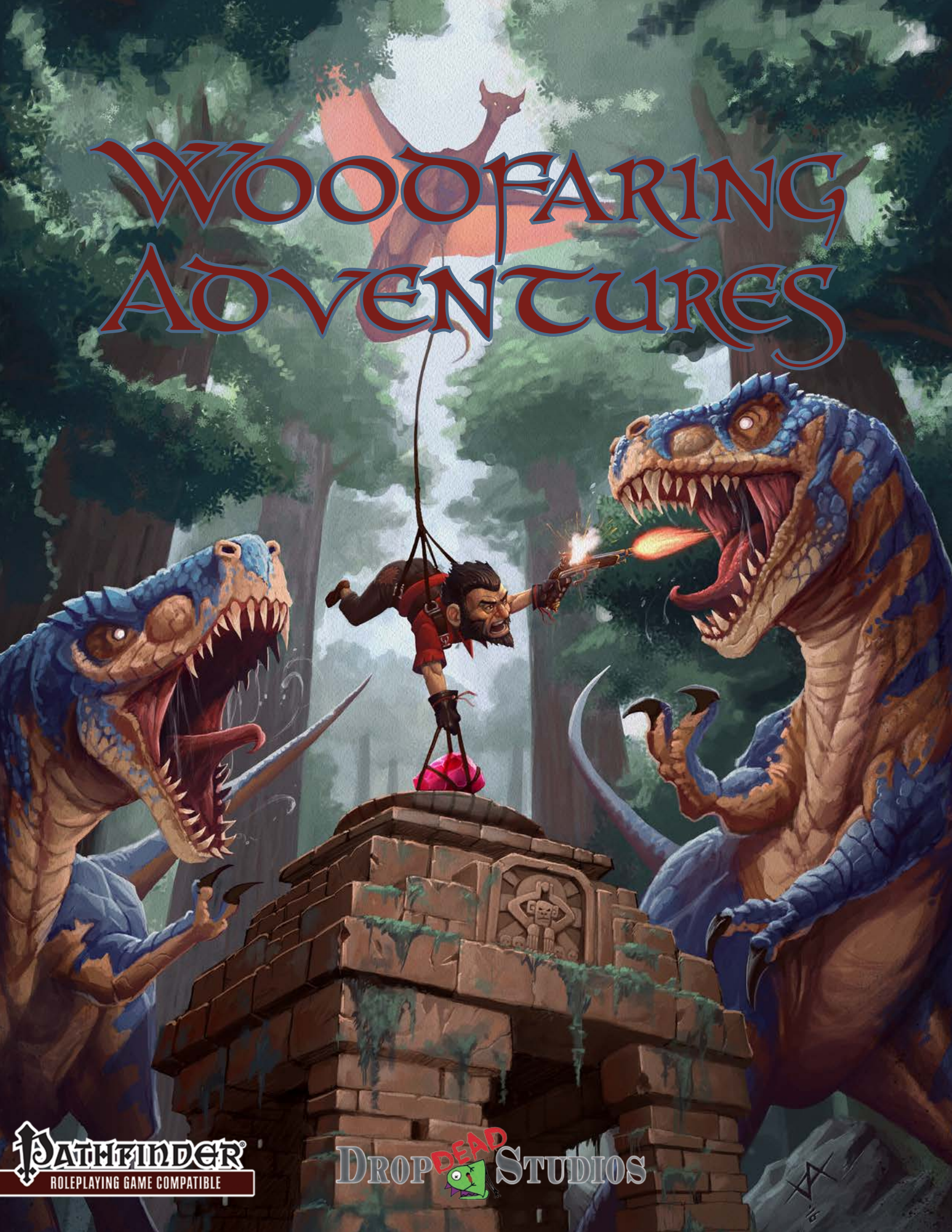


# WOODFARING ADVENTURES



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# WOODFARING ADVENTURES

*You. You think you're special, don't you?*

*You pigeons are all alike. You see me and me boys goin' about our work and you think to yourselves. "I could do that," you say. "I could be a hawk, sailin' the skies, delvin' for treasure." You probably bought a hawk a drink or two in the past and heard him spin tales about rich finds on the Forest floor, and you want a piece of that action, right?*

*Well let me tell you right now, you can't do what we do. Not yet, at least. You jump on a ship and play-act the part of a sailor, you'll get yourself chewed up by a mountain of teeth faster than you can say 'dish', assumin' the hawks don't throw you overboard first.*

*Because sailin' the skies is not for the faint o' heart. There's plenty of people what make their fortunes quite nicely with their feet planted firm on the ground, and that's a respectable livin'. I've got friends who spend their whole lives in the hub, and some of them's the strongest men and women I've ever seen. But sky-sailin' and woodfarin'; that takes somethin' else. Somethin' special. Maybe you have it, maybe you don't, but if you think you feel the surge of the skies in your blood and hear the call of the birds in your heart, jumpin' on a boat when you're still spinnin' will just get you killed. Lucky for you, you're holdin' this book.*

*My first bit of practical advice to you is to learn to speak. You don't got to be a cannon-mouth, but nothin' marks a dish sailor like not knowin' the lingo. It lets hawks know you're one of their own, or at least are tryin' to be.*

*My second bit of advice is to bring rope. Lots of rope. However much rope you think you need, double it, then double it again. Ropes are always breakin' durin' storms, and if your lifeline snaps and you don't have a backup, you're bit. If you need to climb up and down to the Forest floor and you don't have enough rope, you're bit. If you're in a delve and the floor breaks and you're not tied hard to your allies, you're bit. I can't say this enough: bring rope.*

*My third piece of advice is to make arrangements with the chop shop. If there's anyone, anyone at all who's relyin' on you for money, you might just be leavin' them with nothin' but a corpse to live on. The chop shop's a devil of a place, but they know their business; you make the arrangements, and they'll make sure whoever you name gets the money. Consider it the hawk's widow policy; you want to get up in the skies, you make sure your own are taken care of first.*

*And finally, my last piece of advice to you is to learn more than you think you need. Whatever your main job is on your boat, you learn it well, but then, you go out and learn a second job. Bit,*

*learn a third if you can. When things are runnin' smoothly the cook cooks, the helmsman steers, deckhands run the sails, the carpenter keeps the ship flyin', and the doctor keeps people alive, but once battle sets in that can all go overboard. Suddenly the doctor's dead and the carpenter is sawin' off legs, the helmsman's doin' the cookin' between shifts, and everyone's a deckhand or you'll never make it home before you starve to death.*

*Because, and I'll say this one more time: Woodfarin' is not for the faint o' heart. It's a dirty, dangerous, terrible way to live. Half the hawks I ever knew are sleepin' in Aushet's chest, and the rest are havin' all manner of trouble, from bad debts to wounds that never healed right to forced mealin' just to pay for fuel. The number of delvers I met who made it to that fabled life o' luxury? You can count them on one hand.*

*And I love it. Espen, Aushet, and every divinity in between, I couldn't live any other way. I've seen the sweepin' ruins where ancient cities lay. I've fought off cherufe warriors with nothin' but a broken sword and a prayer that the captain would get us floatin' in time to escape. I've even sailed the maelstrom and seen sights no mortal was ever meant to see. I wouldn't trade this job for any other.*

*And that's the key to this whole bittin' thing; if you look at yourself and think you could be happy livin' as a merchant, go be a merchant. If you fancy yourself a scholar and just love old books, leave the findin' of them to others and go back to the University. If you're a priest and you want to spread the good word among the scattered flocks, then book a one-way passage on someone else's ship and leave sailin' to us. If there's anything, anything at all you could do other than be an aeronaut, you leave this life behind and find your callin' somewhere else.*

*But if you can't; if you'll never find happiness without the winds at your command and the clouds under your feet, then you, my friend, are one o' the select few. The adventurers, delvers, sailors, and sell-swords that make up the farin' trade. And for us, nothin' but the skies will do. Each one of us dreams of a boat and the freedom it represents. We'd rather live a life of our own choosin' than sleep in the lap of the finest land-locked luxury. A rickety boat with nothin' but a bag and a sail is the finest vessel in the world, so long as it's ours. And one day, when Aushet calls us down, we'll spit in the eye o' whatever teeth is draggin' us down there and make sure to drag it down with us.*

*Welcome to the skies, pij. We'll make a hawk out of you, yet.*

*-Old Sorte, aeronaut*

*To my dear Mother, Edovain.*

*I can only hope this finds you well. I'm afraid I won't be there to see if you are or not, because I am not coming home. I've decided it's time for me to seek my fortune.*

*I know this is not what you wanted. I tried so hard to be the son you wanted and to live at home with you, but I couldn't. I couldn't face anymore gruel and rotting fish. I couldn't face another year of working the docks and dreaming something better would come along.*

*I once saw a delver selling treasure in the market. He was haggling with a merchant over the price of a pouch of gold necklaces from his latest dig. In the end, he took home enough gold to buy our house ten times over. Mother, there was only so long I could keep myself at bay. Fortunes can be made in the Forest in a single night. The business is risky, but when has anything worthwhile been available without risk?*

*If I die, there will be one less mouth to feed. If I succeed, I will return and shower you with wealth you never dreamed of.*

*Wish me luck, mother. If I see you again, it will be as a hero.*

*Aiden*

*Sounds like you, doesn't it?*

*Maybe you're here because there's something you want to achieve; revenge, perhaps, or some piece of old-world knowledge that you want to uncover. Perhaps you're just here because you want wealth and fame; you grew up on bard tales of modern adventurers and their death-defying exploits, and can't wait to hear a few spun about yourself.*

*Death-defying. That's an interesting term. It has been my observation that when most people try to defy death, death wins. The letter I printed above? I found that in a discarded backpack on the Forest floor, inches away from some old bones and what was left of a dinosaur's meal.*

*I have seen mercenaries who tipped the scales in war. I've seen adventurers who rescued entire settlements from the grips of mad cultists, and I've seen sellswords who changed the destiny of entire nations by being in the right place at the right time. And of course, I've seen delvers who went out to search ruins and came back with enough coin to pay their rent for the next hundred years.*

*But for each one of the above, I have seen dozens, nay, hundreds of delvers who never lived past their first delve. Wild animals, ancient plagues, cherufe warriors, disease, starvation, 7th Sphere cultists, and creatures corrupted by the Forest into something greater and more terrible than mortality; any and all of them could find you, and they don't give a fireball's chance on the para-elemental plane of ice what hopes and dreams brought you there.*

*That won't stop you, though, will it? If you're still reading this, that means you know about the risks, and you don't care. You've seen the Forest on the horizon or over the side of an airship, and thought to yourself "I can conquer that".*

*And that's good. Only a fool takes on the Forest to make their fortune, and as possibly the biggest fool of them all, I could never have lived any other way. There's an entire world's worth of ruins out there, waiting to be uncovered. Out there you'll find thousands of years of history, jewelry, art, magic, and more, all abandoned and waiting to be rediscovered. It doesn't matter if you're a researcher looking for knowledge, a wizard looking for power, or just a hired hand looking for profit; whatever you want, it can be found down there.*

*And that, my friend, is what this book is for. I've traveled more of the world than possibly anyone else alive, and my compatriot has sailed the skies for longer than anyone else alive, and if taking our advice increases your chances of surviving this profession just a little bit, I will consider this volume a success.*

*Because that Forest isn't going anywhere. Someone is going to go down there and come back with a discovery that changes the world, and that someone might as well be you. So go! Explore! Find a ship about to leave and sign up; there's a world's worth of ruins out there waiting for you to uncover them!*

*And when you're done, pen a new chapter to this book, have the whole thing rebound, and pass it along to the next delver who crosses your path. There are delvers out there who see each other as competition, but the smart ones know we are all in this together. There will never be a shortage of ruins, not in our lifetime at least, and it's only through the grace of the gods and our compassion for each other that we survive. The advice of the old is the greatest asset a new delver can find, and you might just save a life with yours, as hopefully I will with mine.*

*Go forth and discover, fellow woodfarer. The world is a jewel, and its waiting to be uncovered.*

*-Sir Endwein, gentleman adventurer*

# CHAPTER 1

# WOODFARING

Woodfaring is the term hawks use to describe their adventures in the Forest. Whether they're delving, trading, raiding, or acting as mercenaries, they seek out adventure in the endless sea of green, with nothing but a hope, a prayer, and their brothers and sisters in arms to ensure that they make it home.

This book is designed to facilitate these sorts of adventures. Contained herein is information aimed at GMs to help in creating sandbox adventures in Forest ruins, as well as describing the hazards and foes that await players therein. Contained herein is also information for players about how to sell loot gained from the Forest, how life is lived among the clouds, as well as basic information about the World of Khrono that every delver needs to understand.

## SKY-SAILING

Adventurers don't need to own their own ship in order to delve the Forest, but often an airship of some sort is required. Details about how to build and operate a ship and oversee a ship's crew can be found in *The Player's Guide to Skybourne* and *Ships of Skybourne*. However, there is some information that any delver should know, even if their only role aboard a ship is that of passenger.

## AERONAUT SLANG

Although there are occasional ships in the sky that are crewed mostly by a single race (human merchants, goblin marauders, etc.), for the most part sky-sailing is a cosmopolitan affair, with crew of all ancestries and cultures signing on to whatever boat will take them. As such, the same aeronauts terms are known almost universally among all crews, having developed into a shorthand way of identifying each other at port, as well as bolstering the camaraderie that any new ship requires in order to sail the skies effectively.

Aeronaut Slang is pulled from common; even on ships that use another language on deck, the following terms are usually

known and understood, so long as their crews hail from the common cosmopolitan ports.

- » **Aushet's Chest:** When a delver must be abandoned in the Forest, a ship crashes among the trees, or a hawk falls off their boat, they say they've gone to Aushet's chest. Aushet is the Fiend of murder who's followers sometimes trap the souls of their kills to prevent resurrection; as such, going to Aushet's chest means the dead hawk is unrecoverable, such as because their body lies on an unknown part of the Forest floor.

*"That cursed captain! I'll send his boat to Aushet's chest if I have to drag it there myself!"*

*Note:* Aushet's chest is depicted in artwork as a large wooden treasure chest the Fiend uses to hold souls, but cruder hawks mean the term differently, and will refer to embracing certain death as 'nuzzling Aushet's breasts'.

*"We're surrounded by teeth, friends. Take a final swig of whatever you have, 'cause we're nuzzling Aushet's breasts tonight."*

- » **Bag:** A simple cloth dirigible. Many of the poorest sailing ships attain flight through the use of a bag.  
*"The bag's sprung a leak; get up there and patch up what you can."*
- » **Boat:** An airship.  
*"My boat's getting repaired, so I'm landlocked for the day."*
- » **Bit:** An expletive indicating that something is terribly wrong.  
*"We're bit, mate."*
- » **Built for It:** This phrase refers to someone being a created, and doing the job that they were, in fact, created to do. It implies a great amount of skill.  
*"The cook claims he's a dwarf, but his food is so good I wouldn't be surprised if he was built for it."*
- » **Cannon to the Knee:** To get married.  
*"I used to be a delver, but then I took a cannon to the knee and switched to trading."*
- » **Cannon-Mouth:** Skill with words and wit, or a hawk who's an especially skilled diplomat.

*"A cannon-mouth'll sink an enemy ship as fast as anything, if you use it right."*

- » **Chop Shop:** The cryptyards of Andrus. The term implies someone is going there as a corpse.

*"Poor Dani's in the chop shop, now."*

- » **Dig:** A specific ruin that one might delve for treasure. A ruin with a lot of treasure is called a 'full dig', while an empty or worthless ruin is called a 'dead dig'.

*"The Captain's on edge because we've hit nothing but dead digs for a month, and the loan is coming due."*

- » **Dish:** Foolish and inexperienced; someone of low intelligence or skill who's a danger to those around them.

*"Listen you dish, go back to the ground where you can't cause more harm!"*

- » **Dine with Cris Anthom:** Be overtaken by a storm. Cris Anthom was a legendary sky pirate, whose exploits are so mythical and terrifying that some doubt if he ever existed. Cris Anthom and his vessel, the Dread Cutter, reportedly travelled inside a violent storm, only appearing once another vessel was thoroughly damaged and disheartened by the winds and rain, and often leaving no survivors.

Whether the Dread Cutter still exists or ever truly existed, 'dine with Cris Anthom' is what aeronauts say if they can't outrun a storm.

*"Batten down the hatches, mates, we're dining with Cris Anthom tonight!"*

- » **Delve:** The act of searching for and excavating ruins with the express purpose of uncovering treasures. A hawk who delves is called a delver.

*"We're delving in the morning, so drink up while you can, boys!"*

- » **Elvish Lady:** An open-decked ship powered exclusively through sails, oars, and physical dirigibles. A sky-sailing variant of a classic sea-sailing vessel.

*"She may not look like much, but she's the finest elvish lady in port."*

- » **Faring:** Adventuring. This is usually attached to wherever the adventure is taking place: woodfaring, seafaring, skyfaring, darkfaring.

*"Delving and woodfaring is what made my fortunes, pij."*

- » **Final Pay:** The money given in exchange for being sold as a corpse to the chop shop.

*"Dani's widow's living off her husband's final pay, but how long will that last?"*

- » **Frost:** An oath to the Frost Father, primordial lord of the skies, for protection. Used as an expletive.

*"Frost, I hope we live through this."*

- » **Hawk:** An experienced aeronaut. Sometimes used to denote anyone who lives by skill and cunning.

*"Last night, three hawks came in to do business, and they had more money than I ever seen!"*

- » **The Hub:** The city of Andrus, named so because it is the center point where all 4 quarters of the world meet.

*"The plan was to be in the Hub by nightfall, but the pigeons were spinnin' and demanded the cap'n plant early."*

- » **Landlocked:** To be stuck on the ground unable to fly. Also: someone who never sails the skies, not even as a pigeon, if they can avoid it.

*"I wasn't made for bein' landlocked, friend. The sky's in my blood."*

- » **Land-Shackled:** To be retired from sky sailing.

*"He got land-shackled 3 years ago and hasn't been up since."*

- » **Mealing:** To work as a meal in the Midnight District of Andrus.

*"Jade can't get by on her pay, so she's mealin' on the side."*

- » **Murdered by Jak Dark:** According to aeronaut legend, Jak Dark is the divine agent of Aushet and stalks the skies bringing death to unlucky and foolhardy sailors. Whenever an aeronaut dies of disease or an accident, it is said that Jak Dark killed him.





Among the more superstitious of sailors, Aushet is quickly gaining a reputation as the Mistress of Piracy, and Jak Dark is said to be her right-hand man (sometimes with Cris Anthom on her left). Whether or not this is true is only known by Aushet's priesthood.

*"The poor sod. Looks like Jak Dark got him last night."*

- » **Old Roc:** An old aeronaut with a lot of experience.

*"Tos is an old roc; he's been in the air for over 30 years."*

- » **Pigeon:** Someone who sails the skies, but is not a sailor. A pigeon could be someone only booking passage on a ship, or someone who works on a ship as an entertainer or courtesan. Sometimes shortened to 'pij'. Calling an aeronaut a pigeon is an insult, implying he is useless.

*"The captain got us a job as a transport, so now we're babysitting three pigeons for a week."*

- » **Plant:** To descend to the Forest for an extended period of time, usually by resting on the canopy. This could be done while the crew descends to find a dig, or when stopping for the night, such as when a ship doesn't have the crew to fly 24 hours a day.

*"We'll plant here for the night, then be home by noon tomorrow."*

- » **Rose:** An alraun. Crews delving the Forest sometimes meet alrauns who have recently been born and take them back with them to civilization. This is usually referred

to as 'picking roses'. Refusing to pick up an alraun is a terrible offense, especially to crewmembers who are themselves alraun.

*"See our new cabin boy? The Cap'n picked a rose on our last voyage."*

- » **Quarters:** The world of Khrona is sharply divided between 4 different segments, which are called 'quarters'. These quarters are:

- » **Sky Quarter:** The Floating islands and the mountaintop sanctuaries. The 'safe' section of the world.

- » **Wood Quarter:** The surface of the world; usually refers to the Forest, but also includes the few non-Forest areas, such as the deserts and the tundra.

- » **Dark Quarter:** The underbelly of the world; the deep caves where dark things live, where not even the Forest roots can reach.

- » **Sea Quarter:** The water, both above and below the surface.

- » **5th Quarter:** Traveling the maelstrom and the planes beyond is referred to as 'visiting the 5th Quarter'. It's a dangerous place where the normal laws of reality don't apply, but it's also home to endless wealth, or so the rumors say.

*"We're going to pay us a visit to the wood quarter and we won't be back for a month, at least."*

- » **Sniffing for Hounds:** To do something incredibly stupid, and usually illegal; inviting the Hounds to come arrest you or something equally foolish.

*"Gorga wants to steal a ship, but I ain't sniffing for bounds."*

- » **Spinning:** Altitude fatigue. Also denotes someone who is inexperienced at sky sailing, or has been on the ground for so long they are no longer acclimated to high altitudes.

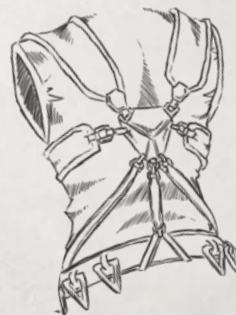
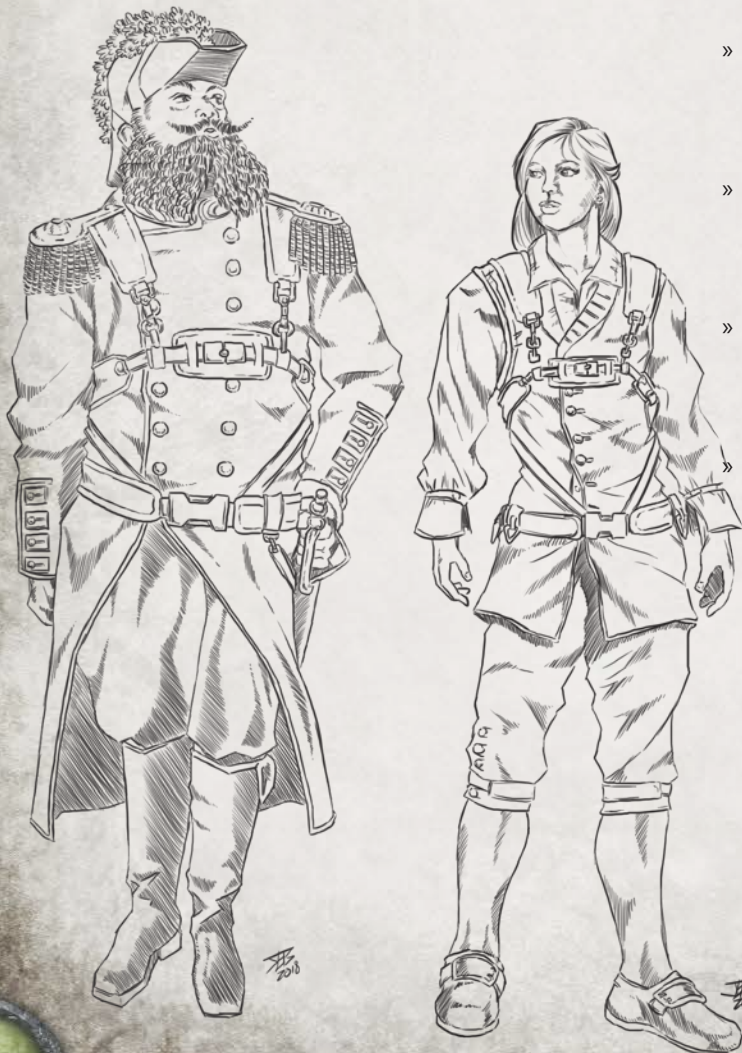
*"I wouldn't trust him with that job yet, sir, he's still spinning."*

- » **Take a Walk:** Telling someone to walk off of an airship (aka, to die).

*"It's a simple proposal; you tell me where the treasure is, or you take a walk. Your choice."*

- » **Tooth:** A hostile Forest-dwelling creature, such as a dinosaur or cherufe warrior. Sometimes changed to 'big tooth' to refer to a particularly, enormous creature.

*"So there I was, staring down no less than twenty teeth and I tell you, I thought I was done for!"*



*\*These outfits represent the most common styling of the aeronaut uniform, but individual navies and crews will often possess their own custom variations or insignia.*

## THE AERONAUT'S UNIFORM

Sky-sailing can be very different from one boat to another. On some boats, travel is done exclusively via wind-power, and it can take weeks or even months to get from one place to another. On other boats, powerful engines and an enclosed deck mean that travel has very little in common with the sea-based 'sailing' from which sky-sailing draws its name. However, wealthy boats with powerful engines often hire exclusively experienced crew, meaning almost every aeronaut at least learns their trade aboard an elvish lady, and conditions aboard such a vessel are considered the 'standard' among sailors.

Because of the combination of high winds, low temperatures, and powerful sun that are to be expected when sailing at high altitudes, the common aeronaut's uniform (such as there is one) consists of a loose white long-sleeved shirt with a thick leather jerkin; thick to keep off the wind, but without obstructing the hands or arms, and easily removable in case of heat. Some female crew might wear an unribbed corset instead of a vest, but such is strictly a stylistic choice. Officers usually wear elaborate overcoats, especially if they are a part of any organized military, where their coat is considered part of their uniform, but even captains and officers on independent ships will wear thick leather coats with long sleeves to denote their status and set them apart from the rest of the crew, which may be closed in the cold or worn open in the heat.

On any boat with an open top deck, the crewman's standard dress also includes a pair of goggles and a harness. The goggles are designed to protect the eyes from wind and the sun (as finding oneself unable to see at an important time can be catastrophic). The harness is designed to allow the crewman to attach ropes, called 'lifelines', to various anchor points in the ship. For some crewmen, these lifelines are important enough that they are used on all ships, not only those with open decks. If a crewman should find himself falling overboard, or if the ship should dive or spin during a fight, the lifeline is designed to catch that crewman and keep him from being injured. A crewman will go about his duties on deck or travel through the ship during combat by detaching and reattaching these lifelines to any anchor points they pass. The insides of many ships will even include ropes attached to sliding metal hoops, allowing the crew to hook into one and use it throughout an entire room, only unhooking when they reach the other side.

## SAILING ETIQUETTE

Sailors have always been known for their unruly behavior, but often that is only at port. When an aeronaut is in the air, strict rules of address and behavior come into play; even among the most bloodthirsty of pirates or the most democratic of ships, when there's nothing but green as far as the eye can see, a polite word, a quick captain, and an obedient crew are all that stand between reaching the next port and sleeping in Aushet's chest.

**Boarding a Ship:** To board a ship without permission is an invasion. Even when a ship is captured at sea, a capturing captain who wants to make a display of civility will wait to be invited aboard the captured ship. To board another's ship without being officially and formally invited aboard is a grave insult to that captain's authority.

**Conduct towards Shipmates:** Stealing from a shipmate is grounds for execution or marooning on most boats, as is the keeping of any secret, or running away from one's responsibilities. Duels between shipmates must be done on land - and under strict supervision to maintain fairness. On some ships, not even gambling is allowed between shipmates, and when it is, often gambling with money is prohibited and only chores and favors may be bargained. With no one to rely on but your crew, these strict rules help a crew trust each other and avoid the sorts of internal strifes that can lead to a mission failing. Depending on the ship, other crimes might be added to this list of strict rules, such as smoking near the powder room or stealing food during rationing.

**Proper Address:** While many languages are spoken in the skies, many of the default terms used on all ships have been adopted from common. When a sailor is talking to someone of higher rank than they are, they refer to that officer by their rank, or by 'sir' or 'ma'am'. Someone of lower rank is never called 'sir' or 'ma'am'.

While military vessels often have a rank for every individual, on most private vessels, both pirate and delver, only the captain and his 1st mate (sometimes called the executive officer or 'XO') have official ranks. When referring to an officer who has no official rank (the helmsman, the ship master, the quartermaster, etc.), whether by a senior officer or an underling, the proper term of address is 'mister' or 'miss/misses' followed by their last name.

For creatures who have no gender or reject the use of human terminology, it is considered polite to default to elvish terminology; 'hir' in place of 'sir' or 'ma'am', and 'vainar' in place of 'mister' or 'miss/misses'.

**Unfit for Duty:** While aeronauts may haze new sailors who haven't acclimated to high altitudes yet, the truth is that any sailor who is drunk or unfit for duty because of altitude fatigue is a danger not only to himself, but to the entire crew. As such, most crews will give sufficient breaks to unacclimated crewmembers to keep them safe, and showing up to one's shift drunk or otherwise unfit for duty is a severe offense. Crew members in either situation are usually sent to the brig to sleep the problem off, but might find themselves doing double duty later to make up for their missed shifts.

# HISTORY OF THE WORLD

*The following lecture is adapted from an address given by Professor Khudradda Greensmith at Andrus University*

Perhaps the greatest paradox of the modern world is that, while every creature lives in the shadow of the world's breaking, few possess a true knowledge of how that breaking occurred. Far too many are willing to ignore history, claiming that the separation of the old world from the new renders the particulars of the Old World irrelevant to their day to day lives.

While I suppose it could be argued that an exact understanding of the ancient wars between the mage consortium and the god forgers has little bearing on the life of the average Andrus farmer, the truth is that the shattering of the Old World is not a past event, but is actually an ongoing one; if one doubts that we still live in the shadow of the breaking, one need only spend a day atop the wall, watching the battle between the Forest and the wall guardians, to know that the events set in motion when the Walkways shattered are still very much at the forefront of our lives.

Not only such, but there is an entire industry - delving - which is dependent upon visiting the ruins of the Old World and reclaiming them for use in the new. As such, both delvers and the scholars who rely on them would do well to understand how the world once was and how the world came to be as it is.

## THE OLD WORLD

It can be difficult for those who never saw the Old World to truly appreciate how different it was. Those of you who have visited the floating isles might have a better idea of how nature once was, but for the rest of you it might be difficult to imagine trees only a few dozen feet tall, rivers one could traverse safely, and farmland that stretched as far as the eye could see in any given direction. Roads and paths connected countless towns and cities in an interdependent web of civilization, and one could walk from one settlement to the other on foot, reasonably assured that he would reach his destination without great incident. When the Forest grew, it was not only the doom for countless thousands, nay, millions of beings, it completely upended an entire way of life.

Most of you already know that the catalyst for this change was a magical invention known as the Walkways, but to truly understand what happened we must begin further back in time. Indeed, we must begin at what you might call the beginning; at the creation of our world, and a place known among scholars as the Etkinean Valley.

## THE NAVE OF THE WORLD

The Etkinean Valley has born many names throughout history, and it has only been in light of recent events that we have learned that all of these disparate places are all, in fact, the same. Indeed, the story of the valley is synonymous with the story of the world itself.

Of course the details of the creation are hotly debated between various religious sects, but it is at least understood from a scientific perspective that the methodology of creation was through planar conduits; the material plane itself is the offspring of other planes, specifically elemental planes to create matter, and the outer planes to create minds and souls. The Etkinean Valley is understood to have been the place where these conduits joined, creating the world as we know it. It is not inappropriate to call the Etkinean Valley the birthplace of life.

Needless to say, due to this role played in creation, the valley is a place of power. If we were to liken the planes feeding life into the material plane to an umbilical cord feeding a developing child, then the Etkinean Valley would be the navel in this analogy.

And, just as the navel is a scar left over from birth, the Etkinean Valley also housed a planar scar that bespoke the role it played in creation. This planar scar was a powerful residue of the primordial energies that birthed our world, and with the gift of academic hindsight, it quickly becomes apparent that the valley has come into play again and again throughout our history.

As an example, the Etkinean Valley was the birthplace of the Druidic order, founded by a tribe of ancient orcs who discovered the valley's secret and dedicated their lives and future generations to protecting it and keeping that secret hidden. Indeed, if one delves deep enough into the history of Old World nations, one finds that the orcs appear again and again, depicted as antagonists and invaders. While we do not know if or to what degree any individual orc clan remembered or forgot their ancient purpose over the millenia, it is clear that the driving force behind this history of warfare was this ancestral

pledge, which drove them to retake the valley and scatter the nations that might discover and exploit it.

After the ancient orcs lost their hold on the valley, it appears again in the histories of the Dragon Lords, who used the planar scar as a source of power to transform themselves into forms more akin to the dragons they ruled. If cuazaj oral history is to be believed, these are the very same beings who would later become the cuazaj race, after using the planar scar to slip out of the world to avoid falling to the Highrock Confederacy. Incidentally, the valley also appears in the histories of that same Highrock Confederacy as the location where adamantine was discovered, and was apparently the only place in the world the mineral could be found in an unprocessed form. It was the power of this adamantine, combined with their own technological prowess, that earned the dwarven mechanists of the era the evocative name of 'god-forgers'.

However, this is all beside the point. For our purposes, what is most important is that the valley appears again, millennia later, in the histories of the Utola empire. The Utola empire, under the leadership of Wizard-Emperor Ethain de Vhins III, are the ones who constructed the Walkways and forever changed our world.

## THE WALKWAYS

Had it not been for the Walkways, Wizard-Emperor Ethain de Vhins III's reign would have been hailed as a golden age for Utola, and indeed until the calamity on which our study focuses, it was a time of great prosperity. Utola poured much of its vast resources into aggressive magical research, and many magical theories that are still used today were first formulated during this period. It was the Utola empire, under the direction of Wizard-Emperor Vhins, that rediscovered the planar scar and, like so many before them, attempted to bend its power to their own purposes. In this instance, the shape this bending took would become known as the Walkways.



Before we go any further, we should elaborate on what exactly the Walkways were. Put simply, they were a bridge; a planar road that connected the valley to all the major outer and elemental planes, which allowed travelers, including merchants, settlers, and armies, to travel to any of these planes as easily as one might traverse a well-worn road. With easy access to the planes, colonization and trade opened up in ways that were completely unprecedented, granting Utola a level of wealth and power that far outstrapped any other nation at the time, or indeed perhaps that has ever existed.

Some of you might already have guessed where this history is going, but for the sake of thoroughness, we must emphasize these points once again:

1. The Etkinean Valley was the navel of the world, where the planes had first fed life into the material plane.
2. When the Wizard-Emperor discovered the planar scar, he used it to build a bridge, for all intents and purposes tearing open that scar and reconnecting the severed connections that had originally given birth to the valley.

## THE SHATTERING

To extend the navel analogy, the Walkways were akin to an artificial umbilical cord, reattached to the world in ways not seen since its creation. While the Walkways succeeded in enabling people to leave the material plane and visit the multiverse, it also had the unintended effect of funneling primordial energy into the world at an alarming rate. Eventually, this energy would reach a level uncontainable by the planet itself, which caused the Walkways to shatter. This not only stranded Utola colonies all across the multiverse, but it also left a bleeding, gaping planar wound in its wake; what we now know as the maelstrom.

The Forest came almost immediately thereafter. There are multiple theories on what the Forest actually is and we won't be delving into that question at this time, but for our purposes here, the influx of energy into the world caused the Forest to grow, beginning at the Etkinean Valley and spreading quickly. According to accounts from the time, it only took one year for the Forest to cover the entirety of the Utola empire, and less than three years for it to consume the entire surface of the world.

And that, if you will forgive the expression, is that. Empowered by the primal energies that were fed into the world, the Forest proved too powerful for mortal efforts to counteract; trees grew too quickly to be cut, and those who tried found themselves at the mercy of dinosaurs, cherufe, kaiju, and other creatures birthed within the Forest that had not been seen since prehistory. Eventually, those who possessed the magic or technological means would discover that the only way to escape the Forest was to leave the planet's surface behind, giving birth to the floating isles.

And the Etkinean Valley? It still exists, although it is known to many by another name. Today it is most commonly known as the Heart of the Forest.

## CHAPTER 2

# DELVING

'Delving' is the professional act of searching the Forest for ruins, exploring them, and escaping back to civilization with whatever riches, knowledge, and power could be found. In 159 A.B., delving is a booming business, attracting delvers from the poorest adventurers hoping to find a few coins to the greatest of heroes searching for forgotten artifacts and ancient powers.

There are no requirements to becoming a delver; anyone who can reach a ruin and return in one piece can lay claim to the title. However, simply reaching the ruins on the Forest floor can be incredibly difficult, and different delvers use different methods to achieve this feat.

## METHODS OF DELVING

### CREWMEMBER

The least lucrative, but perhaps easiest and safest, method of delving the Forest is to join an already-established delver guild as a crewmember. These guilds, particularly the more successful ones, might own several ships and contain multiple delver crews, which are always looking for sailors and new delvers to pad out their numbers. Many beginning delvers get their start by riding alongside more experienced crews in this manner, sailing the ship and taking orders from the captain, and sometimes even entering ruins as part of a beginning team.

Delver guilds will lay claim to as much as 60% of an individual crew's spoils, and of what's left a beginning crewmember can expect very little to come his way. However, delver guilds also pay their members a regular wage, supply them with training and equipment, and provide them with crewmates and commanders enough to protect them from danger. Many of the most famous delving crews in the world started off as low-ranking members of these delver guilds, receiving their early training at the hands of other successful crews before rising through the ranks or leaving to form new crews and guilds of their own.

### SPONSOR

For those who cannot afford their own ship and crew, but do not fancy the restrictions that come from joining a pre-established guild, the easiest way to delve the Forest is to find a sponsor. Sponsors offer payment to delver crews in exchange for performing delves on that sponsor's behalf. On the low end a sponsor could simply cover the cost of passage on a ship (and perhaps supply a lump sum on completion of the delve), but some sponsors are willing to hire out entire ships and crews on a semi-permanent basis to shuttle their delvers around. In some cases, the sponsor might even own a ship outright, and simply be searching for the right delving crew to pilot it into the wilderness for him.

Sponsors come in one of two varieties: specific sponsors and general sponsors. A specific sponsor is an individual or organization that is interested in seeing a specific item of interest recovered from the Forest, and is looking for a crew to retrieve it for them. Usually, specific sponsors are faculty at the University or other beings of power and knowledge that have uncovered the resting place of an item or location they want recovered. While the Old World may have passed away, there are enough books, maps, and other materials out there detailing how things used to be that, with enough research, one can discover ancient temples, destroyed castles, and forgotten libraries containing all manner of priceless tomes, artworks, and artifacts.

General sponsors, on the other hand, are looking to sponsor delvers not just for a single job, but for an extended period of time. Often rich collectors or businessmen who deal in antiquities, general sponsors need a steady supply of Old World salvage, and employ delvers to recover these items on their behalf.

Contracts with sponsors can vary wildly between individuals; a sponsor looking for the recovery of an object might require that object be given to him, but otherwise allow the delvers to keep any and all additional salvage recovered. A general sponsor, on the other hand, might take ownership of all items recovered by the delver crew, but offer the crew steady payment

and 20% of all sales from recovered items as a 'finder's fee'. As the sponsor is the one supplying the ship (or the price of passage at least), the sponsor is ultimately the one making the decisions, but delvers who have a sponsor (as opposed to ones who work as underlings of a guild) have much more freedom to pursue delving as they like, so long as their sponsor is happy.

## INDEPENDENT

The golden standard of delving and the status that most delver crews aspire to is to be completely independent; answering to no one and nothing except on their own terms. To be independent, a delver crew must possess their own ship and the skill or crew required to pilot it, which can be a trade off. Independent crews must pay upkeep on their ship and supply wages to their crew, and have no support network or wealthy sponsor to fall back on to foot unforeseen bills. Independent crews are also more likely to never return to civilization; with second-hand equipment and no one watching their backs, the story of independent delvers getting in way over their heads is an unfortunately common one. On the other hand, independent delvers who are able to handle the job walk away with a much greater share of their salvage; 50% from merchants who buy such materials from delvers, or 100% if they manage to sell their spoils directly.

For many independent delvers, a ship is freedom. The freedom to take any job, visit any port, and delve any ruin, with nothing overriding the decisions they make themselves. Despite the danger, the freedom and the greater share of wealth means many crews dream of becoming independent and owning their own ships.

However, it must be acknowledged that not every crew shares this dream; some are completely content to remain in guilds or on the payroll of sponsors for their entire careers. For the rest, though, owning a ship is worth any hassle that may come along with it, as the thought of answering to anyone but themselves feels like a fate worse than death.

## SALVAGE

Why do delvers explore the Forest? Salvage.

Salvage can take an innumerable amount of forms, including clothing, books, jewelry, paintings, weapons, armor, children's toys, magical materials; the objects one can find in the Forest are virtually endless. Sometimes the value of an item is easily discernible; gold is gold no matter its form, and the value of magic items is a matter of power, not aesthetic taste. However, the value of other items is much harder to gauge. A marble statue might be worth a handful of gold if sold to a layman, but an art collector might pay hundreds of gold for it. An art historian might pay thousands.

Needless to say, there are a lot of industries that have grown up around delvers. The Hunter's Lodge in Andrus is filled with professionals who make their living off of delvers, from appraising services, to merchants who specialize in buying and reselling salvage, to thieves and con artists who will stop at nothing to convince a delver that his priceless find is actually

worthless, or convince a buyer that a worthless piece of salvage is actually priceless.

## DELVING FOR FUN & PROFIT

Unless a delver has uncovered specific items he can immediately put to use, they will have to sell their salvage to gain any profit from it. There are many merchants who are willing to take salvage off of a delver's hands in bulk for 50% of its market value, then turn around and sells that salvage at full market value to his customers. In order to ensure the delver is getting a fair deal, professional appraisers can be hired to certify salvage before handing it to a merchant, to determine the sale is equitable.

However, there can be problems with this approach. Unscrupulous delvers will sometimes attempt to pass stolen goods off as salvage. Unscrupulous merchants won't just attempt to undersell delvers, but will also partner with unscrupulous appraisers to ensure the delvers stay hopelessly duped. There are many honest merchants and delvers out there, and once a delver or merchant has a reputation for honesty they will often gravitate towards each other to ensure honest dealings, but sometimes these honest merchants and delvers are so busy dealing with each other that there isn't room for new blood, forcing those just entering the profession to seek out buyers and sellers wherever they can be found, with varying results.

Many delvers will invest in the Appraise skill themselves in order to ensure they are not being taken advantage of, while some will take this a step further and open their own shops, dealing directly with customers and selling their merchandise at full market value with no middleman involved.

## TYPES OF SALVAGE

For the most part, salvage consists of simple items; furniture, vases, clothing, household items, old tools, children's toys, etc. These items are not worth much money unless they are handled by the ton, and knowing the details of these items is not especially worthwhile to the players or the GM. However, every now and then the players might uncover something especially valuable; a magic item, a valuable piece of art, a rare book, or a valuable piece of jewelry, which might be worth a lot of money on its own or might even be magical and be worth keeping.

Depending on the type of ruin uncovered, a dig might contain one of 5 different levels of salvage: E, D, C, B, or A.

**E rank:** E rank salvage was poor in the Old World, and has become even less valuable after so many years on the Forest floor. Most of it is broken or rotten, or has already been carried away by past delvers. Examples include broken furniture, rotting peasant clothes, tool heads, wooden children's toys, cracked cooking ware. These items are usually only good to be sold as scrap metal or used as firewood.

Rank E salvage is worth an average of a copper piece per pound, or 20 gp per ton.

**D rank:** D rank salvage is either remarkably well preserved common items, or broken items that were nonetheless of a middling quality in the Old World. This could

include functional basic furniture, preserved cloth, common jewelry, functioning household goods, gambling dice, simple books, or recognizable religious items.

Rank D salvage is worth an average of 1 silver piece per pound, or 200 gp per ton.

**C Rank:** C rank salvage is goods that were considered valuable in the Old World and that value translates into the new. Valuable books, jewelry, fine cloth, furniture that is well crafted from fine materials, combat equipment, tapestries, statues, and other valuable objects. These objects may be broken, but they are of sufficient quality that they are valuable nonetheless as practical items or artistic artifacts.

Rank C salvage is worth an average of 1 gold piece per pound, or 2,000 gp per ton.

**B Rank:** B rank salvage used to be the property of the wealthy, or of the middle-classes that have been remarkably well preserved. Silks, ivory carvings, furniture decorated with gold, marble statues, jewelry, rare books, and other items.

Rank B salvage is worth an average of 5 gold pieces per pound, or 10,000 gp per ton.

**A Rank:** The rarest and most sought after salvage. Rank A items are extremely valuable and, whether through luck or their own magical nature, are remarkably well-preserved. These are the treasures of kings, and finding some intact can make a delver extremely wealthy. Rank A salvage might include royal robes and furniture, one-of-a-kind artworks, expensive jewelry, mithril cookware, golden statues, and other, similar items.

Rank A salvage is worth an average of 25 gp per pound, or 50,000 gp per ton

## Lucky Finds

While generally it isn't difficult to look at salvage and guess what rank it is, the true value of salvage is in lucky finds; the items that might be worth as much as the rest of the salvage put together, so long as they are properly found and appraised. A GM might pre-determine what lucky finds a ruin contains, but other times they'll want to determine these lucky finds completely randomly, perhaps not even learning what the PCs have found until they are home appraising their loot.

**Appraising Lucky Finds:** Finding the most valuable item in a ton of salvage is the same as in any dungeon room; a full-round action with a DC of 20. When not pressed for time, it is possible to take 20 on this Appraise check (requiring 2 minutes) to search a ton of salvage to identify any and all lucky finds contained within.

However, identifying an individual lucky find to determine its gp value requires a separate check for each item, and the player cannot take 20 on such a check. The specific DC of this check is determined by the item in question. As always, beating this DC by 5 tells if the item is magical, but does not reveal its qualities, and failing this check causes the player to mis-estimate the item's value by + or - 20%, while a failure of 5 or more causes the estimate to be widely off-base.

**Determining Lucky Finds:** When determining a completely random lucky find, use **Table: Type of Item** to determine which item type is found, then roll on any subsequent tables to determine the specifics of that item. This roll is subject to modifiers depending on whether the lucky find is part of Rank E, D, C, B, or A salvage.

Rank E salvage contains 1d2-1 lucky finds per ton. When rolling on a specific lucky find table, reroll any result higher than 60.



Rank D salvage contains 1d4-1 lucky finds per ton. When rolling on a specific lucky find table, reroll any result higher than 80.

Rank C salvage contains 1d4 lucky finds per ton.

Rank B salvage contains 1d6 lucky finds per ton. When rolling on a specific lucky find table, reroll any result lower than 20.

Rank A salvage contains 1d8 lucky finds per ton. When rolling on a specific lucky find table, reroll any result lower than 40.

*Note:* The following tables will determine what general type of item is found (for example, a medium magic suit of armor), but do not go into further specifics. It is well within the rights of the GM to decide these specifics themselves to better reflect the needs of the campaign, or he may use the charts contained within Ultimate Equipment to further determine the details of a particular lucky find.

**Table: Type of Item**

% Roll	Item type
1-11	Books
12-22	Clothing
23-35	Coins and gems
36-46	Combat gear
47-59	Diverse items
60-70	Jewelry
71-81	Liquor
82-87	Miscellaneous magic
88-100	Raw materials

**Table: Books**

Roll	Item	Market Value	Weight	Appraise DC
1-15	Poetry book	50 gp	1 lbs.	20
16-30	History text	100 gp	3 lbs.	20
31-42	Religious text	200 gp	3 lbs.	20
43-54	Lost music	400 gp	1 lbs.	20
55-64	Minor scroll	varies	-	20
65-73	Spell book (level 0-3)	varies	3 lbs.	20
74-80	Medium scroll	varies	-	20
81-86	Spell book (level 0-6)	varies	3 lbs.	20
87-91	Lost history	25,000 gp	5 lbs.	25
92-95	Major scroll	varies	-	20
96-98	Lost religious text	50,000 gp	5 lbs.	30
99-100	Spell book (level 0-9)	varies	3 lbs.	20

**Table: Clothing**

Roll	Item	Market Value	Weight	Appraise DC
1-25	Simple outfit*	5 gp	3 lbs.	20
26-45	Noble outfit	75 gp	10 lbs.	20
46-60	Royal outfit	200 gp	15 lbs.	20
61-70	Lesser minor clothing+	varies	varies	20
71-80	Greater minor clothing+	varies	varies	20
81-88	Lesser medium clothing+	varies	varies	20
89-94	Greater medium clothing+	varies	varies	20
95-98	Lesser major clothing+	varies	varies	20
99-100	Greater major clothing+	varies	varies	20

\*A simple outfit could be anything from a peasant's outfit to an explorer's outfit and anything in between. The amounts for weight and price are an average, but the GM may substitute any other outfit that does not exceed 10 gp in cost.

+Roll a d10 to determine the type of clothing gained: 1: Belt, 2: Body, 3: Chest, 4: Eyes, 5: Feet, 6: Hand, 7: Head, 8: Headband, 9: Shoulders, 10: Wrists.

**Table: Coins and Gems**

Roll	Item	Appraise DC
1-20	1d100 gold, 1d100 silver, 1d100 copper	10
21-40	2d10 least semi-precious stones (5 gp each)	20
41-55	2d100 gold, 2d100 silver	1
56-70	2d10 lesser semi-precious stones (25 gp each)	20
71-77	4d100 gold	10
78-84	2d10 semi-precious stones (50 gp each)	25
85-89	1d100 platinum	10
90-94	2d10 greater semi-precious stones (250 gp each)	25
95-97	2d10 lesser precious stones (500 gp each)	30
98-100	2d10 greater precious stones (2,500 gp each)	30



**Table: Combat Gear**

<i>Roll</i>	<i>Item</i>	<i>Market Value</i>	<i>Weight</i>	<i>Appraise DC</i>
1-15	1d4 mwk light armors/shields	varies	varies	20
16-30	1d4 mwk weapons	varies	varies	20
31-40	1d4 mwk medium armor	varies	varies	20
41-50	1d4 mwk heavy armor	varies	varies	20
51-58	Lesser minor armor/shield	varies	varies	20
59-65	Lesser minor weapon	varies	varies	20
66-71	Greater minor armor/shield	varies	varies	20
72-76	Greater minor weapon	varies	varies	20
77-81	Lesser medium armor/shield	varies	varies	20
82-85	Lesser medium weapon	varies	varies	20
86-89	Greater medium armor/shield	varies	varies	20
90-92	Greater medium weapon	varies	varies	20
93-95	Lesser major armor/shield	varies	varies	20
96-97	Lesser major weapon	varies	varies	20
98-99	Greater major armor/shield	varies	varies	20
100	Greater major weapon	varies	varies	20

**Table: Diverse Items**

<i>Roll</i>	<i>Item</i>	<i>Market Value</i>	<i>Weight</i>	<i>Appraise DC</i>
1-18	Grade 1 art object <sup>1</sup>	50 gp*	5 lbs.*	20
19-33	Grade 2 art object <sup>2</sup>	100 gp*	10 lbs.*	20
34-46	Grade 3 art object <sup>3</sup>	500 gp*	15 lbs.*	20
47-56	Grade 4 art object <sup>4</sup>	1,000 gp*	10 lbs.*	25
57-65	Grade 5 art object <sup>5</sup>	5,000 gp*	20 lbs.*	25
66-73	Grade 6 art object <sup>6</sup>	10,000 gp*	5 lbs.*	30
74-80	Lesser minor slotless item	varies	varies	20
81-86	Greater minor slotless item	varies	varies	20
87-91	Lesser medium slotless item	varies	varies	20
92-95	Greater medium slotless item	varies	varies	20
96-98	Lesser major slotless item	varies	varies	20
99-100	Greater major slotless item	varies	varies	20

<sup>1</sup>Grade 1 art objects include items such as porcelain dolls, paintings, silver statuettes, engraved jade, ivory bowls, and other such items.

<sup>2</sup>Grade 2 art objects include items such as silver masks, golden censers, masterwork musical instruments, golden hand mirrors, and other such items.

<sup>3</sup>Grade 3 art objects include items such as marble idols, golden chess sets, platinum holy symbols, mithral scepters, skillful paintings, or other such items.

<sup>4</sup>Grade 4 art objects include items such as platinum masks, golden flutes, platinum cups, masterful paintings, and other such items.

<sup>5</sup>Grade 5 art objects include items such as mithral hourglasses with diamond dust, darkwood and platinum music boxes, bejeweled swords, crystallized dragon hearts, paintings by the greatest of masters, and other such items.

<sup>6</sup>Grade 6 art objects include items such as frozen vampire souls, inverted soul gems, shards of pure fire, adamantite poiuyt, ethereal tapestries, and other such items.

\*These numbers are averages. Specific items and amounts can be found in Ultimate Equipment.

**Table: Jewelry**

Roll	Item	Market Value	Weight	Appraise DC
1-20	Silver jewelry	10 gp	0.5 lbs.	20
21-35	Gold jewelry	100 gp	0.5 lbs.	20
36-43	Lesser minor neck slot item	varies	varies	20
44-51	Lesser minor ring	varies	varies	20
52-58	Greater minor neck slot item	varies	varies	20
59-65	Greater minor ring	varies	varies	20
66-72	Exquisite jewelry	2,000 gp	1 lbs.	25
73-77	Lesser medium neck slot item	varies	varies	20
78-82	Lesser medium ring	varies	varies	20
83-86	Greater medium neck slot item	varies	varies	20
87-90	Greater medium ring	varies	varies	20
91-94	Royal jewelry	10,000 gp	2 lbs.	30
95-96	Lesser major neck slot item	varies	varies	20
97-98	Lesser major ring	varies	varies	20
99	Greater major neck slot item	varies	varies	20
100	Greater major ring	varies	varies	20

**Table: Liquor**

Roll	Item	Market Value	Weight	Appraise DC
1-20	Gallon of mead	2 gp	8 lbs.	20
21-30	Barrel of mead	62 gp	248 lbs.	20
31-40	Bottle of wine	10 gp	1.5 lbs.	20
41-49	Minor potion	varies	0.1 lbs.	20
50-56	Cask of wine	120 gp	18 lbs.	20
57-63	Bottle of rare wine	200 gp	2 lbs.	25
64-70	Cask of rare wine	2,400 gp	24 lbs.	25
71-77	Medium potion	varies	0.1 lbs.	20
78-82	Bottle of rare whiskey	800 gp	1 lbs.	25
83-87	Cask of rare whiskey	9,600 gp	12 lbs.	25
88-92	Major potion	varies	0.1 lbs.	20
93-97	Bottle of artifact liquor*	2,000 gp	2 lbs.	DC 30
98-100	Cask of artifact liquor*	24,000 gp	24 lbs.	DC 30

\*artifact liquors are liquors that were priceless and rare even in the Old World, and today might not even be manufacturable anymore, as the processes of their creation are no longer known.

**Table: Miscellaneous Magic**

Roll	Item	Appraise DC
1-20	Minor wand	20
21-35	Lesser medium rod	20
36-50	Lesser medium staff	20
51-60	Medium wand	20
61-70	Greater medium rod	20
71-80	Greater medium staff	20
81-85	Major wand	20
86-90	Lesser major rod	20
91-95	Lesser major staff	20
96-98	Greater major rod	20
99-100	Greater major staff	20

**Table: Raw Materials**

Roll	Item	Market Value	Size*	Appraise DC
1-7	Shipment of wood	10 gp	1 ton	10
8-20	Shipment of masonry stone	100 gp	1 ton	10
21-32	Shipment of iron	200 gp	1 ton	10
33-39	Bolts of cloth	400 gp	1/20th ton	15
40-48	Crate of copper	500 gp	1/2 ton	15
49-55	Bolts of silk	1,000 gp	1/20th ton	20
56-64	Crate of glass	1,000 gp	1/2 ton	20
65-72	Box of darkwood	2,000 gp	1/5th ton	25
73-79	Box of silver	2,000 gp	1/5th ton	20
80-85	Box of ivory	5,000 gp	1/5th ton	20
86-90	Alchemical materials	5,000 gp	1/20th ton	30
91-94	Box of gold	10,000 gp	1/10th ton	20
95-97	Magic materials	10,000 gp	1/20th ton	30
98-99	Box of mithril	25,000 gp	1/20th ton	30
100	Box of adamantine	50,000 gp	1/20th ton	30

\*Skybourne uses 'ton' as a measurement of both size and of weight when calculating how much cargo a ship can hold. This is an approximation only, and does not take density into account. Because raw materials are usually found in large amounts, their weight is given according to tons with this approximation in mind to better determine how much can fit into a ship's cargo hold.

## TURNING A PROFIT

The simplest and most common method of making use of salvage is to sell it. As previously mentioned, this often is done by selling the salvage at half its market value to a middleman such as a store owner or a professional merchant who deals in salvage. Such individuals can be easily identified in a city such as Andrus or other places who regularly deal with delvers. Identifying a buyer only requires a DC 10 gather information check, although this DC can increase to 15, 20, or even higher if the PCs are specifically looking for one with an solid reputation, one who deals in specific items, or one in a city without a delver scene.

However, some delvers will operate their own storefront in between missions (or left in the hands of a capable assistant) to directly sell their salvage to the world. For these delvers, it can be quite helpful to invest in the Profession (merchant) skill.

### PROFESSION (MERCHANT)

The GM is, of course, free to play out individual sales with the players, as well as decide which items are sold or not sold. However, the following rules will allow a player to sell his own salvage in an expedited manner.

A character trained in the Profession (merchant) skill can attempt to operate their own store in their downtime. Instead of making a check to determine their weekly income, the character makes a check to determine the percentage of their stock that they sold that week. For example, if a character is operating a store that contains 10,000 gp of salvage and rolls a 20 on his Profession (merchant) check, he would have sold 20% of his stock, gaining 2,000 gp in cash for his work.

Only one character may make a check for any given amount of salvage in a week, although other characters may make Aid Another checks to assist. Salvage may be divided up between multiple stores to allow multiple characters to make Profession (merchant) checks, but each merchant only applies their check to whatever amount of salvage is present in their store, although each merchant may add modifiers such as the economic bonus from their settlement to their individual check.

### STOREFRONTS

Storefronts require physical space, and can be rented or purchased. There is no storefront property available for purchase in the Mer Market, but most other districts have at least a few buildings for sale or lease.

Space can be purchased according to the following chart. Space needn't be purchased in squares; a building might have any contiguous shape, but uses its total number of 5 ft. squares to determine the price:

**Table: Permanent Space**

<i>Space Size</i>	<i>Cost</i>
10-ft. square	100 gp
15-ft. square	250 gp
20-ft. square	500 gp
30-ft. square	1,000 gp
+every additional 30-ft. square	+1,000 gp

Permanent space may be rented instead of bought, at a price of 1/10th its listed price per month.

Many merchants rent space in the Mer Market, as its centralized location is a great boon for business. Like all districts, the Mer Market adds its economics score to Profession (merchant) rolls made inside of it, which in the case of the Mer Market is a hefty +12. Space in the Mer Market cannot be purchased; it must be rented, and charges by the week.

**Table: Mer Market Rental Prices**

<i>Space Size</i>	<i>Cost per Week</i>
5-ft. square	5 gp
10-ft. square	25 gp
15-ft. square	125 gp
20-ft. square	625 gp
30-ft. square	3,125 gp

**Storage Space:** Every storefront has a maximum amount of salvage that can be stored and sold there. A 5-ft. space can hold up to 1/4th a ton of salvage, while a 10-ft. square can hold up to 1 full ton. A 15-ft. space can sell up to 2 tons, a 20-ft. space up to 2 tons, and a 30-ft. space up to 5 tons. Spaces larger than 30-ft. can sell an additional 10 tons per additional 30-ft. square; this extra space constitutes 'the back', and can store more space than the storefront itself.

## USING SALVAGE

While most delvers are content to sell their salvage (except for the occasional lucky find that is added to their personal arsenal of magical items), it is also possible that a delver might wish to make use of salvage in other ways. For example, a delver might wish to hang a salvaged art object in the captain's quarters, or use salvaged wine to impress someone during a formal dinner. They might draw a ton of salvage from a old king's bed-chamber and use that same salvage to decorate their own.

Such roleplaying decisions can help breath life into the game in wonderful ways and GM's are encouraged to apply an appropriate mechanical benefit for such decisions, although it can be difficult knowing what would be an appropriate benefit to give.

If the PCs are constructing a building, airship, or other such place, they may apply a bit of salvage's market value directly to covering the cost of building rooms contained therein, as the normal 'cost' of furniture and fixtures is covered by importing such objects from the salvage itself. Likewise, giving a target a bottle of rare wine, rare whiskey, or artifact liquor might make them more agreeable, giving the PCs a +1, +2, or +3 benefit to a single Diplomacy check made against that target. Giving a romantic interest expensive jewelry might apply a similar bonus, or provide any number of other, narrative-based boons.

Whatever the benefit, GMs are encouraged to allow PCs to explore using their salvage in new and interesting ways, as such decisions can add a great amount of fun to a game and help the act of delving for treasure to feel much more real and engaging.

# CHAPTER 3 TERRAIN

The Old World may have been a land of diverse terrain, but the land of the new world has mostly been consumed by the Forest; with an average height of over 600 ft., the trees of the Forest have destroyed many of the varieties of terrain once found on the planet's surface. However, there is still variety of terrain to be found, and many delvers, traders, and travelers find themselves visiting all manner of locations throughout their careers. Indeed, the dangers of delving can change greatly depending on where the delve is happening, and experienced delvers know that only an amateur fails to prepare for the terrain.

## ENVIRONMENTAL HAZARDS

There are many trials that can befall a character walking the surface, not least of which are the common ailments of hunger, thirst, and getting lost. The rules for most of these basic dangers can be found in other books, such as the Core Pathfinder Rulebook and the Gamemastery Guide. As such, most of these rules are not reprinted here.



However, there are many situations where the unique circumstances of Khrone add new challenges to any who would walk its surface. Any unique circumstances and rules for a particular piece of terrain are expounded upon below.

**Encounters:** Whenever the PCs are traveling or exploring, there is a chance of experiencing a random encounter; sky pirates might descend on the party, carnivorous dinosaurs might stalk the area, or any number of other trials might befall them.

Rules for encounters, hazards, and other occurrences can be found in Ultimate Campaign, but generally speaking, when traveling through the wilderness there is a 50% chance every day that something will happen to the PCs. When traveling through the air, the check is performed every week rather than every day.

Encounter tables are included with every terrain type, but GMs are free to include encounters and hazards of their own, whether to fill the narrative needs of the plot or simply to add variety and a personal flair to the adventures that befall the party.

**Note:** On any of the following encounter tables, creatures marked with a \* are included in the bestiary later in this book.

## AIR

While not a 'terrain type' in a traditional sense, a good portion of any aeronaut's career is spent in the air traveling from one place to another.

## WILDLIFE

While flocks of birds can be encountered every now and then, for the most part the air is uninhabited.

## HAZARDS

**Altitude:** When traveling at an altitude of 5,000 ft. or higher, creatures must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air, or after a full night's rest, and the DC resets after either condition. Characters who have spent at least a month at these altitudes, and have not been away from them for over two months, are considered acclimated and do not have to attempt the Fortitude save.

At elevations of 15,000 ft. or above, creatures are subject to both high altitude fatigue and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 ft., he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

**Falling:** Most creatures who work on an airship will anchor themselves to the ship itself with ropes to prevent death from falling. Those who are not properly anchored risk falling to their death.

## ENCOUNTERS

d%	Encounter	Avg. CR
1-8	1d2 falcons	1/2
9-12	1 dire bat	2
13-18	1 giant falcon	2
19-22	1d4 dimorphodon*	3
23-26	1 wyrmling green dragon	4
27-30	1 cherufe war balloon*	5
31-34	1d4 Medium air elementals	5
35-38	1 merchant vessel*	5
39-42	1d6 giant falcons	5
43-46	1d6 pteranodons*	6
47-52	1d6 forest drakes	7
53-56	1 pirate vessel*	8
57-60	1 young green dragon	8
61-65	1 roc	9
66-68	1 cherufe destroyer*	9
69-72	1d8 wyverns	10
73-76	1d4 greater air elementals	11
77-80	1 maelstrom merchant*	11
81-84	1 juvenile silver dragon	11
85-88	1 adult green dragon	12
89-92	1d4 elder air elementals	13
93-96	1 adult silver dragon	14
97-98	1 pirate flagship*	14
99-100	1 maelstrom pirate*	17

## CANOPY

Possibly the only safe place to be found on the surface, the canopy consists of the tops of the trees, which often possess so many large leaves and branches that it becomes possible to park a small airship on top of them and even travel from one tree to another on foot by walking along the branches.

The Forest canopy is largely uninhabited; while small animals will feed on tree leaves and birds can be found perching among the branches, for the most part the creatures who live in the canopy are not harmful to humanoids. However, there are some Forest tribes (particularly those who are friendly towards outsiders and desire to trade with passing airships) who will make their homes on the canopy, living in small huts attached to tree trunks and thick branches and burning fires and flying flags to announce their presence to airships flying above the canopy. These settlements survive on trade, and by going down to the Forest floor in daily expeditions to hunt and gather whatever food they need.

## WILDLIFE

The canopy is mostly bare of wildlife, with the exception of some insects, birds, monkeys, and other small animals.

## HAZARDS

**Falling:** The canopy is generally safe, except that it is so high up that falling to one's death is a constant threat. Attempting to cross from one tree to another requires a DC 8 Acrobatics check to avoid falling (when a creature does fall, they may attempt a Climb 18 check to catch themselves); simple enough for experts, but dangerous for most humanoids attempting any form of long-term travel. As this check risks death, it is impossible to take 10, meaning creatures without at least a +7 modifier in Acrobatics cannot perform overland travel through the canopy.

**Food and Drink:** For the most part, there is no water to be found on the canopy (except for what is collected in pockets of branches left by a passing rainstorm), and while the trees and their leaves might be organic, the food is not nutritious to humanoids and is considered inedible. As such, attempting to gather enough food and drink for one person from the canopy requires a DC 20 Survival check. Beating this DC increases the number of people that can be fed by 1 per 2 points.

**Altitude:** The canopy sits an average of 600 ft. in the air, meaning that it takes much less elevation of terrain to put someone sitting atop the canopy over 5,000 ft. above sea level. (See air above for details on the effects of altitude).

The canopy cannot exist above 15,000 ft.; at that altitudes, trees simply cannot grow.

**Stealth and Detection:** When encounters do happen on the canopy, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 40 feet. With all of the leaves and branches that make up the canopy, cover and concealment are almost always at hand, assuming one is willing to climb to a lower branch to make use of it.

## ENCOUNTERS

Generally there are no wandering monsters to be found on the canopy, and encounters with other delvers are rare. In fact, encounters are so rare that it can actually be a problem for some delvers.

Sometimes, when an airship falls in the Forest, its crew will climb to the canopy and attempt to flag down other ships to come and find them. However, in most locations on Khrone there is only a 1% chance per day that a ship will pass by close enough to see a crew on the canopy in this fashion. A crew armed with an appropriate piece of equipment or magic (such as a flare, a *fireball* spell, or a means of flight) can increase this chance to 5% per day, as they have a much easier time getting the attention of any passing ships. If the crew is on a piece of canopy close to a major population center or along a well-traveled trade route, the chances of being found can increase to as much as 10% base, 20% with the aid of appropriate magic or equipment.

### Encounters

d%	Encounter	Avg. CR
1-8	1d2 falcons	1/2
9-12	1 giant spider	1
13-18	1d6 common cherufe*	1
19-22	1 dire bat	2
23-30	1 giant falcon	2
31-34	1d4 cherufe zavr primordial leapers*	3
35-42	1d6 venomous snakes	4
43-46	1 wyrmling green dragon	4
47-52	1d4 cherufe amet magma sorcerer*	5
53-56	1d6 dire bats	5
57-60	1d6 giant falcons	5
61-68	1d4 Forest Gnome Druids*, 2d6 forest gnomes*	5
69-72	1d8 cherufe amet magma sorcerer*	6
73-80	1 Forest Gnome Trickster*	7
81-84	1 young green dragon	8
85-88	1d6 cherufe amet invoker*	9
89-92	1d6 Forest Gnome Tricksters*	10
93-96	1 juvenile silver dragon	11
97-98	1 adult green dragon	12
99-100	1 adult silver dragon	14

## DESERT

While deserts may have dotted the old world in a variety of places, the deep roots of the Forest mean that trees can grow in many inhospitable terrains, and therefore the only deserts to be found anymore are the ones with truly harsh conditions, where lack of rain combines with rocky terrain or rolling sand dunes to stop virtually all plantlife from growing.

### WILDLIFE

There is very little wildlife to be found in the desert, and for the most part the ecosystems of deserts are the same as they were in the Old World; small lizards and other creatures battle for survival alongside a variety of monsters who call the deserts their home.

### HAZARDS

**Food and Drink:** The few deserts that remain are so devoid of life that using Survival to find food and drink requires a check with a DC of 25.

**Storms:** Deserts are created by a lack of water, but that does not mean rain never happens. However, with no trees to break the wind, severe winds and dust storms are much more likely in a desert than in other terrains.

While the details of weather are up to the GM, and temperature is mostly determined by the latitude and time of year, the wind and rain on the grasslands can be randomly determined by use of the following chart:

**Table: Desert Weather**

d100	Wind Severity*	d100	Rain Severity*
1-40	1	1-95	1
41-70	2	96-98	2
71-90	3	99-100	3
91-97	4	-	4
98-100	5	-	5
100^	6	-	6
100^	7	-	7

\*Weather severity levels are based on the Weather sphere from the Spheres of Power system.

^Weather of severity level 6 is so rare that a roll of 100 is not enough. If a 100 is rolled when determining weather, roll again to determine if the severity is level 5, 6, or 7: 1-80 means level 5, 81-95 means level 6, and 96-100 means level 7.

## ENCOUNTERS

d%	Encounter	Avg. CR
1-8	1 giant spider	1
9-12	1 skeletal champion	2
13-18	1d8 skeletons	2
19-22	1 bat swarm	2
23-30	1 giant scorpion	3
31-34	1d3 dire bats	4
35-42	1d6 venomous snakes	5
43-46	1 basilisk	5
47-52	1 mummy	5
53-56	1d4 jann	6
57-60	1 lamia	6
61-68	1 death worm	6
69-72	1 young brass dragon	7
73-80	2d6 giant ant soldiers	8
81-84	1 desert drake	8
85-88	1 behir	8
89-92	1 gynosphinx	8
93-96	1 young blue dragon	9
97-98	1 adult brass dragon	11
99-100	1 adult blue dragon	13

## GRASSLANDS

The grasslands of Khrone are not true grasslands in the Old World sense, but are rather closer to sparse forest. Because of mountains, water levels, or a variety of other factors, the trees in these areas grow few and far between, leaving vast amounts of empty grassland between them. However, just because these lands have much fewer trees does not mean they are safe, and many forms of dangerous flora and fauna stalk the grasslands of Khrone.

### WILDLIFE

The wildlife of the grasslands are very different than they were in the Old World. While some Old World creatures can still be found (such as deer, horses, and other herd animals), the predators who would consume them have become much more numerous, and therefore the numbers of such animals has greatly reduced. Likewise Old World predators still exist (such as lions, tigers, jackals, etc.), but likewise their numbers are much lower, as creatures who were once at the top of their food chains have gained hunters they never before had.



Instead, the new most plentiful and powerful creatures to be found on the grasslands are dinosaurs. Dinosaurs from the smallest scavenger to the greatest of predators can be found on the grasslands, pushing almost all other creatures aside in their own quests for food and shelter.

The grasses that make up the grasslands, while not as tall as trees, are nevertheless much taller and thicker than grass in the Old World, with an average height of 4 ft. and a maximum height of almost 12 feet. Many plant creatures call the grasslands home, and can be found hiding among the sprawling plains.

## HAZARDS

**Getting Lost:** When traveling overland across the grasslands in unfamiliar territory, PCs must succeed at a DC 16 Survival check to avoid becoming lost.

**Storms:** The grasslands have many benefits over the Forests, such as more light and a much easier time telling direction. However, unlike the Forest, the grasslands are still subject to a lot of Old World weather.

While the details of weather are up to the GM, and temperature is mostly determined by the latitude and time of year, the wind and rain on the grasslands can be randomly determined by use of the following chart:

**Table: Grasslands Weather**

d100	Wind Severity*	d100	Rain Severity*
1-50	1	1-75	1
51-75	2	76-85	2
76-90	3	86-93	3
91-98	4	94-98	4
99-100	5	99-100	5
100^	6	100^	6
100^	7	100^	7

\*Weather severity levels are based on the Weather sphere from the Spheres of Power system.

^Weather of severity level 6 and 7 is so rare that a roll of 100 is not enough. If a 100 is rolled when determining weather, roll again to determine if the severity is level 5, 6, or 7: 1-80 means level 5, 81-95 means level 6, and 96-100 means level 7.

## ENCOUNTERS

d%	Encounter	Avg. CR
1-6	1d6 compsognathus*	2
7-10	1 cheetah	2
11-16	1d4 cherufe zavr primordial leapers*	3
17-20	1 lion	3
21-26	2d6 dire rats	4
27-30	1d6 dimorphodons*	4
31-34	1d4 pteranodons*	5
35-40	1d6 giant ant soldiers	6
41-44	1d6 lions	6
45-52	2d6 dimorphodons*	6
53-60	1d4 cherufe zavr dinosaur riders*	7
61-66	1 triceratops*	8
67-70	1 dire tiger	8
71-74	1d4 stegosaurus*	9
75-78	1 tyrannosaurus*	9
79-80	2d6 cherufe zavr dinosaur riders*	10
81-82	1d6 stegosaurus*	10
83-84	1d6 triceratops*	11
85-88	1d6 dire tigers	11
89-90	2d6 stegosaurus*	12
91-94	1d6 tyrannosaurus*	12
95-96	1 cherufe zavr warchief*, 2d6 cherufe zavr dinosaur rider*	12
97-98	1 gigantosaurius*	13
99-100	1d6 gigantosaurius*	16

## JUNGLE

Found near the planet's equator, jungles are parts of the Forest where heat and water are found in great abundance, leading to the greatest growths of plant and animal life to be found in the world. The sheer amount of life to be found in the jungles is staggering, and entire ecosystems exist at different elevations within the jungle.

The trees that make up the jungle are just as tall as the rest of the Forest - averaging 600 ft. in height with a diameter of over 20 ft. However, the jungle includes many trees that can reach even greater heights, with the tallest reaching 1,000 ft. in height, with diameters of almost 100 ft. at their base.



## WILDLIFE

The jungles of Khrone are teeming with life, although much of it is hostile. While not much light reaches the bottom, there are still flowers and other plants littering the ground, many of which are at least 4 times as large as their Old World variants.

While the animals that populated the jungles of the Old World are not necessarily extinct, their numbers are greatly reduced, as a variety of dinosaurs, magical beasts, and plant creatures sit atop the current food chain.

## HAZARDS

**Getting Lost:** Travel through the jungle is difficult, as visibility is limited and the sun is often hidden. When traveling overland across the jungle in unfamiliar territory, PCs must succeed at a DC 25 Survival check to avoid becoming lost.

**Heat:** Jungles only exist in parts of the world that are hot all year round, and the thick trees of the jungle keep heat trapped near the ground. This means that the temperature of the jungle is usually 1 level of severity hotter than the weather would otherwise be.

**Disease:** From insects to deadly plants and other dangers, disease is common in the jungle. A character who spends a day traveling through the jungle has a 1% chance per day of simply contracting a random disease. As the GM sees fit, this can increase to 10% if eating food collected from the jungle, walking through rivers and other nests for leeches and other insects, or engaging in other risky behaviors.

**Trees:** The trees of the jungle are teeming with life, but have very few branches close enough to aid in climbing. Climbing a tree in the jungle requires a DC 20 Climb check.

**Darkness:** The large, thick trees of the jungle block much of the light from the sun, meaning most days are spent in low-light conditions. For the most part, the day only has 4 hours of normal light (from 10:00 am to 2:00 pm, give or take depending on the time of year), with bookended by 4 hours of dim light (6:00 am to 10:00 am, 2:00 pm to 6:00 pm), with the rest of the day spent in complete darkness.

## ENCOUNTERS

d%	Encounter	Avg. CR
1-4	1d6 common cherufe*	1
5-8	1 dire bat	2
9-14	1 giant wasp	3
15-18	1 dire ape	3
19-26	1d6 venomous snakes	4
27-30	1d4 cherufe smet magma sorcerers*	5
31-34	1d6 dire bats	5
35-40	1d6 dire apes	6
41-44	1d8 forest-corrupted orcs*	6
45-50	1 Forest Gnome Trickster*	7
51-54	2d6 pteranodons*	8
55-60	1 tyrannosaurus*	9
61-62	2d6 giant wasps	9
63-64	1 jungle giant	10
65-70	2d6 cherufe zavr dinosaur rider*	10
71-78	1d6 dire tigers	11
79-82	1 goliath spider	11
83-84	2d6 stegosaurus*	12
85-86	1d6 Forest Gnome Tricksters*, 1d6 Forest Gnome Hunters*	12
87-90	1d6 jungle giants*	13
91-94	2d6 jungle giants*	15
95-96	1 forest-corrupted volcano giant	15
97-98	1d6 giganotosaurus	16
99-100	1d3 forest-corrupted storm giants	18

## MOUNTAINS

Rolling hills and low-level mountains still exist in the world, but the sprawling Forest has swallowed most of these terrains, making them little more than curiosities on the Forest floor. However, mountains with high elevations managed to survive the planet's transformation, as the altitude was simply too high for the towering trees to grow. While little else can survive growing at such extreme elevations, these mountains are not completely devoid of plant life, but nevertheless struggle to produce it in any sufficient quantity to comfortably sustain the settlements to be found there.

## WILDLIFE

At the elevation of the mountains that still exist is high enough that very little plantlife can grow upon the mountains, although they are not completely barren. Small amounts of farming can happen, but not enough to sustain much in the way of population. Likewise some animals (such as the yak, ibex, or llama) can many species of bird can live at these elevations, but very few others make their homes in such high mountains.

## HAZARDS

**Altitude:** The mountains of Khrone where people can be found are on average 10,000 ft. in elevation; at lower levels the trees still grow, and at at higher elevations it becomes difficult for humanoids to live. This means that visitors to the mountains must deal with altitude fatigue or even altitude sickness, as described in 'air' above.

**Cold:** The mountains are tall enough in elevation that they are much colder than normal, despite being much closer to the sun. The mountains are 1 level of severity colder than would be normal for the season.

**Storms:** The mountains have many benefits over the Forests, such as more light and a much easier time telling direction. However, unlike the Forest, the mountains are still subject to a lot of Old World weather.

While the details of weather are up to the GM, and temperature is mostly determined by the latitude and time of year, the wind and rain on the mountains can be randomly determined by use of the following chart:

**Table: Mountains Weather**

d100	Wind Severity*	d100	Rain Severity*
1-50	1	1-75	1
51-75	2	76-85	2
76-90	3	86-93	3
91-98	4	94-98	4
99-100	5	99-100	5
100^	6	100^	6
100^	7	100^	7

\*Weather severity levels are based on the Weather sphere from the Spheres of Power system.

^Weather of severity level 6 is so rare that a roll of 100 is not enough. If a 100 is rolled when determining weather, roll again to determine if the severity is level 5, 6, or 7: 1-80 means level 5, 81-95 means level 6, and 96-100 means level 7.



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## ENCOUNTERS

d%	Encounter	Avg. CR
1-8	1 ram	1
9-12	1 giant falcon	2
13-18	1d4 eagles	2
19-22	1 scavenger crew*	3
23-30	1 giant eagle	3
31-34	1 griffon	4
35-42	1d6 giant eagles	6
43-46	1 wyvern	6
47-52	1d6 giant eagles	6
53-56	avalanche	7
57-60	1 ogre mage	8
61-68	1 stone giant	8
69-72	1s3 raider crews*	8
73-80	1 roc	9
81-84	1 frost giant	9
85-88	1 fire giant	10
89-92	1 cloud giant	11
93-96	1d6 frost giants	12
97-98	1d6 fire giants	13
99-100	1d6 cloud giants	14

## SWAMPS

Many wetlands simply disappeared with the coming of the Forest, and many former lakes and seas instead became swamps, as towering plant life grew out of the lake bottoms to claim the areas in the name of the Forest. Like all swamps, these areas are populated by insects and disease, but like most everything else in the Forest, these insects are much larger than normal.

Swamps on Khrone are characterized by having a great many trees, but not nearly as many as a temperate forest or jungle, and they are often shorter, as part of their trunks are underwater, and their roots are often shorter as the water they need is on the surface rather than underwater.

Traveling along the Forest floor in a swamp is a difficult process, as one must either swim through the water, or jump from root to root along the water's surface.

### WILDLIFE

The wildlife of marshes includes many giant insects, but is otherwise similar to a jungle.

### HAZARDS

**Disease:** From insects to deadly plants and other dangers, disease is common in the swamp. A character who spends a day traveling through the swamp has a 5% chance per day of simply contracting a random disease. As the GM sees fit, this can increase to 20% if eating food collected from

the swamp, swimming in the water, or engaging in other risky behaviors.

**Drowning:** The threat of falling into the water of a swamp is a clear and present danger. It takes a DC 15 Climb check to scale the roots and exit the water.

**Getting Lost:** Travel through the marsh is difficult, as visibility is limited and the sun is difficult to see. When traveling overland across a swamp in unfamiliar territory, PCs must succeed at a DC 20 Survival check to avoid becoming lost.

**Roots:** Travel across the roots of a swamp is considered traveling across difficult terrain, and they increase the DC of all Acrobatics checks by 5. Moving at all during a round requires a DC 5 Acrobatics check.

**Trees:** The trees of the jungle are teeming with life, but have very few branches close enough to aid in climbing. Climbing a tree in the jungle requires a DC 20 Climb check.

## ENCOUNTERS

d%	Encounter	Avg. CR
1-6	1 giant bee	1
7-10	1 giant spider (medium)	1
11-14	1 giant ant soldier	2
15-18	1 giant leech	2
19-22	1 giant wasp	3
23-26	1 giant scorpion	3
27-32	1d6 giant bees	4
33-38	1d6 giant leeches	5
39-46	1d4 Forest Gnome Druids*, 2d6 forest gnomes*	5
47-52	1d8 cherufe amet magma sorcerer*	6
53-56	1d6 giant wasps	6
57-64	2d6 giant ant soldiers	7
65-72	2d6 giant locusts	8
73-74	1d6 giant hornets	9
75-76	1d6 girallon	9
77-80	1 forest-corrupted hill giant*	9
81-82	2d6 ogre spiders	10
83-84	1 goliath spider	11
85-88	1d6 Forest Gnome Tricksters*, 1d6 Forest Gnome Hunters*	12
89-90	2d6 giant tarantula spiders	13
91-94	1d6 forest-corrupted treants*	13
95-96	1 forest-corrupted volcano giant*	15
97-98	2d6 goliath spiders	16
99-100	1d3 forest-corrupted volcano giants*	17

## TEMPERATE FOREST

Too cold for jungles but still possessing significant water and long growing seasons, the temperate forest makes up the bulk of the Forest's territory. Temperate forests are known for having 4 seasons, and while deep roots and wide leaves means no winter can truly stop the Forest, the temperate forests do go through seasonal cycles, becoming mostly dormant in the winter and more active in the summer.

### WILDLIFE

There does exist many varieties of underbrush in the temperate forests, although the lack of sunlight means much of the ground is bare. Like all areas of the Forest, the temperate forest is made up of trees that are an average of 600 ft. high and 20 ft. in diameter, with a canopy thick enough to walk across. There are many dinosaurs and dire animals to be found in the temperate forest, most of which are predators of one form or another; indeed, many of the creatures feed on each other, depending on which one wins any given fight.

### HAZARDS

**Getting Lost:** Travel through the temperate forest is difficult, as visibility is limited and the sun is often hidden. When traveling overland across a temperate forest in unfamiliar territory, PCs must succeed at a DC 25 Survival check to avoid becoming lost.

**Cold:** Temperate forests cut the ground off from much of its exposure to the sun, meaning the ground rarely has the chance to be heated by sunlight. This means that the temperature of the temperate forest is usually 1 level of severity colder than the weather would otherwise be.

**Trees:** The trees of the temperate forest are tall, with few branches except near the top. Climbing a tree in the temperate forest requires a DC 20 Climb check.



**Darkness:** The large, thick trees of the temperate forest block much of the light from the sun, meaning most days are spent in low-light conditions. For the most part, the day only has 4 hours of daylight (from 10:00 am to 2:00 pm, give or take depending on the time of year), with bookended by 4 hours of low-light conditions (6:00 am to 10:00 am, 2:00 pm to 6:00 pm), with the rest of the day spent in complete darkness.

### ENCOUNTERS

d%	Encounter	Avg. CR
1-6	1d6 common cherufe*	1
7-8	2d6 forest gnomes*	3
9-12	1 dire boar	4
13-16	1d4 Forest Gnome Druids*, 2d6 forest gnomes*	5
17-20	1d8 cherufe amet magma sorcerer*	6
21-22	2d6 forest corrupted orcs*	7
23-26	1 stegosaurus*	7
27-32	1d6 forest-corrupted ogres*	8
33-34	1 forest-corrupted hill giant*	9
35-38	2d4 cherufe zavr dinosaur riders*	9
39-42	1d6 cherufe amet invoker*	9
43-46	1d6 dire bears	10
47-52	1d6 Forest Gnome Tricksters*	10
53-56	2d6 cherufe amet invoker*	11
57-60	1 cherufe zavr warchief*, 2d6 cherufe zavr dinosaur rider*	12
61-70	1d6 Forest Gnome Tricksters*, 1d6 Forest Gnome Hunters*	12
71-74	1d6 forest-corrupted hill giants*	12
75-78	1 giganotosaurus*	13
79-86	1d6 forest-corrupted treants*	13
87-88	1 forest-corrupted storm giant*	15
89-92	1d6 giganotosaurus*	16
93-94	1 forest-corrupted volcano giant*	16
95-98	1d4 forest-corrupted storm giants*	17
99-100	1d4 forest-corrupted volcano giants*	18

## TUNDRA

In the far northern and far southern reaches of the world where ice and snow reign, the Forest cannot grow. While in the warmest parts of the tundra some small plants can grow at certain times in the year, for the most part these lands are completely inhospitable to plantlife, and any animals or humanoids found therein must survive by hunting whatever they can find.

### WILDLIFE

The wildlife of the tundras are virtually unchanged from the Old World, as no trees or dinosaurs are able to survive there.

### HAZARDS

**Food and Drink:** While water is available in abundance so long as there is snow, food is very hard to find. A Survival to find food has a DC of 20.

**Snow and Ice:** Tundras are often covered with snow and ice. Snowbanks count as difficult terrain. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

**Storms:** Tundras get very little precipitation and are considered a type of desert; it may not snow often in the tundra, but the snow and ice stays on the ground for most of the year.

**Table: Tundra Weather**

d100	Wind Severity*	d100	Snow Severity*
1-40	1	1-95	1
41-70	2	96-98	2
71-90	3	99-100	3
91-97	4	-	4
98-100	5	-	5
100^	6	-	6
100^	7	-	7

\*Weather severity levels are based on the Weather sphere from the Spheres of Power system.

^Weather of severity level 6 is so rare that a roll of 100 is not enough. If a 100 is rolled when determining weather, roll again to determine if the severity is level 5, 6, or 7: 1-80 means level 5, 81-95 means level 6, and 96-100 means level 7.

### ENCOUNTERS

d%	Encounter	Avg. CR
1-8	1 wolf	1
9-12	1 ghoul	1
13-18	1 skulk	1
19-22	1 cave fisher	2
23-30	1d4 yellow musk zombies	2
31-34	1 ice mephit	3
35-42	2d4 raiders (human rogue 2)	3
43-46	1d6 ghouls	4
47-52	1 yeti	4
53-56	1 polar bear	5
57-60	1 winter wolf	5
61-68	2d6 wolves	6
69-72	1d6 polar bears	8
73-80	2d4 raiders (human rogues 4)	8
81-84	2d4 winter wolves	10
85-88	1 adult white dragon	10
89-92	1d6 frost drakes	11
93-96	1 frost worm	12
97-98	1d6 frost giants	12
99-100	1 old white dragon	13





## CRYPTWOODS

Of all the places to be found on the planet's surface, none are more terrible than the cryptwoods. 'Cryptwood' is not a type of terrain, but is instead an augmentation of terrain; cryptwoods can be found dotting the world, and mark locations where the normal rules of reality don't apply.

Cryptwoods are born when the primordial energies that birthed the Forest encounter locations of powerful magic, combining to create something new. Examples of such places of powerful magic include the resting places of artifacts, ancient holy sites, powerful magical laboratories, layline nexus, the demiplanes of unseen divine beings, particularly powerful haunts, or any number of other locations where some source of powerful magic can be found. Cryptwoods are usually found in forest, swamps, jungle, or grassland terrains, as these are the areas most filled with life, but it is theoretically possible for a cryptwood to be found anywhere and in any terrain.

Cryptwoods are only created when the Forest has had time to tap into a power source, and can take years to form (and disappear within 1d4 hours when their power source is removed). Simply having a powerful source of magic (such as an artifact in the possession of a wondering PC) is not enough to cause the surrounding area to become a cryptwood.

Cryptwoods vary greatly from one to another. They can have a diameter of a few miles or a few hundred miles, and no two cryptwoods are exactly alike. Sometimes a cryptwood might not even be identifiable from the outside as anything of note, but other times a cryptwood might bear a unique or frightening visage. Cryptwoods can be dark and sinister, light and domineering, or even bear the unmistakable signs of sentience; it all depends on what power source gave birth to it, and how that power manifests in the surrounding terrain.

Conquering a cryptwood is the dream of many delvers, but few make the attempt, and even fewer return alive. Those who do, however, often come home bearing treasures the likes of which gives birth to legends, spurring still more delvers to dream of one day conquering a cryptwood for themselves.



## CREATING A CRYPTWOOD

Cryptwoods are rare, and almost never discovered by accident; if the players encounter a cryptwood, odds are it is because they or a patron first did research to discover an ancient site of power. For example, if the campaign requires the PCs to discover the resting place of an ancient divine artifact, if that resting place is found in the Forest, then it would be a cryptwood, which would have manifestations determined by the power source and the divine portfolio of the divinity in question. If a GM truly desires to determine cryptwoods by random chance, every hex has a 0.1 percent chance of being a cryptwood (a 100 roll on a d100 roll, followed by a 10 roll on a d10).

### POWER SOURCE

A cryptwood's power is derived from a particular power source, such as an artifact or ancient holy site, which the Forest taps into and uses to fuel its growth. As such, the more powerful the source, the larger and more frightening the cryptwood. For more information, see **Table: Cryptwood Power Sources**

### MANIFESTATIONS

Cryptwoods are places where the usual rules of reality are altered; through the strength of the power source, the Forest is bent in strange and frightening ways that would otherwise be impossible in the normal world.

Every cryptwood possesses at least one means by which these alterations are manifested, known as a manifestation. While it would not be incorrect to call these manifestations 'magical effects', these effects go far beyond magic and are more akin to planar traits that have a limited reach; no amount of dispel magic spells or anti-magic wards can hold back the manifestations of a cryptwood.

Depending on the strength of a cryptwood, a cryptwood might have 1, 2, or even 3 manifestations. These manifestations are usually chosen by the GM depending on which best match with a cryptwood's power source, but the GM may roll randomly if they so choose.

Templates: Many manifestations add a template to creatures encountered within the cryptwood. These templates are the result of the cryptwood's power, and as such are not traditionally gained (thus, if a manifestation calls for all creatures

to gain the half-dragon template, this does not mean that the creatures do, in fact, have a dragon for a parent). These templates are only gained by creatures the Forest considers to be a part of itself (thus wild animals would as well as chaotic creatures who have made the cryptwood a permanent home, but not visiting PCs or their tame animals or animal companions).

These templates are gained when the creature enters the cryptwood, and lost if and when the creature leaves.

**Table: Cryptwood Manifestations**

d100*	Manifestation
1-8	fire
9-16	ice
17-24	acid
25-32	electricity
33-39	illusion
40-46	healing
47-53	shadow
54-60	gravity
61-67	time
68-75	sentience
76-84	necromancy
85-92	good
93-100	evil

\*Cryptwoods are almost always created only when and where the plot demands, but random chance percentage is included here as a GM aid, for when such randomness is desired.

### FIRE

The cryptwood is bathed in flames that somehow don't consume the plants and trees. The cryptwood has a heat severity level of 6\* on the outskirts, which increases to level 7 when on the inner-half of the cryptwood. All creatures found naturally within this area gain the half-dragon template (red).

\*Heat severity level 6: 1d6 fire damage every round (no save), and a Fortitude save every round (DC 15, +1 per previous check) or take 1d4 nonlethal damage. Heat severity level 7: 3d6 fire damage every round.

**Table: Cryptwood Power Sources**

d100*	Strength of Power Source	Diameter of Cryptwood	Number of Manifestations	Example Power Sources
1-30	weak	1 mile	1	Haunt, powerful magical laboratory
31-55	moderate	5 miles	1	Minor artifact, ancient temples
56-75	strong	20 miles	2	Major artifact, layline nexus
76-90	powerful	100 miles	2	Divine sites
91-100	overwhelming	500 miles	3	Etkinean Valley, Effugio island

\*Cryptwoods are almost always created only when and where the plot demands, but random chance percentage is included here as a GM aid, for when such randomness is desired.

## ICE

The cryptwood is bathed in ice that never seems to disrupt the greenery. The cryptwood has a cold severity level of 6 on the outskirts, which increases to level 7 when on the inner-half of the cryptwood. All creatures found naturally within this area gain the half-dragon template (white).

\*Cold severity level 6: 1d6 frost damage every round (no save), and a Fortitude save every round (DC 15, +1 per previous check) or take 1d4 nonlethal damage. Cold severity level 7: 3d6 frost damage every round.

## ACID

The ground and the trees of this cryptwood burns to the touch like acid. Touching the ground or the trees deals 3d6 acid damage per round to the creature (no save). All creatures found naturally within this area gain the half-dragon template (green).

## ELECTRICITY

The air within the cryptwood crackles with electricity. All creatures who enter this cryptwood, regardless of where they are, suffer 2d6 electricity damage per round. All creatures found naturally within this area gain the half-dragon template (blue).

## ILLUSION

The cryptwood is filled with objects that are not really there, despite looking and feeling real. At any given time, illusionary building, ruins, or creatures can appear within this area, often with the express purpose of hiding the cryptwood's secrets and throwing off visitors (Will DC determined by the strength of the power source: weak DC 25, moderate DC 27, strong DC 29, powerful DC 32, overwhelming DC 35).

For every creature found as part of an encounter within this cryptwood, 2 illusionary doubles appear as well. These doubles are considered a form of shadow conjuration and are quasi-real; They possess half the hit points of the original creature, and deal only half damage to creatures that recognize them as illusionary (Will save DC same as above).

## HEALING

This cryptwood appears to be bathed in bright colors. The area is strongly connected with positive energy; creatures damaged by positive energy suffer a -4 penalty to all ability scores while within this area. Creatures encountered within this cryptwood gain the advanced simple template, as well as regeneration 20 (fire or acid).

## SHADOW

The cryptwood is filled with unnatural, palpable darkness, which doesn't seem to impede its growth. The entire area is filled with darkness, light sources only shed light in a 5 ft. area, and darkvision is cut in half (maximum: 90 ft.). However, all creatures encountered naturally within this area can see through this darkness perfectly. Searching or traveling through this cryptwood takes 4 times as much time, or only twice as long for creatures with darkvision. Searching from the skies is impossible.

## GRAVITY

Gravity is twice as strong as it should be within this cryptwood. All Acrobatics, Climb, Ride, and Swim checks incur a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. Falling damage is calculated with d10's rather than d6's.

All creatures encountered naturally within this area are unaffected by this increased gravity, and instead experience the effects of weakened gravity. These creatures gain a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. Falling damage is calculated with d4's instead of d6's.

## TIME

Time moves at different speeds within this cryptwood. Visitors to the cryptwood are affected as if under the effects of a permanent slow spell, while creatures encountered naturally in the area are treated as if under the effects of a permanent haste spell. These effects can be suppressed by their counterpart (for example, using slow on a hasted target suppresses both effects) but not dispelled.

## SENTIENCE

This area of the Forest is ruled by a malignant intelligence which infuses the flora and fauna, and is keenly aware of any visitors who enter. Stealth of any form is impossible for visitors to this cryptwood, and all creatures encountered naturally within this area possess the forest-touched template. Additionally, encounters within this cryptwood are rolled 3 times more often.

## NECROMANCY

Colors are dimmer in this area, and everything has a dead appearance. The area is filled with negative energy, and creatures who are damaged by negative energy (other than those encountered naturally within the cryptwood) suffer a -4 penalty to all ability scores when within this area. All creatures encountered naturally within this area gain the vampire template.

## GOOD

This area is strongly associated with goodness, and appears vibrant and filled with light. All creatures encountered here naturally possess the half-celestial template. Any visiting creature who opens their eyes within this area must pass a Fortitude DC 15 saving throw each round or be blinded for 10 rounds. Traveling through or exploring this cryptwood takes 4 times as long.

## EVIL

This area is strongly associated with evil, and appears dead and full of a malignant presence. All creatures encountered here naturally possess the half-fiend template. All visitors to this cryptwood must pass a Will DC 15 saving throw each round or be frightened for 5 rounds. Traveling through or exploring this cryptwood takes 4 times as long.

## SAMPLE CRYPTWOODS

### AUGAS' LAIR

**Strength** weak; **Manifestation** acid

A wizard of the Old World who was forced to abandon his magical study, Augas left many valuable magical tools behind, which were quickly consumed by the Forest and gave birth to a small cryptwood. The small ruined hut at the center contains 30,000 gp in raw magical materials that can still be repurposed for use in magic item creation, but so far the hut has remained undetected, as the cryptwood's acid makes it difficult to approach.

### CHAPEL OF DULHIM

**Strength** powerful; **Manifestation** evil, fire

Once, many centuries ago, the Chapel of Dulhim had been home to a small but powerful group of demon cultists. The temple was abandoned and would have floundered in obscurity, but the Forest unearthed this ancient site and transformed the surrounding area into a cryptwood. The ruins now sit near the center of the cryptwood, buried underground except for a hole in the roof opened by a tree root, and containing an unknown amount of ancient wealth and magic items for whoever can overcome its many trials.

### EFFUGIO

**Strength** overwhelming; **Manifestation** sentience, illusion, necromancy

Effugio is one of the world's great mysteries, as no one truly knows what its power source is nor why it behaves the way that it does. Effugio is ruled by someone or something; either an

intelligence inside of the Forest or a creature who commands the cryptwood to do its bidding. The isle contains several Lawful settlements and sends merchants to trade with outside cities, but accepts no unsolicited visitors. The cryptwood, it seems, does not bother those who have permission to enter so long as they obey all rules, but visitors who enter without permission or delve too deeply into the isle's secrets are soon found dead or driven insane by horrors both real and imagined.

### HEART OF THE FOREST

**Strength** overwhelming; **Manifestation** sentience, gravity, healing

The Heart of the Forest is the cryptwood that has grown up around the Etkinean Valley, the birthplace of the Forest itself. Visible from miles around for its trees (at over 1,000 ft. high, they are giants even by Forest standards), the Heart of the Forest is held by the druids of the 7th Sphere, who allow none but their own arch druids to enter the cryptwood's central grove.

As the resting place of the valley, the broken walkways, the birthplace of adamantine, and the palace of the ancient empire of Utola, countless legends and theories abound as to what treasures of knowledge and power the 7th Sphere leadership might be hiding within the Heart of the Forest, and many beings (including wizards, adventurers, and the rivals of the 7th Sphere: the druids of the Druid Council) dream of one day claiming the area as their own. However, with more than one army of Chaotic creatures as well as the arch druids of the 7th Sphere guarding the area, such a venture seems entirely impossible.

# CHAPTER 4

# WORLD MAP

With most of the world's surface covered by Forest and airships the new preferred method of travel, the world of Khrono has effectively shrunk; the actual size may be the same, but vast oceans and seas of green mean that for most adventurers, the places worth visiting (with the exception of the ruins that fuel their profession, of course), are few and far between. Even the planet's geography, once rich and diverse, has become diminished as all but the largest seas, mountains, and deserts have vanished beneath the Forest canopy.

Of the geological and political features the remain within the world, the largest are listed below. There are certainly many more floating isles, mountaintop sanctuaries, refugee settlements, and smaller geological features left in the world, but only the largest and most influential are included in this list.

## CONTINENTS

### PANDURUS

Once home to a vast human empire, Pandurus was the original home of Finreche and the current home of Andrus, although now it is little more than a vast temperate forest. Because of the human tendency towards building and expanding, Pandurus is home to sprawling ruins, and even after years of delving still produces valuable salvage.

Pandurus is not only home to Andrus and many sprawling ruins, but also the Heart of the Forest, located at what once was the Etkinean Valley. Because of its position as the home of both Andrus and the Heart of the Forest, Pandurus is considered by many to be the centerplace for the battles that define the new world; the place where Law and Chaos meet to engage in their battles of influence.

While there are still many ruins to be found on Pandurus, the sheer number of delvers who live in Andrus, combined with the sheer number of Chaotic tribes that live near the Heart of the Forest (many of whom also delve ruins in search of Old World power), means that the continent has begun to drop in the amount of worthwhile salvage it produces. Today the trend

is for new delvers to begin their career in Pandurus, but for more experienced delvers to seek their fortunes outside the continent, using powerful ships to travel the world in search of more lucrative digs.

### LANDMARKS

#### CHILD'S GROVE

While not a specific landmark, 'child's grove' is an important location for delvers, and refers to the amorphous area round the city of Andrus where the ruins have been delved to such a degree that very little is left. Combined with the hunting parties from Andrus who slay many of the larger dinosaurs within the area to sell as meat, it is perhaps the closest thing to a 'safe' place to be found within the Forest.

Many beginning delvers and delver guilds with new recruits will use this area as a form of 'delver training ground' where inexperienced delvers can earn a modest sum collecting what loot remains while learning to work as a team and handle the dangers of the Forest.

On the continent of Pandurus and the nearby islands, the area within 500 miles of Andrus suffers a -20 to D100 rolls made on the terrain's encounter table. Rolls that result in a 0 or lower indicate no encounter was met. Likewise, rolls made to determine the amount of salvage obtained from ruins suffers a -2 penalty per die.

From 500 miles to 1,000 miles, the penalty to encounter rolls is reduced from -20 to -10, and rolls made to determine salvage suffer a -1 penalty per die.

### THE HEART OF THE FOREST

Once known as the Etkinean Valley, the Heart of the Forest is the place where the Walkways were formed and shattered, and where the Forest first started growing. Its trees are enormous even by Forest standards, and it is considered the most sacred place on Khrono to the druids, both those of the druid council and those of the 7th Sphere (although only the 7th Sphere is welcome). Currently under the control of the 7th Sphere, no one other than its highest ranking priests and their

trusted followers are allowed inside the grove, so few are sure what rites, rituals, or creatures are to be found there.

On the continent of Pandurus, the area within 500 miles of the Heart of the Forest gains a +20 modifier to d100 rolls made on the terrain's encounter table. However, rolls made to determine the amount of salvage obtained from ruins suffers a -2 penalty per die. From 500 miles to 1,000 miles, these bonuses and penalties are reduced in half. Rolls that result in a 0 or lower indicate no loot was recovered, while encounter table rolls that produce a result over 100 mean the GM should roll on the encounter table twice, combining both results.

## MAJOR SETTLEMENTS

### ANDRUS: THE CITY OF MEN

*Note:* Andrus is a settlement of such massive size that it is much more accurate to treat it as a series of settlements all next to each other, each with its own culture, government, and

economics. For more information on this great city, see the book *Andrus: The City of Men*.

### TRADE GOOD MODIFIERS

**Creature Parts** +1; **Food** +4 (+1)\*; **Gems, rare** +0; **Manufactured goods** +0; **Metals, common** +1; **Metals, precious** +0; **Metals, rare** +1; **Recreational products** +2; **Spices** +5 (+2)\*; **Stone** -2; **Textiles, common** -2; **Textiles, rare** +0; **Wood, basic** -3; **Wood, rare** +1

*\*These goods only have such high modifiers for foreign foods not locally grown or obtained by city hunters or merfolk: exotic spices, meat from sources other than dinosaurs, or other exotic specialty foods. Everything else suffers a -3 to this modifier (Food +1, Spices +2). However, such foreign foods are also subject to a 30% tax if brought in from outside the city, meaning (legal) sales also suffer this -3 to their modifier. If the PCs are able to smuggle foreign foods in undetected, however, they do not suffer this penalty and can use the higher modifier.*



The last, great city of the surface, Andrus is a melting pot of hundreds of races and cultures, banding together for survival. Andrus contains representatives of virtually every race and species, as those who could not escape to the skies or the seas (and even many of those who did) came together for mutual aid and protection. Fed through trade deals with the Mer kingdoms, Andrus is the closest thing to a world capital to come out of the post-Forest era, and most travelers find themselves in Andrus at least once in their lives.

## BAEMOR

### BAEMOR LN METROPOLIS

**Corruption** +4; **Crime** +4; **Economy** +6; **Law** +5; **Lore** +6; **Society** +3

**Qualities** Pious, Prosperous, Rumormongering Citizens, Strategic Location

**Danger** +10

#### DEMOGRAPHICS

**Government** Autocracy

**Population** 200,000

#### NOTABLE NPCs

**King** Kaima IV, May His Power Touch the Stars (LN male merfolk aristocrat 14)

**High Priestess** Tavrae Currentpull (LG female merfolk cleric 10)

#### MARKETPLACE

**Base Value** 22,400 gp; **Purchase Limit** 150,000 gp; **Spellcasting** 9th; **Minor Items** All; **Medium Items** 4d4; **Major Items** 3d4

#### TRADE GOOD MODIFIERS

**Creature Parts** +0; **Food** -2; **Gems, rare** +2; **Manufactured goods** +2; **Metals, common** +2; **Metals, precious** +2; **Metals, rare** +2; **Recreational products\*** +0; **Spices** +2; **Stone** +1; **Textiles, common\*** +0; **Textiles, rare\*** +0; **Wood, basic\*** +0; **Wood, rare\*** +0

*\*Due to being underwater, there is little to no market at all for these products, either buying or selling.*

Arguably the most powerful of all the merfolk kingdoms, Baemor has made itself wealthy through its extensive trade relationship with Andrus, and is the heartbed of the economic revolution that transformed the merfolk into the mercantile force they are today.

Baemor is ruled by a king (King Kaima IV, May His Power Touch the Stars), but like almost all merfolk settlements is also overseen by a High Priestess (Tavrae Currentpull), and has a growing mercantile class that answers to no one but profit. While the king still commands a great amount of power and is certainly the wealthiest individual in the kingdom, the clash between royalists who wish to keep the monarch and marketists who seek greater control over their government is growing, especially in light of the recent revolution in Welnachi.

Merfolk generally have little interest in the surface world beyond profit, as both geography and their own biology makes travel on land cumbersome. However, it has been theorized that the resources of Baemor are so great that, if they could effectively be used to colonize the land, they might well prove the most powerful nation in the world.

## WELNACHI

### WELNACHI LE METROPOLIS

**Corruption** +7; **Crime** +6; **Economy** +7; **Law** -1; **Lore** +5; **Society** +3

**Qualities** pious, prosperous, rumormongering citizens

**Danger** +10

#### DEMOGRAPHICS

**Government** Secret Syndicate

**Population** 150,000 merfolk

#### NOTABLE NPCs

**Queen** Tanisha, May Her Enemies Fall (NE female rogue 7)

#### MARKETPLACE

**Base Value** 20,800 gp; **Purchase Limit** 150,000 gp; **Spellcasting** 9th; **Minor Items** All; **Medium Items** 4d4; **Major Items** 3d4

#### TRADE GOOD MODIFIERS

**Creature Parts** +0; **Food** -1; **Gems, rare** +2; **Manufactured goods** +2; **Metals, common** +2; **Metals, precious** +2; **Metals, rare** +2; **Recreational products\*** +0; **Spices** +2; **Stone** +2; **Textiles, common\*** +0; **Textiles, rare\*** +0; **Wood, basic\*** +0; **Wood, rare\*** +0

*\*Due to being underwater, there is little to no market at all for these products, either buying or selling.*

Baemor's chief economic competitor, Welnachi does not command the same resources and trade agreements as its rival, but tries to make up for this lack by thoroughly and completely dedicating itself to trade. Welnachi aggressively sends merchants throughout the world, doing its best to claim distant markets before its competitors can make use of them.

In its fear of 'losing' to Baemor, the nation of Welnachi's dedicated everything to expanding its economic outreach, sacrificing tradition, religion, alignment, and more in its zeal for more profit, until it was too late and political revolution became inevitable. Today, while the nation is still outwardly 'ruled' but its ancient monarchy, this monarch is little more than a mouthpiece, and answers in all things to a council of merchants. Membership in this council is reserved for only the most wealthy, and there are many Welnachi merchants willing to do anything, including dealings with actual devils, to win enough wealth to gain a seat.

## MORUNEI MONASTERY

### MORUNEI MONASTERY LN LARGE TOWN

**Corruption** +4; **Crime** +0; **Economy** +0; **Law** +0; **Lore** +6; **Society** -1

**Qualities** Academic, Bibliophilic\*, Holy Site, Pious (The Way)

**Danger** +5

*\*Bibliophilic settlements are dedicated to preserving knowledge and gain a +4 to Lore.*

#### DEMOGRAPHICS

**Government** Autocracy

**Population** 4,000 (various)

#### NOTABLE NPCs

**Grant Master** Taki Maiami (LN Old Male gnome monk 20)

### MARKETPLACE

**Base Value** 2,000 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 9th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d4

### TRADE GOOD MODIFIERS

**Creature Parts** -1; **Food** +2; **Gems, rare** +0; **Manufactured goods** +1; **Metals, common** +1; **Metals, precious** +1; **Metals, rare** +1; **Recreational products** +0; **Spices** +2; **Stone** -2; **Textiles, common** -1; **Textiles, rare** -1; **Wood, basic** -2; **Wood, rare** -1

One of the 4 great monasteries, Morunei was an established and self-sustaining monastery of the Way before the Old World passed, training monks and maintaining an extensive library in the heart of the Audas mountains. When the Forest grew, the monastery did take in a number of refugees and thus expanded itself greatly, but for the most part Morunei has remained mostly unchanged for centuries.

For many, Morunei is the unofficial head of the followers of the Way; the monks of Morunei train extensively and travel

throughout the world, teaching their philosophy and defending civilization wherever they find themselves. These traveling monks and clerics return often with whatever Old World books they can find, and Morunei contains one of the greatest libraries in the world.

Some consider it dangerous that the leaders of the Way can be found only a few hundred miles from the Heart of the Forest, but others take heart knowing that Morunei stands in defiance so close to the heart of the 7th Sphere.

## HEIMALAND

Heimaland was the least upheaved continent when the Forest came, as its distance from the Heart of the Forest meant its people had time to prepare, and its many mountain ranges kept the growth of the Forest mild, at least compared to the rest of the world. Giant trees do still dot the landscape, but Heimaland is also home to several large stretches of grasslands, where either a lack of rain or high elevation have kept the trees from growing as dense as in other parts of the world.



While there are many places on Heimaland where the battle between Law and Chaos rages just as strongly as in other parts of the world, due to its rolling grasslands and large mountains, there are some locations on Heimaland that have achieved what many feel constitutes a 'hybrid' form of civilization. In these areas, rather than engaging in deadly battles between the Forest denizens and the last bastions of civilization, Heimaland contains many nomadic tribes of dinosaur herders who travel across the grasslands trading food with the Lawful settlements that dot the higher elevations in exchange for manufactured goods.

While some hold Heimaland up as a shining example of how the two halves of the world can co-exist, others (both Lawful and Chaotic) view this hybrid life as an abomination; that being only 'half corrupt' is no different or less evil than, say, committing 'half-genocide' or only worshipping half the Fiends. Many well-travelled scholars also believe it is only Heimaland's unique geography and other, similar factors that has allowed it to achieve this hybrid economy, meaning attempts to replicate this unique culture in other parts of the world might be doomed to fail.

## MAJOR SETTLEMENTS

### CLOUDTOWER MONASTERY

#### CLOUDTOWER MONASTERY **LG SMALL CITY**

**Corruption** -1; **Crime** +1; **Economy** +3; **Law** +0; **Lore** +0; **Society** +6

**Qualities** Academic, Holy Site, Prosperious, Strategic Location

**Danger** +5

#### DEMOGRAPHICS

**Government** Council

**Population** 8,000 (various)

#### NOTABLE NPCs

**Council Chair** Minele (LG female halfling cleric 14)

**Ambassador Chair** Norslak (CG male cherufe barbarian 8)

#### MARKETPLACE

**Base Value** 5,600 gp; **Purchase Limit** 37,500 gp; **Spellcasting** 9th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

#### TRADE GOOD MODIFIERS

**Creature Parts** +1; **Food** +1; **Gems, rare** +1; **Manufactured goods** -1; **Metals, common** +1; **Metals, precious** +1; **Metals, rare** +1; **Recreational products** +2; **Spices** -1; **Stone** -1; **Textiles, common** +1; **Textiles, rare** +1; **Wood, basic** +2; **Wood, rare** +2

One of the 4 great monasteries, Cloude tower was hastily constructed in the time before the Forest came to the Heimaland continent to house as many people as possible to protect them from the impending changes to the world. Over the past hundred years the monastery has greatly expanded even further, becoming the protector of the settlements that dot the continent as well as the unofficial capital of the Lawful settlements in the area.

Cloude tower monastery was the primary site that brokered the 'hybrid' life that many settlements in Heimaland use,

and is ruled by a council that includes one seat reserved for the Chaotic tribes (known as the 'Ambassador Chair') to ensure their voice is heard. Cloude tower remains one of the only monasteries of the Way to accept visitors from Chaotic philosophies, and its monks and clerics can often be seen traveling throughout the continent, working to support its unique hybrid way of life.

## NORTHLANDS

A continent that rests at the very top of the world, the Northlands were originally home to only a few scattered tribes of humans and goblins, wandering the snows and living by hunting the land's few animals. With the advent of the Forest, however, the Northlands have found themselves flooded with far more people than the land can successfully sustain. However, despite being a land of scarcity, it is also one of the few places too inhospitable for the Forest to grow (in this case, due to cold), meaning many still find it preferable to living in a more southern climate.

Today the Northlands struggles to sustain its new-found population, with hunting parties seeking greater and more dangerous prey both in the Northlands and in the southern Forest to attempt to feed the new, struggling cities. Both the ancient native tribes and the new refugee cities trade and war with each other in the name of survival, but only the future can tell if they will find a way to live sustainably or not.

## ALBALA

A small continent, Albala is divided sharply between the mountains and desert in its north and the Forest in its south, with grasslands marking the boundary between the two regions. This boundary is not only physical but also cultural, as the grasslands mark the disputed territory between the Lawful settlements of the North and the Chaotic settlements of the South.

The settlements in the North eek out a living as best they can, often relying on raids into the grasslands to hunt game and steal food from the southern tribes. At the same time, the settlements in the South attempt to eradicate those in the North by controlling the grasslands and forbidding its food to them, occasionally launching attacks against the Northern settlements in an attempt to drive them further away.

While this war makes Albala unwelcoming to most delvers, it can be extremely profitable for mercenaries, as both Lawful and Chaotic adventurers find a never-ending supply of missions awaiting them as the two sides seek to eradicate each other.

## LANDMARKS

### DANMA WASTE

This small desert on the north side of the Danma mountains is small, but extremely dangerous. The site of an ancient magic battle, the Danma waste is akin to a cryptwood, but instead of an intense Forest, it is a place of absolute nothing. The Danma waste is a magical dead zone, where no spell or magic item has any effect, yet it is also home to a great many monstrous creatures, many of them being trapped denizens



of other planes. No humanoids attempt to make their home in the wastes, instead avoiding it as much as possible.

## MORAGO

The largest of the Old World continents, Morago contains both the Audas mountains and the Jeo desert, both of which stretch for miles and contain perhaps the largest collection of refugee settlements outside of Andrus itself. Morago is also home to some of the seas large enough that they remain as lakes in the New World, as well as the world's last river visible from the air, the Red River.

In the Old World, Morago was large and contained a vast number of civilizations, including the original forests that housed the elves, the hills that housed many dwarven kingdoms, and many orcish war camps. As such, it's ruins are varied and valuable.

### LANDMARKS

#### RED RIVER

The Red River was not originally just a river, but was instead a series of thin lakes that divided the Northlands from the southern continents. When the Forest claimed the shallow lakes and seas as it's own, the only part of this stretch of water to survive became known as the 'Red River', which feeds the world's last remaining true lakes: lake Middleson, lake Cacephadas, and lake Eldiba.

#### JE0 DESERT

The massive desert of the Morago continent is covered with rolling sands and is such a harsh environment that the only water to be found are in scattered oasis. While the Forest cannot grow in such oasis, the plantlife around such places has grown incredibly dangerous, making survival in the desert even more difficult. However, as the largest stretch of land where the Forest cannot grow, the Jeo desert contains many struggling communities, doing their best to survive in the terrible environment.

### MAJOR SETTLEMENTS

#### IRONGATE MONASTERY

#### IRONGATE MONASTERY LE LARGE CITY

**Corruption** +0; **Crime** -2; **Economy** +2; **Law** +6; **Lore** +5; **Society** +2

**Qualities** Academic, Holy Site, Insular, Superstitious; **Disadvantages** Impoverished

**Danger** +10

#### DEMOGRAPHICS

**Government** Magical

**Population** 20,000 (various)

#### NOTABLE NPCs

**High Lord** Demonfire (LE male elven cleric 15)

#### MARKETPLACE

**Base Value** 4,000 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 9th; **Minor Items** 2d4; **Medium Items** 1d6; **Major Items** 1d4

#### TRADE GOOD MODIFIERS

**Creature Parts** -2; **Food** +1; **Gems, rare** +0; **Manufactured goods** +0; **Metals, common** -1; **Metals, precious** -1; **Metals, rare** +1; **Recreational products** +2; **Spices** +2; **Stone** -2; **Textiles, common** +1; **Textiles, rare** +1; **Wood, basic** +2; **Wood, rare** +2

One of the 4 great monasteries, Irongate was forged in the Mayoph mountains in the south of Morago in the days of the coming of the Forest. While no monasteries existed in the area beforehand, the sheer size of the Mayoph mountains made it an ideal place for refugees, and Irongate was forged to defend and support them. Currently, the Mayoph mountains contain a great population, far more than the mountains can reasonably sustain, and it has fallen to Irongate not only to defend them, but also to regulate and rule them. The rule of Irongate is famously harsh and has even been known to traffic with unsavory powers to accomplish its goals, but the population of the mountains is being sustained, so few are willing to risk upsetting the delicate balance the place has achieved.

Irongate produces more warriors than any other monastery, training monks not just in philosophy, but very specifically in combat, sending them out to hunt monsters and dinosaurs to provide the population of the mountains with food as a regular



part of their training. While a few trainees are lost every year due to these harsh training methods, those who survive develop a fierce reputation as some of the greatest combatants in the world.

## NYUMBA

The last continent to be consumed by the Forest, Nyumba contained many mountain-dwelling peoples already, who were able to survive the change without leaving their lands, although life certainly still changed for them. These settlements survive through hunting, farming, and herding as always, but with a more dangerous edge as they attempt to navigate much more dangerous flora and fauna than their ancestors did.

In order to avoid upheaval, the settlements of Nyumba accepted much fewer refugees than other parts of the world, with some settlements accepting none at all. This means that, whereas much of the rest of the world sees war between Lawful settlements and Chaotic tribes, Nyumba sees battles instead between Lawful settlements, as refugees doing what they can to survive at the edge of the Forest raid the ancient settlements for the food they need.

Nyumba is far away from where both the gnomes lived and the cherufe were spawned, meaning there are very few Forest tribes living on Nyumba. However, Nyumba was also the birthplace of many forms of Kaiju, so while war with the Chaotic tribes is less pronounced, the Forests of Nyumba are, in many ways, even more dangerous than at found in the rest of the world.

*Note: When rolling encounters on Nyumba, rolls that result in a cherufe or gnome should be rerolled. If such rerolls result in a cherufe or gnome 3 times in a row, a kaiju is found instead.*

## LANDMARKS

### PHANTOM WASTES

Located in the south of Nyumba, the area known as the phantom wastes was originally home to several Old World large and populous city-states. Rather than attempt to escape the Forest through flight, these city-states attempted a joint magical experiment to save themselves and their lands by folding space around the area, creating a series of pocket dimensions that would separate their cities from the world.

These various pocket dimensions were implemented with varying degrees of success; while some cities managed to hide themselves and their lands, others found only partial success, if that. Some demiplanes became subject to unanticipated planar traits, such as slowed time or elemental effects. Some were incapable of sustaining life, killing the citizens who were inside. Others simply could not bring enough soil with them, and are forced to enact raids on neighboring demiplanes for food and supplies.

The area around the south of Nyumba now known as the Phantom Wastes has become such a maze of demiplanes that few things can grow - or indeed live - within the area, which has caused the area to become a wasteland. It is possible for outsiders to navigate the maze of demiplanes to visit the cities that still live within the area, but doing so can be dangerous without

an expert guide, and few of the cities within the waste care to receive guests from the outside world, anyway.

## MAJOR SETTLEMENTS

### VIGILANCE MONASTERY

#### VIGILANCE MONASTERY LN LARGE TOWN

**Corruption** -4; **Crime** +0; **Economy** +1; **Law** +1; **Lore** +4; **Society** -2

**Qualities** Academic, Holy Site, Prosperous

**Danger** +5

#### DEMOGRAPHICS

**Government** Magical

**Population** 4,000 (various)

#### NOTABLE NPCs

**Overlady** Mionta (LN female half-elven oracle 11)

#### MARKETPLACE

**Base Value** 2,600 gp; **Purchase Limit** 15,000 gp; **Spell-casting** 9th; **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

#### TRADE GOOD MODIFIERS

**Creature Parts** +1; **Food** +2; **Gems, rare** -1; **Manufactured goods** -2; **Metals, common** +1; **Metals, precious** +1; **Metals, rare** +1; **Recreational products** -2; **Spices** +2; **Stone** +0; **Textiles, common** -2; **Textiles, rare** -2; **Wood, basic** +0; **Wood, rare** +1

One of the 4 great monasteries, Vigilance sits atop the continent of Nyumba. While all monasteries are dedicated to the preservation of civilization, Vigilance had to deal with refugees who were rejected from the local mountainous settlements, and has had to have a more hands-on approach to preserving knowledge.

Vigilance does not protect an extensive library (at least not as large as those in other monasteries) and instead is dedicated to teaching and preserving crafts. Vigilance monastery produces wine, cloth, and other goods and is renowned for the quality of its work. Provided they can reach the monastery and are willing to work hard, anyone can come to Vigilance to learn a trade and will not be turned away.

## MAJOR ISLANDS

### EFFUGIO

While originally a large island of little repute, Effugio has emerged in the New World as a place of power, although few are sure how much. Home to possibly the largest cryptwood in the world, Effugio is ruled over by the 'Aspish', although whether the Aspish is one person, a group of people, an intelligence of the cryptwood itself, or some other entity is unknown. It is known that there are settlements to be found on the island, as representatives of it have been known to visit other locations seeking to buy and sell goods. However, very few visitors are ever allowed to come to the island, and no one who has come to the island secretly has ever returned, at least according to rumor.

The name 'Effugio' comes from a dwarven phrase that roughly translates to 'flee this place'.

## AVERANSA ISLE

Averansa was the heartland of an ancient war in the Old World between the living citizens of the north and the undead army of the frozen south. However, the Forest forcefully put an end to the northland and forced its denizens south to attempt to claim a new home.

While its been over a hundred years since the Forest grew, this bitter war continues; scattered clans do their best to survive, knowing that every soldier who dies becomes part of the undead armies. These armies are commanded by a powerful lich known as Lord Avonit, a being who is still trying to unite Averansa under his rule, although for what purpose no one knows.

## THE SOUTHERN ARCHIPELAGO

The Southern Archipelago contains hundred of islands of varying sizes, some too small to grow more than a single tree. As such, it is a dangerous but still livable place, and contains many settlements who survive by use of boats to travel, hunt, and gather from the safer islands. The largest of these settlements are known as 'floating cities'; fleets of boats that travel the archipelago, crewed by men and women who spend most of their lives on the water.

## FLOATING SETTLEMENTS

### ELFWOOD

#### ELFWOOD TN LARGE CITY

**Corruption** +0; **Crime** +1; **Economy** +3; **Law** +3; **Lore** +6; **Society** +0

**Qualities** Insular, Magically Attuned, Racially Intolerant (non-elves), Strategic Location

**Danger** +10

#### DEMOGRAPHICS

**Government** Autocracy

**Population** 14,000 (elves), 2,000 (others)

#### NOTABLE NPCs

**Elf King** (TN male elf aristocrat 8)

**Vigilante** Blackthorn (LG male elf vigilante 10)

#### MARKETPLACE

**Base Value** 10,400 gp; **Purchase Limit** 60,000 gp; **Spellcasting** 9th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

#### TRADE GOOD MODIFIERS

**Creature Parts** -1; **Food** -2; **Gems, rare** +2; **Manufactured goods** +0; **Metals, common** +2; **Metals, precious** +2; **Metals, rare** +2; **Recreational products** -1; **Spices** -1; **Stone** +1; **Textiles, common** +0; **Textiles, rare** -1; **Wood, basic** -1; **Wood, rare** -2

Forged by elves when the Forest cut them off from the fey realms, the Elfwood is a floating testimony to what nature used to be; a floating island of Old World trees and animals, serving as home to elves and others who are most at home in peaceful nature.

Watered and preserved by powerful magic, the Elfwood is the most self-sustained of all the floating isles as well as the most suspicious

of outside visitors. Notoriously unwelcoming towards any who aren't elves, the city engages in very little trade. However, there are forces at work within the Elfwood working to increase its dealings with the outside world, particularly the vigilante blackthorn who is notorious for delivering justice towards those who attempt to harm the non-elves living within the floating city.

## THE GREAT MOUNTAIN

### THE GREAT MOUNTAIN LG LARGE CITY

**Corruption** +4; **Crime** -5; **Economy** +3; **Law** +8; **Lore** +3; **Society** +3

**Qualities** Academic, Insular, Racially Intolerant, Strategic Location, Superstitious; **Disadvantages** Impoverished

**Danger** +10

#### DEMOGRAPHICS

**Government** Overlord

**Population** 20,000 (dwarves)

#### NOTABLE NPCs

**Grand Emperor** Gor VIII (LG male dwarf aristocrat 14)

#### MARKETPLACE

**Base Value** 4,400 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 6th; **Minor Items** 2d4; **Medium Items** 1d6; **Major Items** 1d4

#### TRADE GOOD MODIFIERS

**Creature Parts** +2; **Food** +2; **Gems, rare** +0; **Manufactured goods** -1; **Metals, common** +0; **Metals, precious** +0; **Metals, rare** +0; **Recreational products** +2; **Spices** +2; **Stone** -2; **Textiles, common** +1; **Textiles, rare** +1; **Wood, basic** +2; **Wood, rare** +2

The last, great monument to the ancient dwarves, the Great Mountain is a floating isle powered by magic, steam, and alchemy. Heavy and made almost entirely of stone, the Great Mountain is literally the top of a mountain, and is considered by many Dwarves to be their true home, and they are fiercely proud of the achievement it represents.

Although many of their cities were underground, the dwarven kingdoms present during the breaking were not deep enough in the ground to avoid the roots of the great trees, and many dwarven settlements were lost as their roofs were suddenly caved in over their heads, and even settlements built into small mountains were often overrun by Forest growth. To combat this, the great dwarven emperor of the time called for every magician and mechanist under his command and demanded that they lift his home into the air where it would be safe, creating the Great Mountain.

The Great Mountain has powerful engines which demand fuel, and while more and more enchantments have been laid on the Great Mountain over time, a strong portion of the Great Mountain's economy is still dedicated to simply keeping the



Great Mountain afloat. Combined with the difficulty of getting food, the Great Mountain is actually quite a poor place, missing much of the grandeur possessed by the ancient dwarves at the time of its creation. Still, though, the Great Mountain is a source of great pride for the scattered dwarven people, many of whom would do anything to keep the mountain from ever falling.

### WINDFELL ACADEMY

#### WINDFELL ACADEMY TN SMALL TOWN

**Corruption** -2; **Crime** +0; **Economy** +0; **Law** +0; **Lore** +6; **Society** -2

**Qualities** Greatly Academic, Magically Attuned

**Danger** +0

*Greatly Academic: The settlement houses one of the greatest councils of magic in the world. Increase Lore +2. Increase spellcasting by 2 levels.*

#### DEMOGRAPHICS

**Government** Magical

**Population** 400; 100 students, 100 fey creatures, 200 merps

#### NOTABLE NPCs

**Headmaster** Mardoc (LN male venerable orc incanter 24)

#### MARKETPLACE

**Base Value** 1,200 gp; **Purchase Limit** 6,000 gp; **Spellcasting** 9th; **Minor Items** 3d4; **Medium Items** 1d6; **Major Items** none

#### TRADE GOOD MODIFIERS

**Creature Parts** +0; **Food** +0; **Gems, rare** +2; **Manufactured goods** +0; **Metals, common** +0; **Metals, precious** +1; **Metals, rare** +2; **Recreational products** +1; **Spices** +1; **Stone** +0; **Textiles, common** +0; **Textiles, rare** +1; **Wood, basic** +0; **Wood, rare** +1

*Note: More information about Windfell Academy can be found in the book Wizard's Academy.*

The greatest center for secondary magical education in the world, Windfell Academy was founded by Old World spellcasters specifically to preserve their knowledge and power through the Old World's passing. The school was and is dedicated to preservation, and many of the smaller floating isles that exist in the world were raised by the staff of Windfell Academy as part of their efforts.

Today the Academy still fulfills its primary purpose as a center of learning, taking on students who wish to push their magical power to new levels, whatever their magic source or tradition. Every teacher at Windfell Academy is an almost peerless master of magic, although these days they very rarely give favors; if one

desires access to the greatest magics imaginable, they would be better served to enroll and learn such wonders for themselves.

### FINRECHE

#### FINRECHE LG METROPOLIS

**Corruption** +2; **Crime** +3; **Economy** +4; **Law** +6; **Lore** +7; **Society** +3

**Qualities** Academic, Insular

**Danger** +10

#### DEMOGRAPHICS

**Government** Magical

**Population** 45,000 (40,000 humans, 5,000 other)

#### NOTABLE NPCs

**Grand Lord** Farquq Viense (LG Old human Wizard 14)

#### MARKETPLACE

**Base Value** 16,000 gp; **Purchase Limit** 100,000 gp; **Spellcasting** 9th; **Minor Items** All; **Medium Items** 4d4; **Major Items** 3d4

#### TRADE GOOD MODIFIERS

**Creature Parts** -1; **Food** -1; **Gems, rare** +1; **Manufactured goods** -1; **Metals, common** +2; **Metals, precious** +1; **Metals, rare** +2; **Recreational products** -1; **Spices** -1; **Stone** +2; **Textiles, common** -1; **Textiles, rare** +2; **Wood, basic** -1; **Wood, rare** +1

For many, Finreche is the last, true piece of the Old World left, as it is the largest of the floating isles and the only one that managed to not only preserve itself but also its way of life.

Finreche was ruled by an archmage at the coming of the Forest, and was part of a mage consortium that valued magical prowess. When the Forest came, Finreche managed to lift the entire kingdom into the air, including not only the capital city, but also miles of surrounding farmland and villages. Incidentally, it was this lifting of such a massive piece of land that created the crater in which Andrus would later be founded.

While the island is not entirely self-sufficient and must trade to survive, Finreche, with its Old World farms and geography, still lives much as it always has.

### DENSVÄ

#### DENSVÄ LN LARGE CITY

**Corruption** +1; **Crime** -1; **Economy** +3; **Law** +5; **Lore** +5; **Society** +2

**Qualities** Insular, Notorious, Strategic Location, Superstitious; **Disadvantages** Impoverished

**Danger** +20

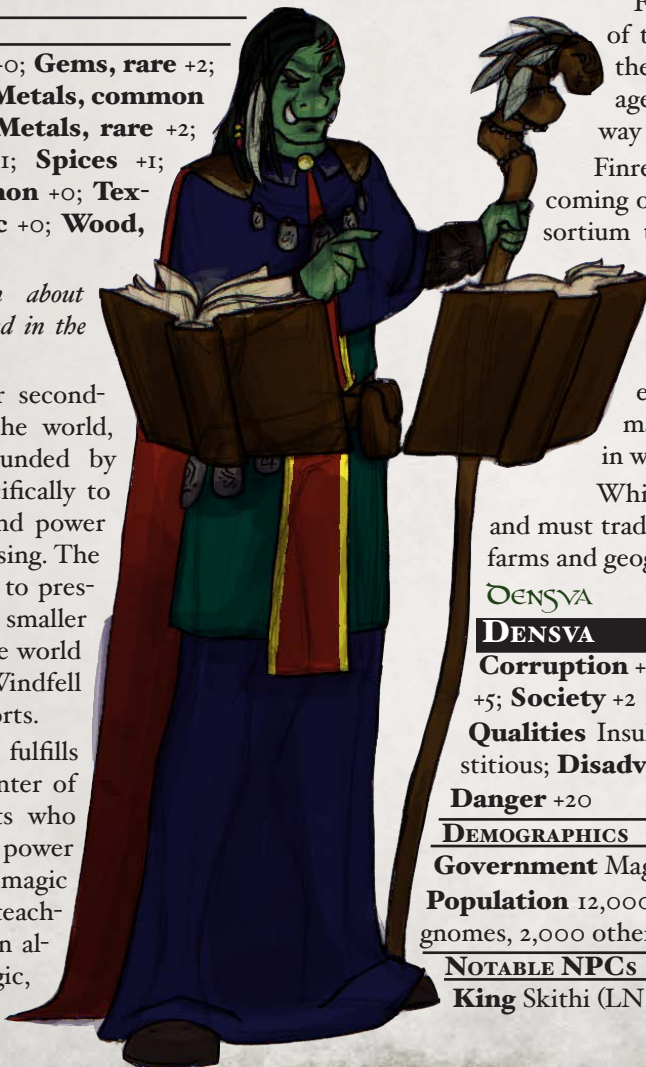
#### DEMOGRAPHICS

**Government** Magical

**Population** 12,000 (8,000 humans, 1,200 halflings, 800 sky gnomes, 2,000 other)

#### NOTABLE NPCs

**King** Skithi (LN Old human sorcerer 11)



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**MARKETPLACE**

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**Base Value** 7,200 gp; **Purchase Limit** 50,000 gp; **Spell-casting** 6th; **Minor Items** 2d4; **Medium Items** 1d6; **Major Items** 1d4

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**TRADE GOOD MODIFIERS**

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**Creature Parts** +2; **Food** +1; **Gems, rare** +1; **Manufactured goods** -1; **Metals, common** +2; **Metals, precious** +1; **Metals, rare** +2; **Recreational products** -1; **Spices** -2; **Stone** +2; **Textiles, common** -1; **Textiles, rare** -2; **Wood, basic** +0; **Wood, rare** +2

The second-largest floating island, Densva has much in common with Finreche, except it was created with much less skill and precision. The isle is kept afloat by a necrotic engine, which requires a steady supply of death to keep it in the air. As such, Densva is the world's second-largest buyer of corpses, beaten only by the cryptyards of Andrus.

Densva buys bodies from visitors at a rate of 15 gp per Hit Die, and all corpses created on the island are considered the immediate property of the state. Necromancy involving animating corpses is a capital offense, and even resurrecting a fallen comrade requires buying the body back from the state; a process known as paying the 'resurrection tax' of 25 gp per Hit Die.

Because of its dependency upon fuel as well as its need to import food, Densva is an impoverished island, but still manages to be a breeding ground for smugglers, thieves, and murderers, as many pirates will use Densva as a dumping site for whatever food, goods, and bodies are left over from any ships they overtake.

**CROSSROADS****CROSSROADS** **TN LARGE TOWN**

**Corruption** +4; **Crime** +5; **Economy** -2; **Law** -7; **Lore** +2; **Society** -4

**Qualities** Notorious, Prosperous, Strategic Location

**Danger** +35

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**DEMOGRAPHICS**

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**Government** Anarchy

**Population** 2,000 (various)

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**NOTABLE NPCs**

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**Chief Mechanic** Wizbang (TN male old goblin alchemist 12)

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**MARKETPLACE**

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**Base Value** 3,400 gp; **Purchase Limit** 20,000 gp; **Spell-casting** 5th; **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

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**TRADE GOOD MODIFIERS**

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**Creature Parts** -2; **Food** +1; **Gems, rare** -5\*; **Manufactured goods** +1; **Metals, common** +1; **Metals, precious** -5\*; **Metals, rare** -5\*; **Recreational products** -2; **Spices** +2; **Stone** +0; **Textiles, common** +1; **Textiles, rare** +2; **Wood, basic** +1; **Wood, rare** -5\*

*\*Crossroads is one of the few settlements in the world where objects such as rare gems, precious metals, rare metals, and rare woods are bought and sold in large quantities, so long as any PC wishing to sell such merchandise is willing to sell for half market value, just as one might sell pieces of equipment or other salvage (which is why these items are listed as having a -5 modifier, or -50%).*

This floating city is not a piece of land, but is instead an enormous air station built of wood, steel, and cloth, floating above the world through the power of alchemy and dirigibles. While there are many smaller air stations in the world, Crossroads is the largest and most famous, as it has become famous and the port of call for many high-level delvers and adventurers the world over.

Crossroads is always filled with the latest delver gossip, and always positions itself wherever the lucrative delves are happening, so as to serve as the most convenient port for high-level delvers. This floods the crossroads market with quality salvage such as rare metals and gems, making it one of the few places on the planet where such things can be bought cheaply, making Crossroads also a popular place for high-level traders eager to find goods worth transporting throughout the world.

When selling salvage, rare gems, precious metals, rare metals, and rare wood in Crossroads, the settlement's usual purchase limit does not apply; with a DC 20 Diplomacy check, the PCs can usually find a merchant with a purchase limit of 400,000 gp willing to deal with them, but only if they are willing to sell such items at half market value as one might a piece of standard equipment (which is where the -5 trade modifier listed above comes from for such items).

Crossroads is technically run by a chief engineer and his clan who keep the ship floating and enforce the rules against causing damaging the station, but otherwise Crossroads has very little oversight, and is considered a very dangerous place for any non-veteran delver to visit. However, while thievery is a problem on Crossroads, it is not nearly as rampant as one might expect. While often the only protection a visitor is afforded is what they bring themselves, most visitors to the air station are powerful enough that few would-be thieves are willing to risk making enemies of them.

# CHAPTER 5

## SEARCHING FOR RUINS

Unless a crew of delvers has a map and is searching for a specific location, finding ruins often involves descending into the Forest and searching along the floor for the remains of buildings. Sometimes nothing is discovered. Sometimes a delver might find a ruined farmhouse or another solitary building. At other times, a delver might uncover a lost castle or city with more loot than they could possibly carry.

**Exploring the Wilderness:** In Pathfinder, sandbox exploration is done in 'hexes'; hexagonal-shaped areas that are 12 miles from corner to corner, covering a total of just under 95 square miles.

There are two ways to explore a hex; from the ground or from the air.

When traveling on the ground, the total amount of time it takes to walk across a hex or to explore one thoroughly is determined by the base movement speed of the party.

**Table: Travel Time (land, 1 hex)**

<i>Party Speed</i>	<i>Grasslands</i>	<i>All Other Terrain*</i>	<i>Canopy</i>
15 feet	11 hours	16 hours	32 hours
20 feet	8 hours	12 hours	24 hours
30 feet	5 hours	8 hours	16 hours
40 feet	4 hours	6 hours	12 hours
50 feet	3 hours	5 hours	10 hours

*\*Parties without reliable darkvision or light sources in temperate forest, swamp, or jungle terrains double these numbers.*

**Table: Exploration Time (land, 1 hex)**

<i>Party Speed</i>	<i>Desert, Grasslands, or Tundra</i>	<i>Forest, Jungle, Mountains, or Swamp*</i>
15 feet	3 days	5 days
20 feet	2 days	4 days
30 feet	1 day	3 days
40 feet	1 day	2 days
50 feet	1 day	1 day

*\*Parties without reliable darkvision or light sources in temperate forest, swamp, or jungle terrains double these numbers.*

Exploring from the air is much quicker, but less precise; although airships are generally too large to fly under the canopy, most professional delvers employ a technique of descending a little ways through the canopy to observe the Forest floor before climbing back up, moving the airship, and doing it again. By using the canopy in this fashion, it becomes possible to search the Forest relatively quickly and safely, although of course ruins cannot be excavated without descending all the way to the Forest floor.

The time required to search the Forest floor from the air is determined by the speed of the airship (which is measured in 30 ft. spaces), but only to a point; the fastest ships in the world must still go slow enough for the crew to observe the surroundings. Searching the Forest floor from the air also means that darkvision is no longer helpful, as the distance from the canopy to the floor is simply too great for most darkvision to penetrate.

**Table: Exploration Time (air, 1 hex)**

<i>Ship Speed (30 ft. spaces)</i>	<i>Desert, Mountains, Grasslands, or Tundra</i>	<i>Forest, Jungle, or Swamp</i>
1	16 hours	4 days
2	12 hours	3 days
3	8 hours	2 days
4	6 hours	1 day
5+	4 hours	1 day

**Settlements:** Along with ruins, there is always the chance that, when searching a hex of territory, that the PCs will discover a settlement; chaotic tribes living in the Forest or lawful refugees making a living in the mountains, tundra, or desert. While some GMs will wish to determine the locations of all such settlements before any exploration happens, some prefer to keep things completely random.

There is a 5% chance when exploring the canopy, temperate forest, jungle, or marsh that the PCs will stumble upon a Chaotic settlement. When searching mountains, deserts, or tundra, there is a 10% chance of finding a Lawful settlement; there are still many small settlements that came into existence when people fled the Forest that are still doing their best to eke out an existence in those harsh terrains.

**Table: Lawful Settlements**

<i>D20</i>	<i>Settlement</i>
1-6	Shack (1d6 people)
7-11	Thorpe (less than 20 people)
12-15	Hamlet (21-60 people)
16-18	Village (61-200 people)
19-20	Small town (201-2,000 people)

**Table: Chaotic Settlements**

<i>D20</i>	<i>Settlement</i>
1-4	Thorpe (less than 20 people, unwelcoming)
5-6	Thorpe (less than 20 people, welcoming*)
7-9	Hamlet (21-60 people, unwelcoming)
10-11	Hamlet (21-60 people, welcoming*)
12-13	Village (61-200 people, unwelcoming)
14	Village (61-200 people, welcoming*)
15-16	Small town (201-2,000 people, unwelcoming)

17	Small town (201-2,000 people, welcoming*)
18-19	Large town (2,001-5,000 people, unwelcoming)
20	Large town (2,001-5,000 people, welcoming*)

*\*Welcoming tribes are willing to accept visitors and engage in trade with visitors. Unwelcoming tribes are suspicious of strangers and hostile towards non-Chaotic creatures.*

## FINDING RUINS

When searching the Forest or Jungle, there is a 20% chance of finding ruins of some sort within the area (while ruins can and do exist in other terrain types, they are not so common that they usually show up with a random search without GM discretion). These ruins can range from the remains of an old shack to entire ancient cities.

**Table: Random Ruins**

<i>Droo</i>	<i>Ruins</i>
1-18	Shack
19-33	Farm
34-45	Building
46-53	Grand building
54-63	Thorp
64-72	Hamlet
73-79	Village
80-85	Small town
86-90	Large town
91-94	Small city
95-97	Large city
98-99	Metropolis
100	Ancient Dungeon

The following search times and information assumes a party of about 4 who are staying together. GMs should feel free to adjust these times to reflect the reality of a given party.

## EXCAVATING RUINS

Sometimes, the players will have found a hitherto untouched piece of ruins. Other times, the ruins they found might have already been picked clean by previous delvers or Forest denizens. Some ruins are so large it would take a crew of 4 months to sort through everything.

The amount of salvage a ruin contains, as well as the time it takes to completely search that, is outlined below. All rolls have a minimum result of 0; it is impossible to find negative salvage. When salvage is found, it takes about 1 hour to load a ton onto a ship (assuming of course the ship has a means of collecting salvage found on the ground). These times assume a party of about 4 working together; for every small crew of subordinates

aiding in the search, divide both the search time and the load time in half.

It is also sometimes wise for the PCs to hone their search; rather than taking everything they can, they instead find the buildings with the highest chance of containing valuable salvage and begin their excavation there. Identifying the building with the highest level of salvage is similar to finding the most valuable item in a horde; it requires a standard action and a DC 20 Appraise check. Searching a home or building identified in this fashion usually requires at least 1 hour, but at the GM's discretion might take up to 4 hours depending on the size of the building.

**Shack:** Shacks contain very little salvage. Searching a shack takes about 1 minute.

Shacks have a 50% chance of containing a rank E lucky find.

**Farm:** Farms are usually small, but designed to house large families and animals. It takes about 10 minutes to search a farm.

A farm has a 50% chance of containing 1 ton of salvage, which may be rank E (1-50) or rank D (51-100).

**Building:** Buildings include taverns, mills, churches, stables, and other single structures. It takes about 1 hour to search a building.

A building has contains 1d6-2 tons of salvage, which may be rank E (1-40), rank D (41-80), or rank C (81-100).

**Grand Building:** A grand building is a single building that is constructed to a grander scale than normal. Grand buildings include cathedrals, monasteries, mansions, lavish inns, military forts, and other, similar structures. It takes about 4 hours to search a grand building.

Grand buildings contain 1d12-4 tons of salvage, which may be rank E (1-30), rank D (31-60), rank C (61-80), rank B (81-95), or rank A (96-100).

**Thorpe:** Thorpes are small collections of homes, which usually have a population of under 20. Because of community infrastructures and the space a community can cover, it takes 4 hours to search a thorpe completely.

A thorpe contains 1d6-2 tons of rank E salvage, and 1d4-2 tons of rank D salvage.

**Hamlet:** Hamlets are settlements that house between 21-60 people. It takes about 8 hours to search a Hamlet completely.

A hamlet contains 1d8-3 tons of rank E salvage, 1d6-2 tons of rank D salvage, and 1d3-2 tons of rank C salvage.

**Village:** Villages are settlements that house between 61-200 people. It takes about a full day to search a village completely.

The average village contains 1d12-4 tons of rank E salvage, 1d8-3 tons of rank D salvage, and 1d4-2 tons of rank C salvage.





**Small Town:** Small towns are settlements that house between 201-2,000 people. It takes about a week to search a small town.

The average small town contains 1d20-5 tons of rank E salvage, 1d12-4 tons of rank D salvage, 1d6-2 tons of rank C salvage, and 1d3-2 tons of rank B salvage.

**Large Town:** Large towns are settlements that house between 2,001-5,000 people. It takes about two weeks to search a large town.

The average large town contains 1d100-10 tons of rank E salvage, 1d20-5 tons of rank D salvage, 1d8-3 tons of rank C salvage, and 1d4-2 tons of rank B salvage.

**Small City:** Small cities are settlements that house between 5,001-10,000 people. It takes about a month to search a small city.

The average small city contains 2d100-20 tons of rank E salvage, 1d100-10 tons of rank D salvage, 1d20-5 tons of rank C salvage, 1d6-2 tons of rank B salvage, and 1d3-2 tons of rank A salvage.

**Large City:** Large cities are settlements that house between 10,001-25,000 people. It takes about 3 months to search a large city.

The average large city contains 10d100-100\* tons of rank E salvage, 2d100-20 tons of rank D salvage, 1d100-10 tons of rank C salvage, 1d20-5 tons of rank B salvage, and 1d6-2 tons of rank A salvage.

**Metropolis:** Metropolis' are settlements that house over 25,000 people. It takes about 6 months to search a metropolis, but particularly large metropolises (50,000+) can take a year or more.

The average metropolis contains 100d100-1,000\* tons of rank E salvage, 10d100-100\* tons of rank D salvage, 2d100-20 tons of rank C salvage, 1d100-10 tons of rank B salvage, and 1d20-5 tons of rank A salvage. At the GM's discretion, particularly large metropolises might have double or even triple these amounts.

**Ancient Dungeon:** Wonders of the ancient world or ruins of civilizations that have been dead for thousands of years; the deep roots of the Forest cannot destroy everything, and sometimes even uncover what was once lost under the earth.

These ruins are deep and filled with dangers; they contain no salvage, but sometimes contain far more valuable ancient relics. No two ancient dungeons are alike, and the details of what they are and what they contain are completely determined by the GM.

*\*When rolling such high numbers, it is best to simply use an additional 10-sided die for every additional digit. Thus, 10d100 becomes 1d100 multiplied by 1d10, while 100d100 becomes two d100 rolls multiplied together.*

## RUNNING AND PLAYING A WOODFARING GAME

There are many different ways to play the Pathfinder Roleplaying Game: intrigue plots, gladiatorial combats, horror investigations, and other options each call for slightly different GMing styles and character builds to better meet the challenges commonly faced.

In a similar way, the threats and challenges of Forest exploration and sandbox gaming also calls for a slightly different style of both GMing and character creation than many other games. While Khrone can be host to any number of campaigns in any number of genres, there are some things both players and GMs should know before running a game that very well might end up delving the Forest at one time or another.

### RANDOM ENCOUNTERS

While the GM is free to script any number of encounters in their games, sandbox adventures rely on random encounters, some of which might be significantly above the PC's current level. Such imbalanced encounters are not to be avoided by the GM; indeed, they are part of the fun. Woodfaring is not an easy job where PCs roll a few dice and come away with a cargo hold full of treasure. It is a dangerous job, where the PCs might very well need to run away and leave valuable loot behind in order to make their escape.

When beginning sandbox adventures, make sure the party understands that charging the enemy without a plan, or assuming the GM has made sure each encounter won't be lethal, will more often than not get them killed. Instead, woodfaring as at its best when the players have contingency plans and preparations for any number of situations, such as buying extra magic items, spending feats learning backup weapons, or hiring a crew full of crossbowmen to back the party up in emergencies.

### BROAD INSTEAD OF DEEP

Sandbox games, by definition, are games where neither the PCs nor the GM entirely know what will happen next. As such, they are more prone than other adventures to go to unexpected places. PCs who are built to excel at only one aspect of the game, or who possess only a single combat tactic, no matter how powerful, will likely face situations beyond their expertise. When an entire party is built out of such highly-focused experts, that party's tactics may quickly fall apart.

When building for sandbox adventures and especially when delving the dangers of the Forest, being highly specialized is not nearly as effective as having broad skills that can cover a vast variety of situations. Many sandbox characters take backup skills, purchase backup equipment, and master backup tactics for when their main tactic inevitably fails. After all, a character may be the greatest longsword fighter and most powerful tank in the world, but that will avail him nothing when facing amethyst sorcerers who can attack him from the treetops or primordial leapers who can simply jump over him and attack the rest of the party.

## GUIDED RANDOMNESS

The rules presented in this book are designed to facilitate sandbox adventures, but the charts and tables included herein are only a tool; one of many a GM has at their disposal. The random rolls presented above can supply wonderful ideas and concepts, but it is up to the GM to put those concepts together into a story. As such, a GM should always feel free to deviate from these tools when doing so better serves the fun.

There are dozens of adventures that could very well befall PCs searching the Forests that cannot be covered by random chance. Deadly rivals, ancient temples, and uncovering mysteries are the sort of plots that lead to amazing adventures, and often it is losing spoils, not gaining them, that makes for the greatest drama. The PCs finding ruins is a session. The PCs racing another delver to a set of ruins only to be captured by Forest gnomes is a campaign.

## MONEY IS FLUID

In a game of Pathfinder, a certain amount of player power comes from wealth; even if the PCs have little actual currency on them, the number of magic items considered 'normal' for their level is expressed as a gp amount. While many PCs will try and keep money around to pay for spells and other expenditures, others may spend all their money on a new weapon the moment they get it.

A woodfaring game, however, has a much greater use for currency than many other games; ships must be built or purchased, crew must be paid and fed, fuel purchased, etc.. Sometimes, such as when faced with a threat far above their CR, the PCs' best plan may involve spending money on hired officers and a large crew of crossbowmen to temporarily increase their power. Other times, the players might have several digs in a row come up mostly empty and need to pawn off their equipment to pay their debts.

Perhaps paradoxically, woodfaring is often at its most fun when the players think money is less important, not more. A player who fears he must spend every copper coin he earns on a stronger sword cannot enjoy the process of earning money and spending money that keeps a woodfarer's ship fueled and staffed. Whether an understanding is reached through discussion or through the use of the Automatic Bonus Progression from Pathfinder Unchained, both players and GMs should understand that there is much to spend money on beyond equipment in woodfaring adventures, and that riding the ups and downs of fortune and poverty is as much a part of the fun as any other aspect of the game.

## OPTIONAL: MULTIPLE CHARACTERS

Because of the nature of sandbox adventures, there is a significant and very real chance of party death. After all, even the most prepared of adventurers might find themselves the victims of unlucky rolls.

While some GMs might want to help the PCs escape such unlucky fates, there is another way of handling the potential for PC death: the introduction of secondary characters.

Often, especially as they grow in wealth and fame, delving crews must take on crewmen and apprentices; men and women who might not be part of the core party, but nonetheless are full members of the delving crew. This includes officers, navigators, or subsidiary adventuring parties who share their loot with the company in exchange for equipment and aid. Sometimes this could even include family members of the primary characters who want to follow their kin into the delver profession. These secondary characters needn't be completely fleshed out, but some players enjoy having secondary or tertiary characters or even entire parties they can play from time to time for a change of pace.

While not all adventuring parties require secondary characters, preparing for character death in this fashion can make it much easier to accept when a delve goes wrong and a new character must be written up.

# CHAPTER 6 PLAYER OPTIONS

## CLASS OPTIONS

### KAIJU BLOODLINE (SORCERER BLOODLINE)

**Class Skill:** Handle Animal.

**Bonus Spells:** long arm (3rd), bull's strength (5th), heroism (7th), charm monster (9th), animal growth (11th), transformation (13th), magical beast shape (15th), iron body (17th), dominate monster (19th).

**Bonus Feats:** Diehard, Endurance, Extra Evolution, Ferocious Beast, Great Fortitude, Iron Will, Monstrous Companion, Toughness.

**Bloodline Arcana:** You have one fewer spell known at each level (including cantrips) than is presented on **Table: Sorcerer Spells Known**. You gain an animal companion from the druid companion list, using your sorcerer level as your effective Druid level. Add all summon nature's ally spells to your sorcerer spell list; you do not automatically add them to your spells known, but may select and learn them and in all ways treat them as if they were sorcerer spells.

**Bloodline Powers:** Your body is attuned with the magic of the kings of monsters, and lesser monsters bow to your power.

**Monstrous Empathy (Ex):** At 1st level, you gain Wild Empathy, as the druid class feature, treating your sorcerer levels as druid levels for this purpose. At 7th level,

you no longer suffer a penalty when using this ability on magical beasts with an intelligence of 2 or less.

**Powerful Companion (Ex):** At 3rd level, your animal companion gains an eidolon evolution pool with 1 point and counts as an eidolon for the purpose of feats such as Extra Evolution. At 11th level, this pool increases to 2 points. At 17th level, this pool increases to 3 points. The animal companion must conform to any limitations of the evolution. For instance, only an animal companion of an appropriate size and base form can have the mount evolution. If you gain a new animal companion, your old



animal companion loses this evolution pool, and you can select new evolutions for the new animal companion.

*Tongue of the Beast (Ex):* At 9th level, you can converse with any animal, as if under the effects of a speak with animals spell. At 13th level, you may speak and understand any magical beast as well. At 17th level, you may speak and understand any living creature.

*Summon Monstrous Allies (Sp):* At 15th level, whenever you summon an animal or magical beast using a summon nature's ally spell, you summon one additional creature of the same kind.

*King of Monsters (Ex):* At 20th level, you have become one with the monsters you command. You are forevermore treated as a magical beast rather than as a humanoid (or whatever your original type was) for the purpose of spells and other magical effects. You gain regeneration 1 (fire or acid).

## MAGONIAN (HEDGEWITCH TRADITION)

**Class Skills:** Knowledge (geography), Knowledge (nature), Survival

You are one with the storm.

### TRADITION BENEFIT

You treat all weather effects as being one level less severe for yourself and for your attuned vehicles. This does not apply to wind on a given round if you so choose, such as when traveling the same direction as the wind and wanting to take full advantage of the increased speed.

### TRADITION POWER

You are attuned to the magic of the sky and clouds, and know how to converse with the soul of a ship to gain its favor.

You gain a pool of attunement points equal to  $3 + 1/2$  your hedgewitch level. These points refresh once per day after roughly 8 hours of rest. As a standard action, you may spend one or more attunement points to accomplish one of the following actions.

You may create a cloud that fills a 20 ft. radius area centered on you. All vision (including darkvision) is obscured in this cloud; targets within 5 ft. of a creature gain concealment (a 20% miss chance), while targets more than 5 ft. away gain total concealment (a 50% miss chance). You cannot create clouds underwater, and a moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round. This cloud lasts for 1 round per level.

At 5th level, you may center this cloud anywhere within close range (25 ft. + 5 ft. per level).

At 9th level, you can choose to make your clouds solid. Creatures moving through a solid cloud move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into a solid cloud is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in a solid cloud. Solid

clouds, and effects that work like solid clouds, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal clouds, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

At 13th level, you may choose to make your clouds electric. Electric clouds deal 2d6 electricity damage per round to each creature and object inside it. A cloud can be both solid and electric if you so choose.

At 17th level, you can choose to make your clouds noxious. Creatures inside a noxious cloud must pass a Fortitude save (DC 10 + 1/2 Hedgewitch level + CAM) each round or be nauseated for that round. This is a poison effect. A cloud can be solid, electric, and noxious if you so choose.

In addition to the powers listed above, you may spend 24 hours aboard an air vehicle to attune yourself to that vessel. You may only attune one vessel at a time, plus an additional vehicle for every 4 additional hedgewitch levels you possess (two at level 5, three at level 9, four at level 13, and five at level 17). If you wish to attune yourself to a vehicle when already at your limit, you must choose a previous attunement to lose in its place. A vehicle can only be attuned to one magonian at a time.

In addition to the previously-mentioned powers, you gain several special effect you may spend attunement points to accomplish that relate specifically to an attuned vehicle. Some of these effects are investments; an investment lasts until you rest to regain attunement points, at which time you may choose to continue the effect by not recovering the attunement points spent to create the effect. You must be touching an attuned vehicle to spend an attunement point on that vehicle.

- As an investment, you gain blindsense in a 30 ft. radius around your attuned vehicle. This cannot detect anything inside the airship nor attached to the airship, but can reveal the presence of things around the airship such as trees, mountains, or other airships. This blindsense increases by 30 ft. for each additional attunement point so spent, and you may spend as many points as you desire with the same standard action.
- You may spend a point to make a piloting check for an attuned vehicle even when you are not at its controls.
- You may spend a point to heal a location on your attuned vehicle for an amount of hp equal to 5x your class level. You must be touching the location to be healed.
- As an investment, you may spend 2 points to grant an attuned vehicle one hardpoint of enchantment engine. You may invest multiple points with the same standard action, but no more than two per hardpoint of the attuned vehicle.
- You may invest a point into an engine (including sails) or siege engine aboard your attuned vehicle. Every point so invested counts as 2 crew members for meeting the prerequisite number to fully operate the engine or siege engine. You may invest multiple points with the same standard action, but no more than one per required crew of the engine or siege engine.

## TRADITION SECRETS

A hedgewitch with the magonian tradition adds the following secrets to those she may select:

**Siege Engineer:** You gain the Siege Engineer feat, even if you do not meet the prerequisites.

**Bond Vehicle (Su):** You can spend 2 attunement points to attune yourself to a vehicle as a standard action without having to have been aboard it for 24 hours. You can now attune yourself to any vehicle, whether or not it is an air vehicle (although granting the vehicle the enchantment engine does cause it to count as an air vehicle). This can allow you to create impromptu vehicles (attaching a guidance sail or an oar to a statue or wooden plank to create an impromptu raft, for example). An impromptu vehicle must be able to hold at least one passenger to count as a vehicle.

**Cloud Cover (Su):** You may create a cloud that treats either yourself or one of your attuned vehicles as its center point; wherever the center point moves, the cloud moves as well.

**Cloud Mastery:** Your clouds can be created anywhere within medium range (100 ft. + 10 ft. per level). As a move action you may direct any of all of your clouds to move up to 30 ft. in any direction.

**Extra Attunement:** Increase your attunement pool by 2. If you do not possess an attunement pool, this grants you an attunement pool of 2. You may select this secret multiple times. The effects stack.

**Know Weather (Ex):** You always know what the weather will be like in your area for the next 24 hours. This provides you with advance warning of wind, rains, etc., but only reveals natural weather (i.e., it cannot reveal magical weather effects before they occur).

**See Through Clouds (Su):** Your vision is no longer impaired by fog, clouds, or mist.

## TRADITION GRAND SECRETS

A hedgewitch with the magonian tradition adds the following secrets to those she may select:

**Cloud Immunity (Ex):** You can move through solid clouds you create as if it weren't solid, and do not take damage from your own acid clouds.

**Cloud Walk (Su):** You can climb up or walk on clouds and fog as if they were solid ground. This applies to all clouds and fogs, not just those you create. Climbing a cloud or fog has a Climb DC of 10. Solid clouds or similar effects (such as a solid fog spell) have a Climb DC of 5. This does not impede you from running through clouds and fog as normal, but at any given time you can simply choose to begin climbing up through them, and may treat the tops of them as if they were normal ground. As a free action you may choose to stop treating clouds in this manner and fall through them normally.

**Perfectly Solid Cloud:** You must possess Cloud Walk to gain this grand secret. When you make your clouds solid, you may choose to make your clouds completely walkable; all creatures and objects, not only yourself, can stand on their tops as if they were solid ground. Other creatures cannot choose to stop treating your clouds as if they were normal, but you may, as a free action, cause a cloud to stop acting as

solid ground, causing all creatures and objects on top of it to fall through. You may cause a solid cloud to resume acting as solid ground as a free action.

If a target is falling and you manage to catch them with a perfectly solid cloud, you may catch them in such a way as to completely negate their falling damage.

**Permanent Control:** You no longer need to spend attunement points to pilot your attuned vehicle from a distance, and can do so over any distance as a swift action instead of a standard action. You may pilot any number of your attuned vehicles with the same swift action. You always know the direction and distance to your attuned vehicles.

## TRADITION MASTERY

At 20th level you may activate any usage of your magonian tradition power as a swift action instead of a standard action. If you possess Permanent Control, you may command your attuned vessels as a free action once per round instead of a swift action.

## NEW HEDGEWITCH SECRETS

**Amateur Magonian:** You gain the magonian tradition benefit. You count as possessing the magonian tradition when qualifying for secrets. You cannot select this secret if you already possess the magonian tradition.

# PRESTIGE CLASSES

The following are some of the prestige classes available to PCs and NPCs of Khrone.

## FOREST LORD

Forest Lords are the true masters of the new world, for they have become so much a part of the Forest that it treats them as one of its own. Rather than battle the Forest for control, the Forest Lord knows that submission is the path to power, and revels in the might of the Forest as a cleric might revel in the power of their god.

### CLASS DETAILS

**Alignment:** Any Chaotic

**Hit Dice:** d6

### REQUIREMENTS

To qualify to become a forest lord, a character must fulfill all the following criteria.

**Caster Level:** 5 (w/ nature sphere)

**Magic Talents:** Nature sphere (plant package)

**Skills:** Acrobatics 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks

**Special:** Must be a member of the 7th Sphere.

### CLASS SKILLS

The forest lord's class skills are Climb, Handle Animal, Knowledge (geography), Knowledge (nature), Perception, Ride, Spellcraft, Survival, Swim, and Use Magic Device.

**Skill Ranks at Each Level:** 4 + Int modifier.

**Table: Forest Lord**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+1	+1	+1	Cryptwood connection, favored terrain, master leaper	+1	1
2nd	+1	+1	+1	+1	Forest's strength	+2	2
3rd	+1	+2	+2	+2	Master geomancer	+3	3
4th	+2	+2	+2	+2	Forest's strength	+4	4
5th	+2	+3	+3	+3	Favored terrain, forest heart	+5	5

### CLASS FEATURES

**Weapon and Armor Proficiency:** A forest lord gains the Tribal Training martial talent.

**Tribal Training:** You gain proficiency with the atlatl dart, battle poi, boomerang, greatclub, hunga munga, klar, knobkerrie, rhomphaia, tepoztopilli, terbutje, and the wahaika. You may treat each of these weapons as if they possessed the fragile weapon special feature for the purpose of feats or talents you possess. Whenever you roll a critical hit with a fragile weapon, you may give it the broken condition to automatically confirm the critical hit. Associated Feat: Disposable Weapon.

**Casting:** A forest lord may combine spheres and talents to create magical effects. A forest lord is considered a High-Caster and uses Wisdom as her casting modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature).

**Spell Pool:** A forest lord gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A forest lord gains 1 magic talent every time she gains a caster level, according to Table: Forest Lord. This does not stack with caster levels gained from other sources.

**Cryptwood Connection:** The forest lord gains DR equal to his level as well as a bonus to saving throws equal to his level against damage and effects that originate from cryptwood effects.

**Favored Terrain:** The forest lord gains a favored terrain, as the Ranger class feature. However, the forest lord can only choose either forest, jungle, or swamp as a favored terrain, unless she already possesses all three. At 5th level, the forest lord gains a second favored terrain, and may increase the bonuses associated with one terrain by +2. The forest lord's class levels count as ranger levels for the purpose of gaining additional favored terrains if the forest lord gains them from another source.

**Master Leaper:** The forest lord gains the Talented Leaper feat, even if he does not meet the prerequisites. If she already possesses this feat, she may immediately retrain it. In addition, the forest lord gains a bonus to Acrobatics checks made to jump equal to twice her forest lord level.

**Forest's Strength:** At 2nd level the forest lord gains a +2 inherent bonus to Strength and a climb speed of 20 ft. At 4th level, the inherent bonus increases to +4 and the Climb speed increases to 30 ft. If the forest lord already has a Climb speed, add these Climb speeds together.

**Master Geomancer:** The distance at which the forest lord can use geomancing increases by one step: Close range becomes medium range, medium range becomes long range, and long range becomes extreme range (1000 ft. +100 ft. per level). If using the Rapid Growth advanced talent, double its area.

**Forest Heart:** At 5th level the forest lord's inherent bonus to Strength increases to +6 and their Climb speed increases to 40 ft. The forest lord is considered a native inhabitant of any cryptwood he enters; he does not suffer adverse effects and instead gains any templates or bonuses granted to animals within the area.



**Table: Aeronaut Captain**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Martial Talents
1st	+1	+1	+0	+1	Air of command, siege engineer, veteran sailor	1
2nd	+2	+1	+1	+1	Inspire crew	2
3rd	+3	+2	+1	+2	Aura of command	3
4th	+4	+2	+1	+2	Advanced crew leadership	4
5th	+5	+3	+2	+3	Master commander	5

## AERONAUT CAPTAIN

Many creatures may command ships, but a true aeronaut captain is something else entirely. These are the veterans of a hundred voyages and a thousand dangers, who are far more at home on a ship deck than they ever could be at home. An aeronaut captain is a beacon of hope for his crew, and his presence alone seems to push his ship to unfathomable heights.

### CLASS DETAILS

**Alignment:** Any

**Hit Dice:** d10

### REQUIREMENTS

To qualify to become an aeronaut captain, a character must fulfill all the following criteria.

**Skills:** At least 5 ranks in three of the following skills: Craft (cartography), Heal, Profession (carpentry), Profession (chef), Profession (courtesan), Profession (navigator), Profession (sailor), Profession (siege engineer), and Profession (soldier)

### CLASS SKILLS

The aeronaut captain's class skills are Appraise, Bluff, Diplomacy, Fly, Heal, Intimidate, Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (planes), Perception, Profession, and Survival.

**Skill Ranks at Each Level:** 6 + Int modifier.

### CLASS FEATURES

**Weapon and Armor Proficiency:** An aeronaut captain gains the Firearm Proficiency martial talent. If the aeronaut captain already possesses this talent, they may gain any one feat of their choice.

*Firearm Proficiency (discipline)*

*You gain proficiency with all firearms (except siege weapons) and the Gunsmithing feat.*

**Combat Training:** An aeronaut captain may combine combat spheres and talents to create powerful martial techniques. Aeronaut captains are considered Expert combatants and use Wisdom as their practitioner modifier.

**Air of Command:** An aeronaut captain gains a bonus equal to his aeronaut captain level to all Charisma-based skill checks made aboard any vessel of which he is the currently acting captain, as well as to any loyalty checks he makes.

**Siege Engineer:** The aeronaut captain gains the Siege Engineer feat, whether or not he meets the prerequisites.

If the aeronaut captain already possesses the Siege Engineer feat or the Exotic Weapon Proficiency feat for any siege engine, he may immediately retrain them.

**Veteran Sailor:** An aeronaut captain gains a bonus equal to his class level to Craft (cartography), Heal, Profession (carpentry), Profession (chef), Profession (courtesan), Profession (navigator), Profession (sailor), Profession (siege engineer), and Profession (soldier).

**Inspire Crew:** Beginning at 2nd level, an aeronaut captain may spend a standard action to grant a bonus perk of his choice to one large crew, two medium crews, or up to 4 small crews under his command. Every crew gains the same perk. The aeronaut captain does not need to be the officer leading that crew, so long as the crew can see and hear him and recognizes him as their captain. This perk lasts for 1 minute per aeronaut captain level. An aeronaut captain can use this ability a number of times per day equal to his aeronaut captain level.

**Aura of Command:** Beginning at 3rd level, all allies within 60 feet of the aeronaut captain or within a vessel he commands (including the aeronaut captain himself) receives a +2 morale bonus on saving throws against charm and compulsion spells and effects.

**Advanced Inspire Crew:** Beginning at 4th level, an aeronaut captain can activate inspire crew as a swift action instead of a standard action, and may grant this benefit to up to 2 large crews, 4 medium crews, or 8 small crews.

**Master Commander:** At 5th level, whenever the aeronaut captain uses his inspire crew ability he may grant 2 perks instead of 1.

In addition, the aeronaut captain can spend a standard action to rally his crew, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

**Table: Tempestarii**

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Reflex Save</i>	<i>Will Save</i>	<i>Special</i>	<i>Caster Level</i>	<i>Magic Talents</i>
1st	+0	+0	+0	+1	Rapid weather	+1	1
2nd	+1	+1	+1	+1	Ship smasher	+2	2
3rd	+1	+1	+1	+2	Grand weather	+3	3
4th	+2	+1	+1	+2	Ship killer	+4	4
5th	+2	+2	+2	+3	Deadly weather, instant weather	+5	5

## TEMPESTARI

Many lucrative airship crews will employ a ‘weather witch’ to manipulate the winds for them. A tempestarii, however, is a master of weather to a degree difficult for many to fathom. A true tempestarii is a painter and the skies are his canvas; he can not only push an airship to great speeds, but can also just as easily knock an offending ship out of the sky.

### CLASS DETAILS

**Alignment:** Any

**Hit Dice:** d6

### REQUIREMENTS

To qualify to become a tempestarii, a character must fulfill all the following criteria.

**Caster Level:** 5 (w/ weather sphere)

**Magic Talents:** Weather sphere

**Skills:** Knowledge (nature) 5 ranks

### CLASS SKILLS

The tempestarii’s class skills are Fly, Intimidate, Knowledge (geography), Knowledge (nature), Perception, Profession, Spellcraft, and Survival.

**Skill Ranks at Each Level:** 4 + Int modifier.

### CLASS FEATURES

**Weapon and Armor Proficiency:** A tempestarii gains no proficiency with any weapon or armor.

**Casting:** A tempestarii may combine spheres and talents to create magical effects. A tempestarii is considered a High-Caster and may use either Intelligence, Wisdom, or Charisma as her casting modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature).

**Spell Pool:** A tempestarii gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A tempestarii gains 1 magic talent every time he gains a caster level, according to Table: tempestarii. This does not stack with caster levels gained from other sources.

**Rapid Weather:** A tempestarii is an expert at manipulating weather, and can do so much more quickly than most. When using control weather to change the weather’s severity, the change happens by an additional level per round for every tempestarii level possessed; 2 steps at level 1, 3 steps at level 2, etc.

**Ship Smasher:** Beginning at 2nd level, when damaging objects (including airships and other vehicles) with his weather effects (including cold, heat, and lightning), the damage is not divided in half, as would be normal for energy effects.

**Grand Weather:** The reach of your weather effects increases: medium range becomes long range, while long range becomes extreme range (1000 ft. +100 ft. per level). If using the Climate advanced talent, double its reach.

**Ship Killer:** Beginning at 4th level, damage dealt to objects (including airships and other vehicles) by the tempestarii’s weather effects are doubled.

**Deadly Weather:** At 5th level, whenever you deal damage with a weather effect created by control weather, it deals maximum damage.

**Instant Weather:** At 5th level, when the tempestarii uses control weather to change the weather’s severity, the change happens immediately, no matter how many levels the severity is being changed.



# EQUIPMENT

**Table: Equipment**

Item	Price	Weight
Climber's kit*	80 gp	5 lbs.
Climbing pick*	20 gp	2 lbs.
Climbing spurs (pair)	20 gp	1 lb.
Lifeline	5 sp	2 lbs.
Outfit, aeronaut's	10 gp	8 lbs.
Outfit, aeronaut captain	35 gp	10 lbs.
Rope, forest (hemp)	15 gp	175 lbs.
Rope, forest (silk)	150 gp	85 lbs.
Rope, forest (spider silk)	1,500 gp	70 lbs.
Rope, forest (bloodvine)	3,000 gp	85 lbs.
Tinted goggles	2 gp	0.5 lbs.
Forest winch	100 gp	500 lbs.

\*These items were first printed in other Pathfinder Roleplaying Game products, but are reprinted here for ease of use.

## CLIMBER'S KIT

**Price** 80 gp; **Weight** 5 lbs.

These crampons, pitons, ropes, and other tools give you a +2 circumstance bonus on Climb checks.

## CLIMBING PICK

**Price** 20 gp; **Weight** 2 lbs.

A climbing pick is a one-handed item that aids in climbing. A hand holding a climbing pick counts as being open for the purpose of making Climb checks, and grants its wielder a +1 circumstance bonus to Climb checks. This stacks with the bonus granted by a climber's kit and climbing spurs.

## CLIMBING SPURS

**Price** 20 gp; **Weight** 1 lb.

Climbing spurs can be attached to a creature's feet to allow them to better climb trees. Wearing climbing spurs grants a creature a +1 circumstance bonus on Climb checks, which stacks with the bonus granted by a climber's kit and a climbing pick. However, walking over wood flooring, stone, pavement, or other non-dirt surface while wearing climbing spurs counts as walking through difficult terrain. It takes 1 minute to put on or remove climbing spurs. Both climbing spurs of a set must be worn to have any benefit.

## LIFELINE

**Price** 5 sp; **Weight** 2 lbs.

A lifeline is a 15 ft. piece of hemp rope with a metal link on both ends, allowing the lifeline to be quickly attached and detached from a ship's anchor points and a crewman's leather harness. Lifelines keep crewmen from falling overboard when the ship dives, climbs, or pitches during battle, and are usually sold and used in sets of two so a sailor can move through the ship by attaching and detaching lifelines without spending too much time exposed to danger.

## FOREST/CANOPY TRAVEL

With an average of 600 ft. between the Forest floor and the canopy, it takes a creature with a movement speed of 20-30 ft. about 12 minutes to climb to or from the canopy, assuming the target has a Climb skill high enough to never fail their Climb check. Creatures with a movement speed of 40 can make this climb in 6 minutes. These numbers can be reduced by half by accepting a -5 penalty to Climb checks.

Without a forest rope, the DC to climb a tree in the Forest is 25. With a rope, the DC is 5. This means that even creatures with a climb skill modifier of +0 can climb to or from the canopy without failing if they possess the appropriate gear, such as a forest rope, a climber's kit, a climbing pick, and climbing spurs). However, climbing during combat (where one might take that -5 penalty to climb twice as fast and needs their hands open) can still be difficult.

## OUTFIT, AERONAUT'S

**Price** 10 gp; **Weight** 8 lbs.

This set of clothes is the standard uniform for those who sail the skies as part of a private crew. It includes sturdy boots, gloves, leather breeches, a belt, a loose shirt with a leather vest or loose corset, a pair of tinted goggles, and a harness for attaching lifelines to the ship. The aeronaut's outfit comes with two lifelines.

## OUTFIT, AERONAUT CAPTAIN'S

**Price** 35 gp; **Weight** 10 lbs.

An aeronaut captain's outfit is similar to an aeronaut's outfit but of very fine quality with additional buttons designs, and the leather vest is traded out for a long leather coat. The outfit also comes with a large, elaborate hat. The aeronaut captain's outfit is designed to mark someone as holding authority over a crew and to help the wearer project an air of confidence to inspire their crew. Wearing an aeronaut captain's outfit grants an aeronaut captain a +2 bonus to all Charisma-based skill checks involving members of his own crew.

## TINTED GOGGLES

**Price** 2 gp; **Weight** 0.5 lbs.

These goggles are part of an aeronaut's outfit, and help protect their eyes from the sun's glare during flight. Attempting a profession (sailor) check or otherwise working on the deck of an airship at dawn or dusk without a set of tinted goggles causes the creature to suffer a -2 penalty.

## ROPE, FOREST

The distance between the canopy and the Forest floor is usually about 600 ft., sometimes more, meaning anyone attempting to climb up or down between the two has a great distance to cover. Forest ropes are 750 ft. long and are thick enough to hold a great amount of weight, making them perfect for wrapping around a ship's mast or body to anchor it before dropping the rest off the side of the ship.

**Hemp Forest Rope** This 750-foot length of hemp rope can hold up to 10,000 lbs. safely, has 4 hp and a break DC of 25. **Price** 15 gp; **Weight** 175 lbs.

**Silk Forest Rope** This 750-foot length of silk rope can hold up to 15,000 lbs. safely, has 6 hp, and a break DC of 26. **Price** 150 gp; **Weight** 85 lbs.

**Spider Silk Forest Rope** This 750-foot length of spider silk rope can hold up to 20,000 lbs. safely, has 8 hp, and a break DC of 27. **Price** 1,500 gp; **Weight** 75 lbs.

**Bloodvine Forest Rope** This 750-foot length of tough, lightweight rope is made from alchemically treated bloodvine, a rare scarlet-colored vine that grows only in warm jungle environments. A bloodvine forest rope can hold up to 30,000 lbs. safely, has a hardness of 5 and 15 hit points, and a break DC of 32. **Price** 3,000 gp; **Weight** 85 lbs.

## FOREST WINCH

**Price** 100 gp; **Weight** 500 lbs.

The forest winch is a large wooden platform attached to Forest ropes that may be raised or lowered from the side of a ship but turning the winch. Forest winches not only allow an airship to raise and lower crewmembers to the Forest floor without requiring them to climb up and down themselves, but it makes it much easier to load salvage onto a ship. A forest winch can hold up to 10,000 lbs. (5 tons), but realistically can fit up to 2 tons of salvage with a couple handlers without risking anything tipping over the side or a wooden board breaking at an inopportune time.

The realities of climbing up the side of a tree mean that ships without a winch or another reliable method of getting salvage up to their airship (such as smaller vehicles that can descend from the canopy or crewmembers with a fly speed) often cannot transport more than 3/4ths of the salvage in a dig to their ship, as some objects are simply too large to carry. Loading and unloading a few tons of salvage can also take several hours if goods must be transported solely in a crewmember's backpack. Thus, many crews will make sure to have at least one winch, as well as several backup forest ropes, on board at all times to ensure that no crewmember or piece of salvage is needlessly left behind.

Turning a winch is slow, and it usually takes 20 minutes to safely descend to or ascend from the Forest floor. A winch can be destroyed by dealing damage to the Forest ropes that attach it to the ship. The wooden platform, however, has a hardness of 5, 30 hp, and a break DC of 25.

# CHAPTER 7 BESTIARY

## TEMPLATES

### FOREST-CORRUPTED

There are many monsters and adversaries that can be encountered in Khrone, many of which can be found in the various published Bestiaries for the Pathfinder Roleplaying Game. This chapter focuses on monsters that are unique to Khrone, as well as providing sphere variantes (for both the *Spheres of Power* and *Spheres of Might* systems) for monsters commonly encountered by woodfarers. Like most adventure worlds, the number of potential creatures that could be encountered on Khrone are limitless, reaching far beyond the few listed in this chapter or earlier on encounter tables.

#### NEW MARTIAL MONSTER TRADITIONS

The following martial monster traditions are used by some of the creatures in this book:

##### PACK HUNTER

Pack hunters are practitioners who rarely travel alone, and almost exclusively with others with the pack hunter martial tradition. Lions, velociraptors, and wolves all make great pack hunters.

**Bonus Talents:** Guardian sphere (patrol) package  
Warleader sphere

**Variable:** Pack hunters gain either the Athletics or Scout sphere, and one talent of their choice from the corresponding sphere.

##### PARASITE

Parasites are practitioners who are usually in it for the long game. They are patient killers who aren't in a hurry to drop their foe, but prefer to attach themselves to their foe slowly draining their lifeforce. Leeches and other vermin are the most common parasites, although this tradition may also be fitting for vipers and other disease or poison-ridden animals.

**Bonus Talents:** Boxing sphere  
Wrestling sphere

**Variable:** Parasites gain either the Alchemy sphere (poison) package or Scout sphere, and one talent of their choice from the corresponding sphere.

Forest-corrupted creatures are intelligent beings who have been taken by the Forest and transformed into pack animals for its own use. Nearly mindless and filled with an insatiable rage, those who believe the Forest is sentient theorize the corrupted are the Forest's shock troops, which it sends to spread its seeds to new or damaged locations as subverted carriers. Forest-corrupted are easy to identify thanks to the plant-like vines that appear to be woven throughout their flesh. It is rare for a Chaotic creature to become a forest-corrupted, but it is not unheard of.

Forest-corrupted is an acquired template that can be added to any living, corporeal creature with an Intelligence score of at least 3 (referred to hereafter as the base creature). A forest-corrupted retains all the base creature's statistics and special abilities except as noted here.

**Challenge Rating:** Same as base creature +2

**Alignment:** Always Chaotic Neutral. They are motivated only by rage and a desire to spread the Forest's spores.

**Type:** Creature type changes to plant. It retains any subtypes and gains the augmented subtype. Do not recalculate hit dice, base attack bonus, or saving throws.

**Armor Class:** Natural armor bonus improves by +4.

**Special Qualities and Defenses:** A forest-corrupted gains greensight 60 feet and plant traits.

**Melee:** A forest-corrupted has two slam attacks. These slam attacks deals damage as appropriate for the base creature's size (see "Natural Attacks"). If the base creature can use manufactured weapons, the forest-corrupted can as well.

**Special Abilities:** A forest-corrupted retains all the special attacks of the base creature and gains all the special abilities listed below:

**Breath Weapon (Ex):** A forest-corrupted gains a breath weapon usable once per minute. The breath weapon is a close range (25 ft + 5 ft per 2 HD) cone and infects any creatures within the area with Forest spores (Fortitude negates; DC 10 + 1/2 the creature's HD + the creature's Con modifier). forest-corrupted creatures that already have a breath weapon from another source instead infect every use of their breath weapon with Forest spores (see below).

### Forest Spores

**Type** disease, inhaled; **Save** Fortitude DC = 10 + 1/2 the forest-corrupted's Hit Dice + the forest corrupted's Con modifier

**Onset** 1d4 days; **Frequency** 1/day

**Effect** 1d2 Int damage (this damage cannot be healed while the creature is infected); **Cure** 2 consecutive saves.

**Note** Anyone who has their Intelligence reduced to 0 while infected acquires the forest-corrupted template in 2d6 hours.

**Special** creatures who are already mindless or of animal intelligence (Intelligence of 1 or 2) are naturally immune to the effects of this disease.

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

**Abilities:** Increase from the base creature as follows: Str +6, Con +4. Forest-corrupted are mindless, meaning they have no Intelligence score.

**Mindless:** A forest-corrupted loses all skill ranks and feats possessed by the base creature except those gained from combat talents.

**Casting:** A forest-corrupted creature loses all spells and spherecasting abilities possessed by the base creature.

**Combat Talents:** A forest-corrupted creature gains a martial tradition and 1 martial talent per hit die, using Constitution as its practitioner modifier.

### FOREST-CORRUPTED HILL GIANT CR 9 XP 6,400

CN Large plant (augmented humanoid, giant)

**Init** -1; **Senses** darkvision 60 ft., greensight 60 ft., low-light vision; **Perception** +0

#### DEFENSE

**AC** 25, touch 8, flat-footed 25 (+4 armor, -1 Dex, +13 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +13, **Ref** +2, **Will** +3

**Defensive Abilities** rock catching; **Immune** plant traits

#### OFFENSE

**Speed** 40 ft. (30 ft. base)

**Melee** greatclub +17/+12 (2d8+18) or 2 slams +16 (1d8+10)

**Ranged** rock +6 (1d8+13)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** berserking (10 hp), breath weapon (45-ft. cone, DC 20, disease), bloody counter, brutal strike (+, hard drinker, rock throwing (120 ft.)), scout

#### STATISTICS

**Str** 31, **Dex** 8, **Con** 23, **Int** -, **Wis** 10, **Cha** 7

**Base Atk** +7; **CMB** +18; **CMD** 27

**Tradition** Barbarian; **PAM** Con; **DC** 19 (21)

**Talents** Athletics (climb package), Barroom, Berserker (Advancing Carnage, Bloody Counter, Bone-Breaker, Deathless, Extended Exertion, Heavy Swing, Savage, Shatter Earth, Shieldbreaker), Equipment (Tribal Training), Scout

**Feats** Cleave, Greater Cleave, Die Hard, Disposable Weapon

**Skills** Climb +18, Stealth -1

#### SPECIAL ABILITIES

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

#### ECOLOGY

**Environment** any forest, marsh, or jungle

**Organization** solitary, pair, gang (3-4), or family (5-16)

**Treasure** standard (hide armor, greatclub, other treasure)

### FOREST-CORRUPTED OGRE CR 5

XP 1,600

CN Large plant (augmented humanoid, giant)

**Init** -1; **Senses** darkvision 60 ft., greensight 60 ft., low-light vision; **Perception** +0

#### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +0, **Will** +3

**Immune** plant traits

#### OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +10 (2d8+12) or 2 slams +10 (1d6+8)

**Ranged** javelin +1 (1d8+8)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** berserking (6 hp), boast, breath weapon (35-ft. cone, DC 16, disease), brutal strike (+6), deathless (-38), demoralization, scout (-5)

#### STATISTICS

**Str** 27, **Dex** 8, **Con** 19, **Int** -, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +12; **CMD** 21

**Tradition** Barbarian; **PAM** Con; **DC** 15 (16)

**Talents** Athletics (climb package), Barroom, Berserker (Deathless), Equipment (Tribal Training), Gladiator, Scout

**Feats** Dazzling Display, Die Hard, Disposable Weapon

**Skills** Climb +15, Intimidate +3, Stealth -1

**SQ** fungal rejuvenation

#### SPECIAL ABILITIES

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

## ECOLOGY

**Environment** any forest, marsh, or jungle

**Organization** solitary, pair, gang (3-4), or family (5-16)

**Treasure** standard (hide armor, greatclub, 4 javelins, other treasure)

## FOREST-CORRUPTED ORC

**CR 2**

**XP 600**

NCN Medium plant (augmented humanoid, orc)

**Init** +1; **Senses** darkvision 60 ft., greensight 60 ft., low-light vision; Perception +3

## DEFENSE

**AC** 18, touch 11, flat-footed 17 (+3 armor, +1 Dex, +4 natural)

**hp** 14 (1d10+4)

**Fort** +6, **Ref** +3, **Will** -1

**Defensive Abilities** ferocity; **Immune** plant traits, **Weaknesses** light sensitivity

## OFFENSE

**Speed** 30 ft.

**Melee** longspear +9 (1d8+10/x3) or 2 slams +9 (1d4+7)

**Ranged** javelin +2 (1d6+7)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. w/ longspear)

**Special Attacks** breath weapon (25-ft. cone, DC 14, disease), deadly shot, scout (-2), snag

## STATISTICS

**Str** 25, **Dex** 13, **Con** 18, **Int** -, **Wis** 9, **Cha** 8

**Base Atk** +1; **CMB** +8; **CMD** 19

**Tradition** Canny Hunter; **PAM** Con; **DC** 14

**Talents** Equipment (Huntsman Training, Polearm Mastery), Scout (Great Senses), Sniper, Wrestling

**Feats** Far Shot, Improved Unarmed Strike, Precise Shot

**Skills** Perception +3, Stealth +5

**SQ** fungal rejuvenation

## SPECIAL ABILITIES

**Ferocity (Ex):** An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

## ECOLOGY

**Environment** any forest, marsh, or jungle

**Organization** solitary, pair, gang (3-4), or family (5-16)

**Treasure** standard (studded leather, longspear, 4 javelins, other treasure)

## FOREST-CORRUPTED STORM GIANT

**CR 15**

**XP 51,300**

CN Huge plant (augmented humanoid, giant)

**Init** +2; **Senses** greensight 60 ft., low-light vision, Perception +24

## DEFENSE

**AC** 37, touch 9, flat-footed 36 (+2 armor, +1 Dex, +26 natural, -2 size)

**hp** 250 (20d8+160)

**Fort** +22, **Ref** +7, **Will** +9

**Defensive Abilities** rock catching; **Immune** electricity, plant traits

## OFFENSE

**Speed** 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

**Melee** mwk greatsword +30/+25/+20 (4d6+25/19-20) or 2 slams +29 (2d6+17)

**Ranged** mwk composite longbow +15/+10/+5 (3d6+14/x3)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** barrage (+11/+11/+11/+11), breath weapon (70-ft. cone, DC 27, disease), scout (+19)

## STATISTICS

**Str** 45, **Dex** 14, **Con** 27, **Int** -, **Wis** 20, **Cha** 15

**Base Atk** +14; **CMB** +33 (+37 bull rush, drag, overrun, reposition); **CMD** 45 (49 bull rush, drag, overrun, reposition)

**Tradition** Giant; **PAM** Con; **DC** 25 (28)

**Talents** Athletics (climb, leap, run packages, Diving Strike, Expanded Training, Mobile Striker), Barrage (Augmented Grip, Blitz Focus, Mobile Focus, Unbalancing Combination), Brute (Brace Weapon, Focused Might, Greater Brute, Hammer, Stampede), Equipment (Armor Training, Rock Toss), Scout (Great Senses, Lurker, Unimpeded Positioning)

**Feats** Improved Unarmed Strike, Improved Bull Rush, Improved Drag, Improved Overrun, Improved Reposition, Point-Blank Shot, Rapid Shot, Branch Pounce, Spring Attack

**Skills** Acrobatics +30, Climb +44, Perception +24, Stealth +13, Swim +30

**SQ** fungal rejuvenation, militant, water breathing

## SPECIAL ABILITIES

**Fungal Rejuvenation (Su):**

So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

**Militant (Ex):** Storm giants are proficient with all simple and martial weapons.

**Water Breathing (Ex):** Storm giants can breath water as well as air.



## ECOLOGY

**Environment** any forest, marsh, or jungle

**Organization** solitary, pair, gang (3-4), or family (5-16)

**Treasure** standard (mwk breastplate, mwk composite longbow (+14 Str. bonus) with 20 arrows, mwk greatsword, other treasure)

## FOREST-CORRUPTED TREANT

**CR 10**

**XP 9,600**

CN Huge plant

**Init** -1; **Senses** greensight 60 ft., low-light vision, Perception +3

## DEFENSE

**AC** 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)

**hp** 138 (12d8+84)

**Fort** +15, **Ref** +3, **Will** +9

**DR** 10/slashing; **Immune** mindless, plant traits; **Weakness** vulnerability to fire

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +21 (2d6+12)

**Ranged** rock +8 (2d6+18)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** barrage (+5/+5/+5), berserking (12 hp), bloody counter, breath weapon (55-ft. cone, DC 23, disease), brutal strike (battered 8 rounds, +18 damage), deathless (-50 hp), rock throwing (180 ft.), shatter earth (5 ft. radius, 15 ft. cone, or 25 ft. line), shove (+21 touch, 12 damage), trample (2d6+18, DC 28)

## STATISTICS

**Str** 35, **Dex** 8, **Con** 25, **Int** -, **Wis** 16, **Cha** 15

**Base Atk** +9; **CMB** +23 (+26 bull rush, drag, overrun, and reposition); **CMD** 32 (35 vs. bull rush, drag, overrun, and reposition)

**Tradition** Behemoth; **PAM** Con, **DC** 21

**Talents** Barrage (Augmented Grip), Berserker (Beat Down, Bloody Counter, Deathless, Shatter Earth), Brute (Break Defenses, Greater Brute, Quick Force, Smash, Stampede)

**Feats** Die Hard, Greater Bull Rush, Greater Drag, Greater Overrun, Greater Reposition, Improved Bull Rush, Improved Drag, Improved Overrun, Improved Reposition, Point-Blank Shot, Rapid Shot

**SQ** double damage against objects, fungal rejuvenation, tree-speech

## SPECIAL ABILITIES

**Treespeech (Ex):** A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

## ECOLOGY

**Environment** any forest, marsh, or jungle

**Organization** solitary or grove (2-7)

**Treasure** standard

## FOREST-CORRUPTED VOLCANO GIANT

**CR 16**

**XP 76,800**

CN Huge plant (augmented humanoid, earth, fire, giant)

**Init** +1; **Senses** greensight 60 ft., low-light vision; Perception +22

## DEFENSE

**AC** 33, touch 9, flat-footed 32 (+2 armor, +1 Dex, +22 natural, -2 size)

**hp** 250 (20d8+160)

**Fort** +20, **Ref** +7, **Will** +9

**Defensive Abilities** rock catching; **Immune** fire, plant traits; **Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 40 ft.

**Melee** Gargantuan longspear +27/+22/+17 (4d6+21/x3) or 2 slams +27 (2d6+14)

**Ranged** rock +15 (2d6+21 plus 1d6 fire)

**Space** 15 ft.; **Reach** 15 ft. (25 ft. w/ Gargantuan longspear)



**Special Attacks** breath weapon (30-ft. cone, DC 28, -4 penalty on attack and saves for 1 minute, disease), hard drinker, rock throwing (120 ft.), trample (2d6+21, DC 34), scout (+17)

#### STATISTICS

**Str** 38, **Dex** 12, **Con** 27, **Int** -, **Wis** 14, **Cha** 13

**Base Atk** +15; **CMB** +31; **CMD** 42

**Tradition** Canny Hunter; **PAM** Con; **DC** 25 (28)

**Talents** Barroom, Equipment (Huntsman Training, Pikeman Training, Polearm Mastery), Lancer (Bracing Pierce, Dimensional Pierce, Pinning Impale (2), Ranged Impale, Staggering Tear, Unbalancing Twist), Scout (Great Senses, Hidden Focus, Lurker), Sniper (Perfect Shot, Targeted Assault)

**Feats** Far Shot, Precise Shot

**Skills** Perception +22, Stealth +13

**SQ** fungal rejuvenation, oversized weapon use

#### SPECIAL ABILITIES

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and is standing on moist earth, the forest-corrupted gains fast healing 5.

**Oversized Weapon Use (Ex):** A volcano viant wields a Gargantuan two-handed long spear without penalty.

#### ECOLOGY

**Environment** any forest, marsh, or jungle

**Organization** solitary, pair, gang (3-4), or family (5-16)

**Treasure** standard (Gargantuan long spear, leather armor, other treasure)

## FOREST-TOUCHED

Animals are welcomed in the Forest much more readily than humanoids. Not only are animals immune to the Forest-corrupted template listed above, but sometimes they can exhibit powers and intelligence beyond their usual ability, as if some guiding power was directly influencing them.

When an animal or creature of animal intelligence exhibits tactical prowess and coordination for beyond their usual ability, they are referred to as having been Forest-touched. Being forest-touched is not an inherited template; it comes and goes with seemingly randomness, whenever the Forest decides to impress itself onto its creations to further its own ends.

Forest-touched is a template that can be added to any living, corporeal creature with an Intelligence score of 2 or less (referred to hereafter as the base creature), with the exception of domesticated animals, tamed animals, and animal companions, as their devotion cannot be swayed by the Forest.

A forest-touched retains all the base creature's statistics and special abilities except as noted here.

**Challenge Rating:** Same as base creature +1

**Alignment:** Always Chaotic Neutral. They are motivated by an unseen entity, and its desire to serve and defend the Forest.

**Armor Class:** Natural armor bonus improves by +2

**Special Abilities:** A forest-touched retains all the special attacks of the base creature and gains all the special abilities listed below:

**Devotion (Ex):** A forest-touched creature gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Telepathy (Su):** Forest-touched creatures gain telepathy out to 400 ft. that connects them to any other forest-touched creature within range. While animals do not communicate with words, this connection allows them to share sensations, locate each other with pinpoint accuracy, and coordinate tactical maneuvers with each other.

**Tactics (Ex):** A forest-touched creature has access to every animal trick available through the Handle Animal skill, without the need to be taught them. They can enact any of these tricks on their turn without being directed to perform them; in essence, the check made to handle the animal is performed by the Forest itself as a free action and always succeeds. Similarly, the Forest guides the actions of these creatures, allowing them to coordinate and execute tactics far beyond what creatures of their intelligence would normally be able to do.

**Coordinated Attacks (Ex):** All Forest-touched treat any other forest-touched creatures as allies for the purposes of feats. Forest-touched creatures gain the Gang Up feat, even if they do not possess its prerequisites.

In addition, Forest-touched creatures gain 2 teamwork feats of the GM's choice. They must meet the prerequisites of these feats. As a free action taken once per round, a Forest-touched creature may change one or both of these feats to any other teamwork feats for which they qualify.

**Special:** A forest-touched creature who has become tame (such as with the Beastmastery sphere) or charmed (such as with the Animal Friend talent) loses the Forest-touched template for as long as the effect persists.

#### USING THE FOREST-TOUCHED TEMPLATE

The forest-touched template represents an animal through which the Forest has decided to exert its will (or at least, that is the leading theory). While it does grant the affected creatures an increase in power, the greatest benefit of the template is that it allows animals and other creatures of low Intelligence to suddenly begin using advanced tactics; ambushes, disarms, formations, and other techniques that would normally be outside their capabilities.

The forest-touched template requires very little rebuilding and can be applied and removed from monsters on a whim; whenever the Forest chooses to exert its will through its animal children, those children gain the forest-touched template.

The Forest-touched template is a great tool for increasing the danger of an encounter, and as there is very little rhyme or reason (at least that is observable by mortals) for why creatures might suddenly gain the forest-touched template, it is completely within the rights of the GM to apply the template as they desire. Perhaps the PCs have become high enough level that the Forest has taken notice of them. Perhaps they are about to uncover a powerful artifact and the Forest does not wish them to. Any and all of these are valid reasons for why a group of animals might suddenly gain the forest-touched template.

# AIRSHIPS

When traveling through the skies, it is not uncommon for a team of delvers to encounter pirates, merchants, or other delvers while enroute. The following airships represent only a fraction of the possibilities that may be encountered.

## CHERUFE DEFENDERS CR 5

Cherufe defenders use a war balloon to board airships that invade their territory, killing the crew and seizing the cargo. Without weapons except for the crew, cherufe defenders will often wait until an airship has landed on the canopy before assailing under cover of night.

### CHERUFE WAR BALLOON

Gargantuan Bone Air Vehicle

**Space** 1 vehicle space; **Cost** 220 gp

**Size** 8 Hardpoints; **Hull** 2 Hardpoints

#### DEFENSE

**Hull** 7 AC (+3 Dodge, -1 Size); 30 hp, Hardness 5

**Sails** 7 AC (+3 Dodge, -1 Size); 40 hp, Hardness 0

**Dirigible** 6 AC (+3 Dodge, -2 Size); 60 hp, Hardness 0

#### OFFENSE

**Attack** ram (4d8)

**CMB** +4; **CMD** 14

**Speed** 4 (5 pushed, 7 overload, w/wind: +1/2 per severity level)

**Acceleration** 2

**Maneuverability** Poor

#### DRIVE

**Propulsion** sails (2 Hardpoints, 40 hp), inferior steam engine (1 Hardpoint, hp 80); **Power** 8 (11 pushed, 14 overload, w/wind: +1 per severity level)

**Mass** 2 Hardpoint; **Weight** 0

**Controlling Device** steering wheel

**Driving Space** 1 space in the front of the airship

**Required Crew** 2 (1 pilot/sailor, 1 engineer)

#### LOAD

**Equipment Weight** 4.4 tons

**Light Load** less than 2 tons

**Medium Load** 2 to 4.9 tons

**Heavy Load** 5 - 10 tons

#### ROOMS

**Cargy Bay** (1 Hardpoint, uncovered); **Inferior Steam Engine** (1 Hardpoint)

#### EQUIPMENT

Cloth dirigible (4 Hardpoints)

#### CREW

1 crew of common cherufe

2 cherufe pilots (use stats for zavr primordial leaper cherufe with the following changes: **Skills** Acrobatics +7 (+11 jumping), Profession (sailor) +5, Craft (mechanical) +3

## CHERUFE DESTROYER CR 9

Cherufe destroyers are Cherufe war balloons outfitted with a much more powerful engine, allowing the crew to chase down and board ships that otherwise would be able to outrun them. While still bereft of siege engines, all a cherufe destroyer needs to do is attach itself to an enemy vessel to begin the work of slaughter among its crew.

### CHERUFE WAR BALLOON

Gargantuan Bone Air Vehicle

**Space** 1 vehicle space; **Cost** 1,120 gp

**Size** 8 Hardpoints; **Hull** 2 Hardpoints

#### DEFENSE

**Hull** 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 5

**Sails** 9 AC (+5 Dodge, -1 Size); 40 hp, Hardness 0

**Dirigible** 8 AC (+5 Dodge, -2 Size); 60 hp, Hardness 0

#### OFFENSE

**Attack** ram (4d8)

**CMB** +4; **CMD** 14

**Speed** 11 (14 pushed, 18 overload, w/wind: +1/2 per severity level)

**Acceleration** 6

**Maneuverability** Average

#### DRIVE

**Propulsion** sails (2 Hardpoints, 40 hp), fire elemental engine (1 Hardpoint, hp 80); **Power** 8 (11 pushed, 14 overload, w/wind: +1 per severity level)

**Mass** 2 Hardpoint; **Weight** 0

**Controlling Device** steering wheel

**Driving Space** 1 space in the front of the airship

**Required Crew** 2 (1 pilot/sailor, 1 engineer)

#### LOAD

**Equipment Weight** 2.4 tons

**Light Load** less than 2 tons

**Medium Load** 2 to 4.9 tons

**Heavy Load** 5 - 10 tons

#### ROOMS

**Cargy Bay** (1 Hardpoint, uncovered); **Inferior Steam Engine** (1 Hardpoint)

#### EQUIPMENT

Cloth dirigible (4 Hardpoints)

#### CREW

1 crew of cherufe zavr veterans

2 cherufe war pilots (use stats for zavr dinosaur rider cherufe with the following changes: **Skills** Acrobatics +10 (+15 jump), Handle Animal +8, Profession (sailing) +9, Ride +9, Spellcraft +5

## MAELSTROM MERCHANT CR 11

Many merchants travel the world, but only the truly cunning and wealthy merchants travel the planes. These merchant vessels are not only daring traders, but also may double as adventurers or even soldiers. PCs who approach a maelstrom merchant peacefully might be able to trade with them, but also might find themselves attacked for whatever cargo they are carrying.



## ELEMENTAL

Colossal Wood Air Vehicle

**Space** 1 vehicle space; **Cost** 25,750 gp

**Size** 5 Decks; **Hull** 5 Decks

### DEFENSE

**Hull** 0 (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

### OFFENSE

**Attack** ram (8d8), 3 great ballista w/ swivel (2 round reload, 6d8/19-20, range 180 ft.)

**CMB** +8; **CMD** 18

**Speed** 8 (11 pushed, 14 overload)

**Acceleration** 4

**Maneuverability** Poor

### DRIVE

**Propulsion** fire elemental engine (2 Decks, 1,440 hp); **Power** 50 (75 pushed, 100 overload).

**Mass** 5 Decks; **Weight** 10

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 2 (1 pilot, 1 engineer)

### LOAD

**Equipment Weight** 43 tons

**Light Load** less than 90 tons

**Medium Load** 90 to 224.9 tons

**Heavy Load** 225 - 450 tons

### ROOMS

**Bunks** (2 Hardpoints, 12 crewmen); **Cargo Bay** (1 Deck, uncovered, 90 tons); **Fire Elemental Engine** (2 Decks); **Gunport** (1 Deck), **Kitchen** (1 Hardpoint); **Personal Rooms** (6 rooms, 6 Hardpoints)

### EQUIPMENT

3 great ballista w/ swivel, 40 bolts

### CREW

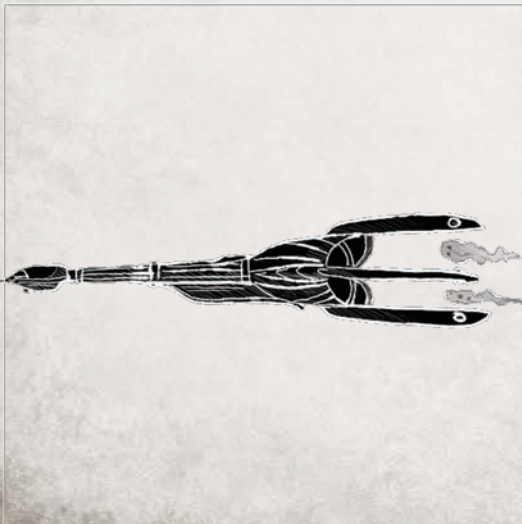
1 raider crew

1 sky gnome engineer

3 executive officers

1 caretaker officer

1 merchant



## MAELSTROM PIRATE CR 17

The greatest of pirates sail the greatest of seas, taking what they wish from lesser vessels not only on Khrone, but across all of the planes.

## WAR ANGEL

Colossal+ Iron Air Vehicle (covered, aerodynamic)

**Space** 3 vehicle spaces; **Cost** 157,825 gp

**Size** 15 Decks; **Hull** 5 Decks

### DEFENSE

**Hull** 2 AC (+5 Dodge, -8 Size); 4,050 hp, Hardness 10

**Sails** 2 Locations, 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 0

### OFFENSE

**Attack** ram (8d8), 26 light ballista (4 w/ swivel, 2 bottom-mounted w/ swivel, 10 left-facing, 10 right-facing, 1 round reload, 2d8 19-20/x2, range 120 ft.)

**CMB** +8; **CMD** 18

**Speed** 10 (12 pushed, 14 overload, w/wind: +1/2 per severity level)

**Acceleration** 5

**Maneuverability** Average

### DRIVE

**Propulsion** spell engine (1 Deck, 900 hp), Silk Sails (10 Decks, 1,350 hp); **Power** 115 (152 pushed, 190 overload, w/wind: +5 per severity level).

**Mass** 10 Decks; **Weight** 20

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 12 (1 pilot, 1 engineer, 10 sailors); 32 gunmen

### LOAD

**Equipment Weight** 24.4 tons

**Light Load** less than 45 tons

**Medium Load** 45 to 112.4 tons

**Heavy Load** 112.5 - 225 tons

### ROOMS

**Brig** (1 Hardpoint); **Bunks** (1 Deck, 54 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (4 Hardpoints, 40 tons); **Gunport** (15 Hardpoints); **Kitchen** (1 Hardpoint); **Personal Rooms** (4 rooms, 4 Hardpoints); **Spell Engine** (1 Deck)

### EQUIPMENT

26 light ballista (4 w/ swivel, 2 bottom-mounted w/ swivel, 10 port, 10 starboard), 100 bolts

### CREW

2 veteran sailor crews

2 marauder crews

1 sky gnome engineer

1 captain officer

1 caretaker officer

1 weatherworker

## MERCHANT VESSEL CR 5

Merchant vessels are not outfitted with siege engines, as their space is dedicated to carrying cargo. With a team of sailors and a windworker on board, a merchant can travel quickly and outrun most small threats. If the PCs approach a merchant vessel peacefully, they might even be able to trade for goods.

### FALCON

Colossal Wood Air Vehicle

**Space** 1 vehicle space; **Cost** 1,770 gp

**Size** 45 Hardpoints; **Hull** 9 Hardpoints

#### DEFENSE

**Hull** 0 AC (+3 Dodge, -8 Size); 270 hp, Hardness 5

**Sails** 0 AC (+3 Dodge, -8 Size); 360 hp, Hardness 0

**Dirigible** 0 AC (+3 Dodge, -8 Size); 360 hp, Hardness 3

#### OFFENSE

**Attack** ram (8d8)

**CMB** +8; **CMD** 18

**Speed** 2 (w/ wind, +1 per severity level)

**Acceleration** 1

**Maneuverability** Poor

#### DRIVE

**Propulsion** sails (18 Hardpoints, 360 hp); **Power** 18 (w/ wind: +9 per severity level).

**Mass** 9 Hardpoints; **Weight** 0

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 3 (1 pilot, 2 sailors)

#### LOAD

**Equipment Weight** 3.6 tons

**Light Load** less than 18 tons

**Medium Load** 18 to 44.9 tons

**Heavy Load** 45 - 90 tons

#### ROOMS

**Bunks** (2 Hardpoints, 12 crewmen), **Cargo Bay** (5 Hardpoints, uncovered, 50 tons), **Private Quarters** (2 rooms, 2 Hardpoints)

#### EQUIPMENT

Rigid Dirigible (18 Hardpoints)

#### CREW

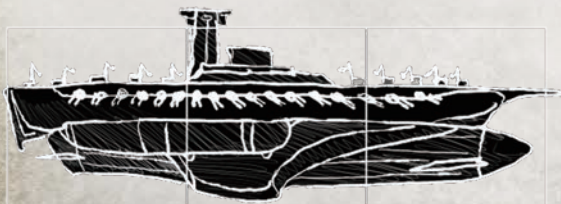
1 sailor crew

1 merchant officer

1 windworker

## PIRATE FLAGSHIP CR 14

A pirate flagship is a source of fear for all who recognize it; these enormous ships possess enough weaponry to drop the greatest of ships in a matter of seconds, and enough crew to overwhelm whoever they can board.



## DESTROYER

Colossal+ Wood Air Vehicle

**Space** 3 vehicle spaces; **Cost** 78,175 gp

**Size** 15 Decks; **Hull** 15 Decks

#### DEFENSE

**Hull** 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

#### OFFENSE

**Attack** ram (8d8), 54 light ballista (27 left facing, 27 right facing, 1 round reload, 2d8, 19-20, range 120 ft.)

**CMB** +10; **CMD** 20

**Speed** 6 (10 pushed, 12 overload)

**Acceleration** 3

**Maneuverability** Poor

#### DRIVE

**Propulsion** Fire elemental engine (5 Decks, hp 3,600); **Power** 125 (187.5 push, 250 overload)

**Mass** 15 Decks; **Weight** 30

**Controlling Device** steering wheel

**Driving Space** 1 space in the front of the airship

**Required Crew** 2 (1 pilot, 1 engineer); 108 gunmen

#### LOAD

**Equipment Weight** 149.6 tons

**Light Load** less than 270 tons

**Medium Load** 270 to 674.9 tons

**Heavy Load** 675 - 1350 tons

#### ROOMS

**Bunks** (3 Decks, 162 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (1 Deck, 90 tons); **Fire Elemental Engine** (5 Decks); **Gunport** (5 Decks); **Kitchen** (1 Hardpoint); **Personal Rooms** (6 rooms, 6 Hardpoints)

#### Location 1:

Bunks (1 Deck, 54 crewmen), Fire Elemental Engine (2 Decks), Gunport (1 Deck, uncovered, 2 heavy trebuchets, 2 light ballista), Kitchen (1 Hardpoint), Personal Rooms (6 rooms, 6 Hardpoints), Captain's Quarters (2 Hardpoints)

#### Location 2:

Bunks (1 Deck, 54 crewmen), Fire Elemental Engine (1 Deck), Gunport (2 Decks, 1 uncovered, 2 heavy trebuchets, 20 light ballista), Cargo Bay (1 Deck, 90 tons)

#### Location 3:

Bunks (1 Deck, 54 crewmen), Fire Elemental Engine (2 Decks), Gunport (2 Decks, 1 uncovered, 2 heavy trebuchets, great ballista, bottom-mounted gatebreaker ballista, 6 light ballista)

#### EQUIPMENT

6 heavy trebuchets (w/ swivel), great ballista (w/ swivel), gate breaker ballista (bottom-mounted, w/ swivel), 28 light ballista (14 port, 14 starboard)

#### CREW

6 sailor crews

4 raider crews

1 sky gnome engineer

1 captain officer

2 executive officers

2 caretaker officers

## PIRATE VESSEL CR 8

Pirates make their living by attacking ships and settlements, taking what they can. Pirates rarely attack targets they are unsure they can defeat, and will engage in any number of dirty tactics to ensure their victory.

### VALKYRIE

Colossal+ Wood Air Vehicle

**Space** 1 vehicle space; **Cost** 10,510 gp

**Size** 15 Decks; **Hull** 27 Hardpoints

### DEFENSE

**Hull** 0 AC (+3 Dodge, -8 Size); 810 hp, Hardness 5

**Sails** 2 Locations, 0 AC (+3 Dodge, -8 Size); 540 hp, Hardness 0

**Dirigible** 2 Locations, 0 AC (+3 Dodge, -8 Size); 540 hp, Hardness 3

### OFFENSE

**Attack** ram (8d8), 2 gatebreaker ballista w/ swivel (3 round reload, 8d8/19-20, range 210 ft.)

**CMB** 20; **CMD** 20

**Speed** 5 (5 pushed, 6 overload, w/ wind, +1 per severity level)

**Acceleration** 1

**Maneuverability** Poor

### DRIVE

**Propulsion** sails (54 Hardpoints, 1,080 hp), alchemical engine (2 Hardpoints, 160 hp); **Power** 84 (99 pushed, 114 overload, w/ wind: +27 per severity level).

**Mass** 27 Hardpoints; **Weight** 0

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 8 (1 pilot, 6 sailors, 1 engineer)

### LOAD

**Equipment Weight** 27.3 tons

**Light Load** less than 54 tons

**Medium Load** 54 to 134.9 tons

**Heavy Load** 135 - 270 tons

### ROOMS

**Alchemical Engine** (2 Hardpoints), **Bunks** (1 Deck, 54 crewmen), **Cargo Bay** (5 Hardpoints, 50 tons), **Gunport** (1 Deck, uncovered), **Personal Rooms** (4 Hardpoints, 4 rooms)

### EQUIPMENT

Rigid Dirigible (6 Decks)

2 gatebreaker ballista w/ swivel, 30 bolts

### CREW

2 sailor crews

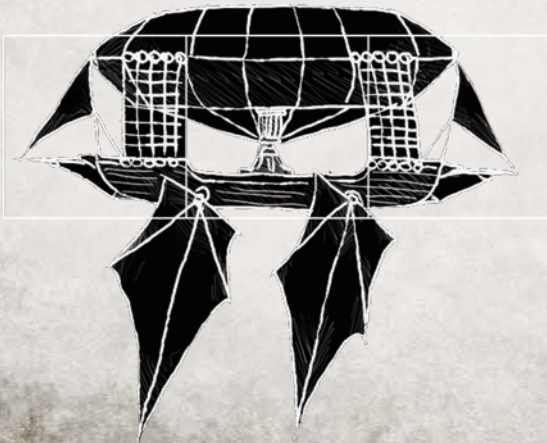
1 engineer

1 windworker

1 executive

officer

1 junior officer



## CHERUFE

Strong hides, powerful jaws, and an affinity for magma have made the cherufe the cause for countless hasty retreats from the jungles of Khrone. Emerging from the Forest not long after the shattering of the Walkways, these dinosaur-men appeared in alarming numbers, carving out territory through brute strength and ferociousness. While the cherufe are new to the world stage, many creatures already possess a primal fear of the cherufe—which is just the way they like it.

**Physical Description:** Cherufe appear to be a mixture of dinosaur and man, with many tribes possessing different variations. Amet have faces similar to most humanoids, save for the excessive bony plates around their skulls, and are stout, not unlike dwarves (although amet beards are unheard of). Zavr possess lithe, tall bodies and prognathic faces that accommodate rows of vicious serrated teeth and a predator's maw.

**Society:** Cherufe society is as primitive as it is primordial. Most settlements are incredibly aggressive and patrol their lands fiercely, often on the back of "domesticated" dinosaurs that share their territory. Trespassers are not tolerated, and are killed or captured on sight. All cherufe are keen to consume recently killed prey, obsessed with the rush of adrenaline that comes with the consumption of fresh blood. While peaceful communities are known to exist in far removed and easily defended areas, travelers of Khrone would do well to avoid colonies of cherufe.

**Relations:** For the most part cherufe are viewed as powerful but primitive savages. Of the two main types, Zavr are bloodthirsty predators that treat the other races of Khrone as prey, and are known far and wide for their merciless brutality. Amet are not as aggressive, and take a more balanced approach to the world around them and are less likely to kill for pride or sport. A longstanding feud has existed between the zavr and amet—one espousing the virtues of the alpha predator and the other likened to a murderous gardener—but both intensely hate the cecaelia, who claimed responsibility for destroying the cherufe's ancient ancestors.

**Alignment and Religion:** Cherufe are predominantly tribal and their religious views reflect that, often involving ritual sacrifice and fertility rites. All cherufe revere Vuulm as the father of their race, and may also worship Gewen, Dagorath, or follow the 7th Sphere as their individual tendencies dictate. Cherufe tend more toward Evil than Good, and are almost always Chaotic.

### CHERUFE, COMMON

CR 1/3

### XP 135

Cherufe warrior 1

CE Medium humanoid (reptilian)

**Init** +1; **Senses** low-light vision, Perception +0

### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +1, **Will** +0

**Resist** fire 5

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**OFFENSE**

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**Speed** 40 ft.

**Melee** spear +4 (1d8+3/x3), bite -2 (1d4+1), tail +3 (1d8+2, attacks of opportunity only) or bite +3 (1d4+3)

**Ranged** spear +3 (1d8+2/x3), sling +2 (1d4)

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**SPHERE VARIANT**

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If using *Spheres of Might*, make the following changes:

**Martial Tradition** Free Runner; **PAM** Wis, **DC** 10

**Talents** Athletics (run, leap, climb packages, Wall Stunt, Mobile Striker)

**Skills** Acrobatics +2, Climb +6, Intimidate +4

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**TACTICS**

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Cherufe warriors rely on ambushes wherever possible, and will switch from slings to spears as they close in on their targets. Cherufe will fight to the last man if cornered, and are generally honorable; if one can get a cherufe warrior to agree to a truce, the truce will generally be honored so long as it does not become inconvenient.

If using *Spheres of Might*, cherufe warriors love to drop on their foes, using Wall Stunt and Mobile Striker to break through their enemy's defences and attack them where they're weakest.

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**STATISTICS**

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**Str** 15, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 11

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Weapon Focus (spear)

**Skills** Acrobatics +2

**Languages** Cheru

**SQ** jumper

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**SPECIAL ABILITIES**

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**Jumper:** Cherufe are always considered to have a running start when making Acrobatics checks to jump.

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**ECOLOGY**

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**Environment** temperate forests and jungles

**Organization** solitary, gang (2-4), squad (11-20 plus 1-4 zavr primordial leapers), or band (30-100 plus 150% noncombatants plus 10-20 zavr primordial leapers, 1-10 zavr dinosaur riders and 1 leader zavr war chief)

**Treasure** NPC gear (studded leather armor, 4 spears, other treasure)

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**CHERUFE, AMET MAGMA SORCERER** **CR 2**

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**XP** 600

Cherufe sorcerer 3

NE Medium humanoid (reptilian)

**Init** +1; **Senses** low-light vision, Perception +7

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**DEFENSE**

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**AC** 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 19 (3d6+6)

**Fort** +2, **Ref** +4, **Will** +3

**Resist** fire 10

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**OFFENSE**

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**Speed** 40 ft.

**Melee** mwk longspear +3 (2d6+1d4 fire/x3)

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**Special Attacks** amet lava +3 (1d4 bludg., 1d4 fire, 9/day)

**Sorcerer Spells Known** (CL 3rd; concentration +6)

- **1st (6/day)**—*cause fear* (DC 14), *mage armor*, *magic missile*, *produce flame*
- **oth (at will)**—*acid splash*, *bleed* (DC 13), *detect magic*, *light*, *read magic*

**Bloodline** magma

**Base Statistics** Without mage armor, the sorcerer's statistics are **AC** 12, touch 11, flat-footed 11.

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**SPHERE VARIANT**

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If using *Spheres of Power*, make the following changes:

**AC** 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 natural)

**Caster Level** 3rd; **MSB** +3, **MSD** 14, Concentration +6

**Tradition** Sorcerous Blood (Somatic Casting (2), Verbal Casting); **CAB** Cha

**Spell Points** 11

**Destruction Sphere** - DC 14, **Range** melee or long (520 ft.),

**Talents** Extended Range (2)

- *destructive blast* (2d6, 3d6 w/ 1 sp)

**Divination Sphere** - DC 14, **Duration** concentration (divine), 3 hours (sense), **Range** Medium (130 ft.)

- *divine* (magic)

- *sense* (read magic)



**Protection Sphere** – DC 14, **Duration** 3 hours (aegis), concentration, 3 rounds (ward), **Range** touch (aegis), 25 ft. radius (ward); **Talents** Armored Aegis

- *aegis* (deflection, armored (2))
- *ward* (barrier, 7 hp, break DC 16)

**Feats** Extra Magic Talent, Lightning Reflexes

#### TACTICS

Amet magma sorcerers are exceedingly cunning, and will fight from the air, from treetops, and other locations where their enemies cannot easily reach them. When in danger, they will use their *scrolls of bull's strength* and defend themselves with their longspear, holding the enemy back so their allies can continue using magic.

#### STATISTICS

**Str** 12, **Dex** 12, **Con** 12, **Int** 13, **Wis** 10, **Cha** 17

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Dodge, Eschew Materials, Lightning Reflexes

**Skills** Intimidate +7, Fly +6, Knowledge (arcana) +5, Spellcraft +6, Survival +3

**Languages** Common, Cheru

**SQ** jumper

**Combat Gear** *potion of cure light wounds*, *potion of fly*, *scrolls of bull's strength* (2), *scroll of fog cloud*; **Other Gear** longspear, 10 gp

### CHERUFE, AMET SHAMAN **CR 6**

**XP** 2,400

Cherufe sorcerer 7

NE Medium humanoid (reptilian)

**Init** +1; **Senses** low-light vision, Perception +0

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

**hp** 58 (7d6+3i)

**Fort** +4, **Ref** +6, **Will** +8

**Resist** fire 10

#### OFFENSE

**Speed** 40 ft.

**Melee** mwk longspear +7 (2d8+1d6 fire/x3)

**Ranged** mwk sling +5 (1d8+1d6 fire)

**Special Attacks** amet lava +5 (1d6 bludg., 1d6 fire, 9/day)

**Bloodline Spell-Like Abilities** (CL 7th, concentration +10)

**Sorcerer Spells Known** (CL 7th; concentration +10)

- **3rd (5/day)**—*fireball* (DC 17), *haste*, *elemental aura (acid and fire)*
- **2nd (7/day)**—*blur*, *false life*, *glitterdust* (DC 15), *scorching ray*
- **1st (6/day)**—*burning hands* (DC 15), *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement* (DC 14), *resist energy (acid or fire)*
- **oth (at will)**—*acid splash*, *bleed* (DC 13), *detect magic*, *flare* (DC 14), *light*, *read magic*

**Bloodline** magma

**Base Statistics** Without mage armor and false life, the sorcerer's statistics are **AC** 14, touch 12, flat-footed 12, **hp** 41.

#### SPHERE VARIANT

If using *Spheres of Power*, make the following changes:

**AC** 20, touch 13, flat-footed 19 (+4 armor, +2 deflection, +1 Dex, +1 natural, +2 shield); **hp** 41; **Fort** +3, **Ref** +3, **Will** +7

**Caster Level** 7th; **MSB** +7, **MSD** 18, Concentration +10

**Tradition** Sorcerous Blood (Somatic Casting (2), Verbal Casting); **CAB** Cha

**Spell Points** 21

**Alteration Sphere** – DC 16, **Duration** 7 minutes, concentration, **Range** touch, **Talents** Avian Transformation, Size Change

- *shapeshift* (2 traits)

**Destruction Sphere** – DC 16, **Range** melee or long (680 ft.), **Talents** Extended Range (2), Explosive Orb, Force Blast

- *destructive blast* (4d6, 7d6 w/ 1 sp, 15 ft. radius w/ 1 sp)

**Divination Sphere** – DC 16, **Duration** concentration (divine), 7 hours (sense), **Range** Medium (170 ft.)

- *divine* (magic)
- *sense* (read magic)

**Protection Sphere** – DC 16, **Duration** 7 hours (aegis), concentration, 7 rounds (ward), **Range** touch (aegis), 35 ft. radius (ward); **Talents** Armored Aegis

- *aegis* (deflection, armored (2))
- *ward* (barrier, 11 hp, break DC 18)

**Feats** Extra Magic Talent (2), Iron Will, Power Attack, Toughness

#### TACTICS

Amet shamans use *false life*, *mage armor*, and *blur* before any fight. If using Spheres of Power, they grant themselves flight and a smaller size with *shapeshift* and all of their *aegis* before combat. During combat, amet shamans fight with magic and cunning tactics as much as possible, only shifting to their longspear and an enlarged size when forced into a corner.

#### STATISTICS

**Str** 16, **Dex** 12, **Con** 12, **Int** 8, **Wis** 10, **Cha** 16

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Dodge, Eschew Materials, Iron Will, Lightning Reflexes, Power Attack, Toughness

**Skills** Intimidate +7, Fly +7, Knowledge (arcana) +3, Linguistics +0, Spellcraft +3

**Languages** Common, Cheru

**SQ** jumper

**Combat Gear** *potion of cure moderate wounds* (2), *potion of invisibility*, *scroll of dispel magic* (2); **Other Gear** masterwork longspear, *amulet of natural armor* +1, *cloak of resistance* +1, 25 gp

### CHERUFE, ZAVR DINOSAUR RIDER **CR 5**

**XP** 1,200

Cherufe barbarian (primordial leaper) 5

CE Medium humanoid (reptilian)

**Init** +2; **Senses** low-light vision, Perception +9

#### DEFENSE

**AC** 13, touch 10, flat-footed 11 (+3 armor, +2 Dex, -2 rage)

**hp** 58 (5d12+20)

**Fort** +8, **Ref** +3, **Will** +3; +3 vs. magic

**Resist** fire 5

## OFFENSE

**Speed** 50 ft. (40 ft. mounted)

**Melee** mwk spear +12 (1d8+9/x3), bite +6 (1d4+3)

**Ranged** mwk composite shortbow +8 (1d6+4/x3)

**Special Attacks** Rage (14 rounds/day), rage powers (ferocious mount, superstition +3)

**Base Statistics** When not raging, the dinosaur rider's stats are **AC** 14, touch 11, flat-footed 13; **hp** 48; **Fort** +7, **Will** +3; **Melee** mwk spear +10 (1d8+6/x3), bite +4 (1d4+2); **Str** 18, **Con** 14; **CMB** +9, **CMD** 20.

## SPHERE VARIANT

If using *Spheres of Might*, make the following changes:

**Martial Tradition** Steppe Rider; **PAM** Wis, **DC** 13

**Talents** Barrage, Beastmastery (ride package), Equipment (Outrider Training, Shortbow Mastery), Sniper

**Ranged** mwk composite shortbow +8/+3 (1d6+4/x3)

**Special Attacks** Barrage (+6/+6), rage (14 rounds/day), deadly shot (+2d10), rage powers (ferocious mount, superstition +3)

**Feats** Extra Combat Talent, Mounted Archery, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack, Spirited Charge

**Skills** Acrobatics +10 (+15 jumping), Climb +14, Handle Animal +8, Perception +9, Ride +9, Survival +9

## TACTICS

Zavr dinosaur riders will use their magic items to prepare for big fights, then charge their enemies. Often, Zavr dinosaur riders will dismount and use their mounts as flanking partners rather than stay riding them the entire fight.

## STATISTICS

**Str** 22, **Dex** 15, **Con** 18, **Int** 10, **Wis** 10, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 23

**Feats** Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge

**Skills** Acrobatics +10 (+15 jumping), Handle Animal +8, Perception +9, Ride +9, Survival +9

**Languages** Cheru

**SQ** fast movement, jumper, primordial leaping

## SPECIAL ABILITIES

**Jumper:** Cherufe are always considered to have a running start when making Acrobatics checks to jump.

**Primordial Leaping:** A primordial leaper adds his barbarian level to all Acrobatics checks made to jump. This stacks with the Raging Leaper rage power. In addition, the height of the primordial leaper's jump is equal to 1/2 their Acrobatics check, rather than 1/4th their Acrobatics check.

**Combat Gear** *oil of magic weapon*, *potion of cat's grace*, *potions of cure light wounds* (2), *potions of protection from law* (2); **Other Gear** mwk studded leather, mwk composite shortbow with 20 arrows, 2 mwk spears, Pachycephalosaurus mount with mwk saddle, 45 gp

## PACHYCEPHALOSAURUS MOUNT

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

## DEFENSE

**AC** 15, touch 9, flat-footed 13 (+2 Dex, +6 natural, -2 rage, -1 size)

**hp** 47 (5d8+25)

**Fort** +9, **Ref** +6, **Will** +4

## OFFENSE

**Speed** 40 ft.

**Melee** slam +10 (2d6+12)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** clobbering charge

**Base Statistics** When its rider isn't raging, the pachycephalosaurus mount's stats are **AC** 17, touch 11, flat-footed 14; **hp** 37; **Fort** +7, **Will** +2; **Melee** slam +8 (2d6+12); **Str** 22, **Con** 17; **CMB** +10, **CMD** 22.

## STATISTICS

**Str** 26, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +3; **CMB** +12; **CMD** 24

**Feats** Improved Bull Rush, Power Attack, Run

**Skills** Perception +8, Stealth +2



### SPECIAL ABILITIES

**Clobbering Charge (Ex):** When a pachycephalosaur hits a target with its slam attack at the end of a charge, it can initiate a bull rush as a free action to move the struck target back in the same direction as the dinosaur's charge. The pachycephalosaur cannot move with the target of the bull rush. If a pachycephalosaur scores a critical hit against a creature with its slam attack at the end of a charge, it also staggers the target for 1 round. If the victim succeeds at a DC 18 Fortitude save, the stagger effect is negated, but the victim still suffers the effects of the dinosaur's bull rush attempt. The save DC is Strength-based.

### CHERUFE, ZAVR PRIMORDIAL LEAPER CR 1 XP 400

Cherufe barbarian (primordial leaper) 2  
CE Medium humanoid (reptilian)

**Init** +3; **Senses** low-light vision, Perception +1

### DEFENSE

**AC** 14, touch 11, flat-footed 11 (+3 armor, +3 Dex, -2 rage)

**hp** 23 (2d12+8)

**Fort** +7, **Ref** +3, **Will** +3

**Resist** fire 5

### OFFENSE

**Speed** 50 ft.

**Melee** mwk spear +10 (1d8+9/x3), bite +3 (1d4+3), tail +3 (1d8+6, attacks of opportunity only) or bite +8 (1d4+9)

**Ranged** mwk spear +7 (1d8+9/x3)

**Special Attacks** Rage (8 rounds/day), rage powers (raging leaper)

**Base Statistics** When not raging, the primordial leaper's stats are **AC** 16, touch 13, flat-footed 13; **hp** 19; **Fort** +5, **Will** +1; **Melee** spear +7 (1d8+6/x3), bite +1 (1d4+2), tail +6 (1d8+4, attacks of opportunity only); **Ranged** spear +7 (1d8+6/x3); **Str** 19, **Con** 14, **CMB** +6, **CMD** 19; **Skills** Acrobatics +7 (+9 jumping), Climb +9

### SPHERE VARIANT

If using *Spheres of Might*, make the following changes:

**Martial Tradition** Free Runner; **PAM** Wis, **DC** 12

**Talents** Athletics (run, leap, climb packages, Wall Stunt, Mobile Striker)

**Skills** Acrobatics +7 (+11 jumping), Climb +11, Intimidate +3, Perception +5, Survival +5

### TACTICS

Primordial leapers prefer to attack from ambush, dropping from trees and leaping over their armored foes to attack the weaker targets hiding in the back.

### STATISTICS

**Str** 23, **Dex** 17, **Con** 18, **Int** 9, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +8; **CMD** 21

**Feats** Weapon Focus (spear)

**Skills** Acrobatics +7 (+11 jumping), Climb +11, Intimidate +3

**Languages** Cheru

**SQ** fast movement, jumper, primordial leaping

### SPECIAL ABILITIES

**Jumper:** Cherufe are always considered to have a running start when making Acrobatics checks to jump.

**Primordial Leaping:** A primordial leaper adds his barbarian level to all Acrobatics checks made to jump. This stacks with the Raging Leaper rage power. In addition, the height of the primordial leaper's jump is equal to 1/2 their Acrobatics check, rather than 1/4th their Acrobatics check.

**Combat Gear** *potion of cure light wounds*; **Other Gear** 4 masterwork spears, 2 gp

### CHERUFE, ZAVR WARCHIEF CR 10 XP 9,600

Cherufe barbarian (primordial leaper) 11  
CE Medium humanoid (reptilian)

**Init** +2; **Senses** low-light vision, Perception +13

### DEFENSE

**AC** 18, touch 11, flat-footed 15 (+6 armor, +3 Dex, +1 natural, -2 rage)

**hp** 132 (11d12+55)

**Fort** +12, **Ref** +6, **Will** +6; +4 vs. magic

**Defensive Abilities** DR 2/-; **Resist** fire 5

### OFFENSE

**Speed** 40 ft.

**Melee** +2 spear +22/+17/+12 (1d8+14/x3), bite +13 (1d4+4)

**Ranged** +2 spear +17/+12/+7 (1d8+8/x3)



**Special Attacks** greater rage (26 rounds/day), leaping charge, rage powers (guarded stance (+2 vs melee), raging leaper, intimidating glare, superstition +4, terrifying howl (DC 23))

**Base Statistics** When not raging, the warchief's stats are **AC** 19, touch 12, flat-footed 17; **hp** 99; **Fort** +9, **Will** +4; **Melee** +2 *spear* +19/+14/+9 (1d8+9/x3), bite +10 (1d4+2); **Ranged** *spear* +17/+12/+7 (1d8+8/x3); **Str** 20, **Con** 14, **CMB** +16, **CMD** 28; **Skills** Acrobatics +17 (+28 jumping), Climb +17, Intimidate +17

#### SPHERE VARIANT

If using *Spheres of Might*, make the following changes:

**Martial Tradition** Free Runner; **PAM** Wis, **DC** 12

**Talents** Athletics (run, leap, climb packages, Wall Stunt, Mobile Striker), Beastmastery, Berserker, Gladiator

**Special Attacks** berserking (+14 hp), boast, brutal strike (+22), demoralization, greater rage (26 rounds/day), leaping charge, rage powers (guarded stance (+2 vs melee), raging leaper, intimidating glare, superstition +4, terrifying howl (DC 23))

**Feats** Dazzling Display, Extra Combat Talent (3), Intimidating Prowess, Mounted Combat, Talented Leaper, Weapon Focus (spear)

**Skills** Acrobatics +22 (+44 jumping), Climb +20, Handle Animal +10, Intimidate +22, Perception +13, Profession (soldier) +10, Ride +10, Survival +10, Swim +12

#### TACTICS

Primordial leapers prefer to attack from ambush, dropping from trees and leaping over their armored foes to attack the weaker targets hiding in the back.

#### STATISTICS

**Str** 26, **Dex** 16, **Con** 20, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +11; **CMB** +18; **CMD** 29

**Feats** Dazzling Display, Intimidating Prowess, Mounted Combat, Power Attack, Talented Leaper, Weapon Focus (spear)

**Skills** Acrobatics +17 (+39 jumping), Climb +20, Intimidate +22, Perception +13, Ride +14

**Languages** Cheru

**SQ** fast movement, jumper, primordial leaping

#### SPECIAL ABILITIES

**Jumper:** Cherufe are always considered to have a running start when making Acrobatics checks to jump.

**Primordial Leaping:** A primordial leaper adds his barbarian level to all Acrobatics checks made to jump. This stacks with the Raging Leaper rage power. In addition, the height of the primordial leaper's jump is equal to 1/2 their Acrobatics check, rather than 1/4th their Acrobatics check.

**Combat Gear** *potions of cure serious wounds* (2); **Other Gear** +2 *hide armor*; +2 *spear*; *amulet of natural armor* +1, pachycephalosaur mount with mwk saddle, 102 gp

#### PACHYCEPHALOSAURUS MOUNT

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 15, touch 9, flat-footed 13 (+2 Dex, +6 natural, -2 rage, -1 size) **hp** 47 (5d8+25)

**Fort** +9, **Ref** +6, **Will** +4

#### OFFENSE

**Speed** 40 ft.

**Melee** slam +10 (2d6+12)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** clobbering charge

**Base Statistics** When its rider isn't raging, the pachycephalosaur mount's stats are **AC** 17, touch 11, flat-footed 14; **hp** 37; **Fort** +7, **Will** +2; **Melee** slam +8 (2d6+12); **Str** 22, **Con** 17; **CMB** +10, **CMD** 22.

#### STATISTICS

**Str** 26, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 5

**Base Atk** +3; **CMB** +12; **CMD** 24

**Feats** Improved Bull Rush, Power Attack, Run

**Skills** Perception +8, Stealth +2

#### SPECIAL ABILITIES

**Clobbering Charge (Ex):** When a pachycephalosaur hits a target with its slam attack at the end of a charge, it can initiate a bull rush as a free action to move the struck target back in the same direction as the dinosaur's charge. The pachycephalosaur cannot move with the target of the bull rush. If a pachycephalosaur scores a critical hit against a creature with its slam attack at the end of a charge, it also staggers the target for 1 round. If the victim succeeds at a DC 18 Fortitude save, the stagger effect is negated, but the victim still suffers the effects of the dinosaur's bull rush attempt. The save DC is Strength-based.

#### CREW

Discussed in the Player's Guide to Skybourne and similar to the troop subtype, the crew subtype is a collection of creatures that act as a single, swarm-like unit. It possesses whatever creature type the majority of its members possess, as well as a single pool of hit points, a single initiative, and during combat moves and acts as if it were one creature. While more information can be found in the Player's Guide to Skybourne (including rules for creating crews), the most important rules for running a crew in combat are reprinted below.

Crews come in three sizes: small, medium, and large. A small crew fills 9 squares, a medium crew fills 16 squares, and a large crew fills 25 squares. These squares must be contiguous, but otherwise may be arranged however the crew desires.

Crews share some similar abilities with swarms, but also share many traits with the creatures they are comprised of. Crews do not make attack rolls and deal automatic damage, but they also can provoke attacks of opportunity and make an attack of opportunity each round as a non-swarm creature, although it does not make an attack roll when making an attack of opportunity, instead dealing half damage to the target. A crew may occupy the same space as an enemy, and threatens the spaces it occupies as well as those within its reach.

**Crew Traits:** A crew is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a crew to 0 hit points or fewer causes it to break up, effectively destroying the troop and killing its members (if a crew is reduced to 0 hp, and later healed, such as through rest, assume that



casualties have reduced the crew by one size: a large crew becomes a medium crew, a medium crew becomes a small crew, and a small crew is completely destroyed). However, despite being a composite of smaller creatures, damage taken until the crew is reduced to 0 hp does not degrade its ability to attack or resist attack. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit point total exceeds its nonlethal damage. A crew is never staggered by damage. Generally speaking, a crew cannot be tripped, grappled, or bull rushed except by area effects that include such effects.

A crew is immune to any spell or effect that targets a specific number of creatures (including both single-target effects or multiple target effects such as *haste* or other spells), but it is affected by any spell or effect that targets an area or a non-specific number of creatures (such as a bard's *Inspire Courage*). A troop takes half-again as much damage (150%) from spells or effects that target an area, and takes double damage (200%) from a creature using the Whirlwind Attack feat. If a creature uses the Cleave feat, they deal a fourth again as much damage for each Cleave feat they possess (thus, a creature using Cleave deals 125% damage, while a creature with Greater Cleave deals 150% damage).

**Crew Actions:** A crew does not make normal attacks, and even when making an attack of opportunity deals automatic damage (equal to 1/2 its crew attack damage). Instead, a crew can perform a number of crew actions each round. The following crew actions are available to all crews, while certain perks and equipment can grant a crew additional potential actions.

*Crew Attack:* As a standard action, the crew damages all enemies within its reach without the need to make an attack roll.

### High AC

In Pathfinder, swarms deal automatic damage, meaning a character clad in steel armor suffers the same damage as a character wearing no armor at all, unless the alternate Armor as DR rules are being used. While this may make sense for a swarm of insects, it lacks verisimilitude. For a more realistic alternative, increase every crew's attack damage by 10, then subtract each target's AC from the damage the crew deals to them.

## CREW, SAILORS CR 4

XP 1,200

Human expert 2

TN Huge humanoid (human, crew)

**Init** +0; **Perception** +6

### DEFENSE

**AC** 13, touch 8, flat-footed 13 (+5 natural, -2 size)

**hp** 45 (7d8)

**Fort** +5, **Ref** +5, **Will** +2

### OFFENSE

**Speed** 30 ft.

**Melee** crew attack (2d6+6)

**Ranged** light crossbow crew attack (4d6+6, DC 12)

**Special Attacks** grappling hooks, siege engine attack (+2)

**Space** 15 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 18, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +6; **CMD** 17

**Perks** Sailor Training, Gunnery Training, Rapid Reload

**Treasure** standard (13 light crossbows, 260 bolts, 13 grappling hooks, other treasure)

### SPECIAL ABILITIES

**Grappling Hooks:** Grappling hooks allow a crew to grapple another ship. As a standard action, the crew makes a CMB check against the CMD of any crew within the Location they are attempting to board. If successful, the two ships become grapples together (this changes both ship's speeds to 0, unless one ship is 2 or more size categories smaller than the other, or occupies 1/6th the number of spaces, in which case the smaller ship simply attaches to the larger ship and goes along for the ride). To break a grapple between ships, another individual or crew must make an MSB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action.

## CREW, SCAVENGERS CR 3

XP 800

Human expert 1

TN Huge humanoid (human, crew)

**Init** +0; **Perception** +6

### DEFENSE

**AC** 15, touch 8, flat-footed 15 (+2 armor, +5 natural, -2 size)

**hp** 30 (6d8)

**Fort** +2, **Ref** +2, **Will** +5

### OFFENSE

**Speed** 30 ft.

**Melee** crew attack (2d6+3)

**Special Attacks** siege engine attack (+1)

**Space** 15 ft.; **Reach** 5 ft.

### STATISTICS

**Str** 18, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +5; **CMD** 16

**Perks** Climb Training, Perception Training, Stealth Training

**Skills** Climb +6, Perception +6, Stealth -2

**Treasure** standard (13 leather armor, other treasure)



**CREW, MARAUDER****CR 12****XP 19,200**

Human warrior 10

NE Huge humanoid (human, crew)

**Init** +0; Perception +15**DEFENSE****AC** 17, touch 8, flat-footed 17 (+4 armor, +5 natural, -2 size)**hp** 205 (15d10+20)**Fort** +14, **Ref** +14, **Will** +11**OFFENSE****Speed** 30 ft.**Melee** halberd crew attack (4d6+40, +25% vs crews)**Ranged** longbow crew attack (4d6+40, +25% vs crews, DC 20)**Special Attacks** anatomy strike, first aid, siege engine attack (+10)**Space** 15 ft.; **Reach** 5 ft. (10 ft. halberd)**STATISTICS****Str** 26, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +10; **CMB** +18; **CMD** 29**Perks** Cleave, Perception Training, Power Attack, Defensive Training, Surgeon Training**Skills** Heal +15, Perception +15**Treasure** standard (13 chain shirts, 13 heal kits, 13 longbows, 260 arrows, 13 halberds, other treasure).**SPECIAL ABILITIES**

**Anatomy Strike:** When flanking an enemy with itself (this includes occupying the same space as an enemy and also being in a space adjacent to him), the crew may make a Heal check as a swift action against the target's CMD to do one of the following effects to the target. Only one effect and one target may be selected per round; a crew cannot select another crew with this action.

*Head Strike:* The target is confused for 1 round.

*Leg Strike:* The target is knocked prone.

*Arm Strike:* The target drops what it is holding in its hands.

*Torso Strike:* The target suffers nonlethal damage equal to the result of the Heal check minus the target's CMD (minimum: 0).

**First Aid:** As a standard action the crew may bandage all allies within reach, stopping bleeding, and making them stable. This requires a Heal check as normal. If used within 2 rounds of a crew being destroyed and within reach of where that crew fell, this can stabilize that crew, allowing it to be healed and return to active duty in the future.

**Treat Poison:** As a standard action the crew may treat poison for all creatures within reach. This requires a Heal check as normal, and functions similarly to the First Aid ability.

**Treasure** standard (13 chain shirts, 13 heal kits, 13 longbows, 260 arrows, 13 halberds, other treasure).

**CREW, RAIDER****CR 6****XP 2,400**

Human warrior 4

NE Huge humanoid (human, crew)

**Init** +0; Perception +0**DEFENSE****AC** 16, touch 8, flat-footed 16 (+3 armor, +5 natural, -2 size)**hp** 91 (9d10+8)**Fort** +8, **Ref** +8, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** halberd crew attack (5d6+16)**Ranged** longbow crew attack (4d6+16, DC 14)**Special Attacks** siege engine attack (+4)**Space** 15 ft.; **Reach** 5 ft. (10 ft. halberd)**STATISTICS****Str** 20, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +4; **CMB** +9; **CMD** 20**Perks** Power Attack, Defensive Training**Treasure** standard (13 studded leather armor, 13 longbows, 260 arrows, 13 halberds, other treasure).**CREW, VETERAN SAILORS****CR 9****XP 6,400**

Human expert 7

TN Huge humanoid (human, crew)

**Init** +0; Perception +12**DEFENSE****AC** 15, touch 8, flat-footed 15 (+2 armor, +5 natural, -2 size)**hp** 134 (12d8+14)**Fort** +8, **Ref** +8, **Will** +11**OFFENSE****Speed** 30 ft.**Melee** crew attack (2d6+21)**Ranged** light crossbow crew attack (4d6+21, DC 17)**Special Attacks** emergency repairs, grappling hooks, healing potion (1), siege engine attack (+7)**Space** 15 ft.; **Reach** 5 ft.**STATISTICS****Str** 24, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +5; **CMB** +14; **CMD** 25**Perks** Carpentry Training, Gunnery Training, Perception Training, Rapid Reload, Sailor Training, Toughness**Skills** Perception +12, Profession (Carpentry) +12**Treasure** standard (13 carpentry tools, 13 *potions of cure light wounds*, 13 leather armors, 13 light crossbows, 260 bolts, 13 grappling hooks, other treasure).**SPECIAL ABILITIES**

**Emergency Repairs:** As a standard action, the crew or the officer leading the crew makes a Profession (carpentry) check +24. The location gains a number of temporary hit points equal to 1/2 the check result, which lasts for 24 hours. These temporary hit points cannot increase the location's current hit points to be higher than its total hit points. These temporary hit points do not stack with itself, but a crew can take 20 on this action when not in combat.

**Grappling Hooks:** Grappling hooks allow a crew to grapple another ship. As a standard action, the crew makes a CMB check against the CMD of any crew within the Location they are attempting to board. If successful, the two ships become grapples together (this changes both ship's speeds to 0, unless one ship is 2 or more size categories smaller than the other, or occupies 1/6th the number of spaces, in which case the smaller ship simply attaches to the larger ship and goes along for the ride). To break a grapple between ships, another individual or crew must make an MSB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action.

**Healing Potion:** If the small crew drinks its healing potion, it heals for 50 hit points.

**CREW, ZAVR CHERUFE VETERANS CR 7**

XP 3,200

Cherufe warrior 5

CN Huge humanoid (reptilian, crew)

**Init** +0; **Senses** low-light vision; **Perception** +10

**DEFENSE**

**AC** 16, touch 8, flat-footed 16 (+3 armor, +5 natural, -2 size)

**hp** 110 (10d10)

**Fort** +9, **Ref** +9, **Will** +6

**OFFENSE**

**Speed** 40 ft.

**Melee** spear crew attack (4d6+25)

**Ranged** spear crew attack (4d6+25, DC 15) or sling crew attack (2d6+25, DC 15)

**Special Attacks** grappling hooks, siege engine attack (+5)

**Space** 15 ft.; **Reach** 5 ft.

**STATISTICS**

**Str** 22, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +5; **CMB** +11; **CMD** 22

**Perks** Acrobatics Training, Power Attack, Toughness

**Skills** Acrobatics +10

**Treasure** standard (13 studded leather armor, 13 spears, 13 slings with 65 sling bullets, 13 grappling hooks, other treasure).

**SPECIAL ABILITIES**

**Grappling Hooks:** Grappling hooks allow a crew to grapple another ship. As a standard action, the crew makes a CMB check against the CMD of any crew within the Location they are attempting to board. If successful, the two ships become grapples together (this changes both ship's speeds to 0, unless one ship is 2 or more size categories smaller than the other, or occupies 1/6th the number of spaces, in which case the smaller ship simply attaches to the larger ship and goes along for the ride). To break a grapple between ships, another individual or crew must make an MSB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action.

**CREW, ZAVR CHERUFE WARRIORS CR 3**

XP 800

Cherufe warrior 1

CN Huge humanoid (reptilian, crew)

**Init** +0; **Senses** low-light vision; **Perception** +6

**DEFENSE**

**AC** 16, touch 8, flat-footed 16 (+3 armor, +5 natural, -2 size)

**hp** 32 (6d10)

**Fort** +5, **Ref** +5, **Will** +2

**OFFENSE**

**Speed** 40 ft.

**Melee** spear crew attack (4d6+4)

**Ranged** spear crew attack (4d6+4, DC 11) or sling crew attack (2d6+4, DC 11)

**Special Attacks** grappling hooks, siege engine attack (+1)

**Space** 15 ft.; **Reach** 5 ft.

**STATISTICS**

**Str** 18, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +5; **CMD** 16

**Perks** Acrobatics Training

**Skills** Acrobatics +6

**Treasure** standard (13 studded leather armor, 26 spears, 13 slings, 65 sling bullets, 13 grappling hooks, other treasure)

**SPECIAL ABILITIES**

**Grappling Hooks:** Grappling hooks allow a crew to grapple another ship. As a standard action, the crew makes a CMB check against the CMD of any crew within the Location they are attempting to board. If successful, the two ships become grapples together (this changes both ship's speeds to 0, unless one ship is 2 or more size categories smaller than the other, or occupies 1/6th the number of spaces, in which case the smaller ship simply attaches to the larger ship and goes along for the ride). To break a grapple between ships, another individual or crew must make an MSB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action.



## DINOSAURS

One of the most common creatures to be found in the Forest are dinosaurs. Ancient beings long-extinct, the Forest brought these creatures back and it wasn't long before they dominated the local life.

While all dinosaurs are powerful, those born on Khrone are often especially so, as the surge of life that gave birth to them also empowers them. As such, many of them push the boundaries of their particular Challenge Rating, being faster, stronger, or more cunning than their lesser ilk.

While the stats for many dinosaurs are included in other Pathfinder bestiaries and such statistics can always be used when such beings are encountered, all of the dinosaurs listed below make use of the *Spheres of Might* system, making them deadly challenges for even the most experienced of delver crews.

### DINOSAUR, CARNOTAURUS **CR 8**

**XP 3,200**

CN Huge animal

**Init** -2; **Senses** low-light vision, scent; Perception +15

#### DEFENSE

**AC** 19, touch 6, flat-footed 19 (-2 size, -2 Dex, +13 natural)

**hp** 105 (11d8+55)

**Fort** +12, **Ref** +7, **Will** +4

**DR** 5/Piercing and Slashing

#### OFFENSE

**Speed** 60 ft.

**Melee** bite +14 (2d6+8), 2 claws +9 (1d8+8)

**Special Attacks** bleed (3, +3d4), fatal thrust +2d6

**Space** 15 ft.; **Reach** 15 ft.

#### TACTICS

Carnotaurus are extremely mobile and will circle their enemies in groups, using bleed damage and feints to wear their enemies down and catch them off-guard before delivering fatal blows.

#### STATISTICS

**Str** 26, **Dex** 6, **Con** 20, **Int** 2, **Wis** 14, **Cha** 10

**Base Atk** +8; **CMB** +18; **CMD** 26

**Martial Tradition** Assassin; **PAM** Wis, **DC** 16 (17)

**Talents** Athletics (leap package, Mobile Striker, Mobility, Reflexive Twist, Whirlwind Flip), Duelist (Open Vein), Fencing (Expert Feint, Fast Feint, Focusing Feint, Open Guard), Scout (Lurker, Reflexive Stealth)

**Skills** Acrobatics +9, Bluff +11, Perception +15, Stealth +15; **Racial Modifiers** Stealth +6

#### SPECIAL ABILITIES

**Camouflage (Ex):** A Carnotaurus can use the Stealth skill to hide in any of its native terrains, even if the terrain doesn't grant cover or concealment.

#### ECOLOGY

**Environment** forests or jungles

**Organization** solitary, pair, or pack (3-6)

**Treasure** none

### DINOSAUR, COMPSOGNATHUS **CR 1/2**

**XP 200**

CN Tiny animal

**Init** +2; **Senses** low-light vision, scent; Perception +4

#### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 6 (1d8+2)

**Fort** +4, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** 40 ft., swim 20 ft.

**Melee** bite +1 (1d3-1 plus poison)

**Special Attacks** patrol (5 ft.), poison, shouts, tactics (10 ft.)

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

#### TACTICS

Compsognathus take down large prey by working in groups, coordinating attacks until their foes, filled with poison, can no longer stay on their feet.

#### STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 9

**Martial Tradition** Pack Hunter; **PAM** Wis, **DC** 10

**Talents** Athletics (leap package, Mobile Striker), Guardian (patrol package), War Leader (Coordinated Reflexes)

**Skills** Acrobatics +6, Diplomacy -2, Perception +4, Swim +10

#### SPECIAL ABILITIES

**Poison (Ex):** Bite—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

#### ECOLOGY

**Environment** forests, jungles, marshes

**Organization** solitary, pair, or pack (5-20)

**Treasure** none

### DINOSAUR, DILOPHOSAURUS **CR 5**

**XP 1,600**

CN Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +13

#### DEFENSE

**AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

**hp** 39 (7d8+7)

**Fort** +6, **Ref** +7, **Will** +5; +4 vs poison

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +2 (1d8+3), 2 talons +7 (1d6+3)

**Ranged** blinding spittle +6 ranged touch (poison)

**Special Attacks** counterpunch (+6), poison, traps

**Space** 10 ft.; **Reach** 10 ft.

#### TACTICS

Dilophosaurus are extremely cunning, and will lay traps for prey they detect coming their way. Once their traps are sprung they will attack from ambush, grappling targets to the ground and eating them.

#### STATISTICS

**Str** 16, **Dex** 14, **Con** 12, **Int** 2, **Wis** 16, **Cha** 10

**Base Atk** +8; **CMB** +18; **CMD** 26

**Martial Tradition** Parasite; **PAM** Wis, **DC** 15 (16)

**Talents** Athletics (climb, leap, run packages, Expanded Training, Mobile Striker, Reflexive Twist), Boxing, Scout (Reflexive Stealth), Trap (Persistent Trap, Trapper's Recovery), Wrestling (Greater Grapple)

**Skills** Acrobatics +14, Climb +13, Craft (traps) +3, Perception +13; Stealth +12

#### SPECIAL ABILITIES

**Poison (Ex):** Blinding Spittle—contact; save Fort DC 14; frequency 1/round for 4 rounds; effect blindness; cure 1 save.

#### ECOLOGY

**Environment** forests or jungles

**Organization** solitary, pair, or pack (3-12)

**Treasure** none

### DINOSAUR, DIMORPHODON

**CR** 1

**XP** 400

CN Medium animal

**Init** +3; **Senses** low-light vision, scent; Perception +5

#### DEFENSE

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +6, **Will** +1

**DR** 2/bludgeoning

#### OFFENSE

**Speed** 10 ft., fly 30 ft. (average)

**Melee** bite +3 (1d6+3 plus poison)

**Special Attacks** bleed (1), poison

#### TACTICS

Dimorphodons knock their foes to the ground with Leg Cutter and drain them of life through bleed damage and poison until it can no longer fight back.

#### STATISTICS

**Str** 15, **Dex** 17, **Con** 12, **Int** 2, **Wis** 13, **Cha** 12

**Base Atk** +1; **CMB** +3; **CMD** 16

**Martial Tradition** Assassin; **PAM** Wis, **DC** 11 (12)

**Talents** Athletics (fly package, Mobile Striker), Duelist (... And Stay Down, Leg Cutter, Scar Tissue)

**Feats** Flyby Attack

**Skills** Fly +7, Perception +5, Stealth +8

#### SPECIAL ABILITIES

**Poison (Ex):** Bite—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

#### ECOLOGY

**Environment** forests or coastline

**Organization** solitary, pair, or flock (3-9)

**Treasure** none

### DINOSAUR, GIGANOTOSAURUS

**CR** 13

**XP** 25,600

CN Colossal animal

**Init** +4; **Senses** low-light vision, scent; Perception +26

#### DEFENSE

**AC** 27, touch 2, flat-footed 27 (+25 natural, -8 size)

**hp** 199 (21d8+105)

**Fort** +17, **Ref** +12, **Will** +11

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +23 (4d6+16/19-20 plus grab), 2 claws +23 (1d6+16)

**Special Attacks:** brutal strike (+38), bleed (4), swallow whole (3d8+16 bludgeoning, AC 22, 19 hp)

**Space** 30 ft.; **Reach** 30 ft.

#### TACTICS

The gigantosaur will target the weakest looking creature and attack with its bite, preferring to combine Improved Vital Strike with the Berserker sphere's brutal strike for maximum damage. If successful in grappling its prey, it will attempt to swallow it whole. The gigantosaur will usually use berserking (-2 AC for 22 temporary hit points until the start of its next turn) at the beginning of each turn and will use its immediate action to gain further THP from Blood Drinker whenever possible, preferentially targeting bleeding creatures.

#### STATISTICS

**Str** 42, **Dex** 11, **Con** 21, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +15; **CMB** +39; **CMD** 49

**Martial Tradition** Butcher; **PAM** Wis, **DC** 19

**Talents** Berserker (Bloody Counter, Bone-breaker), Duelist (Blood Drinker), Lancer

**Feats** Extra Combat Talent x2, Great Focus, Combat Sphere Specialization (Berserker), Iron Will, Improved Critical (bite), Improved Initiative, Furious Focus, Power Attack, Improved Vital Strike, Vital Strike

**Skills** Perception +26

#### ECOLOGY

**Environment** forests, jungles, and plains

**Organization** solitary, pair, or pack (3-6)

**Treasure** none



**DINOSAUR, PTERANODON** **CR 3****XP 800**

CN Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)**hp** 32 (5d8+10)**Fort** +6, **Ref** +8, **Will** +3**OFFENSE****Speed** 10 ft., fly 50 ft. (clumsy)**Melee** bite +5 (2d6+4)**Special Attacks** fatal thrust +2d6, scout (+3)**Space** 10 ft.; **Reach** 10 ft.**TACTICS**

Pteranodons are tactical fighters, and will use grapples and their Lancer talents to impede their enemies before destroying them through fatal thrusts.

**STATISTICS****Str** 8, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 5**Base Atk** +0; **CMB** +0; **CMD** 9**Martial Tradition** Assassin; **PAM** Wis, **DC** 13 (14)**Talents** Athletics (fly package, Mobile Striker), Fencing (Fast Feint), Lancer (Staggering Tear), Scout, Wrestling (Greater Grapple)**Skills** Perception +8, Bluff +6, Fly +2, Stealth +12**ECOLOGY****Environment** warm coastline**Organization** solitary, pair, or flock (3-12)**Treasure** none**DINOSAUR, STEGOSAURUS** **CR 7****XP 3,200**

CN Huge animal

**Init** +2; **Senses** low-light vision, scent; Perception +16**DEFENSE****AC** 24, touch 10, flat-footed 22 (+2 Dex, +12 natural, +2 shield, -2 size)**hp** 90 (12d8+36)**Fort** +11, **Ref** +10, **Will** +5**DR** 4/bludgeoning**OFFENSE****Speed** 30 ft.**Melee** tail +15 (4d6+12 plus trip)**Special Attacks** active defense, bleed (3), shove +17 touch (12), patrol (15 ft.)**Space** 15 ft.; **Reach** 15 ft.**TACTICS**

Stegosaurus beat down their foes with shoves and stampedes, knocking them around the battlefield with the Brute sphere if they get too close and keeping themselves alive with their protective tails. By relying on their defensive capabilities they wear their opponents down through inflicting bleed damage and out-surviving them.

**STATISTICS****Str** 27, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10**Base Atk** +9; **CMB** +19; **CMD** 31 (35 vs trip)**Martial Tradition** Power Forward; **PAM** Wis, **DC** 15**Talents** Brute (Greater Brute, Greater Shove, Quick Force, Smash, Stampede), Duelist (...And Stay Down, Defensive Slice, Leg Cutter, Scar Tissue), Guardian (patrol package), Shield (Protective Tail, Redirecting Shield)**Feats** Muscular Reflexes**Skills** Perception +16**ECOLOGY****Environment** forests, plains**Organization** solitary, pair, or herd (3-12)**Treasure** none**DINOSAUR, TRICERATOPS** **CR 8****XP 4,800**

CN Huge animal

**Init** -1; **Senses** low-light vision, scent; Perception +18**DEFENSE****AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)**hp** 119 (14d8+56)**Fort** +13, **Ref** +8, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** gore +18 (2d10+12)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** brutal strike (+20), powerful charge (gore, 4d10+16/19-20), patrol (15 ft.), shove +18 touch (8), trample (1d8+12, DC 25)**TACTICS**

Triceratops are powerful creatures, using brutal strikes and their Lancer talents to dispatch their opponents quickly. If faced with a threat they cannot quickly dispatch, a triceratops will use its Brute sphere abilities to knock them around the battlefield, or even its Terrain Trasher talent to knock pieces of the ground out from under them.

**STATISTICS****Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +10; **CMB** +20 (+13 w/ bull rush, drag, overrun, reposition); **CMD** 29 (33 vs. trip; 32 vs bull rush, drag, overrun, reposition)**Martial Tradition** Butcher; **PAM** Wis, **DC** 16**Talents** Berserker (Beat Down, Bloody Counter, Deathless), Brute (Greater Brute, Greater Shove, Quick Force, Smash, Stampede, Terrain Trasher, Throw, Unstoppable), Guardian (patrol package), Lancer (Bracing Pierce, Focusing Finale, Pinning Impale)**Skills** Perception +18**ECOLOGY****Environment** forests, plains**Organization** solitary, pair, or herd (5-8)**Treasure** none

**DINOSAUR, TYRANNOSAURUS****CR 9****XP 6,400**

CN Gargantuan animal

**Init** +5; **Senses** low-light vision, scent; Perception +37**DEFENSE****AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)**hp** 153 (18d8+72)**Fort** +15, **Ref** +12, **Will** +8**OFFENSE****Speed** 40 ft**Melee** bite +20 (4d6+22/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** brutal strike (+26), shove +20 touch (II), swallow whole (2d8+11, AC 17, hp 15)**TACTICS**

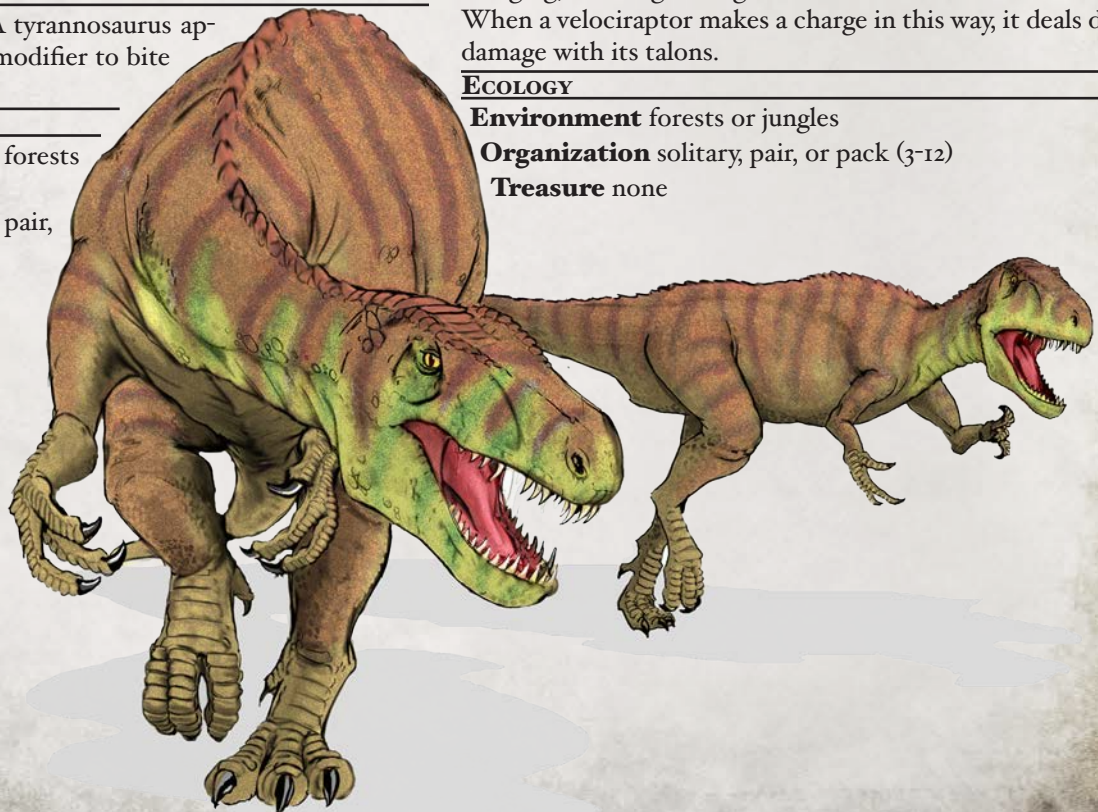
In close combat, the tyrannosaurus will shove its enemies and use its Heavy Swing talent to keep its opponent from acting. If cornered, it will use its Stampede and Smash talents to make overrun checks to escape, dealing its bite damage to each target it overruns.

**STATISTICS****Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39**Martial Tradition** Behemoth; **PAM** Wis, **DC** 18**Talents** Berserker (Bloody Counter, Deathless, Heavy Swing), Brute (Focused Might, Smash, Stampede)**Feats** Extra Combat Talent (3), Improved Critical (bite), Skill Focus (Perception)**Skills** Perception +37; **Racial Modifiers** +8 Perception**SQ** powerful bite**SPECIAL ABILITIES****Powerful Bite (Ex):** A tyrannosaurus applies twice its Strength modifier to bite damage.**ECOLOGY****Environment** warm forests and jungles**Organization** solitary, pair, or pack (3-6)**Treasure** none**DINOSAUR, VELOCIRAPTOR****CR 2****XP 600**

CN Small animal

**Init** +7; **Senses** low-light vision, scent; Perception +11**DEFENSE****AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)**hp** 22 (3d8+9)**Fort** +6, **Ref** +6, **Will** +4**Defensive Abilities** evasion**OFFENSE****Speed** 60 ft.**Melee** bite +6 (1d4+2), 2 talons +6 (1d6+2/19-20)**Special Attacks** leaping charge, patrol (5 ft.), scout (+6), shouts, tactics (10 ft.)**TACTICS**

Velociraptors hunt in packs; by coordinating between each other, they will attack a target through flanking in order to take it down safely.

**STATISTICS****Str** 13, **Dex** 17, **Con** 17, **Int** 2, **Wis** 16, **Cha** 14**Base Atk** +2; **CMB** +2; **CMD** 15**Martial Tradition** Pack Hunter; **PAM** Wis, **DC** 14**Talents** Equipment (Finesse Fighting (2)), Guardian (patrol package), Scout (Identify Rhythms), Warleader (Coordinated Reflexes)**Skills** Acrobatics +11 (+23 when jumping), Diplomacy +5, Perception +11, Sense Motive +5, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Perception, +4 Stealth**SPECIAL ABILITIES****Leaping Charge (Ex):** A velociraptor can jump when charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.**ECOLOGY****Environment** forests or jungles**Organization** solitary, pair, or pack (3-12)**Treasure** none

# FOREST GNOMES

For as long as history remembers, gnomes have been the servants of the fey courts, protecting the entrances to the fey realms and serving as their strong mortal arm. However, this connection to the fey and nature betrayed them as the Forest came, corrupting all it touched. While some gnomes fled and escaped the forest influence, others were assimilated into the forest, changing alongside the natural world. Today the gnomes of Khrone are two distinct peoples; those who were changed by the forests influence, and those who escaped to the skies.

**Physical Description:** The forest gnomes are similar to other gnomes in that they appear similar to humans that stand just over 3 feet in height. However, instead of vibrant skin and hair colors, forest gnomes are known for earthy colors; their hair and skin are usually green, brown, and other dark colors, which allow them to blend in easily with the trees. Their eyes are usually bright yellow, but can come in all manner of colors.

**Society:** Forest gnomes live in large family groups that congregate together as needed, but engage in warfare against each other as much as common enemies. Forest gnomes take great revelry in savagery, and will capture - and eat - other creatures, including each other. Despite this, children are well cared for in forest gnome families; it isn't until they are adults that the world of kill or be killed applies to them, and some gnome families in need of new members will attack their neighboring gnomes, eating the adults and taking in the children, raising them as their own.

**Relations:** The forest gnomes are a people who delight in the savagery of the forest, rejecting all their previous ties and engaging in a ritualistic form of cannibalism. As such, few other races want anything to do with the, and even the cherufe and other Chaotic peoples tend to give them a wide berth.

**Alignment and Religion:** Most forest gnomes adhere to the Seventh Sphere, viewing their transformation by the Forest the same way a race might view their creation by a god. Forest gnomes are almost always Chaotic, although they may be Good, Evil, or Neutral.

## FOREST GNOME

CR 1/3

### XP 135

Forest gnome warrior 1

CE Small humanoid (gnome)

**Init** +2; **Senses** low-light vision, Perception +4

### DEFENSE

**AC** 18, touch 15, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size, +2 forest bond)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +2, **Will** +0; +2 vs illusions

### OFFENSE

**Speed** 20 ft.

**Melee** handaxe +4 (1d4/x3)

**Ranged** short bow +4 (1d4/x3)

**Gnome Spell-Like Abilities** (CL 1st; concentration +2)

- 1/day—*dancing lights, ghost sound, prestidigitation, and speak with animals*

**Base Statistics** When not within their home territory, the forest gnome's statistics are AC 16, touch 13, flat-footed 14

### SPHERE VARIANT

If using *Spheres of Might*, make the following changes:

**Martial Tradition** Canny Hunter; **PAM** Wis, **DC** 10

**Talents** Equipment (Huntsman Training), Scout (Hidden Focus), Sniper

**Special Attacks** deadly shot (+1d10)

**Skills** Climb +4, Craft (weapons) +2, Perception +4, Stealth +7, Survival +2

### TACTICS

Forest gnomes are exceedingly tricky, and will rarely engage any target they are unsure they can defeat. They will use their spell-like abilities to trick their enemies into an ambush, then attack from stealth as often as possible to defeat their enemies without risking their own lives.

Forest gnomes will rarely fight to the death and will cut deals quickly to escape alive if cornered. However, a deal with a forest gnome is rarely binding, and will often be subverted into another attempt to defeat their foes when the timing is right.

### STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 11, **Cha** 12

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Weapon Finesse

**Skills** Climb +4, Craft (weapons) +2, Perception +4, Stealth +7;

**Racial Modifiers** +2 Perception

**Languages** Common, Gnome

**SQ** gnome magic, forest bond

### SPECIAL ABILITIES

**Forest Bond (Ex):** Forest gnomes possess a strong bond to the land, and gain a +2 dodge bonus at AC when in a specific terrain type selected from the ranger list of favored terrains.

### ECOLOGY

**Environment** temperate forests and jungles

**Organization** solitary, gang (2-4), squad (11-20 plus 1-4 Forest Gnome Druids), or band (30-100 plus 150% noncombatants plus 10-20 zavr Forest Gnome Druids, 1-10 zavr Forest Gnome Tricksters and 1-4 Forest Gnome Hunters)

**Treasure** NPC gear (leather armor, light wooden shield, handaxe, short bow with 20 arrows, other treasure)

## FOREST GNOME DRUID

CR 2

### XP 600

Forest gnome druid 3

CN Small humanoid (gnome)

**Init** +2; **Senses** low-light vision, Perception +8

### DEFENSE

**AC** 20, touch 15, flat-footed 16 (+3 armor, +2 Dex, +2 shield, +1 size, +2 forest bond)

**hp** 27 (3d8+7+3 toughness)

**Fort** +5, **Ref** +3, **Will** +5; +2 vs illusions

### OFFENSE

**Speed** 20 ft.

**Melee** sickle +5 (1d4-2)



**Gnome Spell-Like Abilities** (CL 3rd; concentration +5)

- **1/day**—*dancing lights, ghost sound, prestidigitation, and speak with animals*

**Domain Spell-Like Abilities** (CL 3rd; concentration +5)

- **5/day**—*lightning arc*

**Druid Spells Prepared** (CL 3rd; concentration +5)

- **2nd**—*flaming sphere (DC 14), spider climb, wind wall D*
- **1st**—*cure light wounds (2), obscuring mist D, speak with animals*
- **0th (at will)**—*flare (DC 12), light, stabilize, virtue*

**D** Domain spell; **Domain** Air

**Base Statistics** When not within their home territory, the forest gnome's statistics are AC 18, touch 15, flat-footed 16

**MAGIC**

If using *Spheres of Power*, make the following changes:

**Caster Level** 3rd; **MSB** +3, **MSD** 14, Concentration +5

**Tradition** Druidism (Verbal Casting, Prepared Caster, Animal Shaman (Mind)); **CAB** Wis

**Spell Points** 7

**Alteration Sphere** – DC 14, **Duration** concentration or 7 minutes (w/ 1 sp), **Range** touch, **Talents** Vermin Transformation

- *shapeshift* (1 trait)

**Life Sphere** – DC 14, **Range** touch

- *cure* (1d8+3)
- *invigorate* (3 hp, 1 hour)
- *restore* heal 1d4 ability damage, dazed, fatigue, sickened, shaken, staggered

**Nature Sphere** – DC 14, **Duration** 3 rounds, concentration, **Range** close (30 ft.), **Talents** Animal Friend, Thorns

- *entangle* (5 ft. radius)
- *thorns* (1d6+1, 5 ft. radius)
- *animal friend* (3 minutes)
- *growth*
- *pummel* (Medium, 13 Str, +4 (1d6+1))



**TACTICS**

Forest gnome druids use *spider climb* or a vermin *shapeshift* to climb trees and attack their foes from a great height, using magic and retreating if that proved insufficient to defeat their enemies.

**STATISTICS**

**Str** 6, **Dex** 14, **Con** 15, **Int** 10, **Wis** 15, **Cha** 14

**Base Atk** +2; **CMB** -1; **CMD** 11

**Feats** Weapon Finesse, Toughness

**Skills** Handle Animal +7, Heal +6, Knowledge (nature) +6, Perception +8, Spellcraft +6, Stealth +8, Survival +10; **Racial Modifiers** +2 Perception

**Languages** Common, Druidic, Gnome

**SQ** gnome magic, forest bond, nature bond (Air domain), nature sense, wild empathy +5, woodland stride, trackless step,

**Combat Gear** *scrolls of cure light wounds (3), scroll of protection from arrows, tanglefoot bags (2)*; **Other Gear** +1 *leather armor, masterwork heavy wooden shield, sickle, holly and mistletoe, spell component pouch, 95 gp*

**FOREST GNOME HUNTER**

**CR 7**

**XP** 3,200

Forest gnome fighter 8

CN Small humanoid (gnome)

**Init** +3; **Senses** low-light vision, Perception +10

**DEFENSE**

**AC** 25, touch 19, flat-footed 20 (+2 armor, +2 Dex, +1 shield, +1 size, +2 forest bond)

**hp** 76 (8d10+28)

**Fort** +9, **Ref** +5, **Will** +4; +2 vs illusions, +2 vs fear

**Defensive Abilities** bravery +2

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk longspear +10/+5 (1d8/x3) or handaxe +9/+4 (1d4/x3)

**Ranged** mwk longbow +14/+14/+9 (1d6+3/19-20 x3) or mwk longbow with +1 *frost arrows* +14/+14/+9 (1d6+4+1d6 cold/19-20 x3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Special Attacks** weapon training (bows +1)

**Gnome Spell-Like Abilities** (CL 8th; concentration +9)

- **1/day**—*dancing lights, ghost sound, prestidigitation, and speak with animals*

**Base Statistics** When not within their home territory, the forest gnome's statistics are AC 23, touch 17, flat-footed 20

### SPHERE VARIANT

If using *Spheres of Might*, make the following changes:

**Martial Tradition** Canny Hunter; **PAM** Wis, **DC** 10

**Talents** Barrage (Augmented Grip, Close Combat Specialist, Mobile Focus), Equipment (Armor Training, Huntsman Training), Scout (Great Senses), Sniper (Bouncing Shot, Unblockable, Perfect Shot)

**Ranged** mwk longbow +14/+14/+9 (1d6+3/19-20 x3) or mwk longbow with +1 *frost* arrows +14/+14/+9 (1d6+4/1d6 cold/19-20 x3)

**Special Attacks** barrage (+11/+11/+11), deadly shot (+3d10), scout (+7)

**Feats** Combat Reflexes, Great Focus, Heroic Resolve, Weapon Focus (longbow), Greater Weapon Focus (Longbow)

**Skills** Climb +10, Perception +12, Stealth +15, Survival +6

### TACTICS

A Forest Gnome Hunter uses bows to take down their enemies at a distance, only switching to their spear and handaxe if necessary. Forest Gnome Hunters prefer to stalk their prey and attack from stealth, and rarely fights a battle they feel they cannot win.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 16, **Int** 8, **Wis** 14, **Cha** 12

**Base Atk** +8; **CMB** +7; **CMD** 23

**Feats** Clustered Shots, Deadly Aim, Improved Critical (longbow), Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Weapon Focus, Greater (longbow)

**Skills** Climb +4, Perception +7, Stealth +10, Survival +6; **Racial Modifiers** +2 Perception

**Languages** Common, Gnome, Cheru

**SQ** armor training 2, gnome magic, forest bond

**Combat Gear** +1 *frost* arrows (10), *potion of haste*, *potion of shield of faith* (CL 7th), *potion of spider climb*; **Other Gear** mithral breastplate, masterwork longspear, masterwork longbow with 40 arrows, handaxe, 27 gp

### FOREST GNOME TRICKSTER

CR 7

XP 3,200

Gnome sorcerer 8

CE Small humanoid (gnome)

**Init** +2; **Senses** low-light vision, Perception +10

### DEFENSE

**AC** 18, touch 16, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size, +2 forest bond)

**hp** 46 (8d6+16)

**Fort** +3, **Ref** +4, **Will** +10; +2 vs illusions

### OFFENSE

**Speed** 20 ft.

**Melee** sickle +3 (1d4-2)

**Ranged** mwk sling +8 (1d3)

**Bloodline Spell-Like Abilities** (CL 8th; concentration +12)

- 7/day—*laughing touch*

**Gnome Spell-Like Abilities** (CL 8th; concentration +12)

- 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*

**Sorcerer Spells Known** (CL 8th; concentration +12)

- 4th—*phantasmal killer* (DC 21)

- 3rd—*deep slumber* (DC 19), *major image* (DC 20), *suggestion* (DC 19)

- 2nd—*bideous laughter* (DC 18), *hypnotic pattern* (DC 19), *mirror image*, *scorching ray*

- 1st—*charm person* (DC 15), *color spray* (DC 18), *entangle* (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)

- 0th (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

**Bloodline** fey

**Base Statistics** When not within their home territory, the forest gnome's statistics are AC 16, touch 14, flat-footed 13

### MAGIC

If using *Spheres of Power*, make the following changes:

**Caster Level** 8th; **MSB** +8, **MSD** 19, **Concentration** +12

**Tradition** Sorcerous Blood (Somatic Casting (2), Verbal Casting); **CAB** Cha

**Spell Points** 24

**Illusion Sphere** - DC 20, **Duration** concentration, **Range** medium (180 ft.), **Target** Gargantuan, **Talents** Illusionary Sound, Ranged Illusions

- *illusion* (1 sp, sight, sound)

**Mind Sphere** - DC 20, **Range** close (45 ft.), **Talents** Command, Subtlety, Powerful Charm, Expanded Charm

- *charm* (suggestion, command)

**Telekinesis Sphere** - DC 18, **Duration** concentration, **Range** close (45 ft.), **Target** Medium, **Talents** Greater Speed

- *bludgeon*

- *catch*

- *telekinesis* (50 ft., ac 14 + size, CMD 22 + size)

**Feats** Dodge, Greater Sphere Focus (illusion), Iron Will, Mobility, Sphere Focus (illusion)

### TACTICS

Forest Gnome Tricksters use illusions and mind control to baffle their enemies, playing deadly pranks and sometimes turning them against each other. If possible, a Forest Gnome Trickster won't even reveal himself until his foes are already crippled from his mind control.

### STATISTICS

**Str** 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18

**Base Atk** +4; **CMB** +1; **CMD** 14

**Feats** Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)

**Skills** Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11; **Racial Modifiers** +2 Perception

**Languages** Common, Cheru, Gnome, Sylvan

**SQ** bloodline arcana (+2 DC for compulsion spells), gnome magic, forest bond, woodland stride

**Combat Gear** *potion of cure moderate wounds*, screaming bolts (3), *wand of grease* (20 charges), *wand of invisibility* (21 charges);

**Other Gear** masterwork sling with 20 bullets, sickle, *bracers of armor* +2, book of pressed scalps, 168 gp

## OFFICERS

Officers are airship crewmen who hold positions of authority aboard an airship. Sometimes they are rival delvers or merchants. Other times, they are pirates. In all cases, whether they hurt or help the PCs is as much up to the winds of fate as anything else.

**Note:** Some of the officers listed below use the Spheres of Power and Spheres of Might systems. Some do not. Unlike with other creatures listed herein, variants are not given for each system, as the sheer number of possible officers makes that unnecessary. Indeed, any NPC can be substituted for an officer, so long as some of their skills are switched out for appropriate airship skills (Profession (sailor), Profession (soldier), Profession (siege engineer), and the like).

### OFFICER, CAPTAIN

Many beings may command ships, but a true captain is something else entirely. Trusted by his crew and officers, the captain understands the soul of his ship, coaxing more out of the vessel than any lesser being could. With a skilled captain at the head of a crew, there's little that can't be accomplished.



### OFFICER, CAPTAIN

**CR 11****XP 12,800**Human fighter (sky sailor) 7, aeronaut captain 5  
TN Medium humanoid (human)**Init** +4; Perception +13**DEFENSE****AC** 22, touch 17, flat-footed 15 (+5 armor, +6 Dex, +1 dodge)**hp** 109 (12d10+24+12 toughness)**Fort** +10, **Ref** +12, **Will** +7**OFFENSE****Speed** 30 ft., Climb 15 ft.**Melee** +1 boarding axe +20/+15/+10 (1d6+4/x3)**Ranged** mwk pistol +20/+15/+10 (18+4/x4)**Special Attacks** dual strike, weapon training (firearms +1)**TACTICS**

The captain will use *dual strike* with his boarding axe and pistol, reloading each round and working his way through the enemy at close range with things such as his Mixed Assault talent. However, he is at his strongest when his crew is with him, using his aeronaut captain prestige class powers to strength and adapt his crew to fit any situation.

**STATISTICS****Str** 10, **Dex** 20, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10**Base Atk** +12; **CMB** +12; **CMD** 26**Martial Tradition** none; **PAM** Wis**Talents** Athletics (climb, leap, run packages, Expanded Training, Moving Target), Dual Wielding (Drum Roll, Impossible Reload, Mixed Assault, Paired Proficiency), Equipment (Fast Draw, Finesse Fighting, Firearm Proficiency, Pirate Training)**Feats** Dodge, Extra Combat Talent x6, Gunsmithing, Improved Vital Strike, Toughness, Vital Strike, Weapon Specialization (pistol), Weapon Focus (pistol), Siege Engineer**Skills** Acrobatics +23, Climb +13, Diplomacy +13 (+18 while aboard his ship), Perception +14, Profession (sailor) +24 (+28 while driving a ship), Profession (siege engineer) +24, Profession (soldier) +24, Profession (navigator) +24, Sense Motive +14**Languages** Common, Goblin**SQ** Air of command, inspire crew (5/day), master commander**Combat Gear** *potion of disguise self*, *potion of spider climb*; **Other Gear** +1 chain shirt, +1 boarding axe (2), masterwork pistol (6), 30 bullets and powder, +1 whip, belt of incredible dexterity +2, spyglass, 1,231 gp in assorted gemstones and coins**SPECIAL ABILITIES****Air of Command:** Gain a +5 bonus on all Charisma-based skill checks made aboard any vessel of which he is currently acting captain, as well as any loyalty checks he makes.**Inspire Crew:** As a swift action, grant 2 perks to two large crews, four medium crews, or eight small crews. The bonus perks last up to 5 minutes.**Master Commander:** As a standard action, grant all allies within 60 feet an additional saving throw against any one spell or effect targeting them. Spells that do not allow saving throws are unaffected by this ability. An individual ally may not benefit from this more than once per day.

### OFFICER, CARETAKER

A caretaker officer is an example of an officer who oversees some aspect of ship life; healing, cooking, entertaining, etc.. Any given caretaker could fulfill any or all of these roles, as necessity dictates.

### OFFICER, CARETAKER CR 3

XP 800

Half-elf bard 4

NG Medium humanoid (elf, human)

**Init** +3; **Senses** low-light vision, Perception +8

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

**hp** 21 (4d8)

**Fort** +2, **Ref** +7, **Will** +4; +2 vs enchantments, +4 vs bardic performance, language-dependent, and sonic

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +7 (1d6/18-20)

**Ranged** dagger +6 (1d4/19-20)

**Special Attacks** bardic performance 13 rounds/day (counter-song, distraction, fascinate, inspire competence +2, inspire courage+1)

**Bard Spells Known** (CL 4th; concentration +7)

- **2nd (2/day)**—*heroism, rage* (DC 15)
- **1st (4/day)**—*charm person* (DC 14), *comprehend languages, cure light wounds, vanish*
- **0th (at will)**—*daze* (DC 13), *detect magic, know direction, message, read magic, resistance*

#### TACTICS

Caretaker officers are at their best when they are empowering their crewmates through magic, bardic music, healing, and encouragement.

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 10, **Int** 13, **Wis** 10, **Cha** 16

**Base Atk** +3; **CMB** +6; **CMD** 16

**Feats** Agile Maneuvers, Skill Focus (Perform (string)), Weapon Finesse

**Skills** Bluff +10, Diplomacy +10, Heal +7, Perception +9, Perform (string) +13, Profession (chef) +7, Sense Motive +7, Use Magic Device +10; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Goblin

**SQ** bardic knowledge +2, elf blood, versatile performance (string)

**Combat Gear** *potion of cure moderate wounds, potion of invisibility*; **Other Gear** +1 studded leather, masterwork rapier, dagger (2), lute, 14 gp

### OFFICER, ENGINEER

An engineer oversees a ship's engine, keeping it running and making engineering checks during combat to aid the helm. While some engineers may specialize in only one type of engine, the engineer depicted here is a professional, skilled in handling steam engines, alchemical engines, and magical engines.

### OFFICER, ENGINEER

CR 4

XP 1,200

Male human expert 6

N Medium humanoid (human)

**Init** -1; Perception +1

#### DEFENSE

**AC** 9, touch 9, flat-footed 9 (-1 Dex)

**hp** 27 (6d8)

**Fort** +2, **Ref** +1, **Will** +6

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +3 (1d4-1/19-20)

**Ranged** dagger +3 (1d4-1/19-20)

#### TACTICS

An engineer officer never fights himself if he can avoid it, but if the ship is in danger will rise to the occasion through the use of his many scrolls and magic items.

#### STATISTICS

**Str** 8, **Dex** 9, **Con** 10, **Int** 15, **Wis** 12, **Cha** 12

**Base Atk** +4; **CMB** +3; **CMD** 12

**Feats** Skill Focus (Use Magic Device), Skill Focus (Craft (alchemy)), Skill Focus (Knowledge (engineering))

**Skills** Craft (alchemy) +14, Diplomacy +10, Fly +5, Handle Animal +10, Intimidate +7, Knowledge (engineering) +14, Sense Motive +7, Profession (sailor) +10, Use Magic Device +13

**Languages** Common, Gnomish, Cheru

**Combat Gear** *scroll of scorching ray* (2), *potion of cure moderate wounds, potion of invisibility, potion of fly, potion of spider climb, wand of shocking grasp* (45 charges); **Other Gear** dagger

### OFFICER, EXECUTIVE

An executive officer, also known as an 'XO', is the captain's right-hand man. The executive officer oversees the running of the ship when the captain is not on deck, as well as most of the low-level, day-to-day running of the ship so that the captain is free to worry about the more important matters of navigation, combat, and other decisions that affect the entire crew.

### OFFICER, EXECUTIVE

CR 5

XP 1,600

Human fighter (sky sailor) 5/rogue 1

LN Medium humanoid (human)

**Init** +5; Perception -1

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)

**hp** 41 (6 HD; 5d10+1d8+5)

**Fort** +4, **Ref** +4, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +10 (1d6+6/18-20)

**Ranged** mwk longbow +7 (1d8/x3)

**Special Attacks** weapon training (light blades +1), sneak attack +1d6

### TACTICS

An executive officer is a straight-forward fighter, commanding crews and doing battle with his rapier and longbow.

### STATISTICS

**Str** 15, **Dex** 13, **Con** 10, **Int** 13, **Wis** 8, **Cha** 16

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Combat Reflexes, Dodge, Exotic Weapon Proficiency (catapult), Improved Initiative, Power Attack, Siege Engineer, Weapon Focus (rapier), Weapon Specialization (rapier)

**Skills** Bluff +11, Climb +10, Diplomacy +11, Intimidate +11, Profession (siege engineer) +8, Profession (sailor) +8, Profession (soldier) +8, Profession (navigator) +8

**Languages** Common, Elvish

**SQ** armor training 1, trapfinding +1

**Combat Gear** *potions of cure moderate wounds* (2); **Other Gear** +1 chain shirt, +1 rapier, masterwork longbow with 20 arrows, 24 gp

### OFFICER, JUNIOR

Junior officers are the eyes and hands of the captain, and rarely act independently; their job is to oversee the crew and follow the captain's orders. Many junior officers are budding delvers, hoping to learn from their superiors before striking out on their own one day.

### OFFICER, JUNIOR

**CR 1/2**

**XP 200**

Human fighter (sky sailor) 1

LN Medium humanoid

**Init** +2; Perception +5

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

**hp** 7 (1d10+2)

**Fort** +4, **Ref** +2, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** longsword +4 (1d8+2/19-20)

**Ranged** longbow +2 (1d8/x3)

### TACTICS

Junior officers rarely attack along, preferring instead to lead soldier and sailor crews and handle siege engines.

### STATISTICS

**Str** 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Exotic Weapon Proficiency (ballista), Weapon Focus (longsword)

**Skills** Climb +6, Profession (siege engineer) +5, Profession (sailor) +5, Profession (soldier) +5

**Languages** Common

**Other Gear** longbow, leather armor, buckler, longbow 20 arrows, belt pouch, 8 gp.

### OFFICER, MERCHANT

A merchant is not an officer, but is rather a captain of a small vessel, hoping to earn back his investment through trade and travel.

### OFFICER, MERCHANT

**CR 2**

**XP 600**

Human unchained rogue 3

LN Medium humanoid (human)

**Init** +7; Perception +7

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex), +1 vs traps

**hp** 20 (3d8+3)

**Fort** +0, **Ref** +6, **Will** +2; +1 vs traps

**Defensive Abilities** evasion

### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +6 (1d6+3/18-20), sap +5 (1d6 nonlethal)

**Ranged** shortbow +5 (1d6/x3)

**Special Attacks** sneak attack +2d6

### TACTICS

Merchants rarely fight themselves, as they have subordinates to do such work for them. If pressed into combat, merchants will run, using contingency plans such as their Fast Stealth rogue talent or a *potion of invisibility* to escape quickly. If such is not possible, they will press the attack, flanking with their subordinates for maximum effect.

### STATISTICS

**Str** 10, **Dex** 17, **Con** 8, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Improved Initiative, Toughness, Weapon Finesse

**Skills** Bluff +7, Climb +6, Diplomacy +7, Intimidate +7, Knowledge (local) +7, Perception +7, Profession (merchant) +7, Profession (soldier) +7, Sense Motive +7, Stealth +9

**Languages** Common, Gnomish

**SQ** finesse training (rapier), trapfinding, danger sense (+1), rogue talents (fast stealth)

**Combat Gear** *potion of cat's grace*, *potions of invisibility* (2), **Other Gear** masterwork studded leather, sap, masterwork rapier, shortbow with 20 arrows

### OFFICER, SKY GNOME ENGINEER

The gnomes that escaped the Forest and its transformation of their people became known as 'sky gnomes', and are a very common sight among the airships of Khron. By bringing their natural magic to bear, a sky gnome engineer can operate any magical engine. Sky gnome engineers are particularly versed in the handling of spell engines and sought after by crews who possess one.

### OFFICER, SKY GNOME ENGINEER

**CR 8**

**XP 1,600**

Sky gnome sphere sorcerer 10

LN Small humanoid (gnome)

**Init** +1; **Senses** low-light vision, Perception +2

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**DEFENSE**

AC 13, touch 13, flat-footed 11 (+1 Dex, +1 dodge, +1 size)

hp 78 (10d6+30+10 toughness)

Fort +6, Ref +4, Will +7; +2 vs illusion spells and effects

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**OFFENSE**

Speed 20 ft.

Melee +1 dagger +5 (1d4)

Ranged +1 dagger +6 (1d4)

**Racial Spell-Like Abilities** (CL 10th; concentration +15)

- **1/day**—*dancing lights, ghost sound, prestidigitation, speak with animals*

**Bloodline Spell-Like Abilities** (CL 10th; concentration +15)

- **8/day**—laughing touch
- Fleeting glance (10 rounds/day)

**Bloodline** fey

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**TACTICS**

Sky gnome engineers can attack targets a great distance away with their *destructive blasts*, but are at their greatest when manipulating the minds of their enemies. When needed, they can also summon winds to air their own ship or impede the ships of enemies.

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**MAGIC**

**Caster Level** 2nd; **MSB** +2, **MSD** 13, Concentration +5

**Tradition** Sorcerous Blood (Somatic Casting (2), Verbal Casting); **CAB** Cha

**Spell Points** 30

**Destruction Sphere** – DC 20, **Range** long (800 ft.); touch, **Target** 1 or 1 sp 20 ft. radius (w/ 1 sp), **Talents** Acid Blast, Explosive Orb, Extended Range (2)

- *Destructive blast* (5d6, 10d6 w/ 1 sp)

**Divination Sphere** – DC 20, **Duration** concentration (divine) or 10 hours (sense), **Range** medium (200 ft.); touch, **Talents** none

- *divine* (magic)
- *sense* (read magic)

**Mind Sphere** – DC 20 (22 compulsion) **Range** close (50 ft.); **Target** 1 or 6 (w/1 sp), **Talents** Expanded Charm, Group Charm, Powerful Charm, Courage, Paralyze

- *charm* (suggestion, courage, paralyze)

**Weather Sphere** – DC 20, **Range** medium (200 ft.), **Talents** Severe Weather

- *control weather* (severity level 4, 5 w/ 1 sp)
- 

**STATISTICS**

**Str** 8, **Dex** 12, **Con** 16, **Int** 13, **Wis** 10, **Cha** 20

**Base Atk** +5; **CMB** +3; **CMD** 14

**Feats** Dodge, Extra Magic Talent (2), Point-Blank Shot, Precise Shot, Toughness

**Skills** Bluff +10, Craft (alchemy) +16, Diplomacy +8, Intimidate +10, Knowledge (arcana) +8, Spellcraft +5, Use Magic Device +18



**Languages** Common, Elvish, Gnomish, Goblin

**SQ** woodland stride

**Combat Gear** *potion of cure moderate wounds* (2), **Other Gear** +1 dagger, 25 gp

**OFFICER, WEATHERWORKER**

A weatherworker is a master of skies, manipulating winds, rains, and lightning to speed up his own ship as well as destroy the ships of his enemies.

**OFFICER, WEATHERWORKER**

**CR 7**

**XP** 3,200

Human incanter 5, tempestarii 3

N Medium humanoid

**Init** +2; Perception +12

---

**DEFENSE**

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 48 (8d6+16)

Fort +6, Ref +5, Will +9

**Defensive Abilities** Untouched

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**OFFENSE**

Speed 30 ft.

**Melee** *destructive blast* +5 touch (4d6 or 8d6 w/ 1 sp)

**Ranged** *destructive blast* +5 ranged touch (4d6 or 8d6 w/ 1 sp)

**Special Attack** Wind Servant +5 ranged touch (8/day)

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**TACTICS**

A weatherworker can and will attack with his *destructive blasts*, but if he has the chance to bring weather to bear, that is where his greatest strength lies. By striking enemies with a lightning bolt every round and battering them with rain winds, the weatherworker is as dangerous as a siege engine and twice as versatile.

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**MAGIC**

**Caster Level** 8 (10 w/ Weather); **MSB** +8, **MSD** 19, Concentration +13

**Tradition** Traditional Magic (Verbal Casting, Somatic Casting (2), Material Casting, Prepared caster); **CAB** Int

**Spell Points** 21

**Destruction Sphere** – DC 19, **Range** melee or long (720 ft.), **Talents** Air Blast, Extended Range x2, Gale Blast, Hurricane Blast

- *destructive blast* (4d6, 8d6 w/ 1 sp, air blast, gale blast, hurricane blast)

**Weather Sphere** – DC 21, **Duration** concentration or 10 hours (w/ 1 sp), **Range** Extreme (2,000 ft.), **Target** 25 ft. radius to 800 ft. radius, **Talents** Focused Weather, Greater Size, Greater Weather, Lengthened Weather, Rain Lord, Severe Weather, Snow Lord, Storm Lord (2), Wind Lord

- *control weather* severity 4, 5 precipitation or wind, +1 w/ 1 sp (Rain Lord, Wind Lord)
- *storm lord* 1 per round

---

**STATISTICS**

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**Str** 10, **Dex** 15, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Atmospheric Imbuement, Counterspell, Extra Magical Talent x3, Sphere Focus (Weather)

**Skills** Appraise +10, Heal +9, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (nature) +16, Perception +12, Profession (sailor) +9, Profession (navigator) +9, Spellcraft +16, Survival +9

**Languages** Common, Cheru, Draconic, Gnomish, Giant, Goblin

**SQ** rapid weather, ship smasher, specializations (Weather), untouched

**Combat Gear** *wand of weather* (CL 2), **Other Gear** +1 *staff of weather cloak of resistance* +2, *headband of inspired wisdom* +2, *amulet of natural armor* +2.

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**SPECIAL ABILITIES**

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**Rapid Weather:** When using control weather to change a weather's severity, the change happens by an additional 3 levels each round (4 severity levels each round).

**Ship Smasher:** When damaging objects (including airships and other vehicles) with weather effects (including cold, heat, and lightning), the damage is not divided in half, as would be normal for energy effects.

**Untouched:** Treat weather effects as being 1 level less severe than normal.

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**OFFICER, WINDWORKER**

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To ships powered by sails, a windworker is worth their weight in gold. A good windworker can mean the difference between a slow journey dependent on the winds and a fast journey without having to pay the cost of an engine and fuel.

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**OFFICER, WINDWORKER**

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**CR 1**

**XP** 400

Human incantor 2

LN Medium humanoid

**Init** +1; Perception +5

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**DEFENSE**

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**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 17 (2d6+4)

**Fort** +3, **Ref** +2, **Will** +8

**Defensive Abilities** untouched

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**OFFENSE**

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**Speed** 30 ft.

**Melee** longspear +1 (1d8/x3)

**Ranged** wand of destruction +2 ranged touch (1d6 or 2d6 w/ 1 sp)

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**MAGIC**

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**Caster Level** 2nd (3 w/ Weather); **MSB** +2, **MSD** 13, Concentration +6

**Tradition** Druidic (Verbal Casting, Prepared caster, Animal Shaman (Mind)); **CAB** Wis

**Spell Points** 7

**Weather Sphere** – DC 16, **Duration** concentration or 4 hours (w/ 1 sp), **Range** long (560 ft.), **Target** 25 ft. radius to 560 ft. radius, **Talents** Focused Weather, Greater Size, Lengthened Weather, Rain Lord, Severe Weather, Storm Lord, Wind Lord

- *control weather* severity 3, 4 precipitation or wind, +1 w/ 1 sp (Rain Lord, Wind Lord)

- *storm lord* 1 per minute

---

**TACTICS**

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A windworker will rarely engage in personal combat, but from their ship they can call down lightning and rain on enemy ships, or simply speed up their own ship to let them escape a threat.

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**STATISTICS**

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**Str** 10, **Dex** 13, **Con** 14, **Int** 12, **Wis** 18, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Extra Magic Talent (2)

**Skills** Knowledge (Nature) +6, Perception +6, Spellcraft +6, Survival +6

**Languages** Common, Druidic, Elven

**SQ** Specializations (Weather)

**Combat Gear** *wand of destruction* (CL 2), acid flask, alchemist fire, **Other Gear** longspear, hide armor, 29 gp

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**SPECIAL ABILITIES**

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**Untouched:** Treat weather effects as one severity level lower than they actually are.

## CHAPTER 8

# SPECIAL NPCs

Unlike the officers mentioned in the previous chapter, special NPCs are never generic. These are the allies, enemies, mentors, and rivals that the PCs might encounter in the air, in port, or in any number of other situations.

### ADMIRAL QUINCY

This four-winged, angelic created cuts a striking figure aboard the deck of Sylph, his intelligent, animate airship. A firebrand leader of a small but growing fleet of intelligent airships, Captain Quincy is bent on freeing the created from servitude and punishing their oppressors. Quincy has attracted a throng of followers that hang on his every word and help crew his ships.

Made as a decorative lab assistant to a powerful wizard, his master disappeared under unknown circumstances and the formal menial servant went out into the world with powers, the source of which are unknown. Quincy quickly made a name for himself by hijacking (liberating, in his words) ships, animating them to follow his commands and using the stolen cargo to fund his operation, leading raids to free other created.

As his fame has grown, his rhetoric has taken on darker tones, leaving a growing concern among other races that his activities may find broader targets.

#### ADMIRAL QUINCY **CR 10**

**XP 19,200**

Male Created Thaumaturge 11  
NE Medium Humanoid (construct)

**Init** +6; Perception +11

#### DEFENSE

**AC** 20, touch 14, flat-footed 18 (+6 armor, +2 deflection)

**hp** 60 (11d8+11)

**Fort** +6, **Ref** +7, **Will** +9

**Defensive Abilities** 15% chance to negate criticals and precision damage

#### OFFENSE

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

**Melee** mwk dagger +6 (1d4 x2)

#### MAGIC

**Caster Level** 11th, 15 w/ forbidden lore (Enhancement 16 w/ staff, 21 w/ forbidden lore); **MSB** +11, **MSD** 22, Concentration +16

**Tradition** Mind (Emotional Casting, Rigorous Concentration); **CAB** Cha

**Spell Points** 20

**Enhancement Sphere** – DC 23, **Range** close (65 ft., 75 w/ forbidden lore), **Talents** Animate Object, Bestow Intelligence, Bestow Life, Deep Enhancement,

- *animate object* (standard, Bestow Intelligence)
- *enhance equipment* (standard, +4 (+5 w/ forbidden lore) for 160 minutes (200 w/ forbidden lore))

**Warp Sphere** - DC 20, **Range** close (50 ft.), long (620 ft.) w/ 1 sp, 1,100 miles w/ 2 sp **Talents** Distant Teleport, True Teleport, Unseeing Teleport

- *teleport* (distant teleport, true teleport, unseeing teleport (1 sp))

#### TACTICS

Quincy always has a contingency set to teleport him away to his hideout if he is reduced below half hit points, dazed, paralyzed, or stunned.

Quincy spends most of his time in combat supporting his followers and creating and commanding animated objects, preferring indirect combat to risking his own life.

#### STATISTICS

**Str** 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 21

**Base Atk** +5; **CMB** +5; **CMD** 17

**Feats** Contingency, Counterspell, Extra Magic Talent (2), Improved Counterspell, Improved Initiative, Ritual Caster

**Skills** Diplomacy +22, Knowledge (any) +2, Perception +11, Perform (oratory) +22, Spellcraft +2, Use Magic Device +25

**Languages** Common

**SQ** Invocations (5/day, DC 20), created (legs 1, wings 3)

**Combat Gear** mwk dagger **Other Gear** chain shirt +2, circlet of persuasion, cloak of resistance +2, headband of alluring charisma +2, ring of protection +2, staff of Enhancement +5,



## CAMPAIGN ROLE

Admiral Quincy is a friend to few and will raid other ships whenever he has the chance, meaning he is most likely to appear as an antagonist to the PCs. However, Admiral Quincy's wrath is only truly turned against those who harm the created; against such he will show no mercy.

## SYLPH

Female Animated Object

N Colossal Construct

**Init** +2; **Senses** Perception +11

## DEFENSE

**AC** 18, **Touch** 0, **Flat-footed** 18, (-2 **Dex**, -8 **Size**, +18 **Natural**)

**hp** 164 (13d10+93)

**Fort** +4, **Ref** +2, **Will** +4

**Defensive Abilities** construct traits, **Hardness** 5

## OFFENSE

**Speed** 30 ft., fly 180 ft. (clumsy)

**Melee** Slam +23 (2d8+27, x2)

## STATISTICS

**Str** 46, **Dex** 8 **Con** -, **Int** 18, **Wis** 18, **Cha** 18

**Base Atk** +13; **CMB** +39 (overrun +43); **CMD** 47

**Feats** Flyby Attack, Improved Initiative, Greater Overrun, Hover, Improved Overrun, Power Attack, Toughness,

**Skills** Fly +4, Intimidate +17, Know (geography) +17, Perception +17, Sense Motive +17, Use Magic Device +25

**Languages** Aklo, Common, Draconic, Elvish, Sylvan

## CAPTAIN RUDDICK HOLDCLEAVER

Captain Ruddick Holdcleaver was never overly fond of people and especially not of cities or crowds. He always prefers his own company and the freedom of an airship's deck. His own airship, *Thundercloud*, has been his best way of achieving some small sense of happiness in this dangerous world.

Still, work must be done and a livelihood maintained; a minimum number of trusted crew tolerated, a select clientele of shifty merchants and shady businessmen appeased, plus a rare and specialised trade in lovingly handcrafted firearms (mostly pistols and muskets) has to be promoted in order to be sold.

Ruddick's prized (if not so pretty) airship is effectively a gunsmith's workshop, alchemy lab, retail store, cargo transport and rustic-but-staunchly-defended home all in one. That's the way Ruddick likes it and so that's not likely to change anytime soon, but because he's unwilling to compromise his preferred way of life (such as it is), Ruddick is often reluctantly forced to find other ways to afford the upkeep on his precious, flying home. The quote writ large along the side of the airship reads: "This Thundercloud brings the Rain!"

## CAPTAIN RUDDICK HOLDCLEAVER

CR 14

XP 38,400

Male exiled dwarf alchemist 5/gunslinger 5/rogue 5  
TN Medium humanoid (dwarf)

**Init** +5; **Senses** darkvision 60 ft.; Perception +10

## DEFENSE

**AC** 15, **touch** 12, **flat-footed** 13 (+2 armor, +1 **Dex**, +1 **dodge**, +1 **shield**)

**hp** 133 (15 **HD**; 10d8+5d10+50)

**Fort** +12, **Ref** +15, **Will** +5 (+2 bonus vs. spells and spell-like abilities of the enchantment (charm) school, +2 bonus vs. spells and spell-like abilities of the enchantment (compulsion) school); +4 bonus vs. poison

**Defensive Abilities** evasion, nimble +1, trap sense +1, uncanny dodge; Resist poison resistance, stubborn

## OFFENSE

**Speed** 20 ft.

**Melee** battleaxe +13/+8/+3 (1d8+2/x3) or bayonet +13/+8/+3 (1d6+3) or dagger +14/+9/+4 (1d4+2/19-20) or short sword +14/+9/+4 (1d6+2/19-20) or

**Ranged** bomb +15 (3d6+3 **Fire**) or defoliant bomb +11 (3d8+3 vs. **Plants**) or double-barreled musket +14/+9/+4 (1d12/x4) or double-barreled pistol +14/+9/+4 (1d8/x4) or musket +14 (1d12/x4) or pepperbox +10 (1d8/x4) or pistol +14 (1d8+3/x4)

**Special Attacks** bomb 8/day (3d6+3 **fire**, **DC** 15), deeds (dead-eye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (2), gun training +3 (pistol), relentless, sneak attack +3d6



### Alchemist Extracts Prepared (CL 5th; concentration +8)

- **2nd**—*bull's strength, cure moderate wounds, levitate*
- **1st**—*bomber's eye, cure light wounds, endure elements, jump, longshot*

### TACTICS

Ruddick attacks quickly and efficiently, carpeting enemies with bombs, drinking his extracts as needed, then dispatching enemies with his firearms.

### STATISTICS

**Str** 14, **Dex** 16, **Con** 16, **Int** 16, **Wis** 14, **Cha** 14

**Base Atk** +11; **CMB** +13; **CMD** 27

**Feats** Brew Potion, Bullseye Shot, Deadly Aim, GunsmithingUC, Leadership, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Throw Anything, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +4 (+0 to jump), Appraise +10, Bluff +10, Climb +4, Craft (alchemy) +10 (+15 to create alchemical items), Craft (armor) +6, Craft (blacksmith) +6, Craft (firearms) +10, Craft (mapmaking) +6, Craft (mechanical) +8, Craft (ships) +6, Craft (weapons) +6, Diplomacy +6, Disable Device +4, Disguise +6, Escape Artist +4, Fly +4, Handle Animal +6, Heal +10, Intimidate +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (local) +8, Knowledge (nature) +8, Linguistics +8, Perception +10 (+12 vs. flying creatures), Profession (engineer) +10, Profession (gambler) +10, Profession (sailor) +10, Ride +1, Sense Motive +10, Sleight of Hand +4, Spellcraft +7, Stealth +4, Survival +10, Swim +0, Use Magic Device +6; **Racial Modifiers** craftsman (+2 on checks related to metal or stone)

**Languages** Common, Dwarven, Giant, Gnome, Goblin, Orc, Undercommon

**SQ** alchemy (alchemy crafting +5), discoveries (defoliant bomb, explosive missile), gunsmith, mutagen (+4/-2, +2 natural armor, 50 minutes), poison use, rogue talents (finesse rogue, firearm training), sky sentinel, swift alchemy, trapfinding +2

**Combat Gear** caltrops; **Other Gear** leather armor, battle-axe, bayonet, dagger, dagger, double-barreled musket, double-barreled pistol, double-barreled pistol, musket, pepperbox, pistol, pistol, short sword, short sword, alchemy crafting kit, bandolier, bandolier, bedroll, belt pouch, belt pouch, chalk (10), fishhook (2), flint and steel, grappling hook, gunsmith's kit, hemp rope (50 ft.), hemp rope (50 ft.), ink, inkpen, masterwork backpack, mess kit, mirror, mug/tankard, piton (10), pot, powder horn, sewing needle, signal whistle, soap, string or twine, thieves' tools, thread (50 ft.), torch (10), trail rations (7), water-skin, whetstone, 300 gp

### CAMPAIGN ROLE

Ruddick is most likely to appear as a merchant selling things to the PCs, but when hard times do crop up he has been known to transport passengers instead of cargo; in his more desperate times he has even been known to give support to delvers, although he demands all payment up front. Ruddick will do whatever it takes to keep the *Thundercloud* aloft, so he very well might appear in any number of situations during a campaign so long as there's enough profit in it.

## THUNDERCLOUD

Colossal Wood Air Vehicle

**Space** 1 vehicle space; **Cost** 97,650 gp

**Size** 5 Decks; **Hull** 5 Decks

### DEFENSE

**Hull** 0 (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

### OFFENSE

**Attack** ram (8d8), 3 great ballista w/ swivel (2 round reload, 6d8/19-20, range 180 ft.)

**CMB** +8; **CMD** 18

**Speed** 8 (11 pushed, 14 overload)

**Acceleration** 4

**Maneuverability** Poor

### DRIVE

**Propulsion** fire elemental engine (2 Decks, 1,440 hp); **Power** 50 (75 pushed, 100 overload).

**Mass** 5 Decks; **Weight** 10

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 2 (1 pilot, 1 engineer)

### LOAD

**Equipment Weight** 61 tons

**Light Load** less than 90 tons

**Medium Load** 90 to 224.9 tons

**Heavy Load** 225 - 450 tons

### ROOMS

**Alchemist Lab** (1 Hardpoint), **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (1 Deck, 90 tons); **Fire Elemental Engine** (2 Decks); **Gunport** (1 Deck, uncovered); **Kitchen** (1 Hardpoint); **Workshop** (1 Hardpoint), **Personal Rooms** (4 rooms, 4 Hardpoints)

### EQUIPMENT

3 24 lbs. cannons w/ swivel, automation (5), 40 shots

### CREW

1 sky gnome engineer

2 executive officers

## DANNAS VON OOSTMEEREN

Dannas comes from “Elsewhere” as he recalls, though he cannot remember much before the moment he was suddenly falling through the sky, screaming and tumbling end over end towards the Forest below. What should have been a fatal fall miraculously left Dannas alive, as the elegant ship, the *Mithril Maiden*, reached out and caught him in its liquid core. It was here that Dannas came into contact with the sublime intelligence at the core of the mithral ship; not the intelligence of a construct, but a more subtle, spiritual presence, which for some reason Dannas was able to speak with, hear, and understand.

Despite her size and immense power, the ship had lost those close to her in a tragedy she could not recall and had fled to this place awaiting a captain whom would never return to her. After a great while a dark presence found her and consumed her, until Dannas managed to awaken her from her sleep.

Understanding her plight and her loneliness, Dannas accepted his new duty as ‘Captain’ and struggled for weeks to repair her immense form while fighting off the strange and dark forces the *Mithril Maiden* feared. Eventually his efforts succeeded, and the ship and her new captain escaped the chasm where they had first met for the open blue sky.

Since that fateful night the *Mithril Maiden* and her captain have drifted from port to port, taking whatever cargo and work rouses their fancy as long as it is honest work, leads them on a just cause or to another clue as to what unremembered place they are searching for. Their unique relationship and goals have drawn more than a few to the *Mithril Maiden’s* banner, as word of the selfless deeds of the ship and its crew’s reach the ears of all, fuelling the growth of their unusual but tightly bonded crew.



### DANNAS VON OOSTMEEREN

CR 12

XP 19,200

Male human bard (faith singer, buccaneer) 6/shadowdancer 7  
LG Medium humanoid (human)

**Init** +7; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 25, touch 16, flat-footed 21 (+6 armor, +2 deflection, +3 Dex, +1 dodge, +3 shield)

**hp** 100 (13d8+32)

**Fort** +9, **Ref** +19, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic

**Defensive Abilities** defensive roll, evasion, improved uncanny dodge

#### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** naiad's delight +19/+14 (1d6+9/18-20)

**Special Attacks** bardic performance 17 rounds/day (counter-song, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2), hilt bash, knock out

**Bard Spell-Like Abilities** (CL 6th; concentration +9)

- 1/day—*charm person* (DC 14), *enthrall* (DC 15)

**Shadowdancer Spell-Like Abilities** (CL 7th; concentration +10)

- 3/day—*shadow illusion* (DC 14)

- 2/day—*shadow call* (DC 17)

**Bard (Faith Singer, Buccaneer) Spells Known** (CL 6th; concentration +9)

- 1st (5/day)—*comprehend languages*, *cure light wounds*, *identify*, *read weather*

- 0 (at will)—*dancing lights*, *ghost sound* (DC 13), *mage hand*, *mending*, *message*, *spark* (DC 13)

#### TACTICS

Dannas usually begins any combat with stealth or a feint; while he is an honorable man he knows that ‘fair’ is not always the best approach towards life or death struggles. When in danger he will use every asset available to him to enable his stealth attempts, performing hit and run maneuvers whenever able.

Dannas is completely loyal to his friends, his crew and the beautiful *Mithril Maiden*, unwilling to abandon any of them and prepared to fight to the death to protect them. Alone, however, Dannas is more than accepting of flight over fight, fleeing a struggle that serves no purpose but bloodlust so that he can plan out a better strategy for a future engagement.

#### STATISTICS

**Str** 12, **Dex** 24, **Con** 14, **Int** 13, **Wis** 10, **Cha** 16

**Base Atk** +9; **CMB** +10 (+14 dirty trick, +14 disarm, +14 reposition, +14 trip); **CMD** 30 (34 vs. dirty trick, 34 vs. disarm, 34 vs. reposition, 34 vs. trip)

**Feats** Combat Reflexes, Dodge, Fencing Grace, Improved Spring Attack, Jaguar Pounce, Mobility, Nimble Moves, Spring Attack, Spring-heeled Style, Weapon Finesse, Weapon Focus (rapier)

**Skills** Bluff +16, Climb +7, Diplomacy +16, Disguise +11, Knowledge (geography) +9, Linguistics +6, Perception +4, Perform

(dance) +19, Perform (sing) +16, Profession (sailor) +13, Sense Motive +9, Spellcraft +10, Stealth +22, Swim +12, Use Magic Device +11

**Languages** Common, Elven, Naval Code, Thieves' Cant

**SQ** hide in plain sight, masterpieces (dirge of the torn sail, melody of surrender, the dance of 23 steps[UM], the dance of kindled desires), rogue talents (finesse rogue, weapon training), shadow jump, slippery mind, song of surrender, summon shadow

**Combat Gear** *charm of fate*; **Other Gear** +2 *calming shadow mithral chain shirt*, +2 *mithral buckler*, *naiad's delight*, *bag of holding i*, *belt of incredible dexterity* +4, *boots of striding and springing*, *cloak of resistance* +3, *glove of storing*, *beadband of mental prowess* +2 (Wis, Cha), *ring of protection* +2, *ring of swimming*, *shadow jumper's tunic*, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), ink, inkpen, journal, longship (skull & shackles), mess kit, mirror, pot, soap, torch (10), trail rations (5), waterskin, 2,829 gp

#### CAMPAIGN ROLE

Dannas could easily serve as a sincere and loyal benefactor to heroes whose purpose helps the unfortunate and those often neglected by others. To those who likewise perform selfless acts (but are not struck blind by self-righteousness), he will be a stalwart ally offering what aid and sanctuary he can without risking his ship and crew unless it is for a truly great cause.

To the evil, Dannas is a relentless foe, stubborn and remorseless about ending their agenda whatever it may be especially if others are suffering for it. Villains soon find even the shadows are his allies and dreams his preferred battlefield, but as he commonly says "No matter how far your fear carries you, there is no escape from me."

#### MITHRAL MAIDEN

Colossal+ Iron Air Vehicle (covered, aerodynamic)

**Space** 3 vehicle spaces; **Cost** 67,788,525 gp

**Size** 15 Decks; **Hull** 5 Decks

#### DEFENSE

**Hull** 2 AC (+5 Dodge, -8 Size); 4,050 hp, Hardness 15

**Sails** 2 Locations, 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 0

#### OFFENSE

**Attack** ram (8d8), 26 light ballista (4 w/ swivel, 2 bottom-mounted w/ swivel, 10 left-facing, 10 right-facing, 1 round reload, 2d8 19-20/x2, range 120 ft.)

**CMB** +8; **CMD** 18

**Speed** 10 (w/wind: +1/2 per severity level)

**Acceleration** 5

**Maneuverability** Average

#### DRIVE

**Propulsion** enchantment engine (5 Decks), Silk Sails (10 Decks, 1,350 hp); **Power** 50 (w/wind: +5 per severity level).

**Mass** 5 Decks; **Weight** 15

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 12 (1 pilot, 10 sailors); 32 gunmen

#### LOAD

**Equipment Weight** 15.4 tons

**Light Load** less than 45 tons

**Medium Load** 45 to 112.4 tons

**Heavy Load** 112.5 - 225 tons

#### ROOMS

**Brig** (1 Hardpoint); **Bunks** (1 Deck, 54 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (9 Hardpoints, 90 tons); **Gunport** (15 Hardpoints); **Kitchen** (1 Hardpoint); **Personal Rooms** (8 rooms, 8 Hardpoints)

#### EQUIPMENT

26 light ballista (4 w/ swivel, 2 bottom-mounted w/ swivel, 10 port, 10 starboard), 100 bolts

#### CREW

2 veteran sailor crews

2 executive officers

## ELSHA STORMBREEZE

Elsha Stormbreeze is a woman on a mission; to enjoy herself immensely. Whether it be in combat, in a tavern, or wherever else sport may be found, she has taken up the life of a pirate because there is little else that can give her the thrill she seeks.

Elsha doesn't talk about her past, although when she is drunk enough she is known to mention a sister in the Elfwood and there is a rumor that she once mentioned a fiance, but no one has the courage to ask her to elaborate. Like many of the members of her crew, she took up her life of piracy in defiance of a previous life she did not care for, and she does not press her crew for details on their situations just as she expects to keep hers a secret.

Elsha is a driven captain, and doesn't accept people into her crew who are not already veterans of some sort. Her vessel, the *Queen's Cloud*, is not yet an infamous ship, but that is quickly changing.

Elsha has her ephemeral white hair fashioned into a fishnet braid, which complements her ram horns. The pirate captain is dressed in a conservative swashbuckler's outfit, preferring to not draw attention to herself with fancy officer overcoats and headwear.

#### ELSHA STORMBREEZE

CR 7

XP 3,200

Female sidhier swashbuckler (dancing blade, skyscourge) 8

LE medium humanoid (fey)

**Init** +7; **Senses** low-light vision, Perception +11

#### DEFENSE

**AC** 22, touch 21, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 natural)

**hp** 54 (8d10+8)

**Fort** +6, **Ref** +14, **Will** +5

**Defensive Abilities** charmed life 4/day

#### OFFENSE

**Speed** 55 ft. (70 ft. when jumping), Climb 25 ft.

**Melee** +1 boarding pike +15/+10 (1d8+3/19-20x3)

**Ranged** +1 pistol +14/+9 (1d8/x4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. w/ boarding pike)  
**Special Attacks** dual strike, sphere of desire (DC 15)

#### TACTICS

Elsha will move about airships utilizing Rope Swing in addition to her improved movement speeds. When she comes across a foe, she prefers to begin with a feint, which she follows up by impaling her boarding pike with a fatal thrust. The sidhier then finishes off the enemy with pistol shots.

#### STATISTICS

**Str** 12, **Dex** 20, **Con** 13, **Int** 10, **Wis** 10, **Cha** 18

**Base Atk** +8; **CMB** +9; **CMD** 24

**Tradition** Pirate; **PAM** Cha

**Talents** Athletics (climb, leap, run package, Expanded Training, Rope Swing, Swift Movement), Dual Wielding (Impossible Reload), Equipment (Pirate Training, Spear Dancer, Unarmed Training, Unarmored Training), Fencing (Fast Feint), Lancer

**Feats** Extra Combat Talent x3, Planar Swing, Skill Focus (Acrobatics); Associate Feats Run

**Traits** Soaring Sprinter, The Wagon

**Skills** Perception +11, Profession (sailor) +11 (+13 when sailing a ship), Sense Motive +11, Swim +12; Associated Skills Acrobatics +28 (+44 when jumping), Bluff +15, Climb +12

**Languages** Common, Sylvan

**SQ** deeds (derring-do, opportune parry and riposte, kip-up, precise strike, swashbuckler initiative, swashbuckler's grace, targeted strike), entropic hope, feystepper, panache (4 points), planar balancer (DC 19, 4 rounds, 10 ft.), swashbuckler weapon training

**Other Gear** +1 boarding pike, +1 pistol (w/ 30 bullets and powder), amulet of natural armor +1, belt of incredible dexterity +2, boots of striding and springing, cloak of resistance +2, headband of alluring charisma +2, ring of protection +1.

#### SPECIAL ABILITIES

**Aerobic Attack (Ex):** While airborne or riding a vehicle using a flight speed, Elsha gains a +2 dodge bonus to AC and a +2 competence bonus to attack rolls.

**Entropic Hope:** Once per day, after a natural roll of 1 on a d20 roll, Elsha may reroll and use the second result.

**Feystepper:** Elsha is always considered to have a running start when making Acrobatics checks to jump, and gains a +2 racial bonus to Acrobatics checks.

**Focused Charm (Ex):** When Elsha uses her charmed life ability while she has martial focus, she may choose to expend her martial focus to use charmed life as a free action that can be taken even when it's not her turn, instead of as an immediate action.

**Planar Balancer:** As a free action, Elsha may prevent any attempt to teleport or cross planes by creatures within 10 feet of her unless they succeed a MSB check, DC 19. Elsha may use planar balancer upto 4 rounds per day, these rounds need not be consecutive.

**Scourge of the Skies (Ex):** Once per week, Elsha may call in a favor to gain one of three different benefits: +5 competence bonus to a Bluff, Diplomacy, or Intimidate check; a 5% discount in price from a merchant for the sale of a single magical item

or vehicle; or the opportunity to retry a failed Bluff, Diplomacy, or Intimidate check.

**Sphere of Desire (Sp):** Elsha may use the lesser Enthrall charm as if she possessed a CL of 3.

#### CAMPAIGN ROLE

Elsha is most likely to appear as a villain in a campaign; as a pirate she cares little for the lives of her targets, only the wealth she can extract from them, no matter who she must hurt in the process. She never forgets a sleight, but seeks enjoyment more than anything; if the PCs can supply her with an entertaining combat and escape to see another day, they very well might have earned themselves a friendly rival.

#### QUEEN'S CLOUD

Colossal+ Wood Air Vehicle

**Space** 1 vehicle space; **Cost** 10,510 gp

**Size** 15 Decks; **Hull** 27 Hardpoints

#### DEFENSE

**Hull** 0 AC (+3 Dodge, -8 Size); 810 hp, Hardness 5

**Sails** 2 Locations, 0 AC (+3 Dodge, -8 Size); 540 hp, Hardness 0

**Dirigible** 2 Locations, 0 AC (+3 Dodge, -8 Size); 540 hp, Hardness 3

#### OFFENSE

**Attack** ram (8d8), 2 gatebreaker ballista w/ swivel (3 round reload, 8d8/19-20, range 210 ft.)

**CMB** 20; **CMD** 20

**Speed** 5 (5 pushed, 6 overload, w/ wind, +1 per severity level)

**Acceleration** 1

**Maneuverability** Poor

#### DRIVE

**Propulsion** sails (54 Hardpoints, 1,080 hp), alchemical engine (2 Hardpoints, 160 hp); **Power** 84 (99 pushed, 114 overload, w/ wind: +27 per severity level).

**Mass** 27 Hardpoints; **Weight** 0

**Controlling Device** steering wheel

**Driving Space** 1 space in the aft of the airship

**Required Crew** 8 (1 pilot, 6 sailors, 1 engineer)

#### LOAD

**Equipment Weight** 27.3 tons

**Light Load** less than 54 tons

**Medium Load** 54 to 134.9 tons

**Heavy Load** 135 - 270 tons

#### ROOMS

**Alchemical Engine** (2 Hardpoints), **Bunks** (1 Deck, 54 crewmen), **Cargo Bay** (5 Hardpoints, 50 tons), **Gunport** (1 Deck, uncovered), **Personal Rooms** (4 Hardpoints, 4 rooms)

#### EQUIPMENT

Rigid Dirigible (6 Decks)

2 gatebreaker ballista w/ swivel, 30 bolts

#### CREW

2 sailor crews

1 engineer

1 windworker

2 junior officers

# ICIRUS LORETH

Icirus Loreth is a warpriest of Tellium, dedicated to his god and starry-eyed about the good he can do in the world.

While the insistance is unproven, Icirus's family claims they can trace their lineage directly to Tellium himself, and while his family is generally human, Icirus manifests strong aasimar traits including shining blue eyes, golden skin, and bright white hair. This aasimar blood is what drove him to join Telliums priesthood, as he follows in the footsteps of his great ancestor.

Icirus does not own his own ship and indeed much prefers traveling on the ships of others, where he can lend his services as a healer and chaplain in exchange for a chance to see the world and learn of its people. Indeed, Icirus has no destination when he travels, as it is the journey and the companions he is most interested in.

## ICIRUS LORETH

CR 5

XP 1,600

male aasimar warpriest (Telium) 6

NG Medium outsider (native)

**Init** +0; **Senses** Darkvision 60 ft., Perception +9

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 armor)

**hp** 42 (6d8+12)

**Fort** +6, **Ref** +1, **Will** +9

**Resistance** acid 5, cold 5, electricity 5

### OFFENSE

**Speed** 30 ft.

**Melee** +1 quarterstaff +7 (1d8+4)

**Ranged** +1 comp. longbow +6 (1d8+3)

**Special Attacks** blessings (6/day, DC 18, charm, luck), channel energy (DC 18), fervor (2d6, 8/day), sacred weapon (6 rounds)

**Aasimar Spell-Like Abilities** (CL 6th; concentration +11)

- **1/day**—daylight

**Warpriest Spells Prepared** (CL 6th; concentration +11)

- **2nd**—*aid*, *bull's strength*, *find traps*, *summon monster II*

- **1st**—*bles*, *divine favor*, *obscuring mist*, *protection from evil (2)*, *read weather*

- **0th (at will)**—*detect magic*, *detect poison*, *light*, *purify food and drink*, *read magic*

### TACTICS

Icirus is an adept fighter with his staff and bow, but prefers the supporting role as much as possible, empowering his allies with magic and healing so that victory can be found without any fatalities. Icirus always carries multiple potions of both *invisibility* and *fly* so that not only he but also his comrades can escape if they ever find themselves in need of a quick getaway.

### STATISTICS

**Str** 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 21, **Cha** 12

**Base Atk** +4; **CMB** +6; **CMD** 16

**Feats** Deadly Aim, Dodge, Far Shot, Power Attack, Point Blank Shot, Weapon Focus (longbow)

**Skills** Climb +6, Diplomacy +10, Knowledge (religion) +4, Perception +9, Sense Motive +9, Spellcraft +4

**Languages** Common, Celestial

**SQ** aura

**Combat Gear** *potion of invisibility (3)*, *potion of fly (3)*; **Other Gear** +1 mithril breastplate, headband of inspired wisdom +2, +1 quarterstaff, +1 composite longbow (+2 draw), 950 gp

### CAMPAIGN ROLE

Icirus is most likely to encounter the PCs by booking passage on their ship during one of his many travels. Depending on the needs of the PCs and the circumstances around them, Icirus could journey with them for only a few days or become a permanent part of their ship's crew, supplying them with healing and magic as necessary to survive their many adventures.



## MORNING DAWN

Even creatures of Old-World nature were threatened by the Forest, and unicorns were no exception. Morning Dawn's herd, frightened and dying to predators, traveled the world looking for safety, only to stumble upon the lair of a powerful wizard who was aggressively using magic to carve a territory out of the forest and fight against the creatures who would reclaim it. This wizard offered the unicorns protection within his domain if they would bind themselves absolutely to his service. After some internal debate, the herd agreed.

However, despite attempting to follow their old ways to the best possible extent, an occurrence that had once been rare began to happen with much greater frequency; foals were born with a black coat. These black unicorns, the inverse of most unicorns not only in appearance but also magic and disposition were traditionally killed or abandoned, but as more and more were born the death or expulsion of the black unicorns was beginning to threaten the entire future of the herd. Some believed that the very act of killing the black unicorns was giving rise to more. If the herd wished to survive, they argued, the black-coated foals needed to be spared.

Among those believers of unshackled fate were Morning Dawn's parents, whose life went into upheaval when their daughter was born both black and winged. The herd was divided over whether her birth was a sign of destiny. Some saw it as a sign of their doom, others as one of salvation. While possessing the same evil disposition of other black unicorns, Morning Dawn made an effort to battle her nature and prove her value to the herd, understanding that the debate over her fate held not only her own life, but also that of her family and the other black unicorns in the balance.

Throughout her battles with her nature, Morning Dawn has become convinced that the shadow over herself and her herd is a result of their agreement with the wizard. Whether he is trafficking in unholy powers or simply engaging in dangerous research, the rise of the black unicorns did not come until after the agreement, and Morning Dawn has dedicated her life to finding a way to overthrow him, or at least release her herd from their bond. To this end, Morning Dawn has become a merchant in the city of Andrus, enriching her patron while secretly getting in touch with many adventurers to seek out those who could help her vanquish the wizard and provide protection without becoming a new oppressor.

### MORNING DAWN

CR 10

XP 10,200

Female half-celestial unicorn symbiat 5

CG Large outsider (native)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19; **Aura** magic circle against evil

### DEFENSE

**AC** 23, touch 16, flat-footed 19 (+2 armor, +4 Dex, +2 Int, +5 natural, -1 size, +1 symbiat; +2 deflection vs. evil)

**hp** 89 (4d10+5d8+45)

**Fort** +13, **Ref** +15, **Will** +15; +4 vs poison

**DR** 5/magic; **Immune** charm, compulsion, disease, poison; **Resist** acid 10, cold 10, electricity 10; **SR** 21

### OFFENSE

**Speed** 60 ft., fly 120 ft. (good)

**Melee** gore +14 (1d8+7), 2 hooves +11 (1d3+3)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** bleed (2), impale, smite evil 1/day (+9 attack, +9 damage), powerful charge (gore, 2d8+14)

### MAGIC

**Caster Level** 5th (7th w/ Fate); **MSB** +9, **MSD** 20, Concentration +18

**Tradition** Unicorn Magic (Easy Focus, Focused Casting (horn), Limited Warp (trees, Warp), Magical Signs); **CAB** Cha **Spell Points** 18

**Divination Sphere** - DC 21; **Duration** concentration or 5 hours (sense); **Range** medium (150 ft.)

- *divine* (alignment, charm, force, illusions, life, magic, warp)

- *sense* (1 sp, read magic)

**Fate Sphere** - DC 22, **Range** close (40 ft.) or personal w/ 20 ft. radius; **Talents** Bless, Judgement

- *bless* (1sp; ally may reroll and take better result)

- *hallow* (1sp; protection vs. evil)

- *judgment* all follow command (consecration, concentration or 7 rounds w/ 1sp)

- *serendipity* +1 allies (consecration, concentration or 7 rounds w/ 1sp)

**Life Sphere** - DC 21, **Range** touch; **Talents** Break Enchantment, Restore Health, Restore Soul, Revitalize

- *cure* 3d8+5 (1sp) or fast healing 1 for

- *invigorate* +5 temp hp (1 hour)

- *restore* heal 1d4 ability damage, dazzled, disease, fatigue, poison, sickened, shaken, staggered, all ability drain and temporary negative levels (1sp)

**Illusion Sphere** - DC 21, **Duration** concentration, **Range** close (35 ft.)

- *illusion* (1 sp, sight)

- *trick* (5 minutes, sight)

**Mind Sphere** - DC 21, **Range** close (35 ft.)

- *charm* (suggestion)

**Telekinesis Sphere** - DC 21, **Range** close (35 ft.), **Talents** Finesse

- *bludgeon* +16

- *catch*

- *telekinesis* 25 ft., 19 AC, 24 CMD (1sp: hostile lift, sustained force)

**Warp Sphere** - DC 21, **Range** close (35 ft.) or medium (150 ft.) w/ 1 sp, **Talents** Extradimensional Storage

- *bend space* (extradimensional storage)

- *teleport*

\*Instead of spell-like abilities, the half-celestial template grants Morning Dawn 1 magical talent from the Fate or Life spheres for every odd HD she has.

## TACTICS

Morning Dawn is meticulous and cautious. Even when selling merchandise she will combine magical suggestions not to steal with illusionary goods (the real good only being pulled from her extradimensional storage at the tie of purchase). The goods themselves are carefully catalogued and usually magically marked to prove ownership and authenticity.

Morning Dawn does not like combat, but when pressed will use her magic as well as her horn in conjunction with her Duelist and Lancer spheres to take down enemies.

## STATISTICS

**Str** 24, **Dex** 19, **Con** 20, **Int** 14, **Wis** 25, **Cha** 28

**Base Atk** +7; **CMB** +15; **CMD** 32 (36 vs trip)

**Tradition** Assassin; **PAM** Cha

**Talents** Athletics (run package, Mobile Striker), Duelist (Defensive Slice, Perforating Wounds), Lancer

**Feats** Multiattack, Spell Dabblers, Spell Adept, Weapon Focus (horn)

**Skills** Acrobatics +16, Appraise +10, Diplomacy +20, Fly +18, Knowledge (planes) +5, Linguistics +14, Perception +19, Sense Motive +19, Stealth +11, Survival +14 (+17 forests); **Racial Modifiers** +3 Survival in forests, +4 Stealth

**Languages** Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnomish, Orc, Infernal, Sylvan, Undercommon

**SQ** magical strike, wild empathy +19

**Other Gear** bracers of armor +2, cloak of resistance +3, staff of Fate +2, amulet of natural armor +1, headband of charisma +2, belt of strength +2, Ritual book (2nd—*object reading* 1st—*alarm, charge object, comprehend languages, endure elements, identify; oth—arcane mark, detect magic, detect psychic significance, read magic*), 6,500 gp in various merchandise

## SPECIAL ABILITIES

**Magic Circle against Evil (Su):** This ability continually duplicates the effect of the spell. Morning Dawn cannot suppress this ability.

**Magical Strike (Ex):** Morning Dawn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

**Wild Empathy (Su):** This works like the druid's wild empathy class feature, except Morning Dawn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

## CAMPAIGN ROLE

Morning Dawn is most likely to appear in a campaign as an aid, mentor, and source of missions. She works tirelessly to earn wealth as a trader and apply that wealth to achieving her goals, and any being that can help her increase her wealth or achieve her goals is a being she will attempt to use to her own ends, hopefully in a mutually-beneficial way.

# VARTHTRAS

Varthras was a powerful creature in the Old World; a green great wyrm who commanded the plants of the world to do his bidding. However, not even Varthras was able to fight the Forest, and when Varthras fell to Forest corruption, he became one of the Forest's most powerful servants.

Those who believe in the sentience of the Forest will point to Varthras as one of their greatest evidences. Like a demon in the night Varthras will appear to demolish entire settlements, then disappear just as quickly as she came. Whatever malevolent force controls the dragon's movements, Varthras is one of its most powerful slaves, and does not hesitate to use her.

## VARTHTRAS

**CR 22**

**XP** 614,400

Female forest-corrupted great wyrm green dragon

CN Colossal plant (air, augmented dragon)

**Init** +2; **Senses** dragon senses, greensight 60 ft., low-light vision; Perception +36, **Aura** frightful presence (260 ft., DC 30)

## DEFENSE

**AC** 41, touch 0, flat-footed 41 (-2 Dex, +41 natural, -8 size)

**hp** 445 (27d12+270)

**Fort** +25, **Ref** +13, **Will** +23

**Defensive Abilities** Improved Uncanny Dodge, **DR** 20/magic; **Immune** acid, paralysis, plant traits, sleep, **SR** 31

## OFFENSE

**Speed** 40 ft., fly 285 ft. (clumsy), swim 40 ft.

**Melee** bite +36 (4d8+25), 2 claws +36 (4d6+17), 2 slams +34 (2d8+17), 2 wings +34 (2d8+8), tail slap +34 (4d6+25)

**Space** 30 ft.; **Reach** 20 ft. (30 ft. w/ bite)

**Special Attacks** awaken treants, breath weapon (70-ft. Cone, DC 33, 24d6 acid plus disease), crush (Large creatures, DC 33, 4d8+25), miasma, scout (+31), shove +44 touch (30), tail sweep (Medium creatures, DC 33, 2d8+25)

## TACTICS

Varthras travels to wherever she is needed, animates forest-corrupted treants to fight for her, then aids them in combat by use of the Brute sphere, throwing enemies around and invoking attacks of opportunities from her treant servants.

## STATISTICS

**Str** 45, **Dex** 6, **Con** 31, **Int** -, **Wis** 23, **Cha** 24

**Base Atk** +27; **CMB** +52 (+53 sunder; +59 bull rush, drag, overrun, and reposition); **CMD** 60 (62 vs sunder, 64 vs trip, 67 vs bull rush, drag, overrun, and reposition)

**Tradition** Dragon; **PAM** Con

**Talents** Athletics (fly package, Diving Strike, Mobile Striker, Moving Target, Powerful Wings, Swift Movement), Brute (Break Defenses, Brutal Manhandle, Dominoes, Drop, Follow-Through, Greater Brute, Greater Shove, Hammer, Quick Force, Smash, Takedown, Terrain Trasher, Throw, Unstoppable, Wing Buffet) Scout (Great Senses, Sight Beyond Sight, Uncanny Dodge (2), Piercing Eye, Sense and Resist Scrying)

**Feats** Flyby Attack, Hover

**Skills** Fly +11, Perception +36, Stealth +12

**SQ** camouflage, fungal rejuvenation, trackless step, water breathing, woodland stride



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### SPECIAL ABILITIES

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**Awaken Forest Corrupted Treants:** A great wyrm dragon can call on the forest itself to aid it, animating a number of smaller trees to serve as forest corrupted treants to protect it. These forest corrupted treants can be called from any Huge-sized living tree. A green dragon can create a single treant as a standard action, up to a total of 4 treants per day. These treants remain animated for up to 1 hour, at which time they revert to being ordinary trees.

**Camouflage (Ex):** An old or older green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

**Disease (Ex):** Forest spores: Breath weapon—inhale; save Fort DC 33; onset 1d4 days; frequency 1/day; effect 1d2 Int damage (this damage cannot be healed while the creature is infected); cure 2 consecutive saves. The save DC is Constitution-based. Anyone who has their Intelligence reduced to 0 while infected becomes mindless and acquires the forest corrupted template in 2d6 hours.

**Fungal Rejuvenation (Su):** So long as the creature remains within an area of Forest (temperate forest, jungle, or marsh) and remains standing on moist earth, the forest corrupted gains fast healing 5.

**Miasma (Su):** An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.

**Trackless Step (Ex):** An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Woodland Stride (Ex):** A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

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### CAMPAIGN ROLE

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Varthras knows nothing but destruction, and can have no other role. She cannot be reasoned with or fooled. The will of the Forest guides her, and wherever she goes, death quickly follows.

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