss or theft of their alcohol supply is a surefire way of triggering a rampage of violence and vandalism on those the khayons feel were responsible. In combat, khayons use the desert environment to their advantage and prefer to snipe at others from a screen of cacti or the branches of a mesquite tree.

### KHOYAN SPIRITS

A potent brew made by khayons from fermented cactus milk, pinyon seeds, and mushrooms. It gives a quick burst of energy while its effects persist, but leaves the imbiber lethargic and weakened afterwards.

**Type** ingested; **Addiction** minor (Fort DC 14); **Price** \$30; **Effect** ignore effects of fatigue, hunger, and thirst for 1 hour; **Damage** fatigue and 1d2 Constitution damage





## ROADRUNNER, DIRE

*This horse-sized bird bears sleek feathers of brown and tan with a long, stiff tail, but its wings are small and stubby for its size. It sports a long and narrow beak, and its powerful, athletic legs end in sharp talons.*

### DIRE ROADRUNNER

CR 2

XP 600

N Large animal

**Init** +3; **Senses** low-light vision; **Perception** +9

#### DEFENSE

**AC** 14, touch 12, flat-footed 11; (+3 Dex, +2 natural, -1 size)

**hp** 18 (3d8+6)

**Fort** +5, **Ref** +6, **Will** +2

#### OFFENSE

**Speed** 60 ft.

**Melee** bite +6 (1d8+4), claw +6 (1d8+4)

**Space** 10 ft.; **Reach** 10 ft.

#### STATISTICS

**Str** 19, **Dex** 16, **Con** 15, **Int** 2, **Wis** 13, **Cha** 10

**Base Atk** +2; **CMB** +7; **CMD** 20

**Feats** Endurance<sup>B</sup>, Run<sup>B</sup>, Skill Focus (Perception)

**Skills** Acrobatics +7 (+19 when jumping), Perception +9;

**Racial Modifiers** +12 on Acrobatics checks made to jump

**SQ** glide, powerful jumper

#### ECOLOGY

**Environment** warm and temperate deserts

**Organization** solitary, pair, or flock (3-6)

**Treasure** none

### SPECIAL ABILITIES

**Glide (Ex)** When a dire roadrunner falls, it can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. It cannot use this ability to actually gain height, merely coast in other directions as it falls. If subjected to a strong wind or any other effect that causes it to rise, a dire roadrunner can take advantage of it in order to increase the distance it can glide. For every 5 feet of horizontal movement a dire roadrunner takes during its glide, it reduces its fall by the same amount.

**Powerful Jumper (Ex)** With the assistance of its wings and powerful legs, when a dire roadrunner makes a high jump or long jump, the Acrobatics DC for that jump is half the normal DC. Also, a dire roadrunner always counts as having a running start when making jump checks using Acrobatics.

The dire roadrunner is a favored mount of the Mezoqua for its ability to move swiftly over rugged land and its adaptation to desert life. Wild dire roadrunners are solitary creatures, but trained birds are ridden in pairs or flocks to switch out mounts and carry more supplies. A mature dire roadrunner stands about 8 feet tall, but from tip to tail it's typically 10 feet long. It weighs as much as 350 lbs., and lives up to 25 years in captivity. Mezoqua often dye the plumage of the bird different colors for identification and aesthetics.

A trained dire roadrunner has a market price of \$400, whereas an egg is worth \$125. Due to its bipedal nature, a dire roadrunner requires an exotic saddle.

### DIRE ROADRUNNER COMPANIONS

Dire Roadrunner animal companions progress as follows:

#### Starting Statistics:

**Size** Medium; **Speed**

50 ft.; **Attack** bite (1d6),

claw (1d6); **Ability Scores**

**Str** 11, **Dex** 18, **Con** 11, **Int** 2,

**Wis** 13, **Cha** 10; **Special Qualities**

low-light vision, glide, powerful jumper.

**4th Level Advancement:** **Size** Large; **AC** +2 natural armor; **Speed** 60 ft.; **Attack** bite (1d8), claw (1d8); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4

Artwork by Rebekah Crowmer





## SATYR, BISON

*This gruff humanoid has the upper torso of a weightlifter, the sturdy legs of a bighorn sheep, a pair of ox horns, wooly hair, and a prominent hunchback.*

### BISON SATYR

CR 4

XP 1,200

N Medium fey

**Init** +1; **Senses** low-light vision; **Perception** +18

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 44 (8d6+16)

**Fort** +5, **Ref** +7, **Will** +10

**DR** 5/cold iron

#### OFFENSE

**Speed** 40 ft.

**Melee** club +8 (1d6+4) or spear +8 (1d8+6/x3), horns +3 (1d6+2)

**Ranged** spear +5 (1d8+4/x3)

**Special Attacks** powerful charge (horns +10, 2d4+6)

**Spell-Like Abilities** (CL 8th; concentration +10)

**At will**—animal messenger, guidance, know direction, share memory (DC 13)

**1/day**—detect animals or plants, gust of wind, summon nature's ally III

#### STATISTICS

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

**Base Atk** +4; **CMB** +8; **CMD** 19

**Feats** Endurance, Improved Bull Rush, Power Attack, Skill Focus (Perception)

**Skills** Acrobatics +6, Climb +8, Diplomacy +8, Intimidate +8, Knowledge (geography) +8, Knowledge (nature) +8, Perception +18, Perform (dance) +10, Perform (percussion instruments) +11, Perform (sing) +10, Sense Motive +15, Stealth +9, Survival +12; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth

**Languages** Common, Sylvan

**SQ** mystic rituals

#### ECOLOGY

**Environment** temperate plains

**Organization** solitary, pair, or band (3-6)

**Treasure** standard (club, 3 spears, masterwork drums, other treasure)

#### SPECIAL ABILITIES

**Mystic Ritual (Su)** A bison satyr can focus and empower his nature magic by performing mystic, trance-like rituals. After spending at least 10 minutes chanting, dancing, and/or playing their drums, a bison satyr's performance can emulate the effects of the *augury*, *call animal*, *control weather*,

*heroism*, or *plant growth* spell, depending on what ritual the satyr chooses. The effective caster level of each effect is equal to that of the satyr's. Each additional performer that successfully aids the satyr in its ritual reduces the performance time by 1 minute, to a minimum of 5 minutes, and increases the effective caster level of the produced effect by +1 (to a maximum of 20th level). A bison satyr's drums are typically masterwork, and the satyr can craft a replacement with 1 week of labor.

These nomadic fey live in harmony with the animals on the prairies, and often come to resemble the herds they follow. From the bison herd they get their sustenance, winter clothing, shelter, and bone weapons and tools by culling the weak or sickly. Bison satyrs turn to natural and ancestral spirits for worship, guidance, and strength, and ritualistically use every part of the animals they hunt; nothing of nature's sacrament goes to waste. Suspicious of humanoid civilization, they scorn technology and will attack any who poach their herd or harmfully disrupt the land. A band of bison satyrs are blood brothers and hostile to other bands, but may induct loners if they are able to prove their worth. An adept satyr is often the chieftain of the band and may craft magical items for his brothers using bison bones and hide.





## SATYR, LOCH

*This grotesque bipedal goatman sports tufts of white fur among its pearly scales. A single rhino-like horn protrudes above its bulbous fish-eyes. As it stands on webbed, cloven hooves, strands of pondscum hang from its body. In one hand it clutches a makeshift weapon. In the other, a twisted driftwood horn.*

### LOCH SATYR

CR 4

XP 1,200

CE Medium fey (aquatic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 52 (8d6+24)

**Fort** +8, **Ref** +8, **Will** +9; +4 vs. nausea

**DR** 5/cold iron

### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** shortspear +6 (1d6+2), horn +1 (1d6+1)

**Ranged** underwater light crossbow +6 (1d8/19-20) or shortspear +6 (1d6+2)

**Special Attacks** noxious trumpet

**Spell-Like Abilities** (CL 8th; concentration +10)

**At will**—*dancing lights*, *ghost sound* (DC 12), *obscuring mist*, *slow thought* (DC 13)

**3/day**—*air bubble*, *hydraulic push* (+10)

**1/day**—*fear* (DC 16)

### STATISTICS

**Str** 15, **Dex** 14, **Con** 17, **Int** 12, **Wis** 16, **Cha** 14

**Base Atk** +4; **CMB** +6; **CMD** 19

**Feats** Blind-Fight, Great Fortitude, Power Attack, Skill Focus (Perception)

**Skills** Bluff +13, Intimidate +13, Knowledge (nature) +10, Perception +19, Perform (wind instruments) +15, Sense Motive +12, Stealth +15, Survival +7, Swim +19; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth, +8 Swim

**Languages** Common, Sylvan

**SQ** amphibious

### ECOLOGY

**Environment** temperate lakes, marshes, or rivers

**Organization** solitary

**Treasure** standard (shortspear, light underwater crossbow plus 10 bolts, coins, jewelry, other treasure)

### SPECIAL ABILITIES

**Noxious Trumpet (Su)** A loch satyr blows on a hand-crafted horn made of scrap and driftwood. When he plays, he can vent a noxious fog, as per the stinking cloud spell (DC 16), at a target location within 60 feet. A satyr can use his trumpet to vent noxious gas up to 3/

day. The horn itself is crude and practically worthless, and a loch satyr can craft a replacement horn with 1d3+1 days of labor. The save DC is Charisma-based.

The loch satyr is an amphibious creature that lurks near lakes and rivers. A mishmash of goat, fish, and man, it is universally considered repellent. Loneliness and envy have twisted this fey into a sadistic creature that preys on the weak and unsuspecting—particularly mothers, children, or infatuated youth—that stray out on the waterside at night. Instead of the classic satyr pipes, the loch satyr possesses a makeshift trumpet that spews a sickly green mist of noxious vapor.

In combat, the loch satyr prefers to disorient its victims by employing fog and fear, before engaging or making an escape. Its favorite tactic is to drive victims into the water, where they are less prone to escape. The loch satyr usually finds a sunken ship or underwater cavern with an air pocket to claim as its den and to store its valuables or captives. Valuables from its victims, such as pictures, jewelry, and trinkets, are typically displayed in its lair as trophies of the immense loss or turmoil caused to the victim and their loved ones.



Artwork by Rebekah Crowmer



## TROLL, SAND

*A giant, extremely gaunt creature with abrasive skin and patchy grey fur stands hunched before you. Its eyes, fangs, and talons a glossy ebony color, empty of reason or pity.*

### SAND TROLL

CR 6

XP 2,400

CE Large humanoid (earth, giant, shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

### DEFENSE

**AC** 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

**hp** 60 (7d8+28); regeneration 5 (acid or water)

**Fort** +9, **Ref** +8, **Will** +4

**Weakness** damp discomfort

### OFFENSE

**Speed** 30 ft.

**Melee** bite +7 (1d8+3), 2 claw +8 (1d6+3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d6+4)

**Special Abilities** dust form (DC 17, 4 rounds)

### STATISTICS

**Str** 16, **Dex** 18, **Con** 18, **Int** 4, **Wis** 14, **Cha** 6

**Base Atk** +5; **CMB** +9; **CMD** 23

**Feats** Intimidating Prowess, Lightning Reflexes, Skill Focus (Intimidate), Weapon Focus (claw)

**Skills** Climb +7, Intimidate +9, Perception +8, Survival +6

**Languages** Giant

**SQ** sand walker

### ECOLOGY

**Environment** deserts

**Organization** solitary or gang (2-4)

**Treasure** standard

### SPECIAL ABILITIES

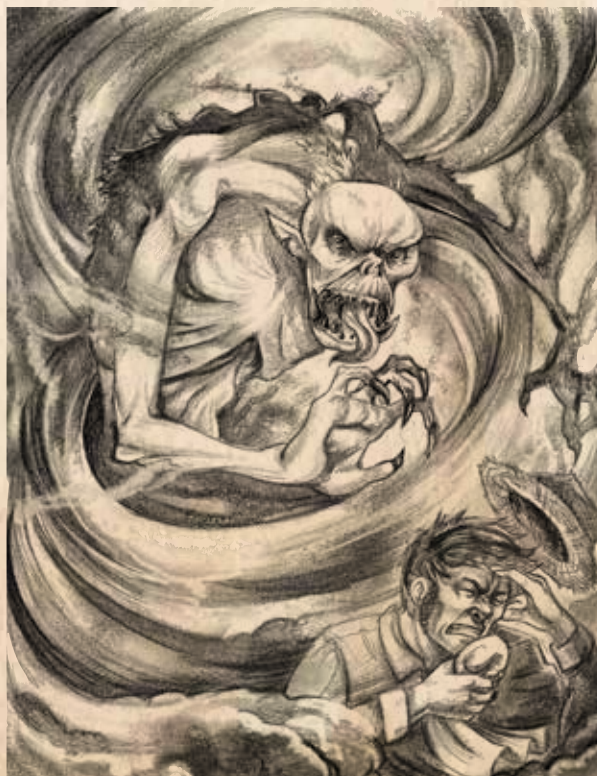
**Damp Discomfort (Ex)** A sand troll exposed to any amount of water-based liquids sufficient enough to thoroughly drench it becomes sickened and has its regeneration reduced to fast healing 2 while the exposure lasts. A sand troll naturally dries off after about 10 minutes without exposure.

**Dust Form (Su)** As a swift action, and as long as it benefits from its regeneration ability, a sand troll can transform itself into a whirlwind of swirling dust. A sand troll can remain in dust form for up to 4 rounds each day (1 round, plus 1 round per 2 HD), and these rounds need not be consecutive. While in this dust form, a sand troll keeps its relative form, but the troll and its equipment becomes composed entirely of dust. Further, it takes no penalties for squeezing, and can move through spaces as if it were a creature three size categories smaller without penalty. The sand troll

is also considered incorporeal, though any nonmagical attack it makes deals half damage (50%). Creatures without proper eye protection that are within a sand troll's reach while it is in dust form must make a Fortitude save (DC 17) each round or become blinded for 1 round. Technological devices (including contraptions) within this area also become coated in grit. If a grit-coated device is not cleaned before it is activated (a full-round action), it has a 10% chance of gaining the broken condition before activation. Further, a grit-coated contraption has a 10% increased chance to have a mishap upon activation, or a 20% increased chance if it also has the broken condition (see *Pure Steam Campaign Setting*, page 87). This save is Constitution-based.

**Sand Walker (Ex)** A sand troll ignores difficult terrain caused by loose or shifting dirt or sand.

The sand troll is extremely emaciated and more resembles a troll's skeleton rather than a living creature. Unlike other trolls, a sand troll possesses the supernatural ability to briefly transform itself into a whirling cloud of dust, using this ability to blind and disorient his prey, or to slip beyond certain obstacles. A sand troll is stupid, even by troll standards, but is an instinctive hunter that relies on scent and is drawn by blood and rotting meat. A sand troll will typically go for wounded or disabled prey first when hunting game, but when food is scarce, it is not uncommon for a sand troll to venture into civilized areas to loot food lockers or eat unsuspecting victims. The sand troll's biggest flaw is its extreme vulnerability to rain and water, and therefore generally stays in arid environments.





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