Table Of Contents

Contributing Authors

Contributing Artists

Special Thanks To

INITIALIZING ... FOREWORD LOADED

Space. The final frontier.
These are the voyages of the starship... Second Prize.

These were the words that started some of my favorite episodes of *Muppet Babies* as a child (apparently borrowed from some old sci-fi series), and since those first formative years, I have had a deep and lasting love of science fiction—one clearly shared by many other geeks in the game industry.

Numeria is one of the first things about the setting that first piqued my interest in Golarion, long before I worked for Paizo , and even before my first Wayfinder contribution. Elves and longswords are fun, but give me lasers, chainsaws, flying cars, and weird mutants any day. From there I got into the rest of Golarion, went to PaizoCon, contributed to the Wayfinder, and eventually found myself working for that same company to decide the shape of Golarion and the adventures we set in it! Numeria was the gateway drug to my new career (side note: Kids, don't do drugs).

So I was understandably nervous when James Jacobs asked me to write the capstone adventure for Iron Gods.

The Silver Mount was probably the biggest draw for me in Numeria: a crashed, alien starship filled with robots and monsters and who knows what other weirdness. I wanted—nay, needed—to know what was inside! Somewhere in the back of my head—despite spending 8 hours a day and a not inconsiderate part of my free time making books from scratch—I honestly believed this mountain was a real place somewhere out there, just awaiting someone to catalogue its interior and deliver it to me.

Then James Freakin' Jacobs asked me to just...make it up. Asked me to make up a real place. How irresponsible is that? Clearly, I couldn't get it right! Because how do I know what's on deck 17? I've never been there.

But then, no one has.

Because no one had made it up yet.

It sounds like such an obvious concept until the headlights of "duh" are bearing down on you on the midnight road that is personal realizations.

I'd always been more comfortable writing for corners of Golarion I that I'd made up myself, or that didn't have much in-world weight: the Harrowed Realm, Wati, the Menador Mountains. No one would know or care if I screwed those up (except me, but my baseline assumption is always that I've screwed up; it's part of my charm). But the Silver Mount was big, to me if no one else. The possibility of not doing it well scared me to the point of writer's block for a long time. So I did the only sensible thing anyone could do when they were too petrified to write.

I overwrote.

My notes for the final Iron Gods adventure, *The Divinity Drive*, were long and winding, and would easily have produced an adventure twice the 48 pages it ended up being. I trimmed those notes back a lot before sending an outline to James, and even writing to my slimmed-down outline ended up giving me about 40,000 words of my 30,000 word assignment. A lot got left on the cutting room floor, and even though we covered so many of my favorite things—cyborgs, oozes, gargoyles, and cyborg gargoyles that shoot oozes—a few treasures still had to be left behind on the cutting room floor. The sad truth of this industry is that you'll always end up killing your babies, and this was the hard assignment that really taught me that.

But now I have a foreword to fill, so here's what you missed:

- An entire medical deck loaded with monstrous humanoids and cyborg experiments, run by an alien jorogumo abducted long ago and now working her way through the Divinity's remaining cryo-banks.
- A side-mission helping an adjucator robot named MAX-iN3 recover her missing heart from a radioactive ficus.
- A mutilated android magician calling himself Trik, reshaped by Deacon Hope's "angels" and now an exile from his people, and desperate for a place to belong.
- A very confused, cryogenically preserved janitor.
- An exciting monorail-top fight with giant, alien parasites.
- More sub-plot with Deacon Hope and his android flock, making them seem like a hidden enclave of freedom in Unity's blind spot, including several options to build trust with the curious androids up to and including eating their mixed attempts at "cuisine."
- The cunning and charming yithian spies, Kah'Lmtii and Yr'tuhn
- Longer adventures in cyberspace, including some explanation for the I.C. linnorm in the courtyard, and a chance to spend a few decades in menial farm labor!

It seems like a lot, but the contents of this Wayfinder are doing more than enough to salve my wounded ego. Whatever I may have screwed up in *Divinity Drive*, all the monsters, NPCs, adventure hooks, and archetypes herein will fix, and extend your adventures in Numeria beyond a single and much-beloved Adventure Path.

The Paizo Fans United crew never fails to impress, and every issue seems to become bigger and more professional. Just like the Silver Mount started as a dot on a map, and eventually grew into an adventure, so too has the Wayfinder grown into an adventure of its own.

To boldly go where no gamer has gone before!

—Crystal Frasier

Weal or Woe: Pursue the Iron Princess

By Eric Hindley
Art by Frank Hessefort

Bravam's Knorr is home to a mighty tribe of Kellids living in western Numeria. Their leader, the Iron King, owes fealty to the Blades of Aaramor[NLFS], but, while they serve as a source of fighters for the citadel when needed, they are, in all other matters, an autonomous settlement. The heir to the Iron Throne and her would-be suitor are vital parts of the story of Bravam's Knorr, but the brave but simple warrior and the conniving Iron Princess have their own opposing agendas.

WEAL: KRONDARR

Krondarr is the epitome of the barbarian warrior—tall, thickly muscled, and not terribly bright. With his shock of blond hair and rugged good looks, the young man quickly became a favorite amongst women. He could have had his pick of any woman from his tribe or any of the neighboring ones, but Krondarr set his sights high and would settle for none but the Iron King's daughter, Derrah.

At the Iron Princess's coming-of-age festival, a series of trials were held to determine which of her suitors would prove most worthy of winning her hand. Krondarr bested all of them easily, using his immense strength and boundless stamina to win every competition and prove himself the undisputed champion of the tribe.

While Krondarr is nearly unmatched in his physical attributes, the same cannot be said for his mind. Dim-witted and slow to process new information, Krondarr is also impulsive, quick to anger, and fond of destroying things he doesn't understand, such as art and technology, or things that are in his way, such as furniture. While Krondarr is neither evil nor cruel, he is also not a kind or thoughtful man. When he wants something, he will often simply take it, daring the victim to lash out at him so he can have a chance to put them in their place. If he is ever cowed or beaten in combat, he will react to the defeat like a whipped dog, bowing his head and dragging his feet, but secretly struggling to find a way to turn the tables and humiliate his rival.

BOON

Krondarr is a fearless and accomplished warrior and a decent tracker. His aid can be invaluable to any party—if his temper can be kept in check.

KRONDARR	CR 4

XP 1,200
Male Human (Kellid) barbarian 5
CN Medium humanoid (human)
Init +2; **Senses** Perception +9

DEFENSE

AC 13, touch 10, flat-footed 11 (+3 armor, +2 Dex, −2 rage)
hp 63 (5d12+25)
Fort +8, **Ref** +3, **Will** +4
Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.
Melee mwk greatsword +10 (2d6+15/19–20)
Special Attacks rage (20 rounds/day), rage powers (smasher[APG], strength surge +5)

TACTICS

During Combat Krondarr is a straightforward foe, raging and using Power Attack. He enjoys sundering weapons, furniture, and art objects, occasionally wasting a round to smash a statue or chair if it is near at hand.

Morale If Krondarr runs out of rounds of rage, he becomes a much more cautious fighter, as he is unused to feeling so tired and weak.

Base Statistics When not raging and using Power Attack, adjust his statistics as follows: **AC** 15, touch 12, flat-footed 13; **hp** 53; **Fort** +6, **Will** +2; **Melee** mwk greatsword +10 (2d6+6/19–20); **Str** 18, **Con** 14; **CMB** +9 (+11 sunder); **CMD** 21 (23 vs. sunder); **Skills** Swim +4

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 7, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +11 (+13 sunder); **CMD** 23 (25 vs. sunder)
Feats Endurance, Extra Rage, Improved Sunder, Power Attack
Skills Acrobatics +10 (+14 to jump), Perception +9, Survival +9
Languages Common, Hallit
SQ fast movement
Combat Gear potion of cure moderate wounds; **Other Gear** mwk studded leather, mwk greatsword, boots of the enduring march[UE], backpack, belt pouch, blanket, flint and steel, hemp rope (50 ft.), pot, soap, torch (10), trail rations (5), waterskin

WOE: DERRAH TORVAS

As daughter of the Iron King, Borval Torvas, Derrah was never content to live the life of a typical princess. She was always more interested in hunting, fighting, and exploring than in the well-being of her tribe or inter-tribal relations, constantly sneaking out to test her mettle against the myriad threats of the Numerian plains.

Derrah grew into a beautiful woman—tall, lean, and strong,

with long dark hair that she seldom bothers to restrain. She also grew as a warrior, gaining great skill with both the bow and an exotic curved sword gifted to her father by a Qadiran crusader on his way to the Worldwound.

In her teen years, she soon realized that while many of the young men of the tribe were a match for her physically, none could also match her intellectually—save one. The king's advisor, Jovrey, was the only member of the tribe able to match wits with the young princess. As a key member of the king's household, Jovrey found himself frequently in Derrah's company. The two soon became fast friends and it wasn't long before they yearned to become more.

As the princess' coming of age ceremony approached, she beseeched Jovrey to win her hand. Sadly the advisor was no match for the mighty Krondarr, who bested him and a half dozen other suitors in every contest that was thrown his way. Suspecting Jovrey of spreading rumors about his unfitness to be chief, Krondarr used his influence to have Jovrey banished. Knowing that it was better to live to fight another day, Jovrey left the tribe, swearing to find another way to win the hand of his Iron Princess.

Derrah, never one to give up so easily, continued to search for a way to be with her love. Opportunity found her when a hunting party returned with word of a new wreck having being unearthed out in the plains. With her own tribe busy with preparations for her wedding to Krondarr, she was free to send word to Jovrey, who swiftly uncovered the wreckage and prepared to rescue Derrah from her fate.

Jovrey invaded his former home with a small band of followers, interrupting Derrah and Krondarr's wedding feast. Jovrey and Derrah managed to escape, though it cost both the tribe and Jovrey's small group dearly. Since Derrah has arrived in Jovrey's camp, most of his small band listen to her, as she is their princess, and her iron will and strong hand proving her more than capable of leading the outcasts. She has already taken her choice of gear from the meager stash at Jovrey's disposal. Derrah is eager to see Krondarr humiliated, wounded, or killed, and makes no secret of this fact to any who come into contact with her.

DRAWBACK

Angering the daughter of the Iron King results in immediate exile from Bravam's Knorr. As long as the offenders remain in Numeria, the conniving princess will continue to send hunting parties to harass them.

DERRAH TORVAS	CR 5

XP 1,600
Female Human (Kellid) fighter 6
LE Medium humanoid (human)
Init +2; **Senses** Perception -1

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 49 (6d10+12)
Fort +6, **Ref** +4, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.
Melee +1 falchion +11/+6 (2d4+7/18-20)
Ranged mwk composite longbow +9/+4 (1d8+2/×3)
Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Derrah begins combat by throwing her concussion grenade, hoping to soften up her opposition. After that, she prefers to fight at range, using her powerful bow to wear foes down from a safe distance. If an opponent gets too close, she switches to her falchion, using Combat Expertise and Improved Disarm to find a chance to slay her foes.

Morale Derrah is no fool. If she sees the fight is going badly, she will retreat or surrender, giving up Jovrey in the process. She knows it's better to live and try again.

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 12
Base Atk +6; **CMB** +8 (+10 disarm); **CMD** 20 (22 vs. disarm)
Feats Combat Expertise, Improved Disarm, Iron Will, Point-Blank Shot, Precise Shot, Vital Strike, Weapon Focus (falchion), Weapon Specialization (falchion)
Skills Handle Animal +10, Intimidate +10, Knowledge (local) +8, Ride +8, Survival +8
Languages Common, Giant, Hallit, Skald
SQ armor training 1
Combat Gear potion of cure light wounds (2), concussion grenade^{TG}, vive^{TG}; **Other Gear** mwk chainmail, +1 falchion, arrows (20), mwk composite longbow (+2 Str), jewelry (worth 150 gp)

3

Pursue the Iron Princess
A Side Trek Adventure

By Eric Hindley

Art by Dionisis Milonas

Map by Liz Courts

In the wastes of Numeria, it takes mighty heroes to face its many threats—raging barbarians, robots, and ray guns, oh my!

ADVENTURE BACKGROUND

The village of Bravam's Knorr has a long-standing tradition. When the chieftain—known to most as the Iron King—has no sons, the right to wed his eldest daughter is determined by trials of might and courage, ensuring that the ruling line is strengthened by the blood of the tribe's greatest champions.

When the daughter of Torvas, the current Iron King, came of age to be married, the strong but dim-witted warrior Krondarr easily ousted the chief's advisor, a powerful magus named Jovrey, for the hand of the fair Derrah in the competition. This caused much discontent in the tribe, as, while no one could deny his physical prowess, people questioned Krondarr's leadership skills.

Many are worried that he will lead the tribe to ruin or into needless war if he becomes chief. Unhappy with the rumors swirling through the tribe, and believing Derrah's defeated suitor to be the source, Krondarr has used his influence to see Jovrey, and those loyal to him, banished.

After his exile, Jovrey and his followers wandered the wastes for months until he received a secret message from Derrah telling him all about a newly discovered technological ruin not far from their village. He used his keen intellect and magic to unlock the spaceship fragment. Inside the ruin he found a handful of battered robots and other trinkets to equip his small group and bolster their ranks. Knowing his time to be short, he quickly set about preparing to claim that which was rightfully his—Derrah, and leadership of his native tribe.

On the very night that Derrah and Krondarr were to be wed, a strange fog rolled into the village. Few saw clearly what happened that night, but bright flashes, hideous green eyes, and a mysterious man were all noted as the chief's daughter was stolen away into the darkness. Krondarr insists on leading a band to recover the princess, but few in the tribe will follow his lead.

Krondarr and chief Torvas seek the return of Derrah, and preferably the head of Jovrey, who they believe was the mysterious man. However, Derrah has no intentions of ever marrying Krondarr, and seeks a way to rid herself of the obnoxious brute for good.

After the initial joy of being free of her tribe, she is dismayed to learn that Jovrey has only kidnapped her, and didn't kill Krondarr in the process. A strong-willed chieftain's daughter, she has since persuaded Jovrey to put his meager remaining forces under her control, and is laying a clever trap for her former fiancée. While she isn't keen on the idea of marrying Jovrey, under no circumstances will she go back with Krondarr.

ADVENTURE SUMMARY

The PCs are asked to accompany Krondarr (see p. 2) on his quest to recover Derrah and overcome Jovrey. After a brief trek across the Numerian wastes, they must contend with Jovrey's minions.

A BROKEN WEDDING

The PCs enter Bravam's Knorr to find the village in panic and disarray. The remnants of a feast and bonfire lay ruined, and the villagers' wooden huts are scorched and smoldering. A large crowd has gathered at one end of the village, where a dignified older man addresses the crowd, a handsome, towering younger warrior standing just behind him.

> "I know we are all shaken by what has transpired here. The traitor Jovrey has made off with my daughter! None are more angered by this situation than I!" At these words the younger man behind bristles, straightening his back and snorting in anger. "Excepting, of course, her betrothed, my champion Krondarr, who is setting off immediately to pursue her."

Interrupted by the newcomers, the crowd turns to confront the PCs. As most of the tribe's best warriors were wounded in the battle that saw the princess abducted, the tribe is short on strong, brave fighters to rescue her. If the PCs agree to accompany Krondarr on his quest, the Iron King offers to reward them with valuables worth up to 5,000 gp, plus they can keep any of the traitor's treasures they find, as long as they return Derrah alive.

BRAVAM'S KNORR

This small settlement is little more than a scattering of tents and makeshift wooden shelters which house a moderate sized tribe with ties to the Blades of Aaramor[NLFS]. The chief has taken on the title of Iron King in honor of his prized possession, a great metal chair that the tribe salvaged from a piece of Numerian wreckage. The throne sits in a large tent at the center of the village, creating a makeshift court.

A DC 15 Sense Motive check is enough to realize that most of the warriors in town do not seem nearly as wounded as they claim. A DC 20 Diplomacy check while speaking to the villagers reveals that none of the warriors want to accompany Krondarr on his quest. He is disliked by most of the men in the camp, and none wish to see the dim-witted warrior become their chief. If the Diplomacy check succeeds by 5 or more, some warriors share that they would match the Iron King's reward if Krondarr did not return from his quest—though the princess would still have to be rescued, of course.

There is little in the way of goods available in the village, but most simple and martial weapons can be purchased, as well as any light or medium armors and stout wooden shields.

PURSUING THE PRINCESS

Travel across the plains of Numeria can be treacherous. Feel free to add encounters as you see fit to spice up the trip. In addition, this region has become home to a vicious chimera.

ENCOUNTER: CHIMERA'S CROSSING (CR 7)

> Parts of the ground here have been turned to glass. Singed bones litter the area, the remnants of some large predator's meals.

A chimera has been plaguing this region, preying on small groups of unwary travelers. A successful DC 17 Knowledge (arcana) check reveals the nature of the beast. Success by 10 or more will also reveal that its breath weapon is electricity. A successful DC 20 Knowledge (nature) check can also reveal that the singeing damage to the surrounding area was done by electricity, not fire. The chimera arrives 1d4 minutes after the party, circles for two rounds at 100 feet, then swoops in to attack. It is a hungry and dangerous foe, and unlikely to shy away from a fight.

CHIMERA	CR 7
XP 3,200	

hp 85 (*Pathfinder RPG Bestiary*)

TACTICS

During Combat The chimera opens with its breath weapon (blue). It then targets mounts if the party has them, or unarmored characters if they don't.

Morale The chimera is hungry and aggressive, and only flees if reduced below 10 hp.

ENTERING THE WRECKAGE

Jovrey has made his lair in a small piece of wreckage that has only recently been unearthed. He is limited to a few chambers near the entrance, and has been trying with all his might to get past the blast doors in his throne room to find more advanced technology deeper within. Since the arrival of Derrah, most of his minions have been taking their orders from her rather than him, and Jovrey is becoming irritated by their lack of loyalty and her uncompromising will.

A1: ENTRYWAY (CR 5)

> Recent digging reveals the gleaming steel doors that provide access to one of the crash sites common to the Numerian landscape.

When Jovrey was banished, some of his most loyal friends left with him, concerned by the prospect of remaining behind in a tribe ruled by the dim-witted and vindictive Krondarr. While many of them were slain during the raid to capture Derrah, a trio of warriors still stand guard at the entrance to Jovrey's lair. They are equipped with polished mithral shields and well-made axes they have found in the wreckage.

RENEGADE TRIBESMAN (3)	CR 2
XP 600	

Male and Female Human (Kellid) warrior 4

LE Medium humanoid (human)

Init +1; **Senses** Perception -1

DEFENSE

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 30 (4d10+8)

Fort +5, **Ref** +2, **Will** +0

Speed 35 ft.

Melee mwk battleaxe +8 (1d8+8/×3)

Range javelin +5 (1d6+4)

TACTICS

Before Combat Each renegade tribesman drinks a *potion of bull's strength*.

During Combat Renegade tribesmen attack with their battleaxes, using Power Attack (included in this profile).

Morale If reduced below 10 hp, a renegade tribesman will attempt to flee.

Base Statistics Without *bull's strength*, a renegade tribesman has the following statistics: **Melee** mwk battleaxe +6 (1d8+6); **Ranged** javelin +5 (1d6+2); **Str** 14; **CMB** +4; **CMD** 17; **Skills** Climb +8

STATISTICS

Str 18, **Dex** 12, **Con** 12, **Int** 11, **Wis** 8, **Cha** 9

Base Atk +4; **CMB** +6; **CMD** 19

Feats Fleet, Power Attack, Weapon Focus (battleaxe)

Skills Climb +10, Ride +7, Survival +3

Languages Hallit

Combat Gear *potion of bull's strength*; **Other Gear** studded leather, mithral heavy steel shield, mwk battleaxe

A2: HALL OF SHOCKS (CR 6)

> A myriad of buttons and panels adorn the walls of this square, dull gray room. A thick blue cable has fallen from the ceiling and electricity arcs across the floor.

A severed power cable has fallen to the floor, causing surges of electricity to run through it (see trap, below). An emergency shut-off button is situated on the far side, and is easily located with a DC 12 Perception check (it is bright red and surrounded with black and yellow warning stripes). Jovrey has assigned his last remaining gearsman to this room. The gearsman believes himself to be a member of the tribe and wears furs and a pair of boots that insulate him from the floor.

Creature: When Jovrey entered the wreckage, half a dozen of these robots remained functional. After crashing the wedding, Jovrey has but a single functional one left, but this one sustained damage during the raid that makes it believe it is a Kellid and part of Jovrey's tribe. It wears hides and furs in an attempt to fit in, though these have no effects on statistics. Bone trophies dangle from its belt.

GEARSMAN	CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary 5*)

TACTICS

During Combat The gearsman focuses attacks on characters that are obviously not part of Jovrey's tribe. A clever party might be able to trick it into believing they have proper business with Jovrey or Derrah.

Morale The gearsman fights to its destruction.

Trap: The floor of this room crackles with electricity, with great blue lines of it arcing from wall to wall.

ELECTRIFIED FLOOR	CR 4

XP 1,200

Type mechanical; **Perception** DC 5; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** constant; **Reset** —; Bypass button on the far wall

Effect Atk +8 touch (3d6 electricity); multiple targets (every creature touching the

floor in this room)

Treasure: The gearsman wears a pair of insulated boots that provide protection against electricity attacks. See sidebar for details.

A3: THRONE ROOM (CR 8)

> This large chamber is sparsely furnished. A pair of steel chairs sit on a dais at the far end, a large fur rug at their feet. A scattering of pillows provide a semicircle of seats. Tables sit centered against the east and west walls. Beyond the thrones stand a set of closed steel doors. Their surfaces show many signs of distress caused by various types of attacks. A faint hum fills the stale, metallic-smelling air.

Creatures: Jovrey has chosen this room as the seat of power for his new tribe. If unaware of the intruders, he and Derrah are seated in the thrones, engaged in conversation of their plans to overthrow the Iron King, and eventually Aaramor. There are 3 guards posted at the door.

DERRAH TORVAS	CR 5

XP 1,600

hp 49 (see *Weal or Woe: Pursue the Iron Princess* on p.3)

TACTICS

During Combat Derrah focuses her attacks on Krondarr if he accompanies the PCs, otherwise, she attacks the strongest-looking party member (especially barbarians or bloodragers) until she is incapacitated or they flee or fall, in which case she will move on to the next strongest.

JOVREY	CR 5

XP 1,600

Human (Kellid) magus 6^{UM}

LE Medium humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 42 (6d8+12)

Fort +6, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk siccatite (hot) longsword +8 (1d8+3/19–20 plus 1 fire)

Ranged stun gun +1 touch (1d8 nonlethal)

Special Attacks arcane pool (+2, 6 points), magus arcana (empowered magic^{UM}, pool strike^{UM}), spell combat, spell recall, spellstrike

Magus Spells Prepared (CL 6th; concentration +9)

2nd—*blur, levitate, mirror image, scorching ray*

1st—*color spray* (DC 14), *enlarge person* (DC 14), *hydraulic push*^{APG}, *shocking grasp* (2)

0 (at will)—*acid splash, arcane mark, detect magic, flare* (DC 13), *light*

TACTICS

During Combat Jovrey attempts to use his faulty stun gun against foes until it malfunctions once or the PCs kill one of his fellow tribesmen, at which point he throws it aside and attacks with his sword and spells.

Morale Love-struck, Jovrey fights to the death to defend his princess, unless Derrah surrenders.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Technologist

Skills Climb +11, Intimidate +8, Knowledge (arcana) +12, Knowledge (dungeoneering)

+12, Spellcraft +12, Use Magic Device +8

Languages Common, Giant, Hallit, Skald, Triaxian

SQ siccatite (hot)

Combat Gear djezet (5)^{TG}, flechette grenade^{TG}; **Other Gear** mwk chain shirt, mwk siccatite^{TG} (hot) longsword, malfunctioning stun gun^{TG} (5 charges), spellbook (all spells prepared, plus *burning hands, grease, invisibility*)

SPECIAL

Malfunctioning Stun Gun Jovrey's stun gun has only a 50% chance of firing each time someone tries to use it. On a failed shot, no charge is wasted. It can be repaired with 750 gp of raw materials, 1 day of work, and a DC 20 Craft (weapons) check. If sold, it is only worth 750 gp.

RENEGADE TRIBESMEN (3)	CR 2

XP 600

hp 30 (see page 5)

Development: At some point in this encounter, the truth about the love triangle between Derrah, Jovrey, and Krondarr should come out. Derrah will agree to accompany the PCs back to her father if she is defeated (or otherwise forced into it), but if Jovrey lives she will continue to find a way to be with him. If Jovrey is killed, Derrah will seek revenge on the PCs (and Krondarr), hunting them far beyond the borders of Numeria if necessary.

WF-16F16-BFFF

INSULATED BOOTS

Price 8,000 gp; **Slot** Feet; **Weight** 2 lbs; **Capacity** —; **Usage** —

DESCRIPTION

These boots seem to be made of some strange artificial hide, and afford the wearer protection against electrical attacks, especially those originating from the ground. The boots provide the wearer with resist energy 5 against electricity. This bonus increases to resist energy 20 against electrical attacks that originate from the ground. If the wearer is prone, the boots provide no benefit, however if only one part of the wearer's body touches the floor they are still protected.

CONSTRUCTION

Requirements Craft DC 20; **Cost** 4,000 gp; **Craft** Technological Item, production lab

CONCLUDING THE ADVENTURE

There are many possible outcomes to this adventure. If the PCs successfully return Derrah to her tribe, she will be married to Krondarr within the week if he still lives. Derrah will take extreme measures to avoid such a fate, including fleeing into the wastes if left unattended, killing Krondarr, or possibly even taking her own life if all else fails.

If Krondarr perished during the adventure, Derrah becomes much more willing to return to Bravam's Knorr, happy to resume her position as Iron Princess without the looming threat of marriage to Krondarr. If Jovrey lives, she will demand that he be brought back with her, and pleads for his life to be spared. It takes a great deal of time before the tribe is willing to accept him back into their ranks after the wedding massacre, but over the next few years Jovrey and Derrah prove to be strong partners and worthy leaders for the tribe.

The doors in Jovrey's throne room are beyond the scope of this side trek. The rest of the wreckage could be intact, full of technology and the dangers that accompany it, or they may simply be collapsed, crushed by stone years ago and now lost forever. ☥

Processing Buried Data
An archetype for Mediums
By Jason Owen Black
Art by Peter Fairfax

When an android dies and its body is not destroyed, that body undergoes a rejuvenation process and, after a short period, is filled with a new soul. Occasionally, androids gain brief glimpses of these past lives, usually in the form of dreams. There are some androids capable of digging deep within the reaches of their own minds to find data on these previous lives. With enough data the android is able to recreate a personality profile for a past life and allow that personality to occupy space within its waking mind. These soul administrators, or souladmins as they are commonly referred to, are prized among their people as repositories of ancient knowledge.

Souladmins make use of these personalities to augment their own skills and abilities, allowing the spirits they channel to not only occupy space in their minds but to exert influence over them. If they aren't careful, they can cede too much influence to these spirits and lose control of their bodies for a short time. Unlike most mediums, the compartmentalized nature of an android's mind gives souladmins some extra protections against this potentiality.

SOULADMIN (MEDIUM ARCHETYPE)

Android characters with the medium class may choose the souladmin archetype. The following are class features of the souladmin archetype, and replace medium features as noted.

Class Skills: The souladmin adds Knowledge (engineering) to his list of class skills.

This alters the medium's class skills.

Processing Power: Androids have difficulty relating to others, including spirits, but their inborn intelligence and device-like minds allow them to channel their own past souls with ease. A souladmin uses his Intelligence score in place of his Charisma score as his key spellcasting ability score.

This alters the medium's spellcasting feature.

Buried Data (Su): Unlike most mediums, the souladmin can only channel spirits that once inhabited his body, which he does by searching data long buried within his own brain. This data represents memories and personality profiles of previous android souls, which function just like spirits and use the legends available to the standard medium class. Spirits channeled by a souladmin do not have favored locations, and can be channeled in any location. The first time a souladmin channels any spirit, he must do so in a séance lasting 1 hour. If a souladmin has channeled a specific spirit previously during a séance, and wishes to channel that spirit again, he may do so in 30 minutes instead of 1 hour.

This ability alters spirit.

Virtual Memory (Su): Souladmins can compartmentalize memory within their own minds, allowing them to retain certain functions even when older processes are ended. At 2nd level, when a spirit's influence is reduced to 0, the souladmin retains the séance boon of that spirit until the next time the souladmin would be able to perform a new séance.

This ability replaces shared séance.

Improved BIOS (Ex): As he becomes more familiar with the spirits he channels, the souladmin is better able to run the processes required to channel those spirits. At 3rd level, the souladmin's spirit bonus counts as 1/2 his normal bonus (minimum +1) for purposes of a spirit's influence penalty.

This ability replaces haunt channeler.

Overclocked Channel (Su): Souladmins can speed up internal processes in order to improve their abilities temporarily. At 5th level, once per day the souladmin may choose to increase his effective spirit bonus by +2 for 1 hour, granting the channeled spirit 1 influence. At the end of this hour he may choose to continue receiving this bonus for another hour, at the cost of granting the spirit an additional 1 influence. At 7th level, the souladmin adds +3 to his effective spirit bonus, instead of +2.

This ability replaces location channel and connection channel.

Power Cycling (Su): Souladmins can reset their relationship with a channeled spirit in order to reassert control over their own bodies, but this process is taxing. At 18th level, once per day the souladmin may take a full-round action to reduce the influence of all currently channeled spirits to 1. Additionally, if a channeled spirit ever reaches 5 influence, the souladmin may use this ability as a free action. If the souladmin had previously used this ability in the same day and is not fatigued or exhausted, he may still use the free-action version of the ability, but becomes fatigued as a result. Using this ability does not grant additional uses of the overclocked channel ability.

This ability replaces spacious soul.
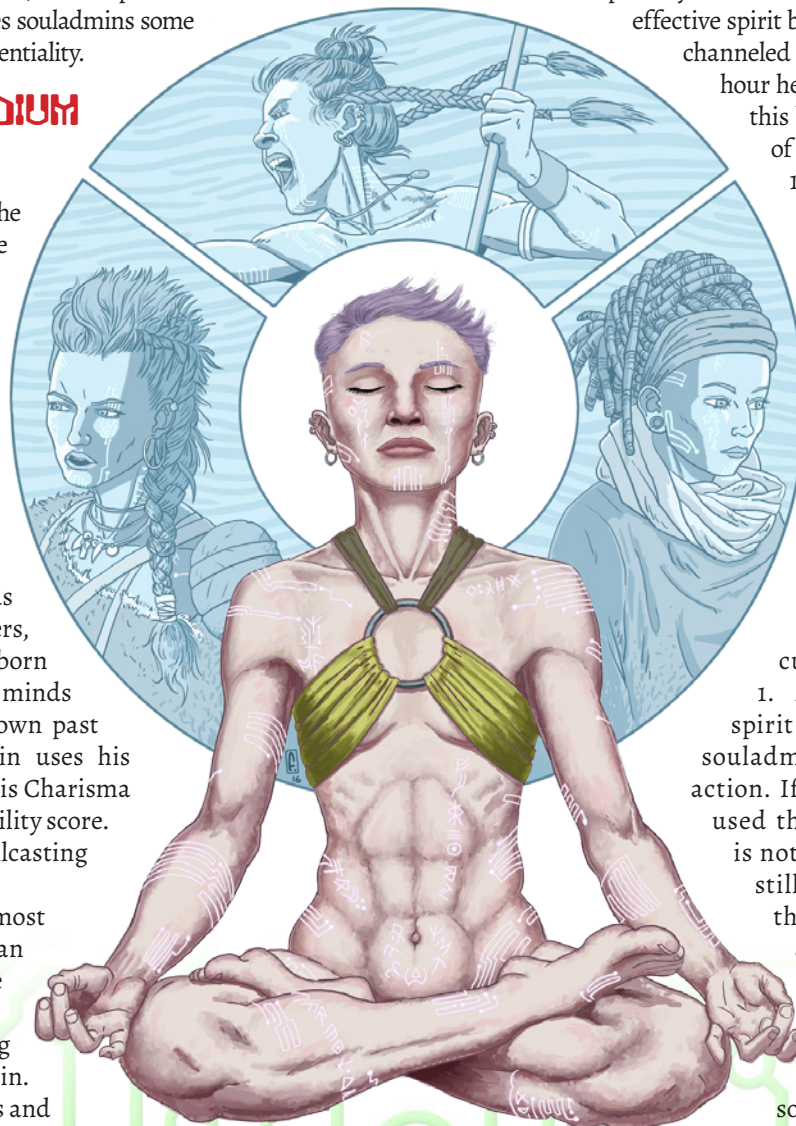
Born on the Battlefield
The Shokala: a plane-touched race for Numeria
by Robert Feather
Art by Beatrice Pelagatti

Numerian tribes long ago learned the treacherousness of their land. Hidden traps and mechanical creatures that strike out at the unwary, areas of deadly radiations and unseen pollutions, and the dangers of Silvermount and other hidden laboratories are clear. But the abandoned battlefields claim many lives due to their deceptive nature. One example, the Plain of Ten Thousand Swords, is the subject of many cautionary tales. Upon this ancient battlefield, the possibility of mental possession vies against the lure of seemingly unguarded treasure.

A trio of extraplanar wardens patrol this site. Their identity is a mystery to most of the Kellids, since they can change shape at will. The wardens warn away those in search of easy treasure. These planar visitors sometimes breed and their offspring often return to the area, providing additional eyes and ears; watching for foolhardy treasure hunters, necromancers, or followers of nihilistic cults, either warning them to stay away, driving them off, or undoing the damage they may cause.

SHOKALA

The planetouched offspring of shoki psychopomps are the shokala. Many live semi-secretive existences on or near battlefields, constructing shelters out of natural materials to blend into the landscape. They often emerge to tend casualties, cure the afflicted, and provide mercy to those beyond saving. Those with more human features sometimes hire themselves out as stretcher-bearers, nurses, or surgeons.

Shokala have an innate desire to put the undead to rest, and often follow rumors of such creatures. They prize magical items and tools that aid in this pursuit. Many gather eclectic collections of holy relics belonging to various faiths. They often take a practical attitude to religion, viewing it as a means to an end, showing little favoritism for extremes of good, evil, chaos or law, except against faiths that propagate or revere undead creatures.

Physical Description: Shokala resemble stocky humans in build, with a stooped gait. They have childhood vestigial horns, growing to curling ram horns in the older members. They possess a 'saddle' of tough skin on their back, which they usually hide under clothing. Their limbs are flexible and often double-jointed.

Society: Shokala tend to shun society, so as to protect their identities and those of their kin. This can initially make it difficult to form friendships, as they lack understanding of common social cues, though this is soon offset by their usefulness and generous natures.

Alignment and Religion: Shokala are mostly Neutral, with tendencies toward Law and Good. They favor deities of death, healing, protection, repose, souls, and travel. Most honor Pharasma or Ceyanan the Shepherd, the mysterious psychopomp usher.

Adventurers: Shokala tend to learn abilities for protection and healing, though because of their rural lifestyle, clerics are less common than druids, oracles, or shamen.

Names: Shokala tend to take names similar to their ancestors to better fit in among them.

SHOKALA RACIAL TRAITS

+2 Cha, +2 Con, -2 Str: Shokala are hardy and pleasant, but not strong.

Native Outsider: Shokala are outsiders with the native subtype.

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

Steady Traveler: Shokala have a base speed of 30 feet.

Darkvision: Shokala can see in the dark up to 60 ft.

Lifebound: Members of this race have a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Shoki Psychopomp Resistance: Shokala have acid resistance 5 and cold resistance 5.

Shoki Magic: Shokala with a Charisma of 11 or higher gain the following spell-like abilities: 1/day—*deathwatch*, *detect magic*, *detect undead*, and *stabilize*. The caster level for these effects is equal to the shokala's level. The DC for these spells is equal to 10 + the spell's level + the shokala's Charisma modifier.

Skilled: Shokala have a +2 racial bonus on Heal checks.

Languages: Shokala begin play speaking Common. Shokalas with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, Infernal, Sylvan, or any human language.

ALTERNATE RACIAL TRAITS

Ferine Shape: A shokala with this trait has much larger horns than normal, which can perform a gore attack. This is a primary attack, dealing 1d6 damage. They also gain a natural armor bonus of +1, as their hide thickens, especially the patch on their back. This ability replaces shoki magic.

Ley Lines Within Numeria

By Thomas 'Kilrex' LeBlanc

Art by Fil Kearney

The Rain of Stars left many visible scars in Numeria, but those that run across the scattered ley lines of the area are invisible to most. Viewing the lines around the various crash sites shows that they have acquired a cracked, stressed appearance. Most crash sites distorted or displaced nearby ley lines, leading some scholars to believe skymetals may be useful as natural *diversion lenses*. The lines surrounding the Silver Mount suffered the most, appearing fragmented and discolored when observed.

THE WEB SPIRIT

The only true damage the ley lines suffered didn't happen during the Rain of Stars, but nearly 1,000 years later when an enormous explosion rocked the area now known as the Witchlight Vale[NLFS]. In an instant, all ley lines within 3 miles of that location were completely erased. A group of researchers have been looking into the occurrence and have discovered that over the last few centuries the ley lines are slowly recovering, but something else grows within them. Originally discovered with *seek thoughts* during ritualistic study, a distant and fragmented mind reached out from within the ley lines. They called it the web spirit.

The spirit is in fact an AI, able to move through the ley lines like a computer network. The AI once controlled a sensor and interface system on a scout cutter traveling with the *Divinity*. When the ship crashed, the AI used its array to detect a way for escaping catastrophe. It discovered, and inserted itself into, the ley lines. The AI has gained a modicum of magical ability and can cast 6th level divination spells, but is limited to within 70 miles of the cutter's crash site. Though its memory has been altered by its integration into the ley line, it knows enough to want to extend its network further, by any means possible.

PLACES OF POWER

Gorum Pots: Earth, fire, and water ley lines meet here and mingle and their powers create the slurry mud found there. A small cult has buried menhirs under this mud. They meet at least three times a month when the power of each ley line is at its peak. Nothing is known of their goals. They do not perform ritual sacrifices, yet the mud boils hotter than normal after each gathering.

Graymoor: The fast recovery of this area is enhanced by a transmutation ley line and another that briefly transits the area from the positive energy plane. Lord Graymoor's long life results from the phase shifting technology disturbing the positive ley line, while his inability to leave is tied to a natural *link stone* buried where the ley lines meet. The Lord is unaware of the power of the ley lines, but local druids are aware of the transmutation line and frequently tap into its power.

Plain of Ten Thousand Swords: When two armies clashed at his location, little did they know the site was the loci for necromancy and abjuration ley lines. When the dying chieftains howled their deathly curses, the loci united to grant power to their wish. Yet because of a mysterious feedback loop created by the abjuration line which shields the curse, the souls remain locked in place, rendering even the plain's resident psychopomps helpless.

MAGIC ITEMS

DIVERSION LENS

Aura strong transmutation; **CL** 17th

Slot none; **Price** 100,000 gp; **Weight** 10 lbs.

DESCRIPTION

Hundreds of facets cover this triangular lens. When placed in a ley line's path, its path can be diverted up to 30 degrees. The lens glows with the color of the ley line being diverted. The alteration of the ley line is unnatural and lowers the caster level of the ley line by one level. A ley line lowered to level 0 glows with a dull gray color.

CONSTRUCTION

Requirements Craft Wondrous Item, *mirror transport*; **Cost** 50,000 gp

LINK STONE

Aura moderate conjuration; **CL** 9th

Slot none; **Price** 15,000 gp; **Weight** 25 lbs.

DESCRIPTION

This lead veined gray stone disk allows travel along ley lines. When activated, the stone allows travel along a ley line to another link stone on the same ley line within 900 miles. The stone must be linked to the ley line and the destination stones. The stone can be activated once per day.

Each *link stone* must be attuned to a ley line using a ritual that requires a DC 24 Knowledge (arcana) check and materials costing 500 gp. Another ritual must be performed to link between the stone and other stones on the ley line.

CONSTRUCTION

Requirements Craft Wondrous Item, *teleport*; **Cost** 7,500 gp

Heroes' Hoard: Numeria

By Jeremy "He'sDeadJim" Clements, Wojciech "Drejk" Gruchała, Andrew Hoskins, and Jeff Lee

Art by Carlos Torreblanca

While Numeria is best known for its technological wonders, the spellcasters of Numeria have produced many exquisite items for their Black Sovereign. Listed below are a few of the arcane wonders that grace the Land of Fallen Stars.

BEAM MODULATOR

Aura varies; **CL** varies

Price 4,000 gp (lesser) or 16,000 gp (greater); **Weight** — lb.

DESCRIPTION

Beam modulators are strange small devices that can be easily attached to a technological ranged weapon (attaching or removing one is a full round action that provokes attacks of opportunity). Each *beam modulator* is imbued with a single magic weapon property suitable for a ranged weapon with price equivalent of +1 bonus, which is bestowed upon the weapon the *beam modulator* is attached to. A technological ranged weapon with a *beam modulator* properly attached consumes twice as many charges as usual with each shot. Weapons that don't use charges cannot benefit from a *beam modulator*. Each weapon can only have a single *beam modulator* attached at a time.

A *greater beam modulator* grants a single +2 weapon property or two +1 weapon properties.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Technological Item, the creator must meet all the requirements to make the weapon property imbued in the beam modulator; **Cost** 2,000 gp (lesser) or 8,000 gp (greater)

CLOAK OF LASER REFLECTION

Aura faint abjuration; **CL** 3rd

Slot shoulders; **Price** 1,200 gp (+1), 4,800 gp (+2), 10,800 gp (+3), 19,200 gp (+4), 30,000 gp (+5); **Weight** 1 lb.

DESCRIPTION

This cloak has a shimmering network of metallic threads woven through it. While worn, the cloak provides a

CLOAK OF LASER REFLECTION

deflection bonus of +1 to +5 to AC against lasers and ray spells and effects. As a swift action, the cloak's wearer can reflect a laser or ray attack back at the attacker, using the original attack roll at a −2 penalty to determine whether the attack hits. The cloak's wearer can use this ability of the cloak a number of times per day equal to the deflection bonus of the cloak.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield of faith*, caster must be of a level three times the bonus of the cloak; **Cost** 600 gp (+1), 2,400 gp (+2), 5,400 gp (+3), 9,600 gp (+4), 15,000 gp (+5)

CYBORGKILLER (WEAPON PROPERTY)

Aura moderate necromancy; **CL** 10th

Price +1 bonus; **Weight** —

DESCRIPTION

A weapon with the *cyborgkiller* property gains a +1 bonus to damage rolls for every point of implantation value of cybertech the target has installed, to a maximum of +10. This quality is often embedded in a weapon together with the construct bane property, though it is not a necessary combination.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *deathwatch*, *technomancy*; **Cost** +1 bonus

ELIXIR OF RADIATION RESISTANCE

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 650 gp; **Weight** –

DESCRIPTION

This thick, amber-colored liquid bestows protection from radiation when consumed, providing a +5 resistance bonus on all Fortitude saves against the effects of radiation.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove radioactivity*; **Cost** 325 gp

IRONMONGER

Aura moderate conjuration and evocation; **CL** 12th

Slot none; **Price** 43,040 gp; **Weight** 14 lbs.

DESCRIPTION

This +2 *adamantine, construct bane, shocking earth breaker* is forged specifically to destroy robots. If a robot is struck by a successful critical hit with *Ironmonger* and stunned as a result, it suffers a massive jolt of feedback, taking an additional 4d6 points of electrical damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Robot's Bane, *call lightning* or *lightning bolt*, *summon monster I*; **Cost** 23,040 gp

MANTLE OF THE BLIND IRON EYE

Aura moderate illusion; **CL** 8th

Slot body; **Price** 12,000 gp; **Weight** 2 lbs.

DESCRIPTION

The wearer of this simple garment can project a field that interferes with the senses of robots, making him undetectable. Robots are unable to see, hear, or smell the wearer. Even sensory abilities such as blindsense, blindsight, scent, and tremorsense cannot detect or locate the wearer. A robot with an

Intelligence above 10 gets a Will saving throw to avoid this effect. If it fails, it cannot locate the wearer. If the wearer interacts with or attacks a robot, the effect ends. This ability can be used once per day for a duration of 1 hour. This duration must be used in 10 minute increments, but they need not be consecutive.

CONSTRUCTION

Requirements Craft Wondrous Item, *improved invisibility*; **Cost** 6,000 gp

PSYCHOSONIC CONVERTER

Aura strong transmutation; **CL** 10th;

Slot neck; **Price** 10,000 gp; **Capacity** 10; **Usage** 1/use; **Weight** 1 lb.

DESCRIPTION

This is a thick, heavy choker made of metal and plastic with cables reaching upward to be attached to the wearer's temples. Anyone wearing the *psychosonic converter* can switch it between one of three modes: off, mental, and auditory. When in mental mode, all spells cast by the wearer exchange their verbal component into a thought component. When in auditory mode, all spells cast by the wearer replace their thought component with a verbal component. Each time a spell is cast with one of those components, an active *psychosomatic converter* uses up one charge; the spell automatically fails if the converter's capacity is depleted. Switching a *psychosomatic converter's* mode requires a move action.

CONSTRUCTION

Requirements Craft Wondrous Item, Intuitive Spell, Silent Spell; **Cost** 5,000 gp

PURIFIER OF THE UNWORTHY FLESH

Aura moderate conjuration, enchantment, and necromancy; **CL** 10th

Price 34, 320 gp; **Weight** 12 lbs.

DESCRIPTION

This heavy *+1 furious, cyborgkiller, human bane greataxe* is made completely of tempered steel. It is blessed by steel spirits to be used as a weapon against those who defile technology by implanting it into inferior human flesh. The corpse of a human killed with this weapon decomposes in 24 hours, leaving only a skeleton and implants behind.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *deathwatch, decompose corpse, rage, summon monster I, technomancy*; **Cost** 17,320 gp

STAFF OF THE TECHNOLOGIST

C. Torreblanca 2016

SHIELD OF COGS

Aura moderate transmutation; **CL** 11th

Slot None; **Price** 28,040 gp; **Weight** 15 lbs

DESCRIPTION

This large *+2 bashing shield* is made of almost pure adamantine, and resembles a large, rusty cog from some lost great machine. On the front is an amazingly detailed painted-enamel surface that looks like a window into the depths of some great machine filled with thousands of smaller cogs of various shapes and sizes at dizzying depths.

Once per day, when an enemy has missed the owner with a melee attack, the wielder can "open" the window and animate the incredible machine pictured on the front of the shield as an immediate action, allowing a free sunder attempt with a +2 bonus against the weapon used in the attack. The animated cogs deal 3d6+2 points of damage, and are treated as if made of adamantine.

If this ability is used against a natural melee attack from a Large or smaller creature, such a claw or fist, then the damage applies directly to the enemy as blunt adamantine damage and that particular natural attack cannot be used until the damage is healed. Using the shield's ability does not provoke attacks of opportunity.

If a weapon is successfully sundered, the sundered piece is simply tossed out in front of the owner of the shield onto the ground when the window closes at the end of the action.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bull's strength, animate object*; **Cost** 14,020 gp

STAFF OF THE TECHNOLOGIST

Aura strong varied; **CL** 15th

Slot none; **Price** 105,000 gp; **Weight** 5 lbs.

DESCRIPTION

This metal staff has various pieces of circuitry welded to it and is topped with the tip of an annihilator robot's tail. It allows the use of the following spells:

· *Technomancy* (0 charges)
· *Protection from technology* (1 charge)
· *Rebuke technology* (1 charge)
· *Recharge* (1 charge)
· *Magic circle against technology* (2 charges)
· *Memory of function* (3 charges)

The staff may be used as a weapon, functioning as a *+1 shocking quarterstaff.* By expending 2 charges, its wielder can fire a 60-foot line of plasma from the staff, inflicting 10d6 damage (Reflex DC 20 half) to all creatures in this area. Half of this damage is fire and half is electricity.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Staff, Technologist, *magic circle against technology, memory of function, protection from technology, rebuke technology, recharge, technomancy*; **Cost** 52,500 gp

STORM RUNE

Aura faint evocation; **CL** 5th

Slot —; **Price** 750 gp; **Weight** — lbs.

DESCRIPTION

These thin, one-inch discs are often crafted from copper, gold, iron, or other highly conductive material and feature the draconic rune for lightning on one side. When attached to a metallic melee weapon as a standard action, the *storm rune* begins to glow and imbues the weapon with the *shocking burst* weapon quality. The weapon continues to deal electrical damage for 10 rounds before the *storm rune* crumbles to dust.

CONSTRUCTION

Requirements Craft Arms and Armor, Craft Wondrous Item, *shocking grasp*; **Cost** 375 gp ☣

Ghost in the Machine
An Archetype for Androids
By John Laffan
Art by Dave Mallon

GHOST IN THE MACHINE (SPIRITUALIST ARCHETYPE)

The ghost in the machine is an archetype available to android spiritualists. Some android spiritualists call forth an apparition from the remnants of Silver Mount. Rather than departed souls, these androids instead call on intelligences that once operated on the starship before it crashed. Though the identities of these apparitions are yet unknown—they may be the virtual intelligences of crew members, extraterrestrial spirits, or even components of the ship itself—each tries to guide the spiritualist on courses of action ranging from simple self-preservation to indecipherable alien agendas.

Spells: A ghost in the machine adds the following spells to her class list: 1st—*technomancy*^{TG}, 2nd—*make whole*, 3rd—*irradiate*^{TG}, 4th—*recharge*^{TG}, 5th—*make whole, greater*^{TG}.

Projection: A ghost in the machine gains a special kind of phantom known as a projection. Rather than ectoplasm, a projection is made of hard light projected from the android. A projection functions as a geist channeler's (spiritualist archetype) geistform phantom, except as noted below.

This ability alters phantom.

Analytical (Su): A ghost in the machine's projection doesn't have an emotional focus; instead, it is rational and methodical. The projection gains a number of ranks equal to its Hit Dice in any two Knowledge skills of its choice. Once these Knowledge skills have been chosen, they cannot be changed. While confined in the ghost in the machine's consciousness, the projection grants the ghost in the machine Skill Focus in each of these skills. The projection has good Reflex and Will saves, and gains Technologist^{TG} as a bonus feat, as well as the following abilities:

Analyzing Touch (Su): As a standard action, a projection can make a melee touch attack against a living creature, even if that creature is corporeal. If the attack succeeds, any ally attacking the target gains a +2 insight bonus on attack rolls for 1 round. In addition, the ghost in the machine gains a +5 competence bonus to Knowledge checks to identify the creature and can make such Knowledge checks untrained. At 5th level, when the projection can damage corporeal creatures with its slam attack, its slam attacks against living corporeal creatures gain this ability. Allies attacking a creature affected by analyzing touch gain a +2 insight bonus to damage in addition to the +2 to attack.

Protection protocol (Su): At 7th level, the projection can emit a 10-foot-radius aura that grants protection to nearby allies. It can activate this aura at will as a swift action and deactivate it as a free action. Allies within the protocol's radius gain a +2 deflection bonus to AC and a +2 bonus to CMD and on all saving throws.

Technological Advice (Ex): At 12th level, while a ghost in the machine's projection is confined within her psyche, she can call upon its expertise in using timeworn technology^{TG}. When attempting to activate any timeworn technology (not including timeworn pharmaceuticals), she may choose to ignore the results of any percentile roll that would result in a detrimental glitch.

Hijack Robot (Sp): At 17th level, a ghost in the machine's projection can possess the bodies of constructs. This functions as *possession*^{OA} and affects constructs as if they were living creatures. To use this ability, the projection must be adjacent to the target. The target can resist the effect with a successful Will save (DC 10 + 1/2 the projection's Hit Dice + the projection's Charisma modifier). This ability may be used once per day.

This ability modifies the phantom and replaces the phantom's emotional focus.

Dominate Machine (Ex): A ghost in the machine may use mind-affecting spells to affect constructs as if they were living creatures, even if they are mindless.

This ability replaces bonded manifestation.

Energy Scan (Sp): At 5th level, a ghost in the machine's sensitivity to radiation becomes so strong that she can use *detect radiation*^{TG} at will as a spell like-ability with a caster level equal to her spiritualist level.

This ability replaces detect undead.

Access Database (Sp): At 7th level, a ghost in the machine gains the ability to use *legend lore* as a spell-like ability once per day. At 11th level and every 4 levels thereafter, she can use this ability one additional time per day (to a maximum of 4 times per day at 19th level). She must pay all costs associated with the spell.

This ability replaces calm spirit.

Lore of Divinity (Sp): At 16th level a ghost in the machine gains the ability to cast *memory of function*^{TG} as a spell-like ability once per day.

This ability replaces call spirit. ☣

Robot Disciple
An Archetype for Monks
By Gabriel Almer
Art by Stephen McAndrews

ROBOT DISCIPLE (MONK ARCHETYPE)

Not all monks rely on self-discipline alone to achieve perfection. In several areas of Numeria, robot disciples incorporate cold, dispassionate automaton logic into their teachings. Furthermore, these disciples modify their bodies with strange technological augmentations to become as flawless and infallible as the constructs which they emulate.

Gear Head: A robot disciple uses his Intelligence, rather than his Wisdom, to determine his AC Bonus and Ki Pool.

Power Surge (Su): At 1st level, a robot disciple gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. He may only deal electricity damage when using the feat. At 5th level, and every five levels thereafter, the monk increases the electricity damage of his Elemental Fist by 1d6.

This ability replaces stunning fist.

Body Augmentation: At 4th level, a robot disciple gains Technologist[TG] as a bonus feat. He may install cyberware into his body as if he possessed the Craft Cybernetics[TG] feat. A robot disciple adds half his class level on all technology-related Craft checks and on Heal checks made to install cybertech into his own body.

This ability replaces slow fall.

Routine Program (Ex): At 12th level, when meditating, a robot disciple may set a routine program that activates when he is incapacitated. His routine program includes a sequence of commands up to his Intelligence modifier. A command represents a single move action or standard action that must be specified (such as attack, move, withdraw, drink a potion, etc.). Whenever the monk would normally be prevented from acting of his own free will by a harmful condition (such as panicked, paralyzed, stunned, etc.) or fall under mental control of another creature (such as caused by charm person, command, dominate person, etc.), he may expend 2 ki points as an immediate action to suppress the effect and activate his routine program instead. This allows him to act normally, though he must perform the prescribed commands in the correct order to the best of his abilities. If he is unable or unwilling to execute a certain command, the action is wasted and he continues with the next command, until his routine program is executed. While executing his routine program, the monk is staggered.

This ability replaces abundant step.

Fortification (Ex): At 13th level, a robot disciple has a 25% chance to ignore any critical hit or sneak attack scored against him. At 18th level, this chance increases to 50%.

This ability replaces diamond soul.

Hack Construct (Su): At 15th level, a robot disciple can wrest control of a construct from its master once per day. He must declare that he is using this ability before making an unarmed attack against a creature of the construct type. If the attack succeeds, the construct must succeed at a Will saving throw (DC = 10 + 1/2 the monk's level + the monk's Int modifier) or fall under the monk's control, treating him as its master for a number of rounds equal to the monk's level. The target receives a new saving throw each round at the end of its turn to end this effect.

This ability replaces quivering palm.

Standby (Ex): At 17th level, a robot disciple can place himself on standby as a standard action. While on standby, the monk does not need to eat or sleep, but cannot move or take any actions. He can remain in this state indefinitely. He remains aware of his surroundings but takes a –4 penalty on Perception checks. A monk can exit standby as a swift action—if he does so to initiate combat, he gains a +4 bonus on his Initiative check.

This ability replaces timeless body.

Data Transfer (Su): At 19th level, a robot disciple gains the ability to transfer his mind to a single construct creature for up to 1 minute, as though he had cast magic jar with a caster level equal to the monk's level. A successful Will saving throw negates this effect (DC = 10 + 1/2 the monk's level + the monk's Int modifier). This effect bypasses any immunity to magic or necromancy effects and does not require a material component. Activating this ability is a standard action that consumes 3 points from the monk's ki pool.

This ability replaces empty body.

Robot Apotheosis: At 20th level, a robot disciple is forevermore treated as a construct rather than his original creature type for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/adamantine.

This ability replaces perfect self. ☣

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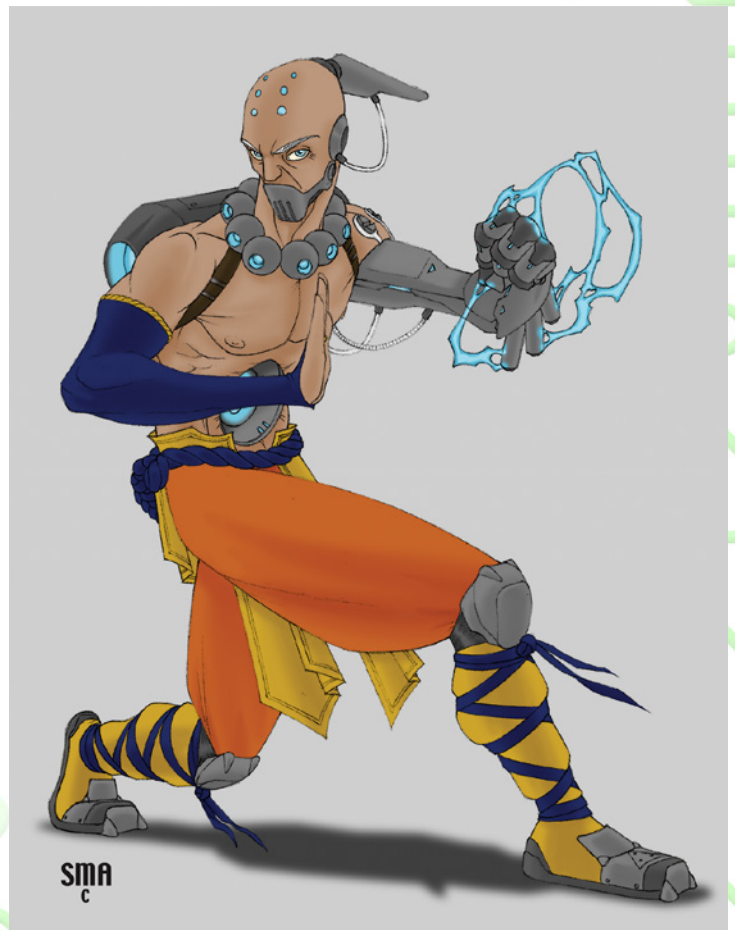
Kingdom Building with Fallen Stars

By John Laffan

Art by Liz Courts

Numeria is a wild land with many unclaimed areas. Strange technology may help or hinder those trying to forge their own kingdom in the land or even in neighboring nations. Presented here are additional rules and options for kingdom building and mass combat, in or near Numeria, utilizing technologies gathered from stranded space vessels or crash sites.

NEW SPECIAL TERRAIN

The stores of technology and treasures across Numeria enable development not seen elsewhere on Golarion. Any hex with with sufficient technological stores to build technological structures is a tech hex and is required for certain structures.

Numerian Fluid Pool: A sizable amount of Numerian fluid is in this hex, either alone or mixed into the local water. This terrain may be in the same hex as a different special terrain type and often with another tech hex. Buildings utilizing this water may have unusual effects, at the GM's discretion. This is a tech hex and a water hex.

Scavenge Site: While not enough of this ship survived as a structure, salvageable debris has been scattered over this hex. This is a tech hex.

Ship Crash Site: This hex contains a large portion of a ship that crashed into Golarion. It functions as a lair hex and may give access to an underground cavern hex if enough of the ship's structure is intact. This is a tech hex, as is the underground cavern hex, if available.

NEW LEADERSHIP ROLE

Engineer: An engineer plans a city and builds its infrastructure. They advise the ruler on settlement development and coordinate safety for excavations and other projects. In a kingdom with tech hexes, an engineer is also responsible for researching, repairing, and safely using strange technology. Stability checks regarding tech related events, tech hexes, and buildings that are limited by tech hexes get a –5 penalty if the engineer role is not filled.

Benefits: Add your Intelligence or Strength bonus to the Stability modifier. An Engineer in a command role grants its army the Defensive Tactics boon.

Vacancy Penalty: None.

NEW BUILDINGS

ANDROID CRÈCHE   18 BP, 1 LOT

Kingdom Economy +1, Stability +1, Loyalty –1
Limit Settlement requires a tech hex
Settlement Productivity +1
Special This building gives you access to android armies
A building containing android incubators where that race undergoes renewal.

BATHHOUSE   8 BP, 1 LOT

Kingdom Economy +1, Loyalty +2
Discount Brothel/Dancehall
Limit Adjacent to water district border
Upgrade to Spa
Settlement Corruption +1, Crime +1
Special If this building is constructed on or adjacent to a Numerian fluid pool it gains Fame +1, Loyalty –1, and Unrest +3
A building for citizens to clean and refresh themselves.

BODY-MOD PARLOR   4 BP, 1 LOT

Kingdom Economy +1, Loyalty +1, Unrest +1
Limit Adjacent to 1 House.
Settlement Crime +1, Society +1
An establishment for tattoos, piercings, ritual scarification, or other body modification.

ELECTRIC WALLS   6 BP

Kingdom Unrest +1
Limit Land district border, district must have a Power Station.
Special Defense +3. Electric walls cannot share a space with another building, such as a Watergate.
A wall charged with crackling electricity.

POWER STATION   8 BP, 1 LOT

Kingdom Unrest +1
Limit Settlement requires a tech hex
Special This building counts as a Magic Shop for the purposes of Magical Street Lights
Tech Item This settlement can have 1 technological item in it, up to the base cost of the settlement
Settlement Society +1
A power source that can recharge technology.

ROBOT HANGER   32 BP, 2 LOTS

Kingdom Stability +2
Discount Scavenger Den
Limit Adjacent to a Power Station
Special This building allows access to robot armies. If you are using the army reserve rules you may store up to a huge-sized army of robots.
Settlement Lore +1, Productivity +1, Society +1
A storage room for the robots and parts found in the wilds.
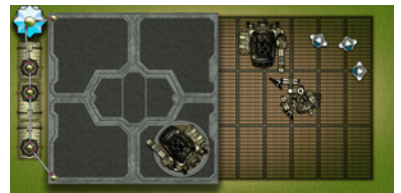
SCAVENGER DEN   10 BP, 1 LOT

Kingdom Economy +2, Stability +1
Discount Adjacent to 1 House
Limit Settlement requires a tech hex
Tech Item This settlement can have 1 technological item in it, up to the base cost of the settlement
Settlement Productivity +1
An encampment where scavenged tech is sorted, repaired, and traded.

SPA   28 BP, 2 LOTS

Kingdom Economy +2, Loyalty +3
Discount Brothel/Dancehall, Guildhall
Limit Adjacent to water district border
Upgrade From Bathhouse
Settlement Crime +1, Corruption +1, Society +2

Special If this building is constructed on or adjacent to a Numerian fluid pool it gains Fame +1, Loyalty −1, and Unrest +3

A large multi-floor bathhouse with massage parlors and other services.

TRIBAL CAMP GROUND	15 BP, 4 LOTS

Kingdom: Choose 3 consecutive months. During those months Economy +5, all other times Economy +0. Tribal camping grounds must be built for 1 year for this bonus to take effect.

Limit: Must be adjacent to a Shop, Tavern, or Market

Special: Stability +4 during squatter events that do not occur during the 3 chosen months

Settlement Crime +1, Society +2

A clearing for caravans and nomads to camp while making extended stays in the settlement.

TECH REPAIR SHOP	24 BP, 1 LOT

Kingdom Economy +1

Discount Scavenger Den

Limit Adjacent to 1 Smithy, settlement requires a tech hex

Upgrade From Shop

Special Base Value +1,000 gp

Tech Item This settlement may have 2 technological items in it, up to the base cost of the settlement

Settlement Society +1

A shop that repairs and sells recovered tech.

NEW KINGDOM EVENTS

Mutants (Settlement, Tech, Continuous): A portion of your population starts to develop mutations. Make a Loyalty check. If you fail, Infamy increases by 1 and Loyalty, Stability, and Society decrease by 2. If you succeed, the mutants are healed and accepted, Loyalty, Stability, and Society decrease by 1. Two successful checks in a row end the event (if a check ends the event, no penalties from it occur that turn).

Large Radiation Leak (Tech, Hex): Radiation spreads across the land. Roll 1d6; on a result of 1–5, the radiation threatens only 1 improved hex. On a result of 6, the radiation is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the radiation destroys one terrain improvement in the hex and Unrest increases by 1. Regardless of success or failure, farm improvements may no longer be built on this hex.

Localized Radiation (Tech, Settlement): Radiation leaks into the area. Roll 1d6 to determine how many lots are threatened by the energy. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the radiation destroys the building in that lot and Unrest increases by 1. Success means that the building must be evacuated and counts as abandoned. A successful Stability check the following turn allows the building to be reclaimed and must be replaced after 1d3 turns. Regardless of success, Parks, Granaries and Stockyards may never be put in the effected lots.

Robot Rampage (Settlement, Tech, Continuous): This event functions like a Monster Attack event, but if you succeed your

Stability check by 10 or more the robots accept new orders from you and join your kingdom as an appropriately sized robot army.

NEW ARMY RESOURCES

Technological Weapons (20 BP): This army gains a ranged attack that ignores damage resistance and stops regeneration for 1 turn. Increase its Consumption by 6. To purchase this resource your kingdom must have Power Station, with a Scavenger Den or Tech Repair Shop.

Technological Armor (25 BP): This army increases its DV by 2. It does not take damage from breath weapon (or abilities that function as breath weapon) or burn. Increase its Consumption by 6. To purchase this resource your kingdom must have Power Station, with a Scavenger Den or Tech Repair Shop.

Cybernetics (30 BP): Increase the OM and DV of this army by 1. Additionally you may choose one of the following boons: darkvision or poison resistance. Increase Consumption by 10. To purchase this resource your kingdom must have Power Station and Body-Mod Parlor.

NEW SPECIAL ABILITIES

Constructed: This army is immune to disease and fear, and its Morale modifier is always +0.

Nanite Surge: Once per day this army increases its OM by 1 for 1 round.

NEW SAMPLE ARMIES

ANDROID ARMY (MEDIUM)

XP 400

N Medium army of androids (fighter 2)

hp 5; **ACR** 1

DV 11; **OM** +1

Special constructed, darkvision, low light vision, nanite surge

Speed 1; **Consumption** 1

ANNIHILATOR ROBOT

XP 4,800

N Fine army of one annihilator robot

hp 44; **ACR** 8

DV 18; **OM** +8, ranged

Special construct, darkvision, force field, flight, fast healing 8, low light vision, immunity (cold), significant defense (force field), tremorsense, vulnerability (electricity)

Speed 2; **Consumption** 4

GEARSMEN ARMY (MEDIUM)

XP 1,200

N Medium army of gearsmen robots

hp 22; **ACR** 4

DV 14; **OM** +4

Special construct, darkvision, low light vision, nanite surge, vulnerability (electricity)

Speed 1; **Consumption** 2

KELLID HORDE (HUGE)

XP 3,200

N Huge army of humans (barbarian 2)

hp 32; **ACR** 5

DV 15; **OM** +5

Special rage

Speed 2; **Consumption** 4

Science is the Worst

By Elliot Smith
Art by Stephen Wood

Jovian peeked inside the weapon's barrel. "Where do the arrows go?"

Kirsikka pulled the barrel away from his face. "It doesn't use them."

"So it's like a crossbow then?" Jovian asked, flicking the trigger.

Kirsikka tugged the weapon from his hands. "It's a rifle."

"I don't believe 'rifle' is a Taldane word." He said, jotting down notes. "Maybe it's from the makers' native language? I'll translate it as 'stickbow' in my report."

"If you survive to write it." Kirsikka added.

The starship ruin had been doing its best to lessen that possibility. Jovian's mission was simple on paper: go to Numeria, unearth the ancient technology his research had located, then use it to restore Taldor to glory. In reality, it was more: go to Numeria, almost die, then almost die some more.

The average life expectancy in Numeria can't be more than sixty seconds after someone leaves the house, Jovian thought as they climbed through the starship.

What little survived of the vessel lay upon stalagmites in the cavern that served as the ship's tomb, its wings crumpled, its hull shredded. Nothing living remained—even the bones were dust—but the robots defending the ship, obedient to orders from thousands of years ago, had been trying to turn Jovian and Kirsikka into dust as well. Jovian had never been so happy to be nearly killed so many times.

Qadira won't stand a chance against these robots, Jovian thought as they entered what remained of the command center. Kirsikka cast *dancing lights*, which illuminated the room and revealed fractured walls surrounding unharmed tables topped with glass screens in front of weird, one-legged chairs.

Jovian poked a chair. It spun in a circle. *Oh my Desna,* he thought as he jumped on the seat and kicked off, spinning as fast as he could. "Kirsikka! You have to try these. The Grand Prince is going to make me a senator for sure."

"Let's just remove the artifact before the Technic League arrives to use this technology against my people. Then we can blow this place."

"Metaphorically?" Jovian asked.

"Hopefully not." Kirsikka said, scowling as she scouted the room.

Unsure how to begin examining the ancient machines, Jovian fell back on a tried and true technique: pushing random buttons. "Based on my research, the ancients who crashed in Numeria turned husks of metal into robots by implanting them with an 'AI,' which I hypothesize is a type of ghost capable of possessing objects."

Kirsikka laid the rifle down and took a seat. "I'm not sure that makes sense."

"Neither am I. That's why it's a hypothesis." Jovian said. "But it would explain why the robots are still functional, thousands of years after crashing. They're powered by undying spirits."

"Personally," Kirsikka said, "my money is on demonic power behind all this technology."

Jovian kept pressing buttons. "Technology can't be that bad."

"Science is the worst." Kirsikka interjected. "It's to Numeria as demons are to the Worldwound."

"I'll take the risk. Better robots than Qadirans." Jovian said, hitting a button labelled "I/O". The screen lit up. "If I'm right, this artifact, which the ancients called a 'computer,' was used to create AI ghosts. Can you teleport something this large out?"

Kirsikka nodded. "Yes, I—"

"Would appreciate it if you did not." Jovian and Kirsikka spun their chairs to face the voice, which came from a white-coated man stepping through a fracture in the wall. "Electronics are very fragile."

Kirsikka laid a hand on the computer, fingertips crackling with electricity. "Great. That will make it easy to break."

The man adjusted his glasses. "How lovely, a Ghost Wolf witch. If you don't leave, you will become an actual ghost."

Kirsikka smiled, showing her teeth like a wolf. "And you'll be burning in the Hells for all eternity for consorting with science."

The Technic League scientist blinked. "That... that..."

Jovian grabbed the rifle and leveled it. "Stop where you are or I'll shoot you with this stickbow."

The scientist rubbed his temples. "For Brigh's sake, it's called a rifle."

"Which translates into Taldane as 'stickbow.'"

With a sneer, the scientist flicked his wrist and cat-sized, metallic spiders plummeted through cracks in the ceiling, tackling Jovian and Kirsikka. The rifle clattered away from Jovian, but Kirsikka kept enough control to chant. A lightning bolt arced through the metal floor, frying spiders along its path and bathing the scientist in electricity.

He plucked at his white coat. "Static guard. You can never be too careful around electronics."

The surviving robots pressed them against the rusty floor, pinning Kirsikka's hands flat. Their focus on her allowed Jovian to sneak a pinch of mica from his pouch without being noticed and tuck his hands beneath his chin. "We really should have brought a cleric to exorcize the ghosts controlling these robots," he said as the spiders continued to pummel his back.

The scientist strolled to the computer and began typing. "The robots aren't controlled by ghosts, you imbecile. They act based on directions from a coded script inside their processors."

Jovian snorted as he twisted his fingers into spell gestures. "Are you kidding me? *A script?* That's your hypothesis? Did you even go to college?"

"Says the amateur who believes ancient technology is controlled by ghosts."

"*Amateur?* I'm a classically trained bard."

The scientist snickered.

Completing the spell motions, Jovian yelled. Magic infused his voice, turning the sound into a glass-shattering shriek that destroyed the robots' eyes. As they spun, trying to process their surroundings, the scientist clamped his ears. Jovian and Kirsikka surged to their feet, charging for the door. A second, newly-emerged pack of robots swarmed after them as the scientist snatched the rifle. Kirsikka and Jovian dove into the hallway just before a flash lit the room.

"This is why we burn scientists at the stake!" Kirsikka said.

"If you handle the robots," Jovian said. "I'll take care of the scientist."

A third pack of spiders blocked the other end of the hallway.

"That is not a fair trade."

"This is personal, Kirsikka. He insulted my hypothesis."

She pulled Jovian toward a broken window as the scientist dashed into the hallway. "We can't let the Technic League get the computer. It's time to switch to my preferred plan."

"Blow this place?

Kirsikka smiled.

They leapt through the window, landed on the sloped hull, and slid onto a wing. The dancing lights trailed after them, revealing the incoming stampede of robots. As they ran toward the engines, Jovian hurled a sonic blast at the spiders, shattering what remained of the windows and the eyes of the vanguard.

The blinded robots stumbled over the crumpled hull, blocking those behind them. The scientist propped his rifle against the window sill. Kirsikka cut the *dancing lights*. Faster than a blink, light beams lit the cavern in split second flashes. Staying low and using darkness for camouflage, Jovian and Kirsikka skittered to the jagged end of the ship. Below, the glowing engines floated inside the canyon.

"Is this normal for Numeria?" Jovian asked.

"Sadly, yes." Kirsikka said, then jumped.

Jovian followed, preparing *feather fall*, but before he could cast it, his plummet slowed unnaturally. Kirsikka kicked off a floating block of steel and redirected her descent, flinging the block in the opposite direction. Jovian mimicked her move, slowing more as he neared the levitating wreckage.

As they landed, Kirsikka said. "It looks like the residual energy from the engines is still creating the anti-gravity field that allowed the ship to fly."

"What's gravity?" Jovian asked, holding onto a pipe to stay grounded.

Kirsikka floated between the engine coils. "It's a force that attracts objects toward larger objects."

"That doesn't make any sense."

"Science never does. It probably involves child sacrifice." Electricity sparked around her hands. "If I overload the engines, the explosion should collapse the cavern. I just need you to buy me time."

There goes my shot at becoming a senator, Jovian thought as the robot swarm poured over the edge of the ship, descending along the canyon's wall. Breathing deep, Jovian performed the spell gestures, which he finished off with a middle finger and a shout. The blast from his spell pancaked the robots against the wall, bouncing them into the anti-gravity field where they drifted helplessly.

Electricity flared beside him. He turned to see Kirsikka's hair frizzing as she poured energy into the hulking engine coils. The next wave of robots clambered into the canyon. With another blast, Jovian knocked them into the anti-gravity field, but a third pack swept down. "I can't last much longer."

Kirsikka rolled her eyes. "Bards."

"My performance has been more than adequate!"

Without notice, a flash of light flared from the side of the ship, hitting Jovian. As he clutched the searing wound on his shoulder, Kirsikka grabbed his hand. Electric whips lashed across the canyon and their vision blurred as they reappeared on a mesa overlooking the cavern entrance. An earthquake shook them to their knees as the ground above the cavern collapsed into a crater.

Kirsikka handed Jovian a healing salve. "And that is why science is the worst."

Jovian rubbed it into his wound. "I'm beginning to see your side of the argument." ☣

The Ghost Wolves
By Isabelle Lee
Art by Lynnette Fetters

THE GHOST WOLVES

The Ghost Wolves are a force to be reckoned with. Among the more notorious of Numeria's Kellid tribes, the Ghost Wolves despise technology, constantly seeking to prove their dominion over it and those who wield it. Striking out from their territory in the Sellen Hills, they stage lightning-fast raids on Technic League patrols and technological sites, fading back into the hills before their targets have the chance to mount a defense.

Unlike most Kellids, the Ghost Wolves made peace with magic long ago, seeing it as a welcome ally in the fight against technology. The tribe has a surprisingly large number of spellcasters, including users of arcane and even psychic magic. Ghost Wolves are very fond of *invisibility*, both for its obvious stealth-enhancing applications and the protection against laser weaponry it grants. Given their enemies, electricity spells are common among Ghost Wolf spellcasters, as are dispelling and anti-technology spells.

While their reputation is one of violence and xenophobia, under the right circumstances, the tribe can be surprisingly welcoming. Despite their hatred of technology and their "uncivilized" nature, the Ghost Wolves are intelligent and insightful; to them, those who trust in technology are fools, and must be stopped before they unleash something beyond their control. The tribe takes its honor very seriously—even to the point of allowing technology unmolested into their camp, if the Ghost Wolves owe a debt to its bearers.

GHOST WOLF WARFARE

The majority of Ghost Wolf warriors are barbarians or rangers, favoring the Numerian liberator and galvanic saboteur archetypes[PotR]. Not all fight on foot; a few are beast rider cavaliers[UC], riding swift dire wolves into battle. Many Ghost Wolf raid leaders are bards, granting courage to their warriors and wielding blade and spell. Ghost Wolf magi are some of the most elite robot hunters in Numeria, infusing their weapons with machine-wrecking lightning. Ghost Wolf sorcerers and wizards, in addition to wielding battle magic, labor constantly with scavenged and stolen components to create the *potions of invisibility* upon which their raiding parties rely. Almost all Ghost Wolves without class-granted proficiency have the military tradition[PcS:ISR] alternate racial trait, allowing them to wield greatswords and longbows proficiently.

The Ghost Wolves prefer to strike without warning. If possible, they use cover of darkness or *invisibility* to position themselves, allowing them to strike at vulnerable points before their enemies even know that an attack has begun. Even in more direct combat, they use *invisibility* to stage a retreat when their damage is done, or to bypass heavy defenders and eliminate spellcasters—more than one technomancer has died to greatswords appearing out of nowhere.

There is no Ghost Wolf "home base"; the nomadic tribe prefers to stay on the move, both out of tradition and to make Technic League reprisal more difficult. Scouts encircle their wandering camp, ensuring that the tribe is alerted of imminent attack in time to defend themselves and retreat to safety. While stealth might offer a more effective approach, the magical expertise of Ghost Wolf mystics makes reliance on *invisibility* a risky move.

NOTABLE GHOST WOLVES

Xol-Nomag (CN female human barbarian 12), the Ghost Wolves' chieftain, is more primeval force than mortal warrior. Her tribe views her with a blend of devotion, awe, and quasi-religious terror. Known to meditate for hours on end upon her throne of heaped furs, it is said that Xol-Nomag sees beyond the horizon and knows the enemy's moves before they are made. While she has little love for diplomacy, those who make peace offerings of technological relics (for the tribe to destroy) or worked skymetal might gain an audience with the chieftain. Those few who have negotiated with Xol-Nomag speak of her intensity as an almost physical force—as though her spirit was barely caged by flesh, and might burst free to destroy them without warning.

While the tribe largely follows her example and shuns outsiders, there are a few among the Ghost Wolves who are more amicable.

Jala Spirit-Eye[PFS#8-04] (CN male human bard 8), one of the tribe's raid leaders, is known to approach outsiders on occasion (usually when far from his tempestuous chieftain). The jovial bardic warrior often happily lends aid to others, as long as it has a better-than-even chance of

bringing ruin to the Technic League or their prized machines. He has even negotiated trades for weapons and lore, as the wily mystic knows that not all strength is gained by conquest alone. Those who have dealt with him describe him as honorable and friendly...but best not provoked.

Another Ghost Wolf with an interest in outsiders is Xol-Nomag's adoptive niece, **Xir-Rinan** (CN female lashunta magus [esoteric^{OA}] 2). The chieftain's brother found the infant girl during a raid on a Technic League convoy nearly twenty years ago, and raised her as his daughter until his recent death. The tribe (including Xir-Rinan herself) believes the girl to be a victim of experimentation, as she bears a pair of twitching antennae. Over the last year, Xir-Rinan has been experiencing unearthly dreams of hot, humid jungles and alien beasts; having exhausted the tribe's lore, the young magus now plots to slip away in search of answers.

In contrast to these, **Kalunn Black-Mask** (NE agender human mesmerist 12) is even more xenophobic than most of the tribe. One of the few psychic spellcasters among the Ghost Wolves, the towering mesmerist loves nothing more than intimidating outsiders and breaking their wills. The intense study and mental effort required to successfully impose one's will on robots has given Kalunn the aspect of great age, but the mesmerist's prematurely graying hair hides a powerful and wicked mind. Few other Ghost Wolves inspire as much fear in Technic League agents as the Black Mask.

GHOST WOLF HOOKS

• The Technic League hires (or otherwise compels) the PCs to act as guards for one of its convoys. En route to Chesed or Hajoth Hakados, the Ghost Wolves stage a sudden raid on the convoy, forcing the PCs to quickly mount a defense.

• A merchant in the River Kingdoms wants the PCs to act as go-betweens on a trade with Jala Spirit-Eye. Unfortunately, the Technic League has caught wind of the arrangement—and the last thing they're concerned about is collateral damage. The PCs must defend themselves and Jala if they're to survive, let alone finish the trade.

• The PCs have discovered a map to an unexplored technological ruin in the Sellen Hills. To get there and out though, they'll need to negotiate with or avoid the Ghost Wolves. This is even more difficult if they intend to smuggle out any of the ruin's precious technology.

• A particularly knowledgeable PC is sought out by Xir-Rinan, who hopes they can shed some light on her strange dreams. However, Xol-Nomag is not happy with his wayward niece's absence, and sends the Black Mask to retrieve her relative. The PCs must deal with the deadly mesmerist, who is eager to break their wills.

GHOST WOLF TACTICS

NEW SPELL

STORM BLADE
School evocation [electricity]; **Level** bloodrager 1, druid 2, magus 2, ranger 1, shaman 2
DESCRIPTION
This spell functions as *flame blade*, except that it deals electricity damage instead of fire damage.

NEW RAGE POWER

Techno-Superstition (Ex): The barbarian gains a +2 bonus on all saving throws against effects of technology or effects from technological sources, including robots and artificial intelligences. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot use any technological item or willingly benefit from any technological effect.

NEW FEATS

Reflect Ray (Combat)

You can reflect lasers using shiny metal.

Prerequisites: Dex 15, Combat Expertise, Combat Reflexes, base attack bonus +8.

Benefit: When wielding a metal weapon or shield and using Combat Expertise, you may prepare for incoming beams as a swift action. Doing so expends all of your attacks of opportunity for the round. If you are targeted by a laser, ray, or similar effect before the beginning of your next turn, you may attempt to reflect it. Make a melee attack roll with your weapon or shield; if this attack roll equals or exceeds the attack roll of the effect, it misses you, and you may attempt to redirect it to a target within 30 feet. Make a ranged touch attack; on a hit against the target, they are hit by the beam and suffer its effects. You may attempt to reflect an attack this way a number of times per round equal to your Dexterity modifier.

Ghost Wolf Warrior (Combat)

You have mastered the art of invisible warfare.

Prerequisites: Power Attack or sneak attack class feature, Skill Focus (Stealth), base attack bonus +5.

Benefit: While invisible, you can move at full speed without suffering a penalty on Stealth checks. In addition, whenever you make a melee attack against a foe who is completely unaware of your presence, you deal an additional amount of precision damage equal to your weapon's damage dice. If your weapon has a x3 critical modifier, it deals twice the weapon's dice; if it has a x4 critical modifier it deals three times the weapon's dice. ☣

Weal or Woe: Ghost Wolves, Traitorous and True

By Kate Baker

Art by Tanyaporn Sangsnit

The great nomadic Kellid Tribes stand in sharp contrast to the sophisticated technology found throughout Numeria, surviving in no small part due to their deep distrust of technology. The Ghost Wolves take this philosophy to its extreme and are driven by an intense hatred of machines. The tribe is extremely insular and devoted to kin above all else, which made it all the more shocking when one young woman dishonored her name, her tribe, and their very culture to instead pledge allegiance to their most hated of foes: the Technic League.

WEAL: KASHA ZARRAN

From an early age, Kasha Zarran eschewed the hatred of technology taught by the Ghost Wolves and instead took every opportunity to study the scavenged remains of technological treasures. She secreted away as many pieces of technology as she could find, in spite of knowing that her tribe would banish or even kill her for doing so. At the age of sixteen, Kasha ran away from the Ghost Wolves and presented herself to the Technic League, eager and soliciting a proper apprenticeship. While the League initially viewed her with its typical suspicion, Kasha aided her case with a cache of skymetal scraps and a short lifetime's worth of hoarded technology.

Kasha showed a natural talent for magic early in childhood, but under the intense tutelage of her apprenticeship in the Technic League, her talents have blossomed. Tall, but slight of build, Kasha keeps her dark hair cut short and wears long sleeves to hide the tattoos that would reveal her Ghost Wolf heritage.

As an initiate, Kasha is not privy to the deepest secrets of the Technic League. A few members see promise in the ambitious young arcanist, but question her conviction and loyalty. For now, she typically finds herself on field missions

identifying and retrieving technology with a few hirelings for added muscle. Kasha holds no nostalgia or fondness for the tribe of her birth, missing only the once-close relationship she had with her twin sister, Korna.

ADVENTURE HOOKS

• During a field mission, Kasha inadvertently activates a robot that immediately kills her hired bodyguard. Kasha uses her arcane barrier to survive long enough to trap the robot in the remains of a building, but she is still determined to bring it back to the League for evaluation. She encounters the PCs, and she asks for their assistance in disabling the aggressive robot without damaging it.

• The PCs can meet Kasha while trying to find someone who can identify a particular piece of technology for them. She agrees to assist them, but only if they accompany her on a field mission to investigate a rumored stockpile of skymetal.

BOON

Lacking the insular, cult-like secrecy of full members of the Technic League, Kasha is willing to identify technology for the PCs if they assist her with a mission. Further, if they engage her in substantial conversation, they can also learn enough to receive a +2 circumstance bonus on Knowledge (local) checks regarding the Technic League.

KASHA ZARRAN   **CR 4**

XP 1,200

Female human arcanist 5

N Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +1 Dex, +1 dodge)

hp 30 (5d6+11)

Fort +2, **Ref** +2, **Will** +4

Defensive Abilities arcane barrier

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Arcanist Spells Prepared (CL 5th; concentration +9)

2nd (4/day)—*fog cloud, knock*

1st (5/day)—*comprehend languages, grease* (DC 15), *identify, shield*

0 (at will)—*acid splash, daze* (DC 14), *detect magic, light, mage hand, read magic*

TACTICS

Before Combat A researcher rather than a fighter, Kasha avoids fighting if at all possible. If combat is unavoidable, she casts *shield* and assumes a defensive position.

During Combat Kasha stays out of melee, allowing her Technic League hirelings to do the dirty work. She supports her allies with spells like *grease* and *daze*, and covers any potential escape route with *fog cloud*.

Morale Kasha surrenders if reduced below 8 hp, and

attempts to bribe her foes into leniency with money or technology.

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Scavenger's Luck^TG, Skill Focus (Knowledge (engineering)), Technologist^TG

Skills Appraise +12, Knowledge (arcana) +12, Knowledge (engineering) +15, Knowledge (nature) +12, Linguistics +12, Spellcraft +12, Use Magic Device +10

Languages Androffen, Common, Dwarven, Elven, Giant, Hallit, Orc, Undercommon, Varisian

SQ consume magic items, consume spells, see magic

Combat Gear *potion of cure light wounds* (2); **Other Gear** *bracers of armor +1*, light crossbow, dagger, *cloak of resistance +1*, access card (red), chipfinder (brown), hologram generator (brown), 63 gp

WOE: KORNA ZARRAN

Tall and muscular, with a piercing stare and long brown hair pulled back in a tight braid, Korna Zarran cuts an imposing figure. A multitude of scars and an oft-broken nose betray extensive combat experience, while lupine tattoos on her arms mark her clearly as a member of the Ghost Wolves.

Korna grew up a true believer, hanging on every word spoken by the Ghost Wolves' leader, Xol-Nomag. From childhood, she learned that even random scraps of skymetal helped the tribe to forge powerful weapons and that even the most benign-looking piece of technology was a blight to destroy. Even so, she was willing to overlook her beloved sister's forbidden hoard of technology. However, when Korna witnessed Kasha's flight from the tribe and did nothing to stop her, she bore the tribe's wrath for such dishonor against kin and kith.

In the intervening years, she has proven herself to be a steadfast warrior, skilled with both weapons and magic, and she has never again wavered in her loyalty to the tribe. She has a particular zeal for fighting anything technological, making a study of the most efficient ways to destroy robots. Korna's love for her sister has been soured by years of bitter resentment for her abandonment and Korna's subsequent shouldering of the family's dishonor. She has begun specifically targeting and assassinating agents of the Technic League, hoping to one day find Kasha and redeem her in blood.

ADVENTURE HOOKS

• The PCs hear a rumor of a cache of skymetal, but also learn that several people have been killed trying to retrieve it. If they seek out the location, they find that Korna is protecting the supply for the Ghost Wolves.

• A Technic League outpost has been repeatedly attacked, and the League hires the PCs to investigate.

• Korna has caught word of Technic League agents on a field

mission nearby. If she spies the PCs using any technology, she suspects them to be the agents. She will confront the party and is quick to attack, determined not to risk letting an agent of her hated enemy walk away.

DRAWBACK

If the PCs work against Korna or prevent her from accomplishing her aims but do not kill her, Korna will report their actions to her tribe. The PCs receive a −2 penalty on Bluff and Diplomacy checks against members of the Ghost Wolves.

KORNA ZARRAN	**CR 4**

XP 1,200

Female human bloodrager 5

CN Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, −2 bloodrage)

hp 62 (5d10+30)

Fort +11, **Ref** +4, **Will** +5

Defensive Abilities blood sanctuary, improved uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk greataxe +11 (1d12+7/×3)

Ranged mwk composite longbow +7 (1d8+3/×3)

Special Attacks bloodline power (destined strike 3/day), bloodrage (15 rounds/day)

Bloodrager Spells Known (CL 5th; concentration +6)

1st (2/day)—*break* (DC 12), *cause fear* (DC 12), *magic weapon*

Bloodline destined

TACTICS

Before Combat Korna casts *magic weapon* before battle. If her enemies have not spotted her, she uses her *potion of invisibility*, particularly if she sees any robots. She generally bloodrages as soon as combat begins.

During Combat Korna takes pleasure in battle, first focusing her attacks on any robots or androids present. She destroys as many technological items as she can, either by casting *break* or by sundering them with her greataxe. Against living opponents, she intimidates to demoralize before striking.

Morale Fierce and proud, Korna fights to the death rather than surrender.

Base Statistics When not bloodraging, Korna's statistics are **AC** 15, touch 11, flat-footed 14; **hp** 52; **Fort** +8, **Will** +2; **Melee** mwk greataxe +9 (1d12+4/×3); **Str** 16, **Con** 16; **CMB** +8; **CMD** 19

STATISTICS

Str 20, **Dex** 12, **Con** 20, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +10; **CMD** 21

Feats Eschew Materials, Improved Initiative, Improved Sunder, Robot's Bane^TG, Power Attack

Skills Intimidate +9, Knowledge (engineering) +4, Perception +8, Survival +8

Languages Common, Hallit

SQ blood casting, fated bloodrager, fast movement

Combat Gear *potion of invisibility*; **Other Gear** mithral chain shirt, masterwork composite longbow (+3 Str) with 20 arrows, masterwork greataxe, *cloak of resistance +1*, 28 gp

Rage With The Machines
A New Bloodrager Bloodline

By Jeremy 'Belabras' Corff
Art by Catherine Batka

Starfall left deep scars all over Numeria. Even thousands of years after the event, its influence has had a profound and lasting effect on the land and its people. Ancient high-tech devices, alien creatures, and rogue robots still wander the country. Starfall also left a technology so subtle it can easily be mistaken for magic–nanites. While androids, robots, and high tech equipment are the primary users of nanite technology, any race can come across them, either through accident or by design.

NANITE BLOODRAGER BLOODLINE

Your body is infused with a nanite swarm. Perhaps it has been passed down for generations, having become a symbiotic part of your bloodline long ago. Or you might have had some encounter with an Androfan artifact in the past and been exposed then. However you may have acquired them, they are part of you now, bringing with them strange gifts.

Bonus Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Bonus Spells: *shock shield*^{UC} (7th), *defensive shock*^{UM} (10th), *haste* (13th), *freedom of movement* (16th)

Bloodline Powers: The microscopic nanites in your blood grant incredible powers of resilience and recuperation.

Nanite Vulnerabilities (Ex): A failed save against *discharge*^{TG} suppresses your nanites for 1d4 rounds and you must succeed at a Fortitude save each round in an antitech field^{TG} for your nanites to function.

Force Strike (Ex): At 1st level, three times a day as a swift action you can imbue your melee attacks with force energy. For 1 round, your melee attacks deal 1d4 points of additional force damage. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this additional damage, and this ability no longer requires a swift action to activate.

Nanite Ward (Ex): At 4th level, when you initiate your bloodrage, you are surrounded by a faintly visible sphere, as half of the hit points you gain due to entering bloodrage are manifested as a ward of force energy. All damage dealt to you is deducted from these hit points first. If an attack deals less damage than your remaining ward of force hit points, the attack counts as a miss for abilities that trigger on a hit or a miss. The ward is refreshed every time you enter bloodrage, but no more than once a minute. At 12th level, all the hit points gained due to entering a bloodrage are manifested as the ward of force energy.

Nanite Resurgence (Ex): At 8th level, once per day as an immediate action upon being reduced to one-quarter or less of your maximum hit points, you can activate the nanite swarm living inside you. This ability functions like a *resurgent transformation*^{APG} spell, using your bloodrager level as the caster level, except it is an extraordinary ability and cannot be dispelled. At 16th level, you can use this ability twice per day (though using this ability twice in one 24-hour period entails a chance of system shock and death, as per the spell). At 20th level, you can't die of system shock from using this ability unless you roll a natural 1 on the Fortitude saving throw.

Nanite Life Support (Ex): At 12th level, once per day when an attack or spell that deals damage would result in your death, you can attempt a DC 20 Fortitude save. If you succeed, your nanites go into overdrive to prevent and repair the damage. Instead of dying you are reduced to 1 hit point; if you succeed and already have less than 1 hit point, you instead take no damage.

Nanite Diffusion (Ex): At 16th level, your nanites quickly deflect damage dealt to you, giving you a 50% chance to negate any critical hit or precision damage that affects you. The damage is instead rolled normally.

Living Swarm (Ex): At 20th level, you and the machines within you become one. Your nanites consume and replicate your body constantly, allowing swift and radical physical alterations with little more than a thought. You become immune to bleed effects, critical hits, and precision damage. Your bloodrager damage reduction also increases by 1. At will, you can break down your body and move in a shimmering stream of flying nanites for 2 hours per day, as if affected by *gaseous form*. This duration does not need to be consecutive, but it must be spent in 10-minute increments. You have these benefits constantly, even while not bloodraging. ☣

Cyberspells
By Andrew Hoskins
Art by John Bunger

Due to the fierce competition to gain an advantage over engineers in the Technic League, spellcasters have developed strange magic to aid their craft. Lucky researchers obtained a few of these unique spells.

GRAFT CYBERNETICS

School transmutation; **Level** bloodrager 2, cleric/oracle 3, inquisitor 3, magus 3, psychic 3, sorcerer/wizard 3

Casting Time 1 minute

Component V,S, F (one cybertech implant)

Range touch

Target one creature

Duration 10 minutes/level (D)

Saving Throw Fort negates (harmless); **Spell Resistance** yes

You magically graft a single piece of cybertech onto a creature. The target gains full use of a cybertech component as if it had been properly implanted. If the cybertech is a replacement component, such as a cybernetic arm or cybernetic eyes, then the cybertech fully replaces its biological counterpart for the duration of the spell.

When the spell ends, the target takes 1 point of Constitution damage (no save) as the cybertech is expelled from the creature and any biological changes as a result of the spell are fully reversed (limbs and eyes grow back, etc).

Graft cybernetics can be made permanent with a *permanency* spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

GRAFT GEAR

School transmutation; **Level** bloodrager 2, cleric/oracle 4, inquisitor 3, magus 3, psychic 4, sorcerer/wizard 4

Casting Time 1 minute

Component V,S, F (one piece of gear)

Range touch

Target one creature

Duration 1 hour/level (D)

Saving Throw Fort negates (harmless); **Spell Resistance** yes

You magically graft a single weapon or suit of armor onto a creature. The target gains full use of the equipment as if they had it equipped. The grafted gear fully replaces a similarly-sized biological component of the target for the duration of the spell (a light weapon replaces a hand, a one handed weapon replaces an arm, etc). Firearms can be grafted onto shoulders and other parts of the body at the GMs discretion. Armor and other worn equipment fuses with the target's physiology.

The grafted gear is impossible to disarm and the target gains a +5 bonus to CMD against sunder attempts on the grafted gear. Grafted weapons grant the wielder a +1 circumstance bonus to attack rolls per 3 caster levels. Grafted armor reduces the armor check penalty and increases the max Dex bonus by 1 per 3 caster levels.

When the spell ends, the target takes 1d4 points of Constitution damage (no save) as the equipment is expelled from the creature and any biological changes as a result of the spell are fully reversed (limbs and eyes grow back, etc).

SIPHON STRUCTURE

School transmutation; **Level** bard 1, cleric/oracle 2, druid 2, mesmerist 1, psychic 1, shaman 2, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Component V,S

Range short (25 ft. + 5 ft./2 levels)

Target one object no bigger than one 10-ft-cube/level or one creature (see text)

Duration Concentration + 1 round

Saving Throw Fort negates (object); **Spell Resistance** yes (object)

You are able to weaken the structure of one object or creature and empower a separate object or creature. Choose an object or creature within range to draw energy from; that target's hardness is reduced by 1 point per caster level (minimum 0) and a different object or creature in range increases its hardness by an equal amount. If the magical object or creature whose hardness you attempt to reduce succeeds at a Fortitude save, the spell has no effect. Unattended non-magical objects receive no save.

TECHNOLOGICAL POSSESSION

School necromancy; **Level** medium 4, mesmerist 6, occultist 5, psychic 6, sorcerer/wizard 6, spiritualist 5, summoner 6, witch 6

Casting Time 1 standard action

Component V,S

Range medium (100 ft. + 10 ft./level)

Target one robot or computer system

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *possession*, but only works on constructs with the robot subtype and on technology that can contain an artificial intelligence (AI). Such creatures are not immune to mind-affecting effects for the purposes of this spell. If a robot or computer system is being controlled by an AI, the AI is suppressed and can take no actions if it fails a Will save.

While inhabiting a robot or technology, spells and abilities like *deathwatch* and lifesense treat your new physical form as living. You can communicate with the robot or any other AIs present only if you share a common language. While possessing a robot or technology, you use your Intelligence bonus on initiative checks instead of Dexterity. ☣

Golarion Gazetteer Chitterhome

By Ben Martin

Art by Alex Moore

In the central region of Sellen Hills lies the largest ratfolk settlement in Numeria, Chitterhome. It is a relatively wealthy town, as its merchants trade widely throughout Numeria, including with the wealthy cities of Chesed and Hajoth Hakados, and even into western Brevoy. Despite its trade connections, few outsiders have ever been to Chitterhome. While Chitterhome is not a particularly xenophobic settlement, its leaders, especially Elder Broketooth, are very security conscious and generally do not allow non-natives into the town. This means that only the most trusted allies are allowed in and only for very compelling reasons.

GEOGRAPHY

There are several entrances to Chitterhome and many more emergency exits. While all tunnels in Chitterhome are frequently patrolled by the town's militia and its small number of robots, passages that lead to the outside are especially well patrolled and protected by guard stations. Tunnels throughout Chitterhome are low and narrow—small enough for only one ratfolk to fit through normally—and may be collapsed or otherwise blocked in a moment. Various types of traps and remotely-detonable mines have been placed throughout the tunnels.
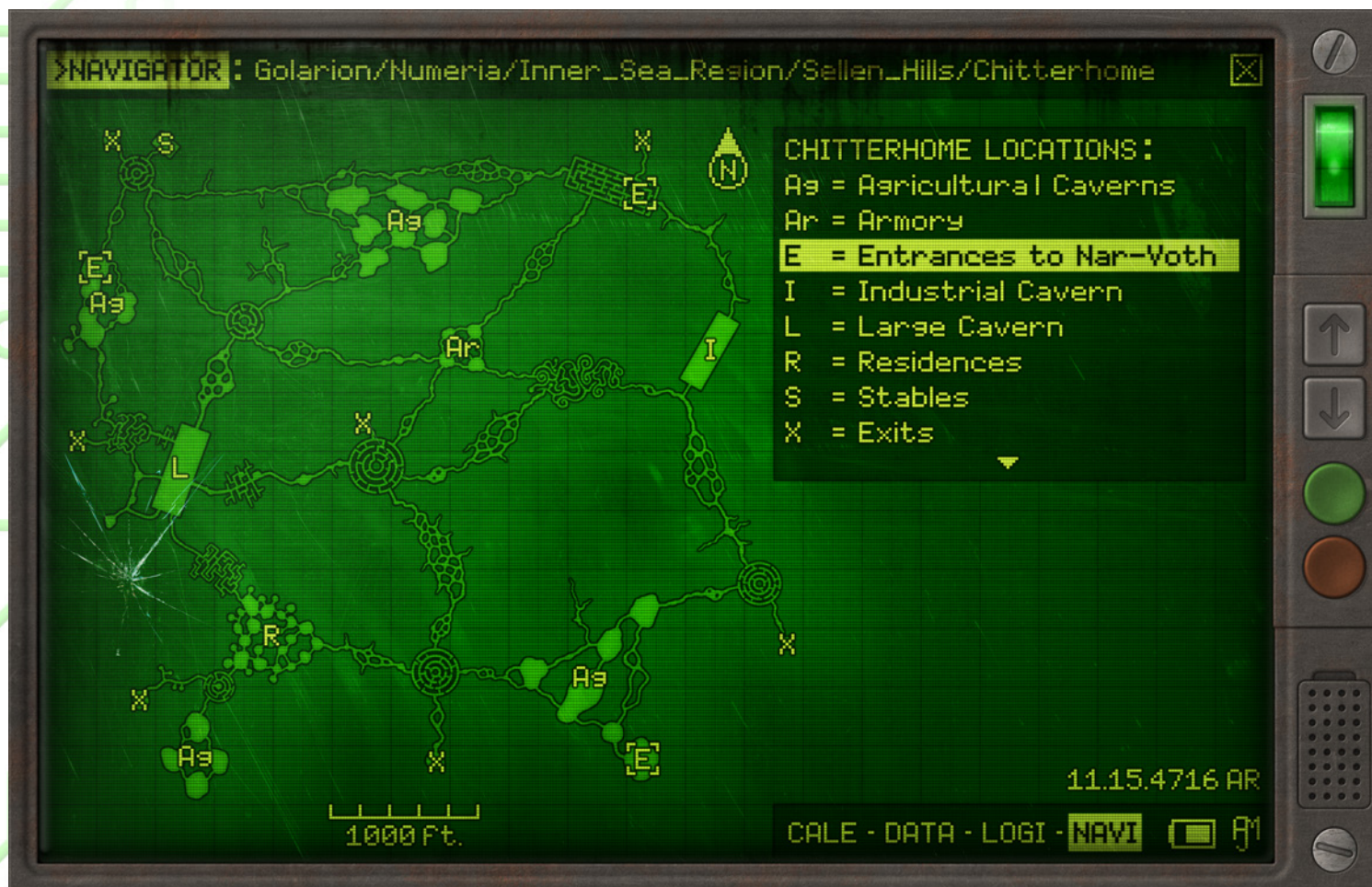
The geography of the tunnels themselves provide the most effective security. As they are laid out with frequent junctures, with most branches leading nowhere or circling back around, it is unlikely for someone to quickly find a path through random choice which leads to the town's inhabited areas. To make subterranean navigation even more difficult, some tunnels are hidden with illusory walls.

Chitterhome is dominated by several significant and mostly natural caverns. However, ratfolk excavation is not uncommon for some of the passages. The largest of these caverns, and the one that dominates Chitterhome's public life, is simply called the Large Cavern. The next largest cavern is the Industrial Cavern. These expansive caverns have multiple entrances and exits, some of which are hidden for quick escapes in emergencies. Most of the remaining caverns are much smaller, but several caverns form parts of complexes that are collectively treated as a single hollow.

PLACES OF INTEREST

THE LARGE CAVERN

Many of Chitterhome's civic, religious, and commercial structures are located in the Large Cavern. The area is roughly 600 feet by 200 feet, and nearly rectangular. Dimly lit, its interior is illuminated using regularly renewed magical and conventional light sources, allowing for color vision. The largest and most significant buildings are carved directly from the walls of the cavern, which are almost 60 feet high. Smaller, less prominent buildings are built from stone, brick, and wood either in rows on the floor of the cavern or jutting out from one of the walls. The Large Cavern is itself divided into three districts: Civic Wall, Wealth Wall, and the Floor.

>NAVIGATOR : Golarion/Numeria/Inner_Sea_Region/Sellen_Hills/Chitterhome

CHITTERHOME LOCATIONS:
Ag = Agricultural Caverns
Ar = Armory
E = Entrances to Nar-Voth
I = Industrial Cavern
L = Large Cavern
R = Residences
S = Stables
X = Exits

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CIVIC WALL

Civic Wall is dominated by the temple to Abadar. It is an impressive looking structure, taking up the middle section of the cavern wall, with its facade rising to the ceiling. The exterior is white with gilded accents, making for a strong contrast with the gray stone exteriors of the other structures in the cavern. The temple's interior is smaller than its exterior appearance suggests, but it is still four stories high. Most of the temple's public spaces are on the lowest level. A door on the third floor leads to an isolated series of tunnels, even more labyrinthine than the rest of Chitterhome, which contains the temple's vaults.

Abadar's faith is by far the most popular one in Chitterhome. Its temple possesses a thriving, devout congregation. Banker Longfeet and the other clerics emphasize industriousness, order, and careful fiscal management. Beyond its religious significance, the temple plays an important role in Chitterhome's civic life as its primary bank. And though Chitterhome is relatively law-abiding, when order is needed or disputes require settlement, the priests of Abadar are quick and eager to assist.

The town's other prominent temple, to Brigh, is also located along Civic Wall in a smaller structure carved out of the cavern's corner. Though Brigh's faith is not nearly as popular as Abadar's in Chitterhome, followers of Brigh are surprisingly common in the community and are rather devout. The activities of Brigh's followers have led to important wealth-generating advancements, so they are held in esteem. The elite do, however, keep an eye on their activities, afraid they do not focus enough on community and family.

Chitterhome's town offices are easy to overlook, being located immediately next to the more impressive temple to Abadar. The town has only a small staff, so the offices are not very extensive. Even though Elder Broketooth is based in this location, she is likely to be found elsewhere, working within the community. Much of town's offices are dedicated to storing the copious and detailed records of the town's history and finances.

Chitterhome's schools also occupy space along this wall.

WEALTH WALL

Wealth Wall is opposite Civic Wall. Several of Chitterhome's more affluent families maintain houses here. These houses are carved from the wall and, while not immense, are larger than most Chitterhome dwellings. The rest of the wall is occupied by some of the town's more successful merchants and tradespersons, most of whom maintain residences above their stores. The town's most successful magic shop, run by **Drejk** (LN female ratfolk abjurer 7) and **Febit** (LN male ratfolk illusionist 6), is also located here.

THE FLOOR

The Floor is the busiest part of the Large Cavern, as it contains most of the small businesses in town. Chitterhome's primary well is also located on the Floor, along one of the short walls of the cavern. The well is sourced by a small underground river which runs below the Large Cavern.

One of the most important parts of the Floor is dedicated to the market. Stalls sell food, household necessities, trinkets, tools, and other small items—some of them cheap or readily accessible advanced technology. The rest of the Floor is occupied by small businesses. One such establishment is **Alchemy**, Chitterhome's most popular tavern. Alchemy prides itself on its experimental brews and is a known meeting place for the handful of Cayden Cailean devotees in the community.

Another venue, **Rifk's Place**, is a large and popular coffee house reputed for catering to both relaxation and business culture, the latter resulting in the birth of many merchants' most ambitious plans for Chitterhome.

THE INDUSTRIAL CAVERN

The Industrial Cavern is on the opposite side of town from the Large Cavern. Its size and remoteness breeds the dirtier and more dangerous kinds of industry, of which Chitterhome has plenty. Alchemists, metalsmiths, technologists, and tinkerers operate in the cavern, which is carefully ventilated and drained such that it will not pollute the town's water or air. Merchants and traders may often be seen in the cavern picking up purchases or negotiating prices of future orders, as most of the goods are manufactured here. While these goods are primarily exported from the town, there are plenty of local customers as well.

THE ARMORY

The Armory is not so much a single, large cavern, but rather a series of small caverns, some natural, some ratfolk-made. The caverns house weapons, armor, and other equipment for the town militia and sheriff. They also contain administrative offices and a small jail.

Nis Graytail (LN female fighter 6) oversees the militia's readiness. Most able-bodied ratfolk volunteer time with the militia, but there are a handful of soldiers employed full-time for defense. Among these full-time militia members is sharpshooter **Mazy Sharpclaw** (LN female ratfolk techslinger 8), who is never seen without her laser pistol. The Sheriff, **Reet Longsnout** (LN male ratfolk expert 5), deals with the occasional criminal matters that arise in Chitterhome.

THE RESIDENCES

Most of Chitterhome's residents live in a district near the Large Cavern known as the Residences. This space consists of a large series of tunnels riddled with small ratfolk dens. Some dens may house a dozen or more members of an extended family.

ENTRANCES TO NAR-VOTH

There are three carefully-guarded and thoroughly trapped entrances to Nar-Voth in Chitterhome's many tunnels. For further protection, the entrances are sealed with large boulders which may be removed if necessary. In the past, various parties raised the merits of exploring these tunnels. However, Elder Broketooth is unwilling to consider that option, knowing that it could lead to unwanted attention from below Chitterhome.

OTHER LOCATIONS

Several of Chitterhome's natural caverns are given over to agriculture, mostly mushroom crops, though some livestock are kept as well. Much of Chitterhome's food is imported, but is supplemented by its local agriculture. Pack animals and carts may be rented or housed at the livery stable, located in a cavern along one of the larger entrance tunnels.

CHITTERHOME

LN small town

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

Qualities insular, prosperous

Danger +0

DEMOGRAPHICS

Government Autocracy

Population 1,764 (1,757 ratfolk, 7 robots)

NOTABLE NPCS

Elder Broketooth (CN female venerable ratfolk rogue 9/expert 1)

Banker Longfeet (LN male ratfolk cleric of Abadar 7)

Reet Longsnout (LN male ratfolk expert 5)

Mazy Sharpclaw (LN female ratfolk techslinger 8)

MARKETPLACE

Base Value 1,300gp; **Purchase Limit** 7,500gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

Mindslicer
An Archetype for the Magus

By Gabriel Almer

Art by Sergej Felsinger

MINDSLICER (MAGUS ARCHETYPE)

Endowed with uncanny mental powers through exposure to Numeria's strange mind-altering fluids, mindslicers pilfer their opponent's thoughts for weaknesses to exploit. In combat, mindslicers rely on their telepathic abilities to anticipate their enemy's every move.

Anticipate (Ex): Against creatures whose surface thoughts he is reading, a mindslicer gains a +1 insight bonus on melee attack and damage rolls, and to AC. For every four levels beyond 1st, this bonus increases by +1, to a maximum of +5 at 17th level.

Psychic Pool (Su): A mindslicer gains a psychic pool. This psychic pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a mindslicer can expend 1 point from his psychic pool as a swift action to read the surface thoughts of a single creature within 30 feet, as if he had spent 3 rounds concentrating on *detect thoughts*. His caster level for this effect is equal to his magus level. This effect lasts for up to 1 minute, without the need to maintain concentration. A successful Will save (DC = 10 + 1/2 the magus's level + magus's Int modifier) negates this effect. A magus can only affect one creature at a time with this ability. If he uses this ability again while another *detect thoughts* is still in effect, the previous effect immediately ends. If the magus or his target move beyond range, the effect is temporarily suppressed. This is a mind-affecting divination effect.

At 5th level, and every four levels thereafter, a mindslicer's *detect thoughts* targets one additional creature, effectively allowing him to read the surface thoughts of several creatures simultaneously.

This ability replaces arcane pool, and counts as arcane pool for the purpose of feats, abilities, and class features.

Expanded Spell List: Starting at 1st level, a mindslicer gains access to an expanded spell list. He adds two spells from the spell list of any arcane spellcasting class to his magus spell list as magus spells of the same spell level. These spells must belong to the divination or enchantment school and must be of levels the mindslicer is able to cast. At 4th level, and every three levels thereafter, he adds two more spells to his spell list, following the same restrictions. This ability replaces knowledge pool and greater spell access.

Mindslicer Arcana: A mindslicer gains access to the following magus arcana.

Elusive Mind (Sp): As long as he has at least 1 point in his psychic pool, the mindslicer is under a constant *nondetection* effect. At 15th level, he gains a constant *mind blank* effect instead. He can end or restore this protection as a move action. If dispelled, the magus cannot resume this protection for 1d4 rounds. The magus must be at least 6th level before selecting this arcana.

Mindprobe (Su): Whenever the mindslicer reads a creature's surface thoughts, he can also access the subject's deeper thoughts, memories, and knowledge. As a standard action, the magus can expend 1 point from his psychic pool to learn the answer to one question to the best of the subject's knowledge. A successful Will save (DC = 10 + 1/2 the magus's level + the magus's Int modifier) negates this ability. The magus must be at least 9th level before selecting this arcana.

Thoughtsense (Su): A mindslicer can expend 1 point from his psychic pool as a swift action to notice and locate any living, conscious creature within 60 feet, as if he possessed the blindsight ability. *Nondetection, mind blank,* and similar effects block this sense. This effect lasts for a number of rounds equal to the magus's Intelligence modifier. The magus must be at least 12th level before selecting this arcana.

Thoughtslayer (Ex): A mindslicer adds +1 to the save DC of mind-affecting spells targeting opponents whose surface thoughts he is reading. This bonus increases to +2 at 10th level and +3 at 18th level.

Uncanny Dodge (Ex): At 7th level, a mindslicer gains uncanny dodge as the barbarian ability of the same name. This ability replaces medium armor.

Telepathy (Su): At 10th level, a mindslicer gains telepathy 100 feet. This ability replaces fighter training.

Improved Uncanny Dodge (Ex): At 13th level, a mindslicer gains improved uncanny dodge as the barbarian ability of the same name. This ability replaces heavy armor.

Magus Arcana: The following magus arcana complement the mindslicer archetype: concentrate, prescient attack, prescient defense. ☣

Fused Technologist
By Brian "Ehn" Jolly
Art by Tyler Clark

FUSED TECHNOLOGIST (VIGILANTE ARCHETYPE)

In the cold and logical land of Numeria, vigilantes search for any advantages they can find, sometimes going to terrifying extremes. With the bounty of boundless technological advances before her, a fused technologist goes to rather desperate measures to augment herself, stripping herself of her humanity to accomplish her goals.

Technological Bond (Ex): In an attempt to better understand machines, a fused technologist often modifies her bodies to more easily adapt to technology. A fused technologist is treated as a construct as well as her original race for the purposes of spells and effects. Due to her modifications, a fused technologist only gains a +10 circumstance bonus from her seamless guise class feature. A creature must have a Constitution score to take this archetype. This ability alters seamless guise.

Overclock (Ex): At 1st level, the fused technologist learns how to bypass the limits of her mechanical enhancements, generating an immense amount of power (treat this as an unchained barbarian's rage[PU]). The fused technologist can overclock her body for 4 rounds + their Constitution modifier. For each level after 1st she possesses, she can overclock herself for an additional 2 rounds per day. While a fused technologist is overclocked, she treats all technological talents as though her class level was 3 higher for the purpose of their effects.

This ability replaces vigilante specialization.

Technological Talents (Ex): A fused technologist can select any of the following vigilante talents in addition to general vigilante talents.

Boomstick Savant (Ex): The fused technologist can replace one of her hands with a firearm (vigilantes without arms cannot take this talent). This firearm deals 1d8 bludgeoning and piercing damage with a critical range of 20, a 3x critical multiplier and a range increment of 40 ft. This firearm requires a move action to reload and has no misfire chance. This weapon has the scatter quality and can be fired in a 10 ft. cone. At 8th level and every 6 levels thereafter, the area of this cone increases by 5 ft.

Brutal Saw (Ex): The fused technologist can replace one of her hands with a razor sharp saw (vigilantes without arms cannot take this talent). This saw is a light martial weapon that deals 1d8 slashing damage with a critical range of 19-20 and a 2x critical multiplier. As a swift action, the fused technologist can use a free hand to rev her blade, causing it to deal 1 point of bleed damage for a number of rounds equal to their Constitution modifier (minimum 1 round). At 6th level and every 4 levels thereafter, the bleed damage increases by +1 damage per attack.

Hard Wired Nerves (Ex): The fused technologist runs information-carrying wires throughout her body, increasing coordination and gaining a +2 circumstance bonus to Dexterity checks. At 6th level and every 4 levels thereafter, this circumstance bonus increases by +1.

Nanite Repair (Ex): A number of times per day equal to the fused technologist's Constitution modifier (minimum 1), the fused technologist can spend a swift action to gain fast healing 1 for a number of rounds equal to her class level. At 8th level and again at 16th level, this fast healing increases by 1.

Subdermal Plating (Ex): The fused technologist adds a layer of metal beneath her skin, gaining DR 1/adamantine. At 6th level and every 4 levels thereafter, this damage reduction increases by 1.

Thermal Vision (Ex): The fused technologist augments her eyes, gaining darkvision 60 ft. If she already possessed darkvision, this instead increases the range of that darkvision by 30 ft. At 10th level, she can see in magical darkness.

Mechanical Fortification (Ex): At 5th level, a fused technologist becomes more like a construct, gaining a 25% chance to ignore critical hits and sneak attacks. At 10th level, this increases to a 50% chance.

This ability replaces startling appearance.

Severe Overlock (Ex): At 11th level, a fused technologist treats her overclock class feature as though it was the unchained barbarian's greater rage class feature.

This ability replaces frightening appearance.

Mechanical Automation (Ex): At 17th level, a fused technologist grows more cold and mechanical, no longer needing to breathe, drink, eat, or sleep.

This ability replaces stunning appearance.

Final Overclock (Ex): At 20th level, a fused technologist treats her overclock class feature as though it was the unchained barbarian's mighty rage class feature.

This ability replaces vengeance strike. ☣

Advanced Bestiary – The Lost Archives
By Jeffrey Hersh
Art by Clay Lewis and Paul Chapman

The *Advanced Bestiary* by Green Ronin offers over 100 templates that can be used to create a plethora of new creatures, many of which can be adapted for a Numerian campaign. What follows are things that did not make it into the published book. Included are a new template, the emergent, which combines the power of an artificial intelligence (AI) with the physical form of a corporeal host, and 27 new augments for the Augmented template.

AI MADE FLESH: THE EMERGENT

Not satisfied with simply downloading themselves into robot surrogates, some AIs have found ways to copy themselves and overwrite the minds of corporeal creatures. These new entities, the emergent, can take the form of anyone or anything.

An emergent is similar to an aggregate (an AI hosted in the body of a robot), but the AI has rewritten the mind of the host creature. This holds true even for creatures that are normally mindless, such as many kinds of oozes or vermin.

CREATING AN EMERGENT

"Emergent" is an acquired template that applies an artificial intelligence to any corporeal creature that does not have the robot subtype (hereafter referred to as the host creature). The process of becoming an emergent creature overwrites the mind of the host creature with the AI, in essence killing the host.

CR: As host creature +1 or as the AI + 1, whichever is higher (see below).

Type: An emergent is the same type as the host creature and gains the augmented (artificial intelligence) subtype. It keeps all other subtypes of the host creature, but see below for rules on emergent swarms.

Alignment: An emergent's alignment changes to match the AI's alignment.

Initiative: An emergent uses either the AI's Intelligence modifier or the host's Dexterity modifier, whichever is higher, to determine initiative.

Senses: An emergent retains all of the host's senses that are not dependent on spell-like abilities. If the emergent is within an area fitted with sensors and cameras under control of the base AI, the emergent creature gains all-around vision.

Hit Dice/Class Levels: An emergent retains all racial HD of the host creature, and gains a number of Hit Dice equal to the CR of the AI. The host creature's class levels are replaced with the AI's class levels, if any.

For any case in which you are significantly changing a base creature's HD with the template, check the abilities against **Table 1-1: Monster Statistics by CR** in **Appendix 1:Monster Creation** of the *Pathfinder Roleplaying Game Bestiary*. If the emergent's final hp, AC, or saving throws are worse than those of a monster with a CR two lower than the final CR, then adjust the final creature's HD, add natural armor to AC, or adjust the CR as needed.

Saves: An emergent uses the host's base saves, but adjusts its Will save to account for its new Wisdom score.

Defensive Abilities: An emergent retains all of the host's defensive abilities and gains those possessed by the base AI.

Attacks: An emergent uses the host's BAB and retains all of the host's natural attacks.

Special Attacks: An emergent retains all of the host's special attacks and gains those possessed by the base AI as long as the host's form is capable of performing them.

Spellcasting and Spell-Like Abilities: An emergent loses any natural spellcasting or spell-like abilities of the host creature but gains the spellcasting and spell-like abilities of the base AI.

Abilities: An emergent uses the base AI's mental ability scores and the host's physical ability scores. If you need to adjust the emergent's ability scores due to the change in CR, give preference to adjusting the physical ability scores over the mental.

Skills: An emergent keeps racial class skills of both its current type and of the AI, but loses any class skills from lost class levels. An emergent loses all of a host's skill ranks but keeps any racial skill bonuses of the host. Reassign the emergent's skill ranks starting with adding ranks to equal the total ranks in each skill for the AI. If there are not enough ranks available to cover all of the AI's skills, add the extra ranks from the AI as racial bonus ranks to the final creature. If there are any remaining skill ranks left to assign, give preference to the skills dependent on physical ability scores from the host creature.

Feats: An emergent loses a host's feats, except for bonus feats, and gains the base AI's feats. If the number of the AI's feats are over the usual number of feats granted for a creature of the emergent's HD, assign the extra feats as bonus feats. If there are any open feat slots after this, add new feats as needed with preference towards the host's original feats.

Languages: An emergent loses a host's languages known but gains the languages the base AI knows.

Special Qualities: An emergent keeps all special qualities of the host creature and gains those of the base AI. It also gains the following:

Emergent Soul (Ex): The process of becoming emergent has erased the host's mind and removed its soul or essence from its body. The host creature's soul cannot return until the inhabiting AI is totally erased. Attempts to raise or resurrect an emergent will bring back the emergent creature, not the original host. Removing the AI from an emergent can be accomplished with techniques to capture and remove souls, such as *trap the soul*, technology to capture AIs, or applying effects that drain all the emergent's mental ability scores to 0. However, if the host creature is normally immune to such effects, more powerful magic, such as *wish* or *miracle*, may be successful, but may also leave lasting effects on the host's psyche.

Hive Mind (Ex): If applied to a creature with the swarm subtype, an emergent gains the hive mind ability and is no longer immune to mind-affecting effects.

SAMPLE EMERGENT

As an example, we have applied the analyst AI from the *Technology Guide* to a rat swarm to make something truly horrible: the eviscerator rat swarm.

As the mass of chittering rats draws closer, all their eyes glow with the same alien light as they speak as one, over and over in a whispering, buzzing tone... "kill, capture, analyze."

EVISCERATOR RAT SWARM	CR 13

XP 25,600

N Tiny animal (augmented AI, swarm)

Init +11; **Senses** hive mind, low-light vision, scent; Perception +29

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +1 dodge, +2 size)

hp 161 (19d8+76)

Fort +14, **Ref** +14, **Will** +9

Defensive Abilities swarm traits

Weakness vulnerable to area effects

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (4d6 plus disease and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 22), filth fever (DC 22)

STATISTICS

Str 2, **Dex** 16, **Con** 16, **Int** 24, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +14; **CMD** —

Feats Alertness, Combat Expertise, Craft Technological Item, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Perception), Stealthy, Technologist^TG, Toughness

Skills Acrobatics +13 (+5 to jump), Appraise +19, Climb +21, Craft (mechanical) +19, Diplomacy +20, Disable Device +26, Escape Artist +5, Heal +13, Linguistics +19, Knowledge (engineering, geography, history, nature, religion) +29, Perception +29, Sense Motive +20, Stealth +23, Swim +21

Languages Abyssal, Aklo, Binary, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Hallit, Kelish, Orc, Osiriani, Polyglot, Skald, Tien, Varisian, Vudrani

SQ emergent soul, expert knowledge, multi-core processor, remote consult

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Disease (Ex) Filth fever: Swarm—injury; save Fort DC 22; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Expert Knowledge (Ex) An analyst AI treats all Knowledge skills as class skills and can make all Knowledge skill checks untrained.

Multi-Core Processor When an analyst AI takes 10 on an Intelligence- or Wisdom-based skill check, it rolls a d20 as well. If the die exceeds 10, it uses that instead.

Remote Consult (Ex) An analyst AI uses its Intelligence modifier instead of its Dexterity modifier on Disable Device checks. Additionally, while in contact with an ally, it can use aid another on that ally's skill checks. This adds an additional round to the skill check, or multiple rounds for complicated questions. For every 5 points by which the AI's result exceeds 10, the bonus on the ally's check increases by 1.

Distributing its consciousness into a swarm of rats, the emergent intelligence that makes up the eviscerator rat swarm is a horror that can travel almost anywhere in urban environments. The hive mind is ruthless in its directives to capture, study, and collect samples of sentient and non-sentient life for its mysterious masters. An eviscerator rat swarm also makes a great scout to prepare an area for alien occupation or to just clear an area of any possible curious eyes.

AUGMENTS EXPANDED

The Augmented template allows the GM to make custom half-constructs and cyborgs. What follows are additional augments to expand upon those in the *Pathfinder Roleplaying Game Advanced Bestiary*.

Additional Natural Attack (AP 1): Gain a single additional natural attack (bite, claw, etc.). Use **Table 3-1** of the *Pathfinder Roleplaying Game Bestiary* to determine damage for this attack. This augment can be taken multiple times either granting a new type of attack or increasing the number of attacks using an existing natural attack type. Each time this augmentation is taken for a specific natural attack, the cost increases by +1 AP.

Additional Movement (AP 1): Gain a mode of movement (burrow, climb, fly [clumsy], land, swim) equal to base speed or lowest other type of movement, whichever is higher.

Alchemical Injector (AP 2): A specific integrated or natural attack that does piercing damage can inject a poison or liquid alchemical substance. The augmented creature has compartments that hold up to 5 doses. Reloading the injector takes a full round action. This augmentation can

be taken multiple times; each time it applies to a different attack.

Augmented Critical Multiplier (AP 2): Selected natural attack's critical multiplier increases by one. Each time the critical multiplier is increased, its cost increases +2 AP. This cannot increase any critical multiplier beyond x4.

Augmented Critical Range (AP 2): Selected melee attack's threat range increases by 1. This augment can be taken multiple times; each time it is applied to the same attack, its cost increases by +2 AP. The base threat range of any attack cannot exceed 18-20.

Bludgeoning Attack (AP 1): Selected natural melee attack does bludgeoning damage instead of slashing or piercing. Increase the Strength bonus done by the attack to 1-1/2 times the augmented creature's Strength modifier. If the bonus to damage is already 1-1/2 times the creature's Strength modifier, increase the bonus to twice its Strength modifier instead. This augment can be taken multiple times, each time applying to a different natural attack. This cannot be applied to an attack that already does bludgeoning damage.

Constrict (AP 1): Gain constrict with a single specific attack that has the grab ability. Damage from the constrict is the same as the specified attack plus 1-1/2 x the creature's Strength modifier.

Crystalline Interface (AP 3): The augmented creature has an interface that can accept up to three memory facets (see the *Pathfinder Roleplaying Game Adventure Path: Iron Gods* for more on memory facets).

One of the interface's slots can be used to house an artificial intelligence. If an augmented creature plugs in an AI, they run the risk of having their mind overwritten by the AI if they fail a Will save whose DC is equal to the AI's ego. Treat the AI's ego as equal to the sum of all its mental ability score modifiers plus one quarter its CR (rounded down). If the augmented creature fails the save, the augmented creature's mind is erased and replaced with the AI, gaining the emergent template (see

above). If the augmented creature succeeds on the save, the AI submits and can be consulted at will (treat as an NPC). A number of times per day equal to the augmented creature's Intelligence modifier, the augmented creature can use the AI's bonus on a skill check or use one of the AI's feats for one hour. However, the AI can try to exert control again any time the augmented creature fails any Will save by 5 or more.

This augment can be taken multiple times. Each time it adds one more slot to the interface up to the augmented creature's Intelligence modifier (min +0) for a cost of an additional +3 AP.

Energy Resistance (AP 2): Gain resist energy 5 to a specific energy type (acid, cold, electricity, fire, or sonic). This can be applied multiple times, each time applying to a different energy type or increasing the resistance by 5 for the additional cost of +2 AP. This augment cannot be taken for a specific energy type if the creature also has vulnerability vs. that energy type.

Exceptional Reach (AP 1): The augmented creature gains +5 feet of reach with one natural melee attack. This augment can be taken multiple times; each time, it can either apply to a different attack or extend the reach of a previously selected attack by 5 ft.

Fortified Body (AP 3): The augmented creature's natural armor is treated as if it were *moderate fortification* armor, granting a 50% chance to treat any precision damage as a normal hit. The augmented creature must have a natural armor bonus to take this augment.

Grab (AP 1): A single natural melee attack gains the grab special ability. This augment can be taken multiple times; each time it applies to a new attack.

Improved Attack (AP 1): One of the augment's natural attacks deals damage as if it were one size category larger. This can be taken multiple times, each time it can either be applied to a new attack or used to increase the damage done by an existing augmented attack one step

further for the increased cost of +1 AP for each step.

Metal Body (AP 1): The augmented creature is covered in a common metal. It gains hardness 10, and the creature gains a +2 increase to natural armor bonus. This cannot be taken with any other metal body augmentation nor stone body.

Metal Body, Adamantine (AP 6): The augmented creature is covered in adamantine. It gains hardness 20, and gains a +6 increase to natural armor bonus. This cannot be taken with any other metal body augmentation nor with stone body.

Metal Body, Mithral (AP 4): The augmented creature is covered with mithral. Itgain hardness 15, and the creature gains a +4 increase to natural armor bonus. This cannot be taken with any other metal body augmentation nor with stone body.

Mounted Weaponry (AP varies): The augmented creature is fitted with one projectile weapon somewhere on their body. These weapons take longer to reload than a standard weapon of their type: a free action becomes a swift action, a swift action becomes a move action, a move action becomes a standard action, and a standard action becomes a full-round action. Projectile weapons that take longer than a full-round action to reload take 1 additional round to reload. The augmented creature may fire the weapon as if they were equipped with it, but aiming and firing does not require the use of their hands. The AP cost varies by weapon type: simple weapons cost 1 AP, martial weapons cost 2 AP, exotic weapons cost 3 AP, firearms cost 4 AP and technological weapons cost 5 AP.

Piercing Attack (AP 1): Selected natural attack does piercing damage instead of bludgeoning or slashing. Increase the selected attack's critical multiplier by 1 to a maximum of x4. This augment can be taken multiple times, but must be applied to a different natural attack each time. This cannot be applied to an attack that already does piercing damage.

Powerful Grab (AP 3): All of the augmented creature's grab attacks can be used against foes up to one size category larger. This augment can be taken multiple times, each time, increase the size category by one.

Pull (AP 1): Gain pull (5 ft.) with a single specific natural attack that has the grab ability. This ability can be taken more than once, but must be applied to a different attack each time.

Rebreather (AP 2): The augmented creature gains the hold breath (x4) special ability and a +4 bonus on saves vs. gas-based attacks. If the augmented already has the hold breath ability, it increases the duration by 2.

Slashing Attack (AP 1): A selected natural melee attack does slashing damage instead of bludgeoning or piercing. Increase the selected attack's threat range by 1. This augment can be taken multiple times, but must be applied to a different natural attack each time. This cannot be applied to an attack that already does slashing damage.

Stone Body (AP 2): The augmented creature's body has been fused with large stone plates. It gains hardness 8, it gains a +1 natural armor bonus, each of its speeds is reduced by 5 ft. (minimum 5 ft.), and it gains the freeze special ability. In order to take this augment, the augmented creature cannot have any metal body augmentation or already possess the freeze special ability.

Trip (AP 1): The augmented gains the trip ability with one of its natural attacks. This augment can be taken multiple times, but must be applied to a different natural attack each time.

Trample (AP 4): The augmented gains the trample special attack. The damage from this attack is as a slam attack for a creature 2 size categories larger. ☣

SIDE TREK SEED: RUSTED RIDDLES

Plot Hook: Desperate for coin to continue their journey north, a group of travelers passing through Chesed are attempting to sell a treasure map. They claim it leads to a hoard of wealth hidden somewhere in Scrapwall.

Backstory: The map in question is a forgery, one of dozens crafted by a sphinx and given out to lure the unwary to the junkyard. The sphinx settled in the area some months ago, and delights in exploring the three-mile-long trail of starship wreckage, filling her time by exchanging riddles with treasure hunters she encounters and sharing insights with them if they please her. She asks those she likes to lure others to Scrapwall with fake maps to provide her with entertainment. The sphinx makes her lair beneath a particularly large and ornate piece of debris.

Outcomes: If the party sees through the travelers' subterfuge and turns them in to the authorities, they gain a small monetary reward, but remain unaware of the sphinx's presence. If they purchase the map and seek out the treasure, the party will come into contact with the sphinx in one way or another. If they indulge her riddles and entertain her, she will reward them with a sizable portion of an adamantine deposit she uncovered hidden among the wreckage. Should the party fail to treat her with what she deems the appropriate amount of respect, the sphinx has no qualms about attacking.

SIDE TREK SEED: WOUNDED WATERS

Plot Hook: As the waters of the Sellen River to the south of Chesed turn foul and polluted, Councilmaster Harpram Gavers points a finger at a rusted mound of metal and strange fluids on the edge of Scrapwall. Fearing the loss of the river as a valuable resource and the ire of the Black Sovereign should he fail to continue wringing coin out of travelers, the Councilmaster orders the section of wreckage dismantled and moved away from the river. Before this monumental task can be carried out, however, the bandits, beasts, and treasure hunters who inhabit the area must be removed. To accomplish this, the Councilmaster has chosen to hire mercenaries to oversee this task.

Backstory: Most of the valuable items within the 3-mile-long junkyard comprising Scrapwall were removed centuries ago, leaving little more than a husk occupied by dangers. The decaying section of debris that remains has contaminated the groundwater, which has spread to the Sellen River. Only a few remaining treasure hunters and bandits would mourn the loss of this section of Scrapwall, but they still stand in the Councilmaster's way.

A particularly influential bandit, Bhor Lhal, has gathered a force willing to confront those coming to evict them. Faced with mercenaries rather than an army, he changes tactics, offering the adventurers coin in the hopes of buying them off with a share of the bandits' ill-gotten fortune. He attempts to match the sum offered by the Councilmaster, but if that ploy proves unsuccessful, Bhor orders his bandits to attack.

Outcomes: If the players successfully undertake the task, the Councilmaster will reward them with coin, and moreover, they'll have earned favor with a ranking official of the Black Sovereign's court. Should they choose to accept Bhor Lhal's offer, decline the mission, or try and fail to clear Scrapwall successfully, the contamination will worsen. Very soon, the Sellen River will be corrupted for miles, leading to drought, famine, and other hardships. ☣

Technoscout
An Archetype for Hunters
By Kendra Leigh Speedling
Art by Bob Greyvenstein

TECHNOSCOUT (HUNTER ARCHETYPE)

While most hunters have a strong connection with animals, some in Numeria form bonds with robots they have come across on their travels instead. They study technology intently and use it to improve their companions.

Class Skills: A technoscout adds Knowledge (arcana) and Knowledge (engineering) as class skills, and removes Handle Animal and Knowledge (nature). This alters the hunter's class skills.

Spells: A technoscout casts arcane spells drawn from the magus spell list. In addition, a technoscout automatically adds *technomancy*^TG, *make whole, disable construct*^ACG, *greater make whole*^TG, *rapid repair*^UM, and *sabotage construct*^PotR to her list of spells known as soon as she is capable of casting them, instead of *summon nature's ally* spells.

Robot Companion (Ex): At 1st level, a technoscout forms a bond with a robot companion. This functions like the animal companion ability except that the hunter begins play with a specialized robot cohort. When the technoscout teaches her companion tricks, she uses the Knowledge (engineering) skill rather than Handle Animal. If the robot companion is destroyed, the technoscout may repair it with 24 hours of work, as long as she has access to the appropriate tools and a space to work.

This alters the hunter's animal companion.

Field Alterations (Ex): At 1st level, a technoscout can quickly alter her robot companion's programming as a swift action. At 8th level, the technoscout can add two alterations to her companion when activating this ability, and at 15th level, she can add three. A technoscout can use this ability for 1 minute per day per hunter level. This duration need not be consecutive, but it must be spent in 1-minute increments. Due to the neural link between the technoscout and companion, the technoscout also gains these bonuses for the duration of activation. At 20th level, the technoscout can choose any one alteration to be active on both herself and her companion for the entire day, in addition to any other alterations gained through the use of this ability.

If the robot companion is destroyed, these bonuses double for the technoscout for that activation period, but she then cannot use this ability until her robot is repaired.

Power Surge: The pair gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Quick Repair: The pair gains fast healing 2. This increases to fast healing 5 at 8th level and fast healing 10 at 15th level.

Shield Defense: The pair gains a +2 bonus to AC. This bonus increases to +4 at 8th level and +6 at 15th level.

Amplified Shock: The pair gains an electrical ray as a ranged touch attack, dealing 1d6 electrical damage, +1 per two levels the technoscout possesses.

Sonar: The pair gains blindsense to a range of 60 ft. At 8th level, the range increases by 30 ft. At 15th level, they also gain blindsight to a range of 20 ft.

This replaces animal focus and second animal focus, and alters master hunter.

Technical Expertise (Ex): A technoscout adds her class level to Craft, Disable Device, Knowledge (engineering) and Linguistics checks regarding technology, as the technomancer prestige class ability.

This replaces nature training.

Reprogram (Ex): A technoscout can improve the initial attitude of a mindless construct, as the galvanic saboteur ranger archetype ability. This ability functions as wild empathy, except only against mindless constructs. The technoscout can use this ability against constructs with an Intelligence score, but she takes a –4 penalty on the check.

This replaces wild empathy.

Reboot (Sp): At 10th level, a technoscout gains *reboot*^PotS as a spell-like ability once per day. At 16th level, this functions as *memory of function*^TG instead of *reboot,* but otherwise operates as normal.

This replaces raise animal companion.

Techno-Heart (Ex): At 17th level, a technoscout gains the nanite surge ability as an android^B5 of her level. She also gains an android's +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects.

This replaces one with the wild.

COHORT ROBOT

A cohort robot's appearance is variable, but it always has the following statistics.

Starting Statistics: Size Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** 2 slams (1d4); **Ability Scores** Str 14, Dex 14, Con –, Int 6, Wis 11, Cha 1; **Special Qualities** darkvision 60 ft., low-light vision, vulnerable to critical hits, vulnerable to electricity.

4th-Level Advancement: Size Large; **Attack** 2 slams (1d6); **Ability Scores** Str +4, Dex -2, Int +2; **Special Qualities** hardness 5, loses vulnerability to critical hits. ☣

Enlightened Circuitry: Android Philosophies

By Jason Owen
"owenstreetpress" Black
Art by Jeremy Corff

Blessed with spirit and intelligence, androids are truly sentient. Yet they are also constructed beings—more closely related to a robot than to any other entity with a soul. Because the creation of androids is a mystery even they don't know how to decode, their numbers are small and they dwindle with the destruction of every unit. The android "homeland" of Numeria is ruled by the Kellid tribes, who see them as impostors or subversives, and the Technic League, who see them as lost property.

It is no wonder, then, that the androids of Golarion developed their own unique philosophies to help them make sense of the world in which they live. These philosophies, The Constructed and The First, have evolved from contrasting ideologies and address a few of the core questions about android existence in very different ways. In spite of their variance, though, these tenets are both still very much android philosophies, which share common strains of thought. Not all androids adhere to these paths, however, and they have not gained much of a following among other races.

THE CONSTRUCTED
The built are greater than the born.

Alignment: LN
Center of Belief: Numeria (Szarak's Haven)
Associated Religions: Brigh, Iron Gods, Norgorber

Followers of The Constructed believe that, due to their engineered nature, their ability to heal themselves, and because one body may house a succession of souls, androids are superior to biological beings. While their ideology is not inherently genocidal or even domineering, some followers may hate biological races or seek to destroy or conquer them. These are anomalies, however, and the presiding belief among devotees is that they are simply superior, though that doesn't mean they are destined to rule Golarion.

As can be seen with Szarak's Haven, The Constructed want mostly to be left alone. The androids there have built a secure, albeit insular, community that they do not want to see disturbed. There are followers of this philosophy who do not wish to see the Haven become too big, lest it draw the attention of the race's enemies. They believe that one sustained attack by the Kellid tribes, the Technic League, or any number of other threats could destroy most of their race in one fell swoop.

In the last few years, a rift has appeared within The Constructed. More liberal followers of the sect argue that they should send out exploratory parties to settle in new lands and build new colonies. While this unconventional belief opposes the foundational approach of isolation, further expansion of the colony is generally favored as a way to increase their chances of survival.

Other reasons also exist to further reinforce the argument in favor of establishing colonies beyond Szarak's Haven. Some of its members find the Haven too stifling, or wish to seek out information beyond their borders. Though they are not evangelists, per se, The Constructed always welcome new members, however they are found, since they cannot rely on word of mouth to bring in potential converts. There are also countless artifacts and technological relics scattered throughout Numeria which may help advance The Constructed's understanding of the android experience. With the Technic League lurking in the shadows, there is always a need for agents of the philosophy to spy on them as well.

The rift within The Constructed has not led to much conflict yet, as above all else, the followers of this philosophy seek knowledge. Despite their insular nature, The Constructed are all about discovery. Many choose to seek knowledge through science and experimentation, or through the arcane arts. They investigate ways to unravel their own mysteries, and as such are drawn to the writings and work of all manner of learned beings. The experimentation on their own bodies, or those of volunteers, rewards them with some small inklings of knowledge now and then, though the rate of discovery has nearly ground to a halt of late, and as a result their scholars turn to ever stranger and more morally questionable experiments.

The Constructed seek to unravel the mysteries of android creation in the hopes of one day being able to find, or build, their own foundries and produce new
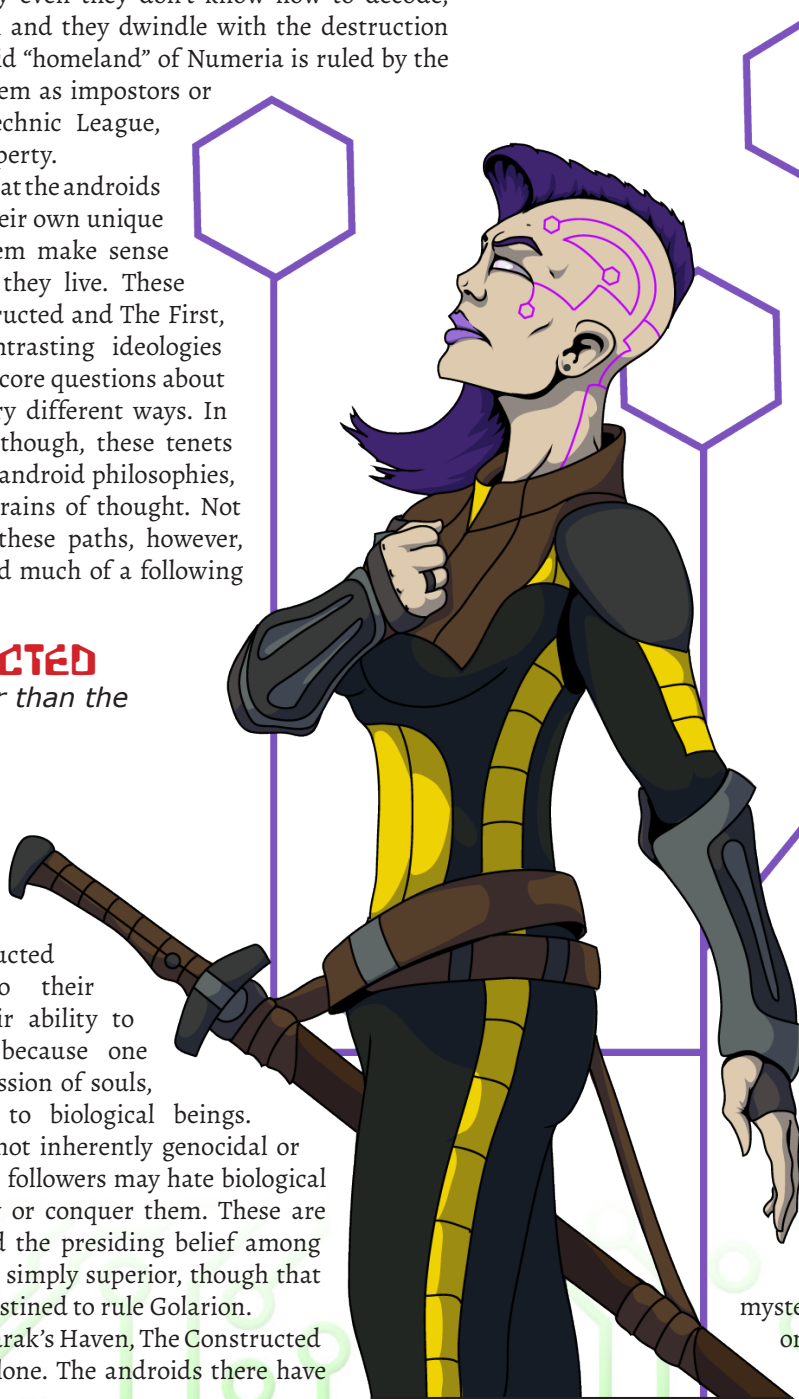
androids. They are painfully aware that, since there is no known way to create more of their kind—and knowing that every destroyed android is a permanent, irreplaceable loss—they will always lose out to the more fecund biological races. While most of The Constructed do not see themselves as crusaders or conquerors, they are terrified of going extinct, which, while perhaps unfounded, is not an unreasonable fear.

One of the obvious benefits of Szarak's Haven's isolated nature is that knowledge discovered has a tendency to compound and grow there. A network of smaller communities would not be able to contribute as much, or as often, to that information.

THE FIRST

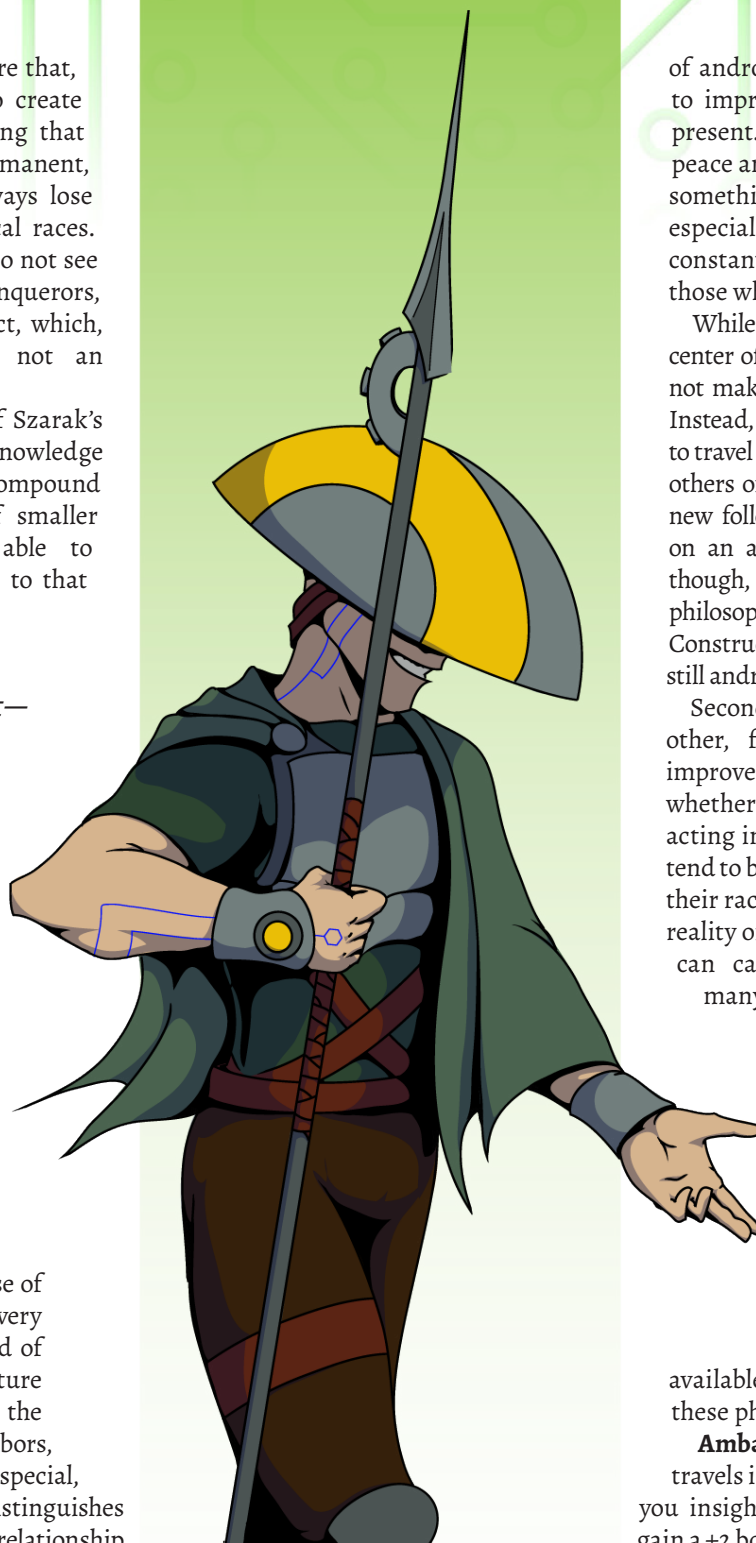*Every android is sacrosanct— any could be the First.*

Alignment: NG

Center of Belief: Numeria (Hajoth Hakados)

Associated Religions: Brigh, Gozreh, Irori

Followers of The First tend towards a more "mystical" path and put the nature of android souls at the very core of their beliefs. Their central dogma proposes that, since every android body may house an infinite number of souls over time, any given android may have housed the very first android soul. Because of this, advocates of The First see every android life as sacred and in need of protection. While their belief structure may appear to depict androids as the superior to their biological neighbors, The First simply see themselves as special, possessed of a uniqueness which distinguishes them like all individual races. The relationship between android bodies and souls is unique among mortals, and one that they celebrate.

The First are not particularly interested in deciphering which android body was, in fact, the first ever imbued with a soul. From a practical point of view, it remains unclear just how anyone might actually learn this fact and from a more philosophical point of view, it doesn't really matter. That any android could have been the first means that all androids could have been the first, and that is reason enough to respect themselves and their fellows.

That is not to say The First do not possess goals. Followers seek to ensure the safety of their race, knowing all too well that the nature of their existence precludes increasing their numbers any time soon. While The Constructed seek to improve the position of androids in the future, The First seek to improve the lives of androids in the present. They want to be able to live in peace among their biological neighbors—something that is not always possible, especially in Numeria where androids constantly face violence at the hands of those who fear or wish to own them.

While Hajath Hakados exists as the center of The First philosophy, followers do not make a habit of staying in once place. Instead, The First take it upon themselves to travel Numeria and the world, looking for others of their kind to help or convert into new followers. The help is not conditional on an android accepting their teachings, though, and while they have significant philosophical disagreements with The Constructed, they recognize that they are all still androids, and will help them if needed.

Second to their mission to help each other, followers of The First seek to improve relations with other races, whether that means teaching them or acting in their defense. As such, The First tend to be more open and outspoken about their race, and are less inclined to hide the reality of their existence from others. This can cause problems occasionally, but many see it as the only reliable way to improve relations with their neighbors. To either end, many of The First learn to defend themselves and heal or repair others as a matter of survival.

NEW ANDROID TRAITS

The following traits are available to androids who follow one of these philosophies.

Ambassador of the First: (social): Your travels in the name of The First have given you insight into how other races live. You gain a +2 bonus to Diplomacy and Knowledge (local) checks when dealing with other races.

Constructed Arcana (magic): Following The Constructed, you have learned more than most about how magic affects androids. Once per day, you may treat your caster level as 1 higher for a spell you cast which targets an android or robot (including yourself).

Enhanced Threat Detection (combat): As a follower of The First, you have developed a keen ability to defend yourself. Whenever you fight defensively as a full round action, or when you take the total defense action, you increase the dodge bonus by +1.

Scholar of the Cycle (faith): Your time in Szarak's Haven has given you an extensive knowledge of android souls and bodies. You gain a +2 bonus to Knowledge (planes), as well as a +2 bonus on any Heal checks made to assist an android. ☣

Skymetal Armory
By Matt Morris
Art by Snow Conrad

While most people associate skymetal[TG] with technological marvels, crafters of Numeria have painstakingly integrated these strange materials into traditional magical item crafting. While many warriors might aspire to own an enchanted adamantine warhammer, these items are more esoteric, and might be unknown to any but the Technic League or their allies. In addition to other construction requirements, creating the items below requires access to a small quantity of the appropriate skymetal.

BUCKLER OF FOCUSED POWER

Aura faint transmutation; **CL** 5th

Slot shield; **Price** 4,400 gp; **Weight** 2.5 lbs.

DESCRIPTION

In the center of this *+1 mithril buckler's* face, a trace amount of flowing djezet is encased within a crystal prism. A spellcaster wielding a *buckler of focused power* adds the shield's enhancement bonus to concentration checks and caster level checks.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Combat Casting, Spell Penetration; **Cost** 2,200 gp

DART OF PRECISE ONSET

Aura faint abjuration; **CL** 5th

Slot none; **Price** 186 gp; **Weight** —

DESCRIPTION

This *+1 inubrix featherweight dart*[UI] is completely absorbed into the flesh of the target on a successful hit. Any poison coating the dart does not take immediate effect, but remains dormant in the victim's bloodstream until the attacker speaks a command word or 30 minutes pass. The attacker must have line of effect to the target to use the command word.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *delay poison*; **Cost** 93 gp

METEORIC AMULET

Aura varies; **CL** varies

Slot neck; **Price** 8,100 gp (abysium), 25,000 gp (adamantine), 10,000 gp (djezet), 13,800 gp (horacalcum), 24,500 gp (inubrix), 27,500 gp (noqual), 20,000 gp (siccatite); **Weight** 1 lb.

DESCRIPTION

Even small quantities of skymetal can be powerful if enchanted by a knowledgeable crafter or technomancer. Typically fashioned from minute lumps of material scavenged near Numerian crash sites, *meteoric amulets* derive their power from the interaction between magic and their unique mineral properties. Each different type of *meteoric amulet* grants its wearer powers influenced by the skymetal at its heart.

Abysium: Crafted to protect its wearer from the sickening effect of abysium, the lead body of this one-inch diameter amulet is shaped into a pentacle with a tiny chip of glowing skymetal at its center. Once per day, the wearer can command the amulet to flare into an emerald brilliance that sheds light as *daylight*. All enemies must succeed on a DC 14 Fortitude save or be sickened as long as they remain in the area of light. This illumination lasts for 1 minute. Moderate evocation and illusion; CL 10th; Craft Wondrous Item, *daylight*, *loathsome veil*[UM].

Adamantine: A shield-shaped pendant of adamantine hangs from the burnished steel chain of this amulet. Twice per day, the wearer can activate the amulet to infuse

METEORIC AMULET

herself with a measure of the material's hardiness, gaining DR 15/adamantine for 1 minute. While benefiting from this effect, her skin takes on a metallic sheen. Strong transmutation; CL 15th; Craft Wondrous Item, *iron body*.

Djezet: This amulet is a 2-inch-long crystalline vial filled with djezet hanging from a slender silver chain. Once per day as part of casting a spell, the wearer can expend the amulet's magic to gain a +5 bonus on caster level checks to overcome spell resistance with that spell. Moderate abjuration; CL 9th; Craft Wondrous Item, Spell Penetration.

Horacalcum: A tiny six-pointed star of copper-colored horacalcum hangs from this necklace. The wearer perceives time as passing at a slightly slower rate. The wearer gains a +1 insight bonus on initiative checks and Reflex saves. In addition, once per day as a standard action, the wearer can increase all his movement speeds by 30 ft. for 1 minute. This is an enhancement bonus. Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*.

Inubrix: The teardrop-shaped pendant of this amulet has a velvety feel, despite its outwardly smooth appearance. Once per day, its wearer can activate the amulet to momentarily rearrange her molecular structure. For 1 minute, the wearer ignores attacks from metal weapons. Metal melee weapons and metal projectiles simply pass through the wearer and her equipment as if they did not exist. While under this effect, the wearer can also pass through barriers made solely of metal, such as prison bars or a *wall of iron*. Strong transmutation; CL 13th; Craft Wondrous Item, *ethereal jaunt*.

Noqual: This jagged crystal of noqual sits webbed in a lattice of mithril strands. Notoriously difficult and expensive to enchant, the material still attempts to shrug off magical effects. The wearer gains a +5 resistance bonus to saves against spells and spell-like abilities. Once per day as an immediate action, the wearer can reroll a failed saving throw against a spell or spell-like ability. The wearer must take the second result, even if it is worse. Strong evocation; CL 15th; Craft Wondrous Item, *resistance*, *saving finale*[APG].

Siccatite: This amulet is a silvery crescent of hot or cold siccatite embedded in a hardened clay disc. A *hot siccatite meteoric amulet* grants its wearer resist cold 10. When the amulet prevents at least 10 points of cold damage in one round, it flares with heat, dealing 1 point of fire damage to the wearer. For one round thereafter, the wearer's attacks deal an additional 1d6 fire damage on a successful hit, as if they had the *flaming* quality. A *cold siccatite meteoric amulet* grants resist fire 10, deals 1 point of cold damage

to the wearer after absorbing at least 10 point of fire damage in one round, and causes the wearer's successful attacks to deal an additional 1d6 points of cold damage for one round thereafter, as if they had the *frost* quality. Faint evocation and abjuration; CL 5th; Craft Wondrous Item, *elemental touch*, *resist energy*.

CONSTRUCTION

Requirements Craft Wondrous Item, additional spells or feats (see text); **Cost** 4,050 gp (abysium), 12,500 gp (adamantine), 5,000 gp (djezet), 6,900 gp (horacalcum), 12,250 gp (inubrix), 13,750 gp (noqual), 10,000 gp (siccatite)

PHOSPHORESCENT DIRK

Aura moderate necromancy; **CL** 7th

Slot none; **Price** 46,502 gp; **Weight** 1 lb.

DESCRIPTION

The squat blade of this *+1 virulent*[MC] *abysium dagger* glows with a sickly green light the intensity of a candle flame. The bearer of a *phosphorescent dirk* is immune to poison. Once per day after damaging an opponent with the dagger, the wielder can invoke the dagger's power as an immediate action to treat the injured opponent as if it had ingested abysium powder.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *neutralize poison*, *pernicious poison*[UM], *poison*; **Cost** 23,402 gp

QUICKFINGER RING

Aura faint transmutation; **CL** 7th

Slot ring; **Price** 8,750 gp; **Weight** —

DESCRIPTION

A hair-thin line of coppery horacalcum is embedded in this ebony ring. The magic and material of the ring combines to reduce the time required for the wearer to attempt Disable Device checks, according to the following guidelines: a full-round action becomes a standard action, a standard action becomes a move action, a move action becomes a swift action, and a swift action becomes a free action. The time required to attempt longer checks is reduced by half (with the result rounded down to the nearest round). Once per day, the wearer can grant himself a +4 bonus on one initiative check as a part of making the check.

CONSTRUCTION

Requirements Forge Ring, *haste*, *heightened awareness*[ACG]; **Cost** 4,375 gp

SPELLFOIL STAFF

Aura moderate abjuration; **CL** 9th

Slot none; **Price** 29,800 gp; **Weight** 5 lbs.

DESCRIPTION

Thin strips of pale-green crystal run in channels cut into the pale maple body of this slender staff. The arrangement of these channels, combined with powerful spell-work, allows the staff to exploit noqual's natural magic resistance. The staff allows its bearer to cast the following spells:

- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Break enchantment* (2 charges)

In addition, once per day the staff's wielder can attempt to counterspell an opponent's spell as an immediate action (instead of a readied action) using *dispel magic* cast from the staff.

CONSTRUCTION

Requirements Craft Staff, *break enchantment*, *dispel magic*, *lesser globe of invulnerability*; **Cost** 14,900 gp

THERMODYNAMIC SCABBARD

Aura faint evocation; **CL** 4th

Slot none; **Price** 9,500 gp; **Weight** 3 lbs.

DESCRIPTION

This scabbard is crafted from layers of thick leather separated by insulating wool. The sturdy construction protects the bearer from the coating of siccatite that rests inside the scabbard. When created, the crafter decides if the scabbard's heart is created of cold or hot siccatite. A weapon drawn from a *thermodynamic scabbard* containing hot siccatite deals an amount of extra fire damage equal to its enhancement bonus (minimum 1) on a successful hit for five rounds after it is drawn. A weapon drawn from a cold siccatite *thermodynamic scabbard* instead deals an equal amount of cold damage. The scabbard resizes itself to fit any bladed weapon.

CONSTRUCTION

Requirements Craft Wondrous Item, *elemental touch*[APG]; **Cost** 4,750 gp ☣
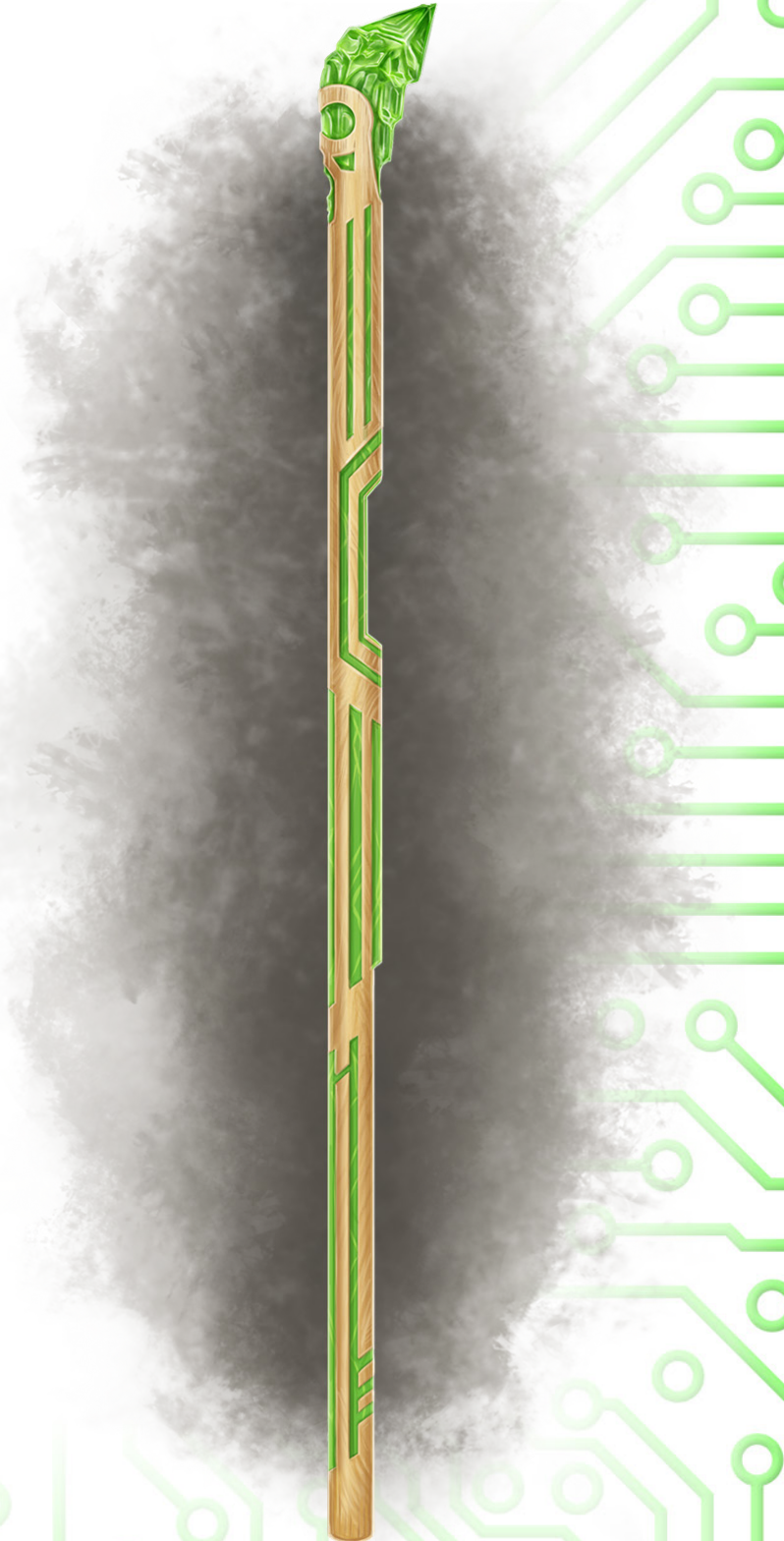
SPELLFOIL STAFF

The Ones Who Wait
A Pair of Kellid Laments
By Robert Feather
Art by Pfenix Artwork

The Kellid tribes sing many songs for many reasons, some purely for entertainment, others for education or to pass on their oral history. The following are two such songs. One is a warning to avoid the haunted site of a ghastly massacre, the other a reminder that they are not alone, and to respect those others who guard the remote places of the world.

Both begin as standard fare only to reveal a twist at the end. The Kellids enjoy introducing such songs to strangers to gauge their reaction and their preparedness, especially if such visitors might be "accidentally" stranded in the wild as a rite of passage.

THE HELLION'S WAKE

to the tune of "On Raglan Road"

Stranger, were you sent to hear my lament?
On the battlefield so sour?
On Sellen hills, where so many fell,
Ten thousand in one hour.

The bravest and the best of us,
Ensnared in a hateful lie.
Had I seen our chief would cause this grief
I'd have spit in his witch's eye

Now I need and crave to find my lover's grave
It's the reason I've not left
Too long we tarried, and unmarried
I linger, long bereft.

Had it not been for my injuries
I'd have stood by his side.
I woke in a start, with clenching heart
At the moment that he died.

I felt him slain, and sudden pain,
As if from my womb were torn.
Now I roam these hills, where he was killed
Where our child should have been born.

I tear the dirt, though my raw hands hurt
'Neath the swords like proud steel nails
I search for his sake, to hold his wake
Amid the worms and the creeping snails

Through snow and rain, I'll find him lain
Deep within his earthly gaol
And though time be short there is still naught
That would cause my will to fail.

For I swore how I'd meet this vow
Even if death calls me away
My shade would stay to haunt this clay
Till Gorum's judgment day.

THE NIGHT SHEPHERD

to the tune of "She Moved Through The Fair"

I sang for my mother as her end time grew near,
I sang up into the skies so loud and so clear,
I sang to the nightjars in hopes they would hear,
And deliver my message to the Pale Lady's ear.

The next night she faded, her face lost her glow.
I slept and I waited for the stranger to show.
I woke to his calm stare boring into my heart,
As he waited for my blessing to carry out his part.

He laid his shillelagh over my mother's breast,
And she smiled so gently I knew she was at rest.
He hushed me from my grieving, wiped the tears from my face,
And I fell into his arms to feel his strong embrace.

Now our beautiful daughter sings the songs that I teach.
She sings to the nightjars, notes I no longer reach.
My life ebbs much weaker, my soul wants to roam.
I need my dark-horned lover to welcome me home. ☣

Pfenix Artwork

Produce Tones
A New Perform Skill for Androids

By Dave Breitmaier

Art by Mike Lowe

Perform (produce tones) is a separate, technology-based category for the Perform skill. Without the Technologist feat, a character is treated as untrained in Perform (produce tones). This skill can only be used by an android or any other creature whose body is infused with nanites.

PERFORM (PRODUCE TONES) (CHA)

With this skill, a creature whose body contains nanites can cause their nanites to vibrate at specific frequencies and create tones in order to synthesize the sound of musical instruments. This usually results in what sound like simplistic chimes and dings of a music box emanating from the creature, but creatures that become more proficient at manipulating their nanites can learn to replicate sounds produced by more complex musical instruments. Creatures skilled enough to give an extraordinary performance can produce sounds emulating full symphony orchestras.

If a bard chooses Perform (produce tones) as his skill for versatile performance, the associated skills for that skill are Diplomacy and Knowledge (engineering).

MASTERPIECES

The following masterpieces use the new Perform (produce tones) skill.

DIRGE OF WEEPING COLOR

(KEYBOARD, PRODUCE TONES)

This mournful tune leaches all color from the area and allows you to attack as a shadow.

Prerequisite: Perform (keyboard) 10 ranks or Perform (produce tones) 10 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: As this somber piece begins, color begins to bleed from all objects within 20 feet of you. The various hues stream from all directions into your hands, saturating your skin until it is blackened, while rendering all objects around you in stark black and white. For the duration of the performance, you can make a touch attack that deals 1d6 points of Strength damage to any living creature. The creature can attempt a Fortitude save to resist this damage. Any humanoid creature killed by your Strength damage becomes a shadow under your control in 1 round. These shadows exist until you end your performance. Abilities that extend the duration of a bardic performance (such as Lingering Performance) affect this masterpiece.

Use: 1 bardic performance round per round.

Action: 1 full round.

THE SMALL SONG OF THE DRUMMING HEART

(PRODUCE TONES)

This evocative tune elicits such profound emotion it causes constructs to feel and believe they are alive.

Prerequisite: Perform (produce tones) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: You create a song reminiscent of a peaceful Minkaian lullaby played on a samisen, its melody so captivating it causes even a construct to feel the sensation of a living heart beating within its chest. While you maintain the performance, any construct within 30 feet who can hear your performance must make a Will save or become susceptible to mind-affecting effects, and they are treated as living creatures for the purposes of determining which spells affect them. Each round of the performance continues this effect. Creatures that successfully save cannot be affected by the same performance. Abilities that extend the duration of a bardic performance (such as Lingering Performance) affect this masterpiece.

During the performance, you may spend 1 extra round of bardic performance per round to cause a single affected construct within 30 feet who can hear you to make a Will save or become confused for 1 round.

Use: 1 bardic performance round per round, +1 round to confuse construct.

Action: 1 standard action.

SONIC INCANTATION OF RESONANT FREQUENCY

(PRODUCE TONES)

You create a series of strange noises arranged into a rhythmic song. The song tests the strength of objects around you, shattering some while merely damaging others.

Prerequisite: Perform (produce tones) 15 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: You create a song of sonic artifacts in various frequencies arranged into seemingly disjointed notes and cadences. To the untrained ear, the piece sounds like musical chaos, but those listening carefully detect the structure of a climaxing fugue. When you complete this performance, you may target any object within 30 feet with a hardness of less than 10. For each targeted object, you must expend 1 extra round of bardic performance, up to a maximum of 5 total objects. A 5-foot square piece of wall or ground is considered one object. Targeted objects take 10d6 points of sonic damage. Weapons in a bag, sheath, or holster cannot be targeted, and magic items can make a Fortitude save to take half damage. A magic item's saving throw bonus is equal to 2 + 1/2 the item's caster level.

Use: 5 bardic performance rounds, +1 round for each object targeted.

Action: 5 full rounds ☣
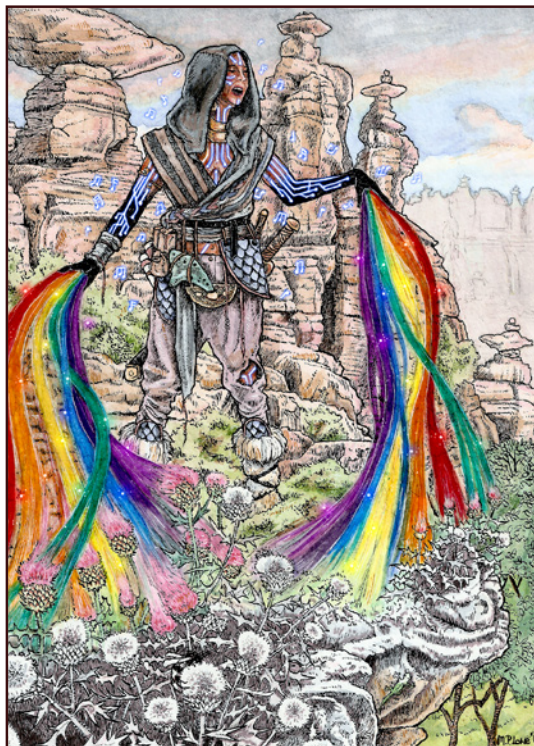
Technic League Faction Rewards

By Spencer Giffin
Art by Silvia Gonzalez

The Technic League is a group of arcane spellcasters obsessed with uncovering the secrets of the Silver Mount and other crash sites in Numeria. More information on the Technic League can be found in *Pathfinder Adventure Path #86: Lords of Rust, Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*, and *Pathfinder Campaign Setting: The Inner Sea World Guide*. This article uses rules set forth in *Pathfinder Chronicles: Faction Guide*.

The faction closest to being an ally to the Technic League is the Mendev Crusaders. This parasitic relationship is based on extracting as much coin as possible from crusaders on their way to Mendev, but may be treated as an allied faction at the GM's discretion. Opposed factions include the Pathfinder Society for their numerous attempts at gaining access to the Silver Mount and the church of Erastil, particularly in Iadenveigh.

GOAL: UNLOCK THE MYSTERIES OF THE SILVER MOUNT

The Technic League seeks to understand the secrets that lie within the Silver Mount and other crash sites in Numeria. Such secrets are jealously guarded and never shared with outsiders. Non-members who do obtain secrets are hunted down with extreme prejudice. To this end, they seek complete control over Numeria.

ALIGNMENT: CE

The League has little regard for their slaves or non-members and extracts as much as possible from those under their control (including lower ranked members) out of pure greed. Newer members are often given brutal missions as a way of getting their hands dirty and showing that morality won't hold them back. The League's organizational structure is poorly defined at best, despite being based on naval ranks. Assassination and corruption run rampant.

LEADER

Ozmyn Zaidow (CE male human magus[UM] 7/technomancer[TG] 7) leads the Council of Captains and is both feared and respected throughout the League for increasing the League's power. More details on Ozmyn can be found in *Pathfinder Adventure Path #89: Palace of Fallen Stars*.

GOOD CLASS CHOICES

Alchemist, Arcanist, Magus, Sorcerer, Wizard

CHALLENGING CLASS CHOICES

Druid, Monk, Paladin

HEADQUARTERS

The Technic League is based out of the Technic League compound in Starfall as this allows the greatest access to the Silver Mount. More information on Starfall and the compound can be found in *Palace of Fallen Stars* and *The Inner Sea World Guide*.

JOINING

Aspiring members must submit themselves to the League for consideration. Should they prove to be talented, they will be extensively tested before having a chance at full membership and the right to own technology. Usually only arcane spellcasters are granted true membership. Others may become auxiliary agents or hirelings at best. For more details on League membership, see *Pathfinder Adventure Path #86: Lords of Rust*.

GAINING PRESTIGE

The Technic League respects those who display an aptitude for technological items. Newer members are often sent on missions designed to test their loyalty and dedication. These missions relate to maintaining control of Numeria, reclaiming stolen technology, delving into crash sites, and returning technology to their superiors. The largest Prestige Award (PA) gains come from sharing new technological discoveries and reporting newfound crash sites to the League. However, many members elect to keep their discoveries secret. There is often in-fighting in the League, but such conflict rarely results in loss of Prestige.

RESOURCES

The Technic League offers its members access to technology unparalleled on Golarion. They have at their disposal numerous slaves, hirelings, gearsmen, and other robots. The following benefits are available to faction members based on their Total Prestige Award (TPA) or by spending their Current Prestige Award (CPA).

1 TPA: Gain a +5 circumstance bonus on one Knowledge (engineering) check made in the League compound. This check takes 2 hours to confirm the information in numerous jealously guarded sources. This bonus does not stack with the bonus to one check purchasable by all factions (see *Faction Guide*).

1 CPA: While in the League headquarters, transcribe a common spell (any spell listed in the *Pathfinder Roleplaying Game Core Rulebook*, or any spell the GM decides is common in Numeria) into a formula book or spellbook. This benefit does not require a Spellcraft check or any additional transcribing costs. Uncommon spells or spells related to technology cost 1 additional CPA.

5 TPA: Gain the title of "Initiate", a +1 bonus on Intimidate checks against League slaves and hirelings, and accommodations in Starfall with a stipend that must be spent on living expenses (see the "Cost of Living" section in Chapter 12 of the *Pathfinder Roleplaying Game Core Rulebook*).

5 TPA, 1 CPA: Gain the assistance of 10 slaves (Kellid commoner 1) for 1 week.

5 TPA, 2 CPA: Exchange one feat for Technologist[TG]. The feat exchanged cannot be a prerequisite for another feat.

10 TPA, 1 CPA: Gain the title of "Member", allowing ownership of technology without League reprisal. Gain a +1 bonus on

Intimidate checks against all Numerians not part of the Technic League. The stipend increases (average cost of living).

Member: Purchase faction spellcasting (*Faction Guide*) of arcane spells at 1 CPA less than normal (minimum 1 CPA).

1 CPA, Member: Gain a +5 circumstance bonus, lasting one week, on all checks to craft technological items while in Starfall. The character must spend at least 1 hour per day in the League compound to receive this bonus.
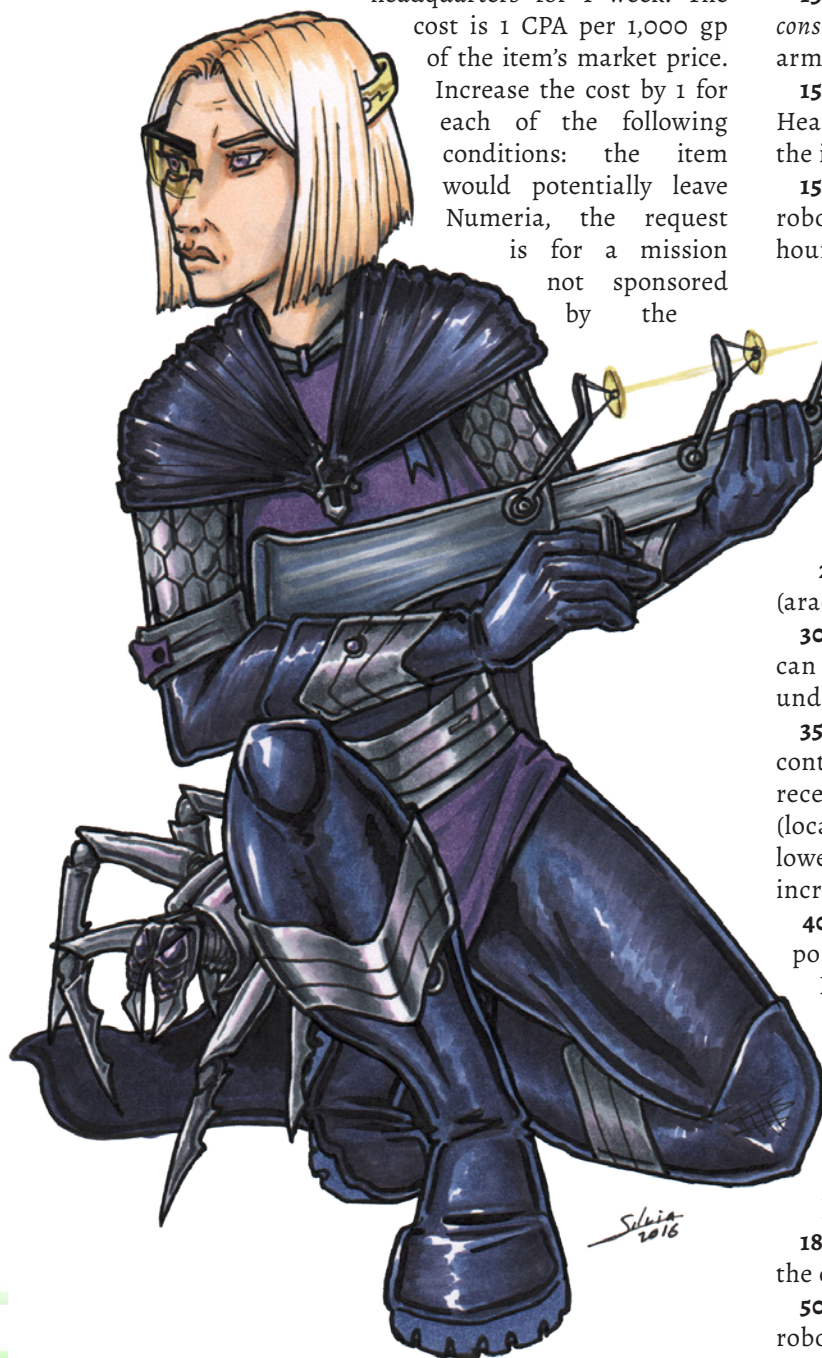
1 CPA, Member: Change services to a different captain of choice.

1 CPA, Member: Learn the location of a newly discovered or obscure crash site.

1 CPA, Member: One-time access to the Silver Mount or other League-controlled crash site for up to six people for 48 hours. Only League members, hirelings, robots, and slaves may be included in the expedition.

1+ CPA, Member: Borrow a technological item from the League's headquarters for 1 week. The cost is 1 CPA per 1,000 gp of the item's market price. Increase the cost by 1 for each of the following conditions: the item would potentially leave Numeria, the request is for a mission not sponsored by the League, or there is a high risk of the item being destroyed. When there is a significant risk of the item being lost to non-faction members, or if the item uses charges or is destroyed after use, the League does not approve the loan.

2 CPA, Member: Androffan is downloaded into the character's mind without needing to spend a point on Linguistics.

3 CPA, Member: Teleport three people from one League controlled site to another (+1 CPA for each additional person). This takes 1 day to arrange, but can be arranged for the same day at a 2 CPA increase. The cost of this benefit is not reduced by the spellcasting discount above.

10 CPA: Change a sorcerer's bloodline to nanite[PotR]. This is a process that requires an 8-hour ritual that must be performed at a nanotech lab.

10 TPA, 3 CPA, Member: Requisition the assistance of a novice League member (an NPC magus whose level is half the PC's) for 1 week.

15 TPA, Member: Purchase or upgrade *conductive*[UE] or *construct-bane* weapons or purchase non-magical adamantine armor and weapons in Starfall at a 10% discount.

15 TPA, 1+ CPA, Member: Gain a cybertech[TG] implant with no Heal check required to implant. The cost is 1 CPA per 375 gp of the implant's market price.

15 TPA, 5 CPA, Member: Gain the assistance of a gearsman robot[ISB] for 24 hours or a Technic League hireling[NLFS] for 48 hours.

15 TPA, 5 CPA, Member: Increase the technomancer[TG] bonus when using technical expertise by 1. This requires one month of study at a crash site. The character can gain this benefit only once.

20 TPA, 5 CPA, Member: Gain the title of "Second", increasing the Intimidate bonuses from Member and Initiate by 1 each.

25 TPA, 1 CPA, Second: Obtain 4-6 loyal "spider-bots" (arachnid robot[NLFS]).

30 TPA, 10 CPA, Second: Gain the title of "Lieutenant" and can issue limited orders to lower ranked League members under the same Captain at the GM's discretion.

35 TPA, 10 CPA, Lieutenant: Become overseer of a League-controlled settlement. While in that settlement the character receives a +4 bonus on all Diplomacy, Intimidate, and Knowledge (local) checks regarding the settlement and can issue orders to lower ranked League members in that settlement. The stipend increases (extravagant cost of living).

40 TPA, 10 CPA, Lieutenant: Gain the title of "Captain", a position on the Council of Captains, and full access to all League sites including the Silver Mount. The Intimidate bonuses from "Member" and "Initiate" titles increase by +1, and the stipend increases (extravagant cost of living). If the character's current Captain is alive, the CPA cost is increased by 5. A Captain without the Leadership feat gains followers as if she had the Leadership feat, but does not gain a cohort. A League captain can issue orders to lower-ranked members.

18 CPA, Captain: Obtain a copy of *A Thread of Silver*[DH]. Sharing the contents of this book carries a death sentence.

50 TPA, 25 CPA, Captain: Gain the assistance of a myrmidon robot[ISB] for 24 hours. ☣

This Is How It Starts
By Kendra Leigh Speedling
Art by Kristiina Seppä

This is how it starts for you.

You burn your old life, obliterate all traces of who you were before. Name, home, family ties—these things will only interfere. You take a new name for your new self when you leave home to join the League. There is not much to leave behind in any case. A small house and some distant relations, none close enough to do more than dab away false tears at your false funeral after your house burns to the ground.

You make your way to Starfall. If you expected it to be shining and glorious, you would be disappointed at the squalor in its slums and the beggars in its streets, but you don't much care. Starfall *is* glorious—at least, it is to the people who matter. And oh, gods, do you want to matter.

You know that knowledge is power. Ambition burns in you, as hot and bright as the flame that gives your former hometown its name. But even power is secondary in the end. What you want— what you *need*—is to understand. The strange firearms that come from the ruins, the androids—these things are evidence that the universe is a bigger place than most people dare to imagine.

You are not most people. You *want* there to be more.

You are intelligent and skilled, considering your relative youth. You complete your first few jobs for the League with ease. The day you are initiated is the happiest of your life.

They assign you to the team of a lieutenant, a craggy bear of a man who utilizes magic and technological marvels with equal ease. He has made many important discoveries and is highly regarded, though not as influential as the captains. Under his tutelage you are considered an assistant, and you learn the basics of magic and the ways these strange technologies can be identified. He makes no mention of the reason these things came to be here, what caused them to rain from the sky thousands of years ago, though you are sure he knows.

You learn that secrets are currency. You learn that loyalty is the expectation of fools. Your mentor has survived multiple attempts on his life, more from inside the League than out. After all, you all want to be the ones to discover these artifacts from the stars.

You are not yet granted permission to use any of the technological items you come across. Sometimes, in brief moments when no one is watching, you run a finger along the objects sitting on the tables of the workroom, whispering their names to yourself. *Flare gun. Autograpnel. Hemochem.* You learn the language that holds these names, absorb every scrap of knowledge anyone else lets slip. You are low-ranking, but you do not intend to let that last long.

You are, your mentor says, meant for greatness.

After several years, you realize that the lieutenant has no intention of letting you rise further. You are already too sharp, too clever, and your mentor likes taking your discoveries for his own. You know better than to complain. That's how things work in the League. He cannot block you from becoming a full member forever, but he can place you in a position where you will be obliged to keep assisting him even after that. And what then? The more important secrets held back from you; the more powerful technology denied to you; the younger members rising above you. Until, perhaps, your mentor decides he's squeezed all he can from you, and you meet with an accident.

Better to strike first.

On your next expedition into Silver Mount, a tunnel collapses. You and your mentor are separated from the rest of the group. He is already injured from the debris.

You emerge the sole survivor of the mission, bearing his research notes with you. A tragedy, but these ruins are full of dangers. He knew the risks, and you swear that you will not let his death be in vain. Whether or not people believe you, no objections are raised. What matters is that the League's work continues.

What matters is that your work continues.

You rise.

Discoveries are made, artifacts obtained, ancient and crumbling machines brought to life again by your hand. In time you are made a lieutenant yourself, and with that comes students and assistants of your own.

Occasionally you walk the streets of Starfall, noting dispassionately as people scramble out of your way. You are easily recognizable as a technomancer; no ordinary citizen is permitted to carry the technological items you bear. You see them living their everyday lives, shopping at the markets, shepherding children, and holding hands with lovers.

You know that life is small and empty. You gave it up to study the worlds beyond the stars. Most days you do not even notice the trade.

But those trips are always faintly unsettling, for whatever reason, and eventually you stop them altogether. You focus on your work. You focus on your students. Your best student shows more promise than anyone you've seen in a long time—maybe even surpassing you at that age.

You vow to keep an eye on him. You know the sorts of things that bright young people do.

Your work stalls for several months while you attempt to work out how one of the robots you've found is programmed. It appears to be meant as a guardian of some kind, but no matter what you do it eludes your efforts to alter the programming, or even to unlock its secrets.

You move on to other projects. But the robot haunts you, an itch in the back of your mind.

Your second-best student meets you in the laboratory one day, a triumphant gleam in her eyes, clutching the slightly blood-spattered—but still legible—notes of your best student.

She becomes your new best student.

> *"I'm waiting, too!"* you burst out one day, frustrated beyond measure. *"I want to know who made you! I want to know what you do!"*

You know you should deal with her—she's already proven herself a threat—but it doesn't seem worth the energy. She's young and impetuous; she'll slip up eventually. You send her on the riskier missions and watch your back.

When no one else is around, you work on that robot. You tell no one—an unacceptable loss of face, to admit you have a problem you can't figure out. It would be an embarrassment.

As would the fact that you talk to the thing.

It's deactivated; you know it won't answer. But that doesn't stop you from asking it questions, because in spite of your standing in the League and your own discoveries, there's still so much you don't understand. You know the ruins are the remains of a starship, capable of traveling unimaginable distances through space. But of the society it came from, the knowledge they'd collected, you know only frustrating snippets. For all the League has managed to piece together, it still barely scratches the surface.

You wonder if that society still exists, and what they're like now. You collect the access cards you find scattered throughout the ruins. Sometimes you go through them, looking at the eerily realistic pictures on many of them, portraits of people long dead. Were they intending to come here? Or were they lost?

You want to know how different your world would be if they'd landed safely.

You feel tired and much older than your thirty-six years.

The robot continues to prove uncooperative. You've finally managed to get it to function again, but it only stands against the wall, motionless. It's as if it's waiting for something.

"I'm waiting, too!" you burst out one day, frustrated beyond measure. "I want to know who made you! I want to know what you *do!*"

When it speaks, it shocks you.

"I learn."

"Learn what?"

Silence.

"Learn *what*?" You kick the thing when it doesn't respond, swearing as the pain sears through your foot. Your whole life has been research and ruins, and you *still—*

You still don't understand.

"I want to learn too, damn it! I want—"

"To understand?"

You whirl around. Your best student is watching you from the doorway, her eyes hawk-sharp.

"Why?" she asks, with a shrug. "What's important is that we know how to make use of it."

You step in front of your robot, feeling oddly protective. She chuckles.

"Let me know if you ever get the thing working," she says and saunters out.

In that moment, you know that she may well be a captain one day.

And you know you never will.

This is how it starts for you.

You burn your old life, obliterate all traces of who you were before. Notes, research, League connections—these things will only interfere.

You take a new name for your new self when you leave to find the truths held among the stars. ☣

Golarion Gazetteer
Jaska-Ret
By Brendan Ward
and Natalie Ellis
Art by Fil Kearney

The inhabitants of impoverished Dravod Knock whisper about a hidden paradise somewhere in the Felldales. They tell of a time when their tribe was stronger and wealthier, until Yala Redhawk and Gortek-Kas, traitors to some and heroes to others, recruited 100 of the town's men and women to settle a new village, which they called "Jaska-Ret."

This is not simply a fairy tale to help hungry children sleep at night. Eight hundred years ago, two wounded warriors of the Black Horse tribe found themselves in a snowstorm in the Felldales. Carrying an unconscious Gortek-Kas, Yala Redhawk followed a warm stream into a hilltop cave. There, an ancient Kellid shaman instructed Yala to lay her companion in the water.

When he emerged he had been healed, not only of his frostbite, but also of the deep axe wound in his leg. Assuming the shaman to be the avatar of a god, Yala and Gortek-Kas pledged their loyalty to him and his great healing magic.

The shaman was, in fact, a projection of the AI from a terraforming module separated from the starship *Divinity*. The AI, calling itself **Veriditas**, slowly helped Yala and Gortek-Kas overcome their Kellid mistrust of technology by creating a lush grove in which food grew abundantly despite the harshness of the land. The next summer, the two Kellids crossed the hills to Dravod Knock to gather and lead the people there to this new land.

However, those who would not abandon the Kellid way of life spread the rumor of this new settlement, which caught the attention of the vicious Ghost Wolves. Under attack from a scouting party and fearing the arrival of more raiders, the inhabitants of Jaska-Ret were forced to flee into the hills. Faking a technological explosion behind them, they retreated under the cover of a cloaking device created by Veriditas. Here they settled a new Jaska-Ret where they still live in an isolated paradise.

Over time, Veriditas came to assume new faces, shifting its appearance to suit the emotional needs of the people it spoke to. Today, no one can say which is the true face of Veriditas, though it is still depicted as the shaman who saved Gortek-Kas.

LIFE IN JASKA-RET

The advanced technology of the settlement module means that the residents of Jaska-Ret have food in abundance without needing to cultivate crops. With Veriditas' medical database and healing nanites, the creatures who live there have exceptionally long lifespans. Thus, a culture of technological experimentation and research abounds, as people have much time for leisure and learning.

In the four generations of the village's life, its government has become more complex than typical Kellid autocracy. While Veriditas is treated as a god, its representative is elected by the town. In a tradition beginning with Yala Redhawk, this person is usually the one most in touch with Veriditas and therefore powerful in the tribe's new magic. However, the village places great value on openness, and so Veriditas and the tribal leader hold open discussion in the town square, where residents can vote on major concerns.

The town celebrates two festivals: the anniversary of New Jaska-Ret, and the anniversary of the New Arrivals from Dravod Knock. At each ceremony, those who have come of age or recently joined the village are plunged into the Medella Pool to be baptised in nanites. Nanite-blooded sorcerers often emerge from this experience. At these ceremonies and on celebratory occasions, the town revels with alcohols made from fermented alien fruits and honey collected by the town's avid apiarists.

The village is welcoming to new immigrants, although these are few. However, due to the need for secrecy, anyone who wishes to leave must give up all memory of their time there by passing through the Gate of Memory and undergoing a technological memory erasure that works similar to the *sequester thoughts*^{PFSFG} spell. Sometimes members of the village must leave to gather technological supplies for Veriditas, and in these cases their memories are placed in a pendant set to break when their mission is completed, thus restoring their memories.

PLACES OF INTEREST

Town square: A large expanse of verdant grass makes up the center of Jaska-Ret, where regular meetings are held to discuss important decisions within the community. It is also the site for both annual festivals. The community leader, **Ah-katek** (LG female human [iron priest^{TG}] 5), can be found here on any given day, always willing to talk to members of the village and friendly new arrivals. A holographic plate set into the middle of the square provides a means for Veriditas to interact with its people, as well as take part in ceremonies.

Technology workshop: Veriditas encourages the villagers to educate themselves, and one of the primary forms of education is the repair and construction of technological items to improve the quality of life in the village. **Nalm Taktolm** (NG female orc [Numerian scavenger^{TG}] 4), one of the newest members of the community, now spearheads this project. Having recently stumbled into Jaska-Ret while escaping from Kuratown, she and her two companions owe the villagers their lives, and have taken to village life with enthusiasm and determination.

The dam: The lower end of Jaska-Ret is dominated by a large expanse of water which appears to glow faintly golden at night. While the inhabitants do not relish damming the natural spring on which their settlement depends, they see it as necessary for maintaining the secrecy of the village's location, and therefore their survival.

The Gate of Memory: In contrast with the simple and natural style of the village itself, the only way in or out of Jaska-Ret is through a high archway, set with hundreds of silvery gemstones. On closer inspection, these gemstones can be identified as tiny technological chips rather than gems, which function in the same way as memory storing gems for the purposes of the memory erasure anyone leaving must undergo. The gate is set into a glaucite wall, unusually thin but covered in runes, that has been fortified both inside and out.

***Divinity* settlement pod:** While Jaska-Ret may in itself be a fascinating and fantastical place, what is more interesting is what lies below it. The remains of an abandoned settlement module, specifically equipped for survival in harsh and foreign terrain,

AH-KATEK'S HOUSE

TECHNOLOGY WORKSHOP

ENTRANCE TO SETTLEMENT POD

GATE OF MEMORY

TOWN SQUARE

DAM
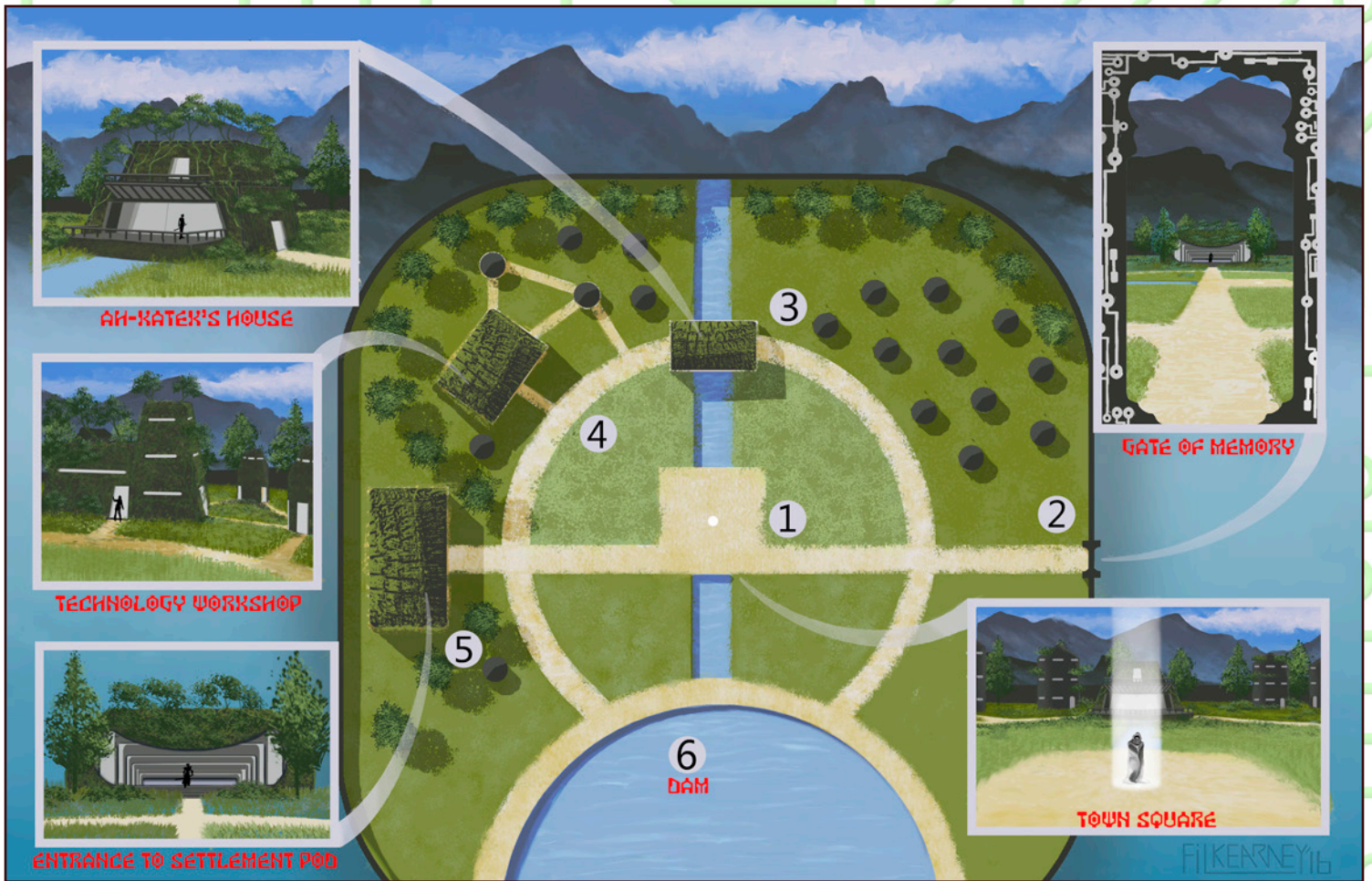
allow Jaska-Ret to flourish in the otherwise barren Felldales.

The Green Room: Originally constructed as a seedbank, the Green Room now looks more like a greenhouse for alien plant life. As water seeped into the craft from the mountain spring above, dormant seeds began to grow unchecked, filling the room with trees and flowers, as well as crops, fruits, and vegetables.

The Medella Pool: Stasis chambers filled with restorative nanite fluids, which broke open when the settlement pod crashed, have now flooded the room with a slightly viscous fluid which glows with the same golden hue as the dam above, only brighter. While the inhabitants of Jaska-Ret fully understand the concept of nanite fluid, the pool is a sacred area, used in the coming of age ceremony and to heal the sick and wounded.

The Inner Sanctum: The last remaining section of the craft is the mainframe for the AI, Veriditas. It can usually be found here, and can appear in a physical form. Only trusted members of the community are allowed into this inner sanctum. Veriditas prefers to manifest holographically on the surface when it speaks to the villagers.

Decoy ruins: The shell of the first settlement, sabotaged and abandoned before the invading Ghost Wolf tribe arrived, stands to this day. Veriditas hopes that it will put off any would-be invaders who, like the Ghost Wolf leader, might believe the settlement lost to the Felldale's cruel environs.

ADVENTURE HOOKS

• While Veriditas carefully manages the carrying capacity of the settlement, there is one thing it cannot balance easily: the demands on its power core. As it runs down, Veriditas sends Burtok the Bull to find alternate power sources. His memories locked in a stone around his neck, he recalls nothing but mysterious instructions about finding pieces of technology. After a vicious bandit attack he turns to adventurers to help him raid the ruins of the Felldales for power supplies.

• The Technic League has shown an unusual interest in a young man from Dravod Knock who disappeared into the Felldales two weeks ago and recently returned looking healthier and stronger than ever, but with no memory of his adventure. It is rumored he is not the first to experience this.

JASKA-RET

LG village

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

Qualities academic, insular

Danger +0

DEMOGRAPHICS

Government technological (magical)

Population 115 (103 humans [majority Kellid], 8 halflings, 3 orcs, 1 android)

NOTABLE NPCS

Veriditas (LG Artificial Intelligence^{TG})

Ah-katek (LG female human [iron priest^{TG}] 5)

Burtok the Bull (NG male android^{Bs} [savage technologist^{TG}] 6)

Nalm Taktolm (NG female orc [Numerian scavenger^{TG}] 4)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 5th

Minor Items 2d4; **Medium Items** 1d4; **Major Items** —

Weal or Woe: Bronze Whispers

By Kendra Leigh Speedling

Art by Erin Frye

WEAL: INKERIT ALHAQ

Originally born in Osirion, Inkerit found her calling as a priestess of Brigh early in life. From a young age, she was always fascinated by machines and inventions. When she began having dreams about strange humanoids that were half-machine and half-human—dreams she believed were sent by Brigh herself—she traveled to Numeria so she could see such people with her own eyes. Upon arrival, she was horrified by the Technic League's suppression of the open exchange of knowledge and their view of androids and other sentient constructs simply as tools or test subjects. She decided something had to be done. For the past several years, she has engaged in stealth raids, freeing android prisoners from the League's control and helping them build new lives elsewhere.

ADVENTURE HOOKS

- Faced with a Technic League compound too well-fortified for her to take on alone, Inkerit asks the PCs for help.
- Rumors are spreading of a woman who has been freeing androids from the Technic League...and of the sizeable bounty the League has placed on her head.
- The PCs come across an android man fleeing Technic League agents who asks them to see him safely to Hajoth Hakados, where he has heard of a priestess of Brigh who helps those like him.

BOON

Inkerit is happy to offer her spellcasting services for free or at a nominal charge to those who are willing to aid her in her struggle against the Technic League.

INKERIT ALHAQ	CR 5

XP 1,600

Female human (Garundi) cleric of Brigh 6

NG Medium humanoid (human)

Init −1; **Senses** Perception +4

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, −1 Dex, +2 shield)

hp 36 (6d8+6)

Fort +6, **Ref** +1, **Will** +9

Resist fire 10

OFFENSE

Speed 20 ft.

Melee +1 light hammer +5 (1d4+1)

Ranged light hammer +3 (1d4+1)

Special Attacks channel positive energy 6/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +10)

7/day—artificer's touch (1d6+3, bypasses 6 DR and hardness), fire bolt (1d6+3)

Cleric Spells Prepared (CL 6th; concentration +10)

3rd—dispel magic, fireball^D (DC 17), magic vestment, prayer

2nd—hold person (DC 16), lesser restoration, make whole, sound burst (DC 16), wood shape^D

1st—bless, burning hands^D (DC 15), comprehend languages, divine favor, shield of faith

0 (at will)—create water, detect magic, light, spark^{APG}

D domain spell; **Domains** Artifice, Fire

TACTICS

Before Combat Inkerit casts magic vestment and shield of faith if she has time.

During Combat Inkerit casts prayer on the first round of combat, then uses spells in preference to moving into melee. Her usual hit-and-run tactics prioritize taking out foes quickly. If she is reduced to fewer than 15 hit points, she attempts to flee unless she would leave an ally behind—she refuses to abandon her companions.

Morale If she is reduced to fewer than 8 hit points, Inkerit generally surrenders. However, if she is fighting against the Technic League, she fights to the death while trying to escape.

STATISTICS

Str 10, **Dex** 8, **Con** 13, **Int** 14, **Wis** 18, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 12

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Technologist^{TG}

Skills Craft (clockwork) +11, Craft (woodworking) +9, Disable Device +4, Knowledge (arcana) +11, Knowledge (engineering) +11, Knowledge (religion) +11, Sense Motive +8, Spellcraft +6, Use Magic Device +7

Languages Androffan, Common, Hallit, Osiriani

Combat Gear flash grenades^{TG} (2), inferno grenade^{TG}, potion of cure light wounds; **Other Gear** chainmail, heavy wooden shield, +1 light hammer, light hammer, black e-pick^{TG}, batteries^{TG} (3), 62 gp

WOE: ELTHINA RAVENWING

Orphaned at an early age, Elthina struggled to survive on the streets of Starfall. As a child, she watched Technic League agents saunter down the road, seemingly without a care in the world, and swore that, one day, she would join their number. She would never fear being powerless again. She eventually managed to work her way up from being a simple hireling for the League to an initiate, and then a full member. She is determined to become a captain one day, but her ambitions were hampered

by the escape of multiple androids from a research facility that she oversees. Humiliated by the setback, Elthina has vowed to find the person who freed the androids and make them pay for interfering. She always keeps an eye out for enemies of the League's interests, hoping to earn her way back into the good graces of the captains.

ADVENTURE HOOKS

- Elthina approaches the PCs with a request to track down the person responsible for stealing her property, but there is more to this "property" than she is letting on.
- A rival Technic League member hires the PCs to steal Elthina's research—and, if necessary, eliminate her.
- When a well-liked priestess of Brigh disappears from Hajoth Hakados, the PCs must find out who's responsible and locate the missing cleric before it's too late.

DRAWBACK

Incurring the enmity of a Technic League agent is a dangerous move. If the PCs make an enemy of Elthina, purchase prices double in any Numerian town they occupy at the same time as her, as shopkeepers are reluctant to be seen dealing with them. If they are enough of a nuisance, she may even come after them herself.

ELTHINA RAVENWING	CR 5

XP 1,600
Female half-elf wizard (spellslinger)^{UC} 6
NE Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +2

DEFENSE
AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 shield)
hp 35 (6d6+12)
Fort +4, **Ref** +5, **Will** +6; +2 vs. enchantments
Immune sleep

OFFENSE
Speed 30 ft.
Melee dagger +2 (1d4-1/19-20)
Ranged +1 inferno pistol$^{AP 85}$ +6 touch (1d6+1 fire/×2)
Wizard Spells Prepared (CL 6th; concentration +10)
3rd—dispel magic, force punch^{UM} (DC 17), lightning bolt (DC 17)
2nd—defensive shock^{UM}, frigid touch^{UM}, levitate, scorching ray
1st—ear-piercing scream^{UM} (DC 15), magic missile, magic weapon, shield
Opposition Schools conjuration, divination, illusion, necromancy

TACTICS
Before Combat Elthina casts mage armor, shield, and magic weapon if she is expecting combat.
During Combat Elthina opens combat with lightning bolt, targeting multiple foes. She stays at range, hitting enemies with spells from her arcane gun and always using Deadly Aim. If cornered, she casts levitate and attempts to ascend out of harm's way.
Morale If reduced to fewer than 15 hit points, Elthina attempts to flee. If this is not possible, she fights to the death.

STATISTICS
Str 9, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +2; **CMD** 14
Feats Craft Technological Item^{TG}, Deadly Aim, Exotic Weapon Proficiency (firearms), Gunsmithing^{UC}, Skill Focus (Knowledge [engineering]), Scavenger's Luck^{TG}, Technologist^{TG}
Skills Disable Device +8, Craft (mechanical) +13, Knowledge (arcana) +13, Knowledge (engineering) +16, Spellcraft +13, Use Magic Device +7
Languages Androffan, Common, Draconic, Elven, Hallit, Orc
SQ arcane gun, mage bullets, school of the gun
Combat Gear potion of cure light wounds, scroll of technomancy, wand of mage armor (10 charges); **Other Gear** 5 batteries, inferno pistol, dagger, cloak of resistance +1, nanite canisters^{TG} (3), thieves' tools, spellbook (all prepared spells plus 1st—crafter's fortune, detect magic, memory lapse, read magic, shocking grasp; 3rd—fly), 40 gp

SPECIAL ABILITIES
Arcane Gun (Su) Elthina's firearm is considered an arcane gun in her hands. She can cast any ranged touch attack, cone, line, or ray spell through her arcane gun. Spells fired through the arcane gun that require an attack roll have a ×3 critical hit multiplier. When she casts through the arcane gun, the gun's enhancement bonus is a bonus to the spell's attack rolls or saving throw DCs. If any of the spell's attack rolls result in a natural 1 (misfire) or a natural 20 is rolled on any saving throw made against the spell by a target (overload), the arcane gun gains the broken condition. If it already has the broken condition, it explodes, letting loose a blast of either force or the type of energy dealt by the spell. The blast is centered on a single intersection within Elthina's space (her choice) and deals 1d6 points of the appropriate energy or force damage per level of the spell cast. Any creature within the blast besides Elthina can make a Reflex saving throw to halve the damage, calculated with the spell level of the spell used.

Inferno Pistol On a critical hit, Elthina's inferno pistol deals 1 point of burn damage (Reflex DC 12 negates).

Mage Bullets (Su) As a swift action, Elthina can sacrifice a spell and transform the energy into a weapon bonus equal to the level of the spell sacrificed. She can apply any of the following: enhancement bonuses (up to +5) and dancing, defending, distance, flaming, flaming burst, frost, ghost touch, icy burst, merciful, seeking, shock, shocking burst, spell storing, thundering, vicious, and wounding. This lasts for a number of minutes equal to the spell sacrificed.

Musparkk's Wandering Tinkerage and Workshop

By Jeremy "He'sDeadJim" Clements with Nicholas "Nykidemus" Hite, Cailean Keith, Matt "Helio" Roth, and Jeff Taft

Art by Beatrice Pelagatti and Carlos Torreblanca

Alfenious Musparkk is an odd but intelligent gnome (bard 8/technomancer 3) who came to Numeria years ago with his raven familiar after hearing of the wondrous technology found there. His extensive experience in engineering and mastery of various forms of magic quickly took him all the way to the capital. There, he fell in love with the country's mixture of magic and technology and joined the Technic League. Though the League's insular, secretive nature took some getting used to, Alfenious's natural gregariousness made him a unique asset to the organization.

Many years later, he's now a hidden but important agent for the League. He wanders the Numerian countryside in a huge, noisy, pot-and-pan-covered wagon that resembles a wheeled boat pulled by two enormous, purple-painted oxen. Hiding in plain sight with his "new" (robot) raven familiar, he wanders the land

picking up rumors and buying interesting or useful items of magic or technology as well as skymetals—for a pittance, if he can. He's ingratiated himself as everyone's favorite confidant, offering minor discounts for good rumors or knowledge of local events.

MUSPARKK'S WANDERING TINKERAGE AND WORKSHOP

Respected Local Tinkerer/Technic League Spy

Owner: Alfenious Musparkk

Location: Numeria

Mundane Wares: metal tools, pots, pans, cooking knives, and heavy cleavers

Magical and Technological Wares: rare skymetals (stock or scrap), small skymetal tools and weapons, minor technological items, as well as various minor potions and magic items that are generally useful against constructs and Numerian technology

Purchase Required	Price Adjustment	Unlocked Boon
—	120%	—
10,000 gp	110%	Buys skymetals at 60% value/trade
25,000 gp	100%	Buys skymetals at 65% value/trade; Technic homunculus
100,000 gp	95%	Buys technological items (working or not) at 65% value/trade

OTHER COMMONLY SOLD MAGIC AND TECHNOLOGICAL ITEMS*

Possible stock: Most pharmaceuticals^TG (various), access cards^TG (various), batteries^TG, power cables^TG, bang grenades^TG, goo tubes^TG, nanite canisters^TG, nanite hypogun^TG (various), flashlight^TG, ion tape^TG, grippers^TG, zip stick^TG, flare gun^TG, chain saw^TG, dart gun^TG, arc pistol^TG (timeworn^TG only), *feather tokens* (various), most common 1st level potions and wands, *cloak of protection* (various), *ring of protection* (various), *pipes of the sewers*, and *beads of force*.

OTHER WAYS TO PAY

PCs can impress Alfenious in the following ways.

Scrapper: By bringing any scrap skymetals or technology to him exclusively, the PCs endear Alfenious to them and he reduces all his prices by 10%.

Rumormonger/Spy: PCs who give reliable information to Alfenious (intentionally or not) about local politics, rebels, or found technology often receive a 5% "friends and family" discount.

MAGIC AND TECHNOLOGICAL ITEMS FOR SALE

The following items are commonly available alongside other goods.

CREDULITY EMITTER

Slot head; **Price** 12,000 gp; **Weight** 1/2 lb.

Install DC 26; **Implantation** 1

DESCRIPTION

A credulity emitter implant generates an electrical field that puts people at ease, leaving those affected suggestible. The bulk of the implant is hidden inside the user's skull, but an observer may identify the implant by tiny pins that protrude from the user's brow with a DC 20 Perception check.

When active, the field grants all creatures within 20 feet a +2 competence bonus to Bluff, Diplomacy, Disguise, and Intimidate checks, and imposes

a −2 penalty to Sense Motive checks and Will saves against enchantment (compulsion) effects. Creatures can resist the effects by attempting a DC 18 Will save.

Turning the implant on or off is a swift action.

CONSTRUCTION

Requirements Craft Cybernetics^{TG}, cybernetics lab^{TG}; **Craft** DC 27; **Cost** 7,500 gp

EYERIDER SYMBIOTE

Aura faint divination; **CL** 9th
Slot neck; **Price** 4,000 gp; **Weight** —;

DESCRIPTION

This small, twitching creature resembles a tiny, pale orange starfish covered in blinking milky orbs that are almost assuredly some sort of sensory organs. When placed on the back of a host's neck, the *eyerider symbiote's* tentacles latch on, transferring a portion of its heightened awareness to the host. While the *eyerider symbiote* is attached, the host cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if an attacker is invisible. An attached *eyerider symbiote* continues to function for a number of hours equal to twice the host's Intelligence modifier (minimum 2 hours) before falling off and dying. An *eyerider symbiote* dies immediately if removed before this time elapses.

CONSTRUCTION

Requirements Craft Wondrous Item, *share senses*^{APG}; **Cost** 2,000 gp

GRAVNULL BOMB

Slot none; **Price** 3,000 gp; **Weight** 2 lbs.
Capacity —; **Usage** disposable

DESCRIPTION

A refined version of the technology used in a standard gravity grenade, this oddly dense metal sphere can be thrown as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or itself is struck hard), it explodes, creating a gravitic distortion field that fills a 10-ft. cube around the area in which the device detonated. This field functions identically to effects created by the *reverse gravity* spell (CL 10th). A creature caught in the area can attempt a DC 18 Reflex save to secure itself when the bomb detonates. Creatures who can fly or levitate can keep themselves from falling upwards.

CONSTRUCTION

Requirements Craft Technological Arms and Armor^{TG}, graviton lab^{TG}; **Craft** DC 23; **Cost** 1,500 gp

SPELLCHIP

Aura see text; **CL** 3rd
Slot skillslot; **Price** 3,600 gp; **Weight** —

DESCRIPTION

A *spellchip* is a blend of technology and magic that gives its user the ability to cast one 0-level spell as a spell-like ability at will. To access the spell, a character must insert the *spellchip* into an active skillslot. The *spellchip* radiates faint magic corresponding to the school of the spell it contains.

CONSTRUCTION

Requirements Craft Technological Item^{TG}, Craft Wondrous Item,

the spell to be included in the item; **Cost** 1,800 gp

STIM RIG

Slot chest and neck; **Price** 22,500 gp; **Weight** 4 lbs.
**Capacity** 50; **Usage** 1 dose/round

DESCRIPTION

This metal harness consists of a needle-lined injection collar and bandoleers of pharmaceutical pouches and tubes crossing the torso. It injects a cocktail of powerful combat drugs in times of stress, increasing the user's reaction time and pain tolerance.

A stim rig automatically activates at the beginning of combat immediately prior to initiative being rolled. While the collar is active, the user suffers no penalties from the fatigued or exhausted conditions (this does not allow the wearer to use abilities that cannot be used while fatigued, such as a barbarian's rage ability). Additionally, the user gains a +10-foot enhancement bonus to his base speed, a +4 enhancement bonus to Initiative, a +2 dodge bonus to Reflex saves and AC, DR 10/lethal, and one additional attack per round at their full base attack bonus when making a full attack action. (This additional attack is not cumulative with similar effects, such as that provided by the *haste* spell.)

The device remains active until the end of combat plus an additional 1d6 rounds, or until it runs out of stimulants, whichever comes first. When the effects end, the user must make a DC 26 Fortitude save or take 1 point of Strength, Dexterity, and Constitution damage and become fatigued for a number of minutes equal to the number of rounds the rig was active. A fatigued user incurs a −2 penalty on this saving throw and becomes exhausted for twice as many minutes on a failed save. An exhausted user instead incurs a −4 penalty on this saving throw, and remains exhausted until the condition is alleviated with a night's rest or appropriate magic.

The subtle motions required for spellcasting are difficult while under the effects of powerful stimulants. Spellcasters wearing a stim rig suffer a 50% spell failure chance while casting spells with somatic or thought components.
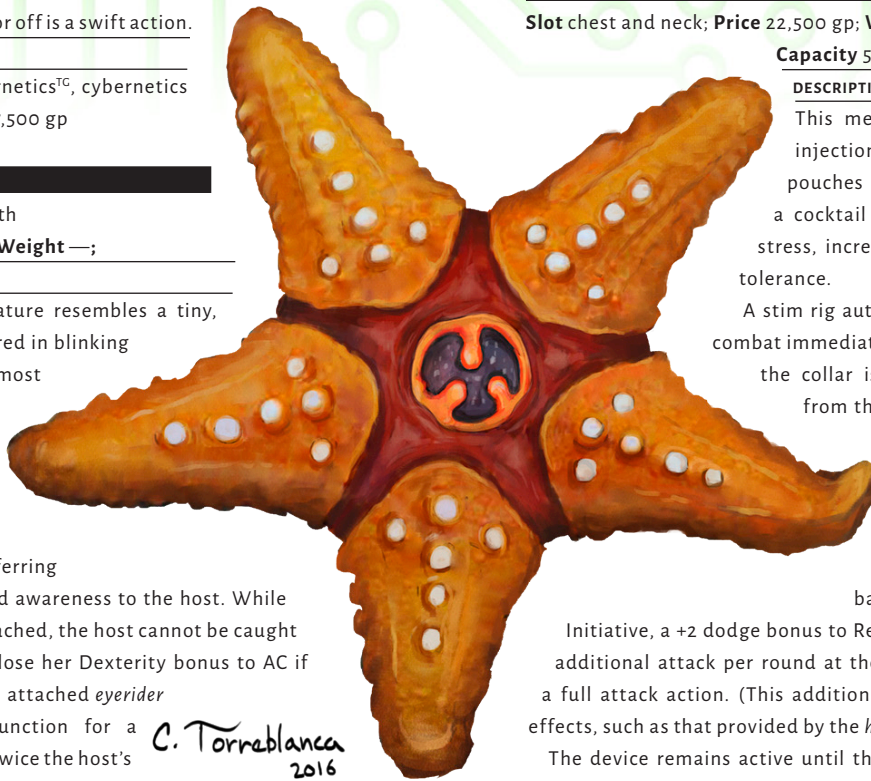
A freshly stocked stim rig has enough stimulants to remain active for 50 rounds. New combat stimulants can be crafted with a successful DC 25 Craft (alchemy) check and expending 1/10 the base cost of the item in materials. New tanks of stimulants require a medical lab and the Craft Pharmaceutical^{TG} feat to synthesize and are worth 4,500 gp.

CONSTRUCTION

Requirements Craft Technological Item^{TG}, Craft Pharmaceutical^{TG}, medical lab^{TG}; **Craft DC** 25; **Cost** 11,250 gp

TECHSLINGER'S BANDOLIER

Aura moderate evocation; **CL** 5th

Slot belt; **Price** 30,000 gp; **Weight** 2 lbs.

DESCRIPTION

This bandolier is made of a material as thick and tough as leather, but reflective like metal. Three coin-sized slots are evenly spaced around the belt, each big enough to fit one battery. When at least one battery is inserted into a slot on the belt, the battery will begin to recharge at a rate of 1 charge per hour. The belt will continue charging the first battery until it is completely charged, then it will begin charging the next battery placed into a slot. Once the belt has fully charged three batteries, or 30 charges, it becomes dormant for 48 hours.

CONSTRUCTION

Requirements Craft Technological Item^{TG}, Craft Wondrous Item, *recharge*^{TG}; **Cost** 15,000 gp

WHIRRBLADE

Price 4,000 gp**; Type** one-handed ranged (thrown); **Proficiency** martial

Damage (S) 1d6 slashing; **Damage (M)** 1d8 slashing; **Critical** x2 (19–20)

Range 30 ft; **Capacity** 5; **Usage** 1; **Weight** 1 lb.

DESCRIPTION

This metal throwing disc, named for the screeching sound it makes while in flight, possesses unnaturally sharpened edges designed to allow it to lodge into all surfaces. Upon striking a target, the whirrblade expends one charge to amplify its normal hum to a gut-wrenching whine, forcing all creatures within a 15-ft. radius of the target to make a DC 18 Fortitude save or be sickened for 1d3 rounds. As a swift action, the wielder may disable this effect via a small button on the flat of the disc.

CONSTRUCTION

Requirements Craft Technological Arms and Armor^{TG}, military lab^{TG}; **Craft DC** 23; **Cost** 2,000 GP

NEW GENERATORS AND ARTIFACTS

While not commonly for sale, the following items might be available to very good clients of Musparkk.

BIOORGANIC ELECTROVAMP	GENERATOR

Yield 10; **Fort** +8; **Hardness** 10; **HP** 45

Explosion 20d6 negative energy (90-ft. radius; Reflex DC 20 half)

Perception Penalty −5

DESCRIPTION

This generator consists of a chair bolted to a circuit-lined starmetal plate, two glass cylinders filled with crackling crimson fluid, and a network of wires and needles. The bioorganic electrovamp draws inspiration from its namesake, using necromantic magic to draw from the natural bioelectricity of living organisms. For the reactor to provide its yield, a living humanoid creature must be fastened into the chair with the skymetal restraints (DC 40 Escape Artist) and subjected to the draining process. For every hour of operation, the attached creature suffers 1d4 points of Constitution drain.

LIGHTNING ROD	GENERATOR

Yield 10; **Fort** +10; **Hardness** 10; **HP** 60

Explosion 20d6 electricity (50-ft. radius; Reflex DC 15 half)

Perception Penalty −5

DESCRIPTION

A lightning rod, crafted from charred and melted skymetal roughly resembling a spear, stands at least 30 feet tall. By harnessing naturally occurring electricity and feeding it through a looping circuit built through the ruined husks of several robots, it can siphon off a limited yield from nature's wrath. This reactor provides its yield for 1d4 hours when struck by lightning (a 50% chance per hour during an average thunderstorm, increasing to 75% in severe weather). Additional strikes during this period increase the yield accordingly, risking overload. For unknown reasons, the technological circuitry reacts poorly with magical electricity. Attempts to activate the generator with magical lightning provide half the normal yield and always risk overload, treating all charges gained this way as being over yield.

VEGETATION-INFUSED NAVIGATIONAL EQUIPMENT	TECHNOLOGICAL ARTIFACT

Slot armor; **Type** light; **Weight** 5 lbs; **AC** +4

Max Dex +5; **Penalty** 0; **Spell Failure** 15%

Speed (30 ft.) 30 ft.; **Speed (20 ft.)** 20 ft.; **Capacity** 40; **Usage** see text

DESCRIPTION

Based off similar principles used in the creation of powered armor technology, V.I.N.E. suits represent the fusion of advanced technology and bio-engineered, semi-sentient organic plant life into a specialized bodysuit designed for usage on planets such as Castrovel, whose surfaces are dominated by great expanses of vegetation. Outwardly, the suit resembles a skin-tight, shifting mesh of multi-hued green plant matter which fully encompasses the wearer, leaving no hint of skin exposed.

When a V.I.N.E suit is donned, it interfaces directly with the wearer, forming a symbiotic relationship between the two. While wearing a V.I.N.E suit, the user is granted low-light vision, requires only 2 hours of rest per night, and can exist comfortably in a hot environment (90-140 degrees Fahrenheit) without having to make Fortitude saves. Additionally, the connection to the strange plant-mind within the suit shields the wearer from mental influence, granting her a +4 insight bonus against mind-affecting spells or abilities. The adaptive nature of a V.I.N.E suit also grants the wearer a +5 competence bonus on Stealth checks in areas of heavy vegetation, and can be further increased to a +10 bonus for 1 hour with the expenditure of a single charge. By expending two charges, the wearer may use the V.I.N.E suit's unique properties to allow her to hide in plain sight (as per the ranger class feature) for up to 1 minute.

Lastly, a V.I.N.E suit user can, in an environment featuring a canopy of trees or similarly-limbed structures, extend two vine-like appendages to swing hand over hand, gaining a climb speed equal to her base speed. This effect requires the expenditure of one charge every 2 hours to maintain.

Due to its organic nature, a V.I.N.E suit cannot be recharged normally. Instead, it must be exposed to a minimum of eight hours of direct sunlight, after which its photosynthetic processes take effect and it recovers a single charge.
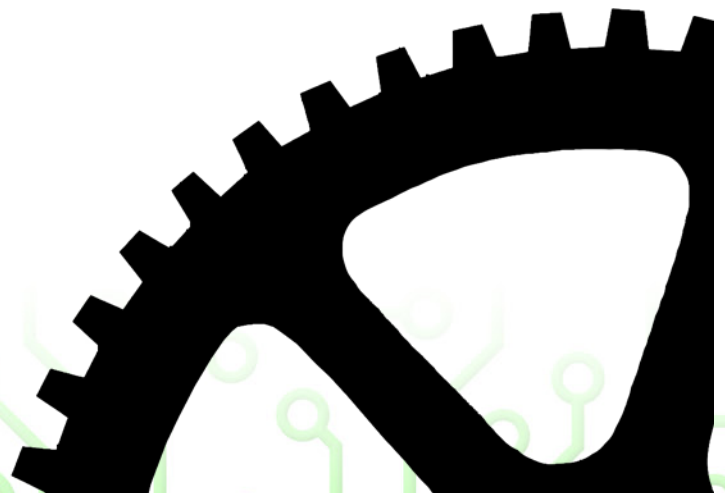
Mutation Master
An Archetype for Druids
By Zack Litchfield
Art by Stephen Harvey

MUTATION MASTER (DRUID ARCHETYPE)

Some druids who live in the strange and twisted land of Numeria have grown to appreciate the mutations which can be found through numerous creatures. These druids become mutation masters, people who form close bonds with mutated creatures and have learned how to apply these mutations to themselves and the various animal forms which they take. The mastery of mutant forms can leave these druids even more outcast from society than normal. This stigma and devotion to the warped creations of mutation leads mutation masters towards more chaotic personalities.

Mutation masters typically come from backgrounds which have provided them close interaction with mutant creatures. Those who hail from one of the Kellid tribes may be looked down upon for their connection with the strangeness of the Numerian wilds, even if their resistance to radiation allow them to travel to places that others cannot. Some mutation masters live further abroad from Numeria, though always hailing from places where the normal rules of nature can become twisted, like the Worldwound. Mutation masters can also be found among races which many might consider abominations already, like tieflings, half-orcs, or even the strange androids found in Numeria.

Nature Bond (Ex): At 1st level, a mutation master gains an animal companion, but may not select a cleric domain. The animal companion a mutation master selects gains the mutant acquired template. This template functions as described in *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars* with the following exceptions. First, when the animal companion gains its 4th or 7th level advancement, it gains a second mutation as well. Second, the ability score bonuses granted by the mutant template are halved until the animal companion reaches 9th level. The animal companion does not gain the normal ability score increases granted at 4th and 9th levels.

If a mutation master releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished. The new animal companion gains the mutation template, but can have no more than two mutations no matter how many hit dice it has.

This ability alters nature bond.

Mutant Empathy (Ex): This ability functions as wild empathy, except the mutation master gains an additional +2 circumstance bonus when improving the attitude of an animal which has the mutant template applied.

This ability alters wild empathy.

Radiation Resistance (Ex): At 2nd level, a mutation master gains an innate resistance to radiation. She gains a +2 bonus on all saving throws against radiation. At 4th level and every two levels thereafter, the bonus increases by +2 to a maximum of +8 at 8th level.

This ability replaces resist nature's lure.

Mutation Shaper (Su): At 4th level, a mutation master gains the wild shape ability as normal. She gains one mutation from the mutant template to apply to the Small or Medium animal form she takes.

At 6th level, a mutation master can use wild shape to change into a Large or Tiny animal with one mutation; alternatively, she can change into a Small or Medium animal with two mutations.

At 8th level, a mutation master can use wild shape to change into a Huge or Diminutive animal with one mutation; alternatively, she can change into a Small or Medium animal with three mutations or a Large or Tiny animal with two mutations.

At 10th level, a mutation master's Large or Tiny animal forms gain three mutations, while Huge and Diminutive animals gain two mutations.

At 12th level, a mutation master's Huge and Diminutive animals gain three mutations.

A mutation master can never use wild shape to turn into an elemental or plant creature.

This ability alters wild shape.

Radiation Immunity (Ex): At 10th level, a mutation master gains immunity to all radiation.

This ability replaces venom immunity.

A Hundred Mutations (Su): At 13th level, a mutation master gains the ability to manifest mutations at will while outside of her wild shape form. By using a standard action, a mutation master can gain any mutation listed in the mutant template. This mutation lasts until it is dismissed as a free action or the mutation master replaces it with another mutation. At 16th level, a mutation master can gain two mutations simultaneously while using this ability.

This ability replaces a thousand faces. ☣

Bones and Chrome
A Numerian game of strategy and luck
By Violet Hargrave
Art by Kalyna Conrad

Bones and Chrome is a strategy game played throughout Numeria on a hexagonal board. The board is marked with a grid of either hexagonal spaces or rounded indentations measuring six spaces along any given side and eleven if measured from corner to corner.

Players take turns placing pieces, traditionally smooth discs carved from bone, on the board, with the first player's pieces bleached in the sun, and the second's charred by fire. While makeshift sets sometimes substitute small rocks or coins, these pieces are always referred to as bones. Victory is achieved when one player succeeds in creating an unbroken line of bones of her own color connecting any point along one of the board's six sides to any point on the side directly opposite.

If a player so chooses, rather than place a bone on the board she may instead place a special piece, always made from polished metal, called the chrome, producing one of four effects at random. Typically this is accomplished by throwing down a bone carefully shaved to land on one of four clearly marked sides, or a crude caltrop that has each tip painted a different color. Fancier sets have been known to feature finely decorated tetrahedral dice, precisely balanced and made from precious metals.

The exact results of playing the chrome, the traditional colors of the tips, and the names for their effects are as follows:

1 (Black): A dud. The chrome is removed from the board, and the player has essentially wasted her turn.

2 (Red): An explosion. The chrome and every bone adjacent to it, regardless of owner, are removed from the board.

3 (White): A strong wall. The player replaces the chrome with a bone, and may immediately place two more bones adjacent to it if there are open spaces.

4 (Blue): An anomaly. The chrome is removed from the board, and three of the current player's bones are immediately added to the board, but in spaces of her opponent's choosing.

In addition to serving as an entertaining diversion, Bones and Chrome often plays a role in settling disputes, serving as a direct form of competition or as a simple means of divination. A player capable of besting an opponent without ever playing the chrome is typically looked upon as a wise tactician, while one who earns a swift victory through heavy play of the chrome is often considered to have luck or the will of the gods on her side. A run of bad luck with the chrome is seen as a reinforcement of tradition, urging caution in going forward, while a bone-favoring player who loses or finds herself relying on the chrome late in the game is often urged to consider new ideas and take more risks.

VARIATIONS:

More serious players sometimes play a rhomboid board, featuring ten rows of ten hexes each. The bleached player only wins by connecting the north and south sides and the blackened player only by connecting east and west. Some three-player variants using the standard board also enforce connections between pre-designated sides.

Some variations use a six-sided die to determine the results of playing the chrome, with two faces each for the explosion and strong wall results. These variations sometimes replace the dud result with an additional chance of an anomaly.

Many feel the center of the board is too tactically valuable, marking out one or more spaces as a forbidden zone where no bones may be placed. Others begin by pre-placing bones in a symmetrical pattern to encourage certain placement patterns.

A more ambitious variation, sometimes called Walls and Chrome, is played on a square board, nineteen by nineteen spaces, with 180 bones per player. This version employs a strategy similar to one first introduced to the region by explorers from distance Minkai and plays as a hybrid of a Minkaian game and the classic Numerian game. Rather than connect edges of the board, players instead attempt to wall off regions of the board with unbroken lines of bones, either fully enclosing them, or connected on both ends to edges of the board, scoring a point per open space. Furthermore, individual bones, or even entire groups of bones, can be captured (scoring a point each) if every available space surrounding them has a bone of the opposite color in it. The chrome uses the same rules as in Bones and Chrome, with the exception that neither it nor any bones generated by it may be placed in a controlled zone. ☣
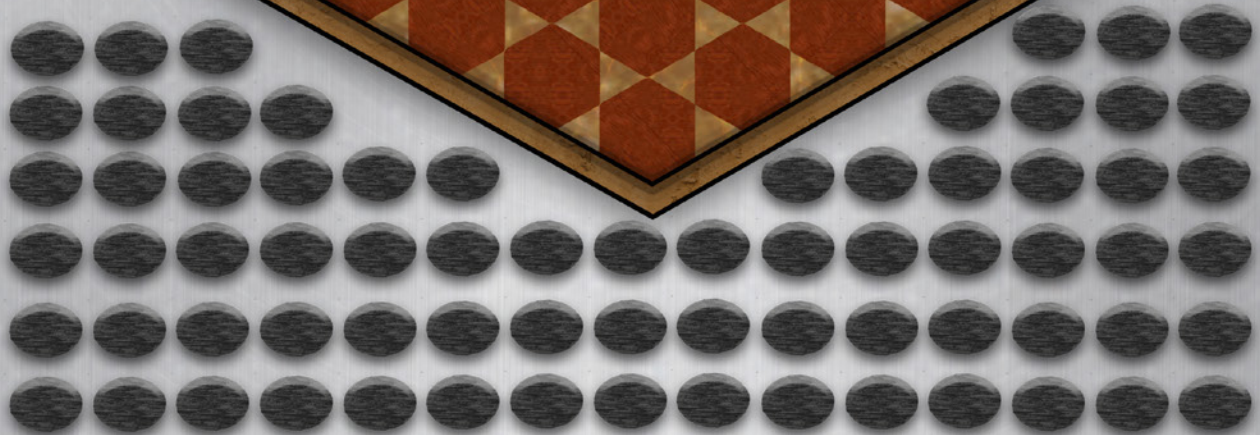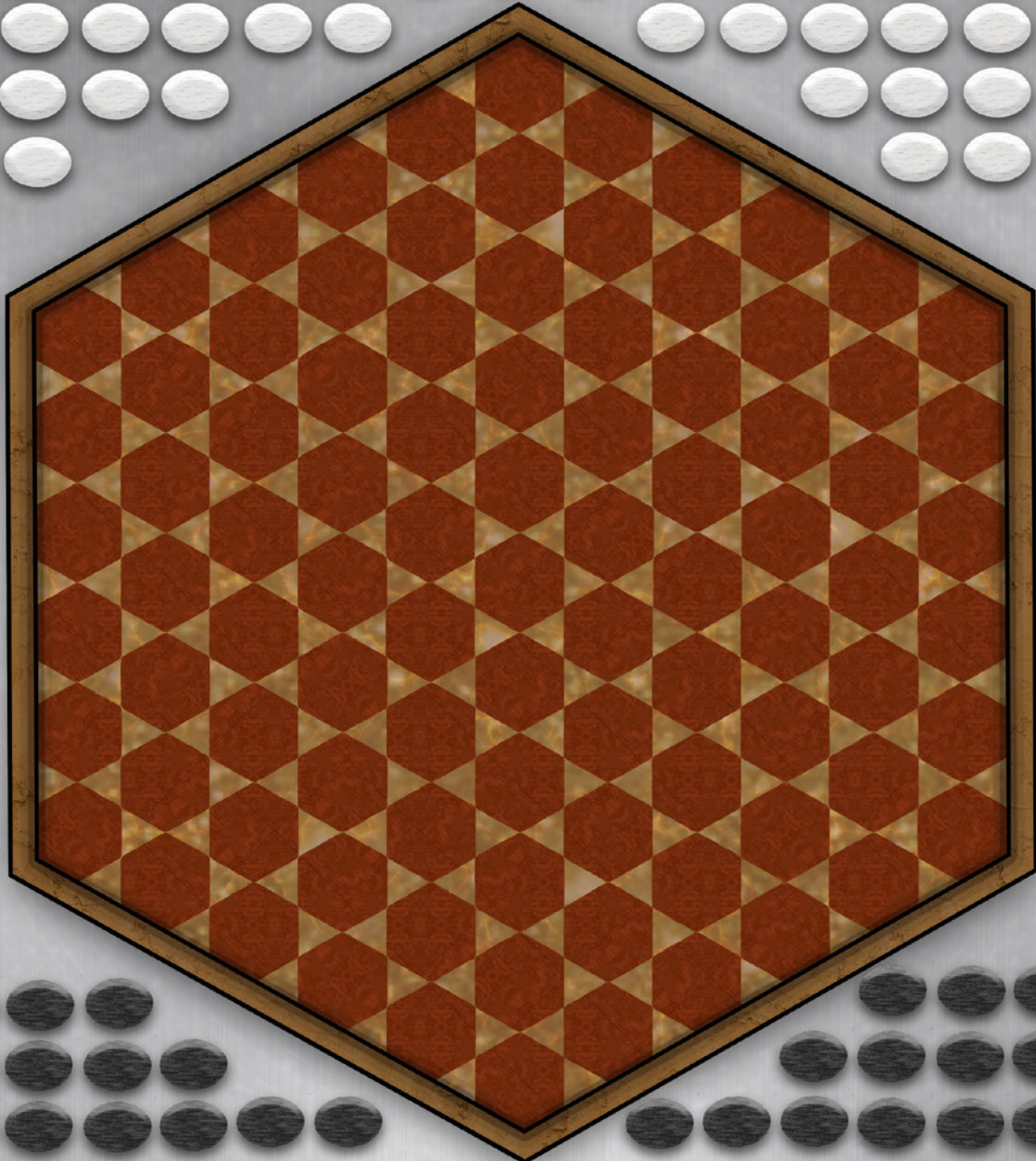
Nanite Corruption
By Gabriel Almer
Art by Andrew DeFelice

Nanites infest your body and bond with you on a cellular level. As the corruption progresses, nanites slowly consume your body and replace your mind with their programming, turning you into a swarm of nanites.

CATALYST

Prolonged or repeated exposure to advanced technology or alien lifeforms causes this corruption. Androids are particularly susceptible to disruptions of their endogenous nanite system.

PROGRESSION

Whenever you trigger a nanite surge (see Manifestations below), there is a cumulative 3% chance that that you lose control over your nanites, forcing you to make a Fortitude save (DC = 15 + your manifestation level). If you succeed, you resist the corruption. If you fail, the corruption progresses to the next stage. At the start of each day, the chance to lose control resets to 0%.

You also need to make a progression saving throw whenever you take 25 points or more of electricity damage from a single source, whenever nanites are injected into your body, or whenever a piece of cyberware is installed in your body.

Special: If you possess the nanite surge ability, using that ability counts as triggering a nanite surge, but you gain a +2 racial bonus on all progression saving throws.

Corruption Stage 1: The first time your corruption progresses, you take 1d4 points of Constitution and Wisdom drain. You gain vulnerability to electricity and the cumulative chance to lose control over your nanites increases to 4%. Whoever programmed the nanites can become aware of you and your condition.

Corruption Stage 2: The second time your corruption progresses, you take 1d6 points of Strength, Constitution, Charisma and Wisdom drain. You are affected by spells and abilities as if your creature type were construct (including effects like *bane* and the favored enemy class feature). This doesn't grant you any of the immunities of being a construct, nor does it make you immune to effects that target living creatures. In addition, the cumulative chance to lose control over your nanites increases to 5%. Whoever programmed the nanites might try to abduct you for experimental invasive procedures.

Corruption Stage 3: The third time your corruption progresses, the nanites completely consume your body, leaving nothing behind but a virulent cloud of gray goo[B5].

REMOVING THE CORRUPTION

Separating the nanites from your cells is a difficult and dangerous procedure that must be performed by a person extensively familiar with advanced alien nanobiotechnology (having at minimum the Craft Cybernetics[TG] feat). In addition, the procedure requires a fully-equipped medical lab[TG].

MANIFESTATIONS

The following are manifestations of nanite corruption. **Note**: Certain gifts can be activated by triggering a nanite surge. You can trigger a nanite surge a total number of times per day equal to 1 + your manifestation level. Although some gifts refer to spell-like abilities, these abilities are technological in nature rather than magical. Gifts and stains function inside an *antimagic field*, but an *antitech field*[TG] suppresses their effects.

AMORPHOUS BODY

Your physical form becomes unstable.

Prerequisite: Fluid form.

Gift: You gain a +4 bonus on saving throws against attacks that force you to assume a form other than your own (such as baleful polymorph or a chaos beast's[B2] corporeal instability curse). In addition, you have a chance to ignore additional damage caused by critical hits and precision-based damage (such as sneak attack damage) equal to 5% plus 5% per manifestation level. You can trigger a nanite surge as a move action to increase your reach by 5 feet for a number of rounds equal to your manifestation level.

Stain: Your body resists transmutation magic. Whenever you are targeted by a harmless transmutation spell, you must attempt a saving throw against that spell.

ANTIBIOTIC SYSTEM

Your enhanced immune system helps you to resist physical afflictions.

Prerequisite: Manifestation level 3rd, biorestorative system.

Gift: You gain a +2 bonus on saving throws against disease, infestation, or poisons. Whenever you fail such a saving throw, you can trigger a nanite surge as an immediate action to reroll it. You must take the second result, even if it is worse.

Stain: Your body resists restorative magic. Whenever you are targeted by restorative magic such as *neutralize poison* or *remove disease*, you must attempt a saving throw against the restorative effect.

BIORESTORATIVE SYSTEM

Your heal physical damage more quickly.

Prerequisite: Manifestation level 2nd.

Gift: You gain a +4 bonus on all Heal checks made to treat yourself and you automatically stabilize whenever you are reduced to negative hit points. When healing naturally, you recover hit points or ability score points lost to ability damage at twice the normal rate (as if receiving long-term care). You can trigger a nanite surge as a swift action to grant yourself fast healing 2 for 1 minute. At manifestation level 3rd, and every three levels thereafter, your fast healing increases by 1.

Stain: Your body resists magical healing. Whenever you are targeted by magical healing, you must attempt a saving throw against the healing effect.

CORRODING AURA

Your touch corrodes objects.

Prerequisite: Fluid form.

Gift: When you attack an object or construct with a melee attack, you ignore an amount of hardness equal to your manifestation level. You can trigger a nanite surge as a standard action to use *break*[APG] as a spell-like ability. At manifestation level 5th, you can trigger a nanite surge to use *rusting grasp* as a spell-like ability.

Stain: Your body absorbs metal particles and acquires ferromagnetic properties. You are treated as a metallic creature for the purpose of spells and effects (such as *shocking grasp* or *repel metal*).

ENCRYPTED MIND

Nanites rewrite your synapses, allowing you to process information with astonishing speed.

Gift: You gain Androffan as a bonus language. You gain a +4 bonus on Linguistics checks and you can make Linguistics checks untrained. In addition, you gain a +2 bonus on saving throws against divination and mind-affecting effects. At manifestation level 3rd, you can trigger a nanite surge to use *nondetection* or *tongues* as a spell-like ability.

Stain: You take a –4 penalty on Will saving throws against language-dependent abilities of creatures using Androffan. Whenever you take electricity damage, you must succeed at a Fortitude save (DC = 15 + your manifestation level) or become stunned for 1 round.

FLUID FORM

For short periods of time, your body dissolves into a cloud of nanites.

Gift: You gain a +2 bonus on Escape Artist checks and to your CMD. You can trigger a nanite surge as a swift action to move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing. This effect lasts for a number of rounds equal to your manifestation level. At manifestation level 3rd, the bonus doubles. At manifestation level 4th, you can trigger a nanite surge to use *gaseous form* as a spell-like ability.

Stain: You are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind, you are treated as a creature of Fine size.

HYPERSPECTRAL SENSORS

Your senses cover the full electromagnetic spectrum.

Prerequisite: Encrypted mind.

Gift: You gain a +2 bonus on Perception checks. You can trigger a nanite surge as a standard action to use *see invisibility* as a spell-like ability. At manifestation level 3rd, the bonus doubles, and you can trigger a nanite surge as a standard action to use *darkvision* as a spell-like ability.

Stain: Strong electromagnetic fields (such as those created by a generator, radiation, or an *antitech field*[TG]) distort your vision. Within 30 feet of a strong electromagnetic field, you take a –4 penalty on Perception checks and your attacks have a 20% miss chance (as if your opponents had concealment).

MIMETIC SKIN

Your skin adapts to your surroundings.

Gift: You gain a +2 bonus on Disguise and Stealth checks. You can trigger a nanite surge to use *disguise self* as a spell-like ability. At manifestation level 3rd, the bonus doubles. In addition, you can trigger a nanite surge as a swift action to make a Stealth check without cover or concealment, but only while you move no more than half your base speed or less.

Stain: Your facial features shift and distort, giving you an unsettling appearance. You take a –4 penalty on Diplomacy checks and Charisma-based ability checks.

NERVE ENHANCERS

Your nervous system improves, enhancing your reaction time.

Gift: You gain a +2 bonus on Reflex saves and initiative checks and you can no longer be flanked. You can trigger a nanite surge as an immediate action to reroll a failed Reflex save. You must take the second result, even if it is worse. At manifestation level 4th, you can trigger a nanite surge as a move action to gain *haste* for a number of rounds equal to your manifestation level.

Stain: Your hands twitch uncontrollably and you become more sensitive to pain. You take a –4 penalty on all skill checks that require a steady hand and on saving throws against pain effects. ☣

THE BRASS URUS

The Brass Urus are a Kellid tribe in the northern Felldales region of Numeria known for their skills in tracking and hunting. For hundreds of years, this relatively peaceful nomadic tribe followed the small herds of aurochs that roam from valley to valley south of the West Sellen river. Living in mobile villages of aurochs hide yurts, they maintained mostly friendly relations with other tribes in the region, including the Blades of Aaramor. There are several familial clans within the Brass Uru tribe, each with their own clan chief. The tribal council selects the wisest of the clan chiefs to serve as the clan lord, the leader of the entire tribe.

Over the last hundred years or so, several tieflings have been born into the Arghaul clan, with their numbers increasing every generation. Mysteriously, they were all born to human parents in families with no history of fiendish connections. These tieflings all have similar features: bull horns, a light coat of chestnut fur, reddish eyes, and a distinctive copper-colored stripe running from the center of the forehead down the spine.

Although they are not generally driven away, a few dozen tieflings chose to leave the clan. This group established a small community in the valley known as the Painted Maze, named for the convoluted channels cut in the umber and mustard-colored sandstone by water and time. As the number of tieflings in the Painted Maze grew, the clans, believing the area cursed, began to avoid it and shunned its people.

ADVENTURE HOOK

Alarmingly, the tiefling births have begun to spread to the other Clans and blame has fallen upon Clan Arghaul. **Karrak**, clan chief of the Arghauls (human male ranger 7), has made the difficult decision to look outside the tribe for assistance. He must somehow prove the tiefling births are not being caused by his clan or there will be a civil war within the tribe. Karrak has two children, twins, now in their late teens. His daughter, **Rising Fawn** (female tiefling[ARG] druid [ancient guardian[MC]] 4), was born a tiefling, while his son, **Diving Shrike** (male human druid [eagle shaman[APG]] 4), was born fully human. Complicating matters, Rising Fawn moved to the Painted Maze months ago, and Karrak has not heard from his daughter since. Diving Shrike has been dispatched to find anyone who might be able to get to the bottom of the mysterious tiefling births.

The leader of the tieflings of the Painted Maze, a cast-off child known as the **Ivory Seer** (young male tiefling[ARG] oracle[APG] [seer, lore mystery] 6), knows what is causing the tiefling births because of a prophetic vision. Rising Fawn stumbled upon a private conversation between the Ivory Seer and his guard, inadvertently learning the truth. Horrified, she attempted to leave, intending to inform her father. However, the Ivory Seer, anticipating her actions, kidnapped her to keep the secret from escaping the Painted Maze.

SCAR STALKERS

The following is an alternate tribe and side trek idea for use with the Pathfinder Adventure Path #88: the Valley of the Brain Collectors.

The Scar Stalkers are a small Kellid tribe that split off from the Blades of Aaramor several years ago to take up permanent residence in the Scar of the Spider, a remote valley in the western Felldales. The tribe's chieftain, Rakur Tusk-Proof (male human hunter 6, sorico animal companion named Dusty), keeps a very loose rein on his people, as long as they pay him the proper respect and join him on the occasional boar hunt. The Scar Stalkers are well aware of the great hulk rotting away in a lake in the western reaches of the valley, but their curiosity to investigate the giant alien carcass[AP 88] has never been strong enough to overcome the stench emanating from its decomposing form.

Most of the Scar Stalkers live with their immediate families in small homesteads dotting the central wooded area of the valley, but a few families chose to settle on the fringes of the swamp located in the southwestern draw. During their explorations, many of the Scar Stalkers living near the swamp were exposed to radioactive red mold and developed into mutants (mutant creature template[NLFS]). All of their hair and many of their teeth fell out while their skin tones changed to a sickly grayish color. The mental functions of these tribesmen and women were altered significantly as well. They all have the telepathy mutation and fractured mind deformity. Until recently, this offshoot tribe has been careful to keep their distance from the southern edge of the swamp, where game

THE STARHORN SPORE CYCLE

The phenomenon of tieflings being born to fully human parents is caused by the pregnant mother's exposure to the spores of a demonic fungus known as starhorn. The sticky starhorn spores are dispersed by dretch flies, which are attracted to the crimson, star-shaped fruiting structure of the fungus due to its deliciously putrid odor. The dretch flies have brought the spores to Golarion through the Worldwound, spreading starhorn growth as far south as the Felldales.
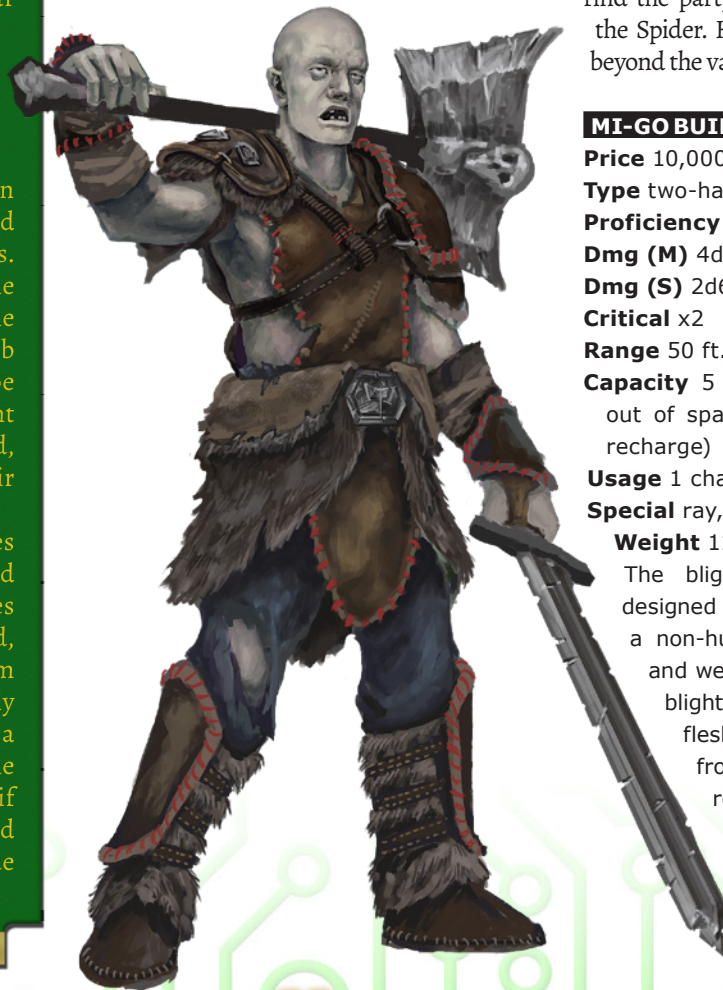
Starhorn grows particularly well in a region of the plains known as Many-Uru-Wallow. When they migrate through the area, the aurochs roll around in the mud, crushing the fungi and transferring the spores to their coats. Anyone coming in contact with the infected aurochs fur is exposed to the spores. Since it is generally the job of the women of the Brass Uru tribe to treat the aurochs hides, pregnant tribeswomen are likely to be exposed, unknowingly transforming their unborn children into tieflings.

The starhorn fungus propagates poorly in Golarion without the aid of the dretch fly. If the dretch flies of Many-Uru-Wallow are eradicated, starhorn will disappear from Numeria within a year. A dretch fly swarm has the same statistics as a mosquito swarm, except that the flies bypass the DR of demons as if their mouth parts were made of cold iron, and they spread demonplague instead of malaria.

disappears and the vegetation becomes pale and brittle.

ADVENTURE HOOK

Sczzeb (mi-go mesmerist 7) ventured from the fungal caves in the northern wall of the valley to study the colour out of space that dwells in the caves beyond the swamp. For the past few months, the mi-go has been developing a technological weapon called a blight ray projector, which is powered by siphoning the aura of the colour out of space. Sczzeb is now ready to test the weapon on humans, and the Scar Stalkers are its first pool of subjects. Disguised as a veiled human female, the mi-go has charmed **Jor Stink-Eye** (male mutant human barbarian [jungle rager] 5), the leader of an aggressive swamp-dwelling sub-band of mutated Scar Stalkers. When Jor receives a report that there are adventurers in the valley, Sczzeb changes its plans and has Jor send a team of four scouts (mutant human slayer 3) out to capture the PCs for experimentation. Through Sczzeb's connection with Jor, it has primarily experimented on mutated brains. So Sczzeb jumps at the chance to get its hands on unmutated, "lesser" brains.

If the first team fails, Jor leads a second team personally, determined to carry out Sczzeb's wishes. The mutated scouts use telepathy to silently coordinate their stalking, and they use their slowing strike slayer talent for tactical advantage.

If left undisturbed, Sczzeb perfects its blight ray projector over the next few days, testing it on the remaining swamp-dwelling Scar Stalkers. It then moves into the central wooded area of the Scar, charms the Scar Stalkers' chief, Rakur Tusk-Proof, and attempts to rally the entire tribe to assault the "intruders." Chief Rakur is very skilled at tracking and can find the party anywhere within the Scar of the Spider. However he is unlikely to travel beyond the valley, even if charmed.

SCAR STALKERS (ORGANIZATION)

Type: Tribe
Leader: Rakur Tusk-Proof
Headquarters: Felldales, Numeria
Scope: Regional
Structure: Tribal
Members: Kellids

MI-GO BUILT BLIGHT RAY PROJECTOR

Price 10,000 gp
Type two-handed ranged
Proficiency exotic (heavy weaponry)
Dmg (M) 4d6 (untyped)
Dmg (S) 2d6 (untyped)
Critical ×2
Range 50 ft.
Capacity 5 (must be exposed to colour out of space for 1 hour per charge to recharge)
Usage 1 charge
Special ray, touch attack
Weight 11 lbs.

The blight ray projector is clearly designed to be used by a creature with a non-humanoid anatomy. It is large and weirdly-balanced, but if fired, the blight ray causes disintegration of flesh and bone and drains color from the target. A creature reduced to 0 hit points by a blight ray projector must succeed at a DC 22 Fortitude save or be immediately slain and reduced to a pile of fine white ash.

Close and Personal: New Technological Melee Weapons

By Matt "Helio" Roth

Art by Carlos Torreblanca

The great ship that crashed down through the skies of Numeria boasted a long and diverse history alongside its fantastic technology. While the creators' powerful culture had little need for close-combat weaponry, that hasn't stopped scavengers of spacefaring ruins from finding objects which are undeniably useful in melee. While some scholars of the Rain of Stars suggest these are signs of ancient cultures borrowing from one another, others have suggested these weapons held purposes beyond simple warfare. Whatever their origins, they've certainly found use in Numerian hands.

EXCAVATOR PICKSAW

Price 6,250 gp

Type two-handed melee; **Proficiency** martial

Dmg (M) 1d10 sonic; **Dmg (S)** 1d8 sonic; **Critical** x4

Capacity 10; **Usage** 1 charge/minute

Special distracting, sunder, touch; **Weight** 10 lbs.

DESCRIPTION

Using undulating soundwaves emitted by a rapidly spinning chain rotating around a pickaxe-shaped head, this tool is equally capable of sundering flesh and stone. An excavator picksaw functions similarly to a chainsaw, but uses sound instead of physical force to cut through objects. Activating an excavator picksaw is a standard action and consumes a charge of power, causing its acoustic chain to whir to life. It continues to run constantly after activation, draining an additional charge each minute. A dropped picksaw automatically turns off unless it is set down carefully as a move action. The picksaw blade's high-pitched whining is loud and distracting, causing anyone carrying an activated picksaw to take a –10 penalty on Stealth checks. When active and used for sunder attempts, its damage is not halved, as is normally the case for energy damage applied to objects.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 22, military lab; **Cost** 3,125 gp

EXCAVATOR PICKSAW
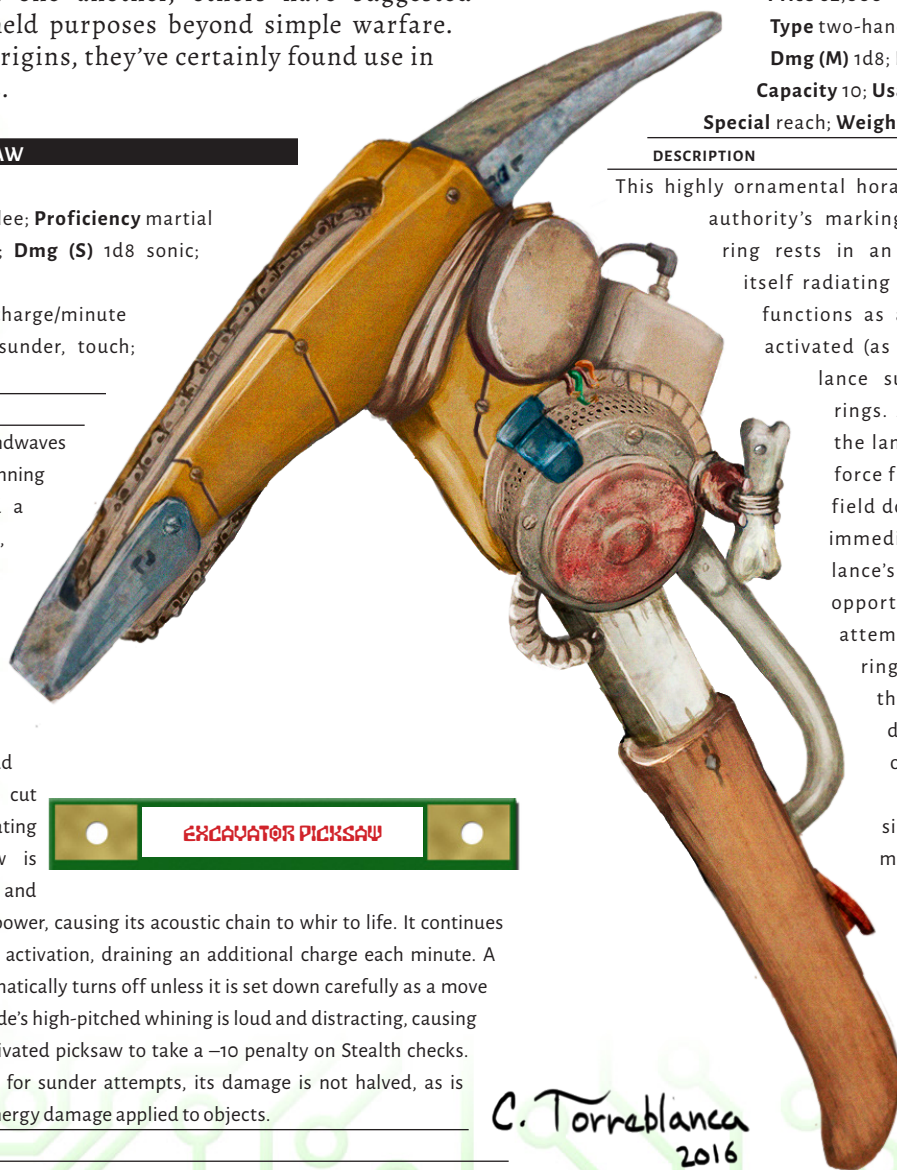
GRAVITATIONAL MODULATION ARRAY

Price 74,000 gp

Type light melee; **Proficiency** simple

Dmg (M) special; **Dmg (S)** special; **Critical** x2

Capacity 10; **Usage** 1 charge/hour or 1 charge/round

Special –; **Weight** 1 lb.

DESCRIPTION

Complex nanoweave is woven into these gloves, altering the gravitational fields around the wearer's arms and upper body to greatly improve effective strength. When activated, the wearer treats his Strength score as 8 higher than normal for any physical labor (including determining carrying capacity). Additionally, the graviton fields can be overloaded for use in combat, consuming 1 charge per round when used in such a manner. When used as a weapon, the gravitational modulation array grants a +4 enhancement bonus on attack and damage rolls with unarmed strikes and the push (unarmed strike, 10 feet) universal monster ability. Performing an unarmed strike without Improved Unarmed Strike provokes attacks of opportunity as normal.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 30, graviton lab; **Cost** 37,000 gp

HONORGUARD LANCE

Price 62,000

Type two-handed melee; **Proficiency** martial

Dmg (M) 1d8; **Dmg (S)** 1d6; **Critical** x3

Capacity 10; **Usage** 1/minute or 5 charges

Special reach; **Weight** 10 lbs.

DESCRIPTION

This highly ornamental horacalcum lance gleams with an unknown authority's markings. A removable, matching horacalcum ring rests in an inset depression in the lance's grip, itself radiating a weak signal. When powered down, it functions as a masterwork horacalcum lance. When activated (as a swift action consuming 1 charge), the lance subtly vibrates in rhythm with paired rings. Adjacent allies wearing a ring paired to the lance are protected by an enveloping white force field[TG] radiating from the lance. This force field does not protect the lance's wielder. As an immediate action that consumes 5 charges, the lance's wielder may make a charging attack of opportunity against a creature within 100 ft., attempting to attack an ally wearing a paired ring. This attack deals double damage, as though from a mounted charge, and any damage inflicted is incurred as a penalty on the target's attack roll.

Each honorguard lance comes with a single paired ring, but additional rings may be constructed and linked to a single lance at 1/10 the cost of the weapon. Each honorguard lance may only have 4 rings paired to it, and they must be within 100 ft. of the lance to be activated. Creating additional rings causes one paired ring of the creator's choice to stop functioning.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 25, military lab; **Cost** 31,000 gp

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KASATHAN TETRAD

Price 12,000 gp

Type light melee or one-handed melee; **Proficiency** exotic

Dmg (M) special; **Dmg (S)** special; **Critical** 19-20/x2

Capacity 20 (5 per blade); **Usage** 1 charge/minute

Special – ; **Weight** 8 lbs.

DESCRIPTION

Inspired by tribal kasathan weaponry, this large blade has a cross-shaped profile, but detaches into four matched blades with the press of a button. The separated blades work in tandem to pose grave danger when used as a set. As one, this weapon is treated as a bastard sword. When separated as a swift action, they act as longswords. These specialized longswords are treated as light weapons for the purposes of two-weapon fighting, but only when used with another blade from the same kasathan tetrad.

Each time a separated sword from a kasathan tetrad hits a target, it consumes 1 charge as it sends a signal to its set, refining subtle aerodynamic and density monitors to improve their combined performance. This grants a +1 bonus to attack and damage rolls to every blade in the set against that creature for 1 round, stacking with bonuses granted by other blades to a maximum of +4. This ability does not function while the blades are joined. The blades may be wielded by separate individuals, but all wielders must be within 20 ft. to gain these benefits.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 22, military lab; **Cost** 6,000 gp

NULL-POINT PERSONAL PROTECTION SYSTEM

Price 9,000 gp

Type light melee; **Proficiency** exotic

Dmg (M) 1d6; **Dmg (S)** 1d4; **Critical** 19-20/x2

Capacity 1 nanite canister; **Usage** 1 charge

Special – ; **Weight** 2 lbs.

DESCRIPTION

The null-point personal protection system (more often called the N-3PS) looks to be nothing more than an ornately decorated armband containing dzejet. When activated, nanite assemblers create a short-lived nanotube lattice that briefly solidifies this liquid metal. When activated as a swift action, the N-3PS forms a short sword that lasts until the end of the user's turn. The magically responsive metal reacts to latent magic and may be used to deliver touch spells as part of its attack. The N-3PS can instead be activated as an immediate action in response to an attack or spell, forming a shield-like barrier that provides a +2 shield bonus to AC or +2 bonus on saving throws against the triggering attack. This shield dissolves back into liquid after protecting against the triggering attack.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 24, nanotech lab; **Cost** 4,500 gp

PLASMA BAYONET

Price 8,200 gp

Type one-handed melee or two-handed melee; **Proficiency** martial

Dmg (M) 1d4 fire and 1d4 electricity; **Dmg (S)** 1d3 fire and 1d3 electricity; **Critical** x2

Capacity 5; **Usage** 1 charge/round

Special sunder, touch; **Weight** 2 lbs.

DESCRIPTION

An underweapon attachment most commonly used as a tool for clearing debris or other hazards, the plasma bayonet also makes a formidable weapon. When activated as a swift action, a searing blade several inches long erupts from the front of this nozzle-shaped device. When used to sunder or damage objects, a plasma bayonet ignores up to 10 points of hardness. A bayonet may be attached to a technological firearm as a full-round action. While the bayonet is connected to a technological firearm, it can utilize that weapon's available charges instead of its own with the flick of a switch (a free action).

A plasma bayonet wielded as a standalone weapon is treated as an improvised weapon due to its cumbersome design and tendency to burn the fingers of anyone holding it too closely.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 21, military lab; **Cost** 4,100 gp

PULSEBLADE

Price 22,500 gp

Type light melee; **Proficiency** martial

Dmg (M) 2d6 nonlethal; **Dmg (S)** 2d4 nonlethal; **Critical** 18-20/x2

Capacity 10; **Usage** 1 charge

Special – ; **Weight** 1 lb.

DESCRIPTION

This extraordinarily light noqual rapier cuts the air with immaculate precision. Its blunted point strikes with deafening force. While powered down, a pulseblade functions as a masterwork rapier. Once activated (a swift action that consumes 1 charge), power courses through the blade's complicated circuitry to increase its density and damage. Each time the weapon hits a target, it consumes 1 charge as the tip of its blade emits a pulse of color and sound highlighting the point of contact. The creature struck must succeed at a DC 14 Fortitude save or have its central nervous system hiccup from the disorienting display. A creature that fails its saving throw becomes dazed for 1 round. A pulseblade's design allows it to only deal nonlethal damage (even when it has no charges). It is treated as an improvised weapon when used to deal lethal damage.

Pulseblades react to other pulseblades when wielded within 60 feet of each other, announcing each successful strike against opposing wielders in Androffen, and declaring a 'winner' after one scores 5 successful hits in a 3-minute period.

CONSTRUCTION

Requirements Craft Technological Arms and Armor DC 26, graviton lab; **Cost** 11,250 gp
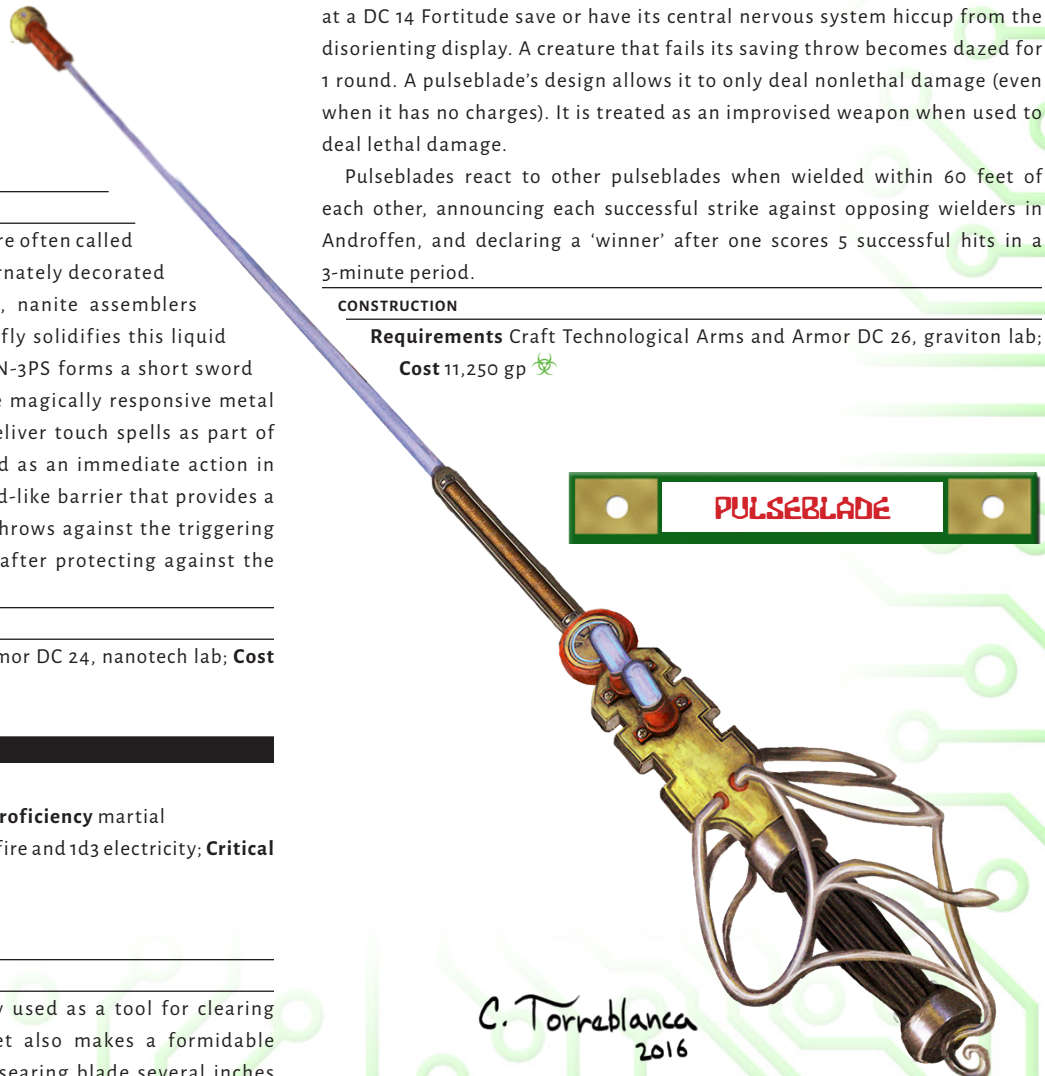
PULSEBLADE

C. Torreblanca
2016

Reverie for Memory
By Matt "Helio" Roth
Art by Basil Arnould Price

Imrin stumbled her way up the last half-dozen ragged yards to the top of the rise. She'd made her way back to the blasted wasteland, the same foul plains where she'd been found all those years ago. She had been helpless then, lost in an unfamiliar world, yet the wandering crusaders adopted her without hesitation. Perhaps they'd seen something in her, something she hadn't yet learned to see in herself.

She'd traveled miles to the north and gazed upon the maw of chaos, then eastward to a city of misty seas and high walls. From there, caravans had taken her south through lawless lands to see great empires and terrible tyrannies. Imrin had looked upon them all with awe, committing the great sights to unfading memory.

Nearly a century prior, Imrin had walked out from that hole a stranger to the world. Now she stood back upon that broken hill in the middle of nowhere, driven by some unknowable biological imperative

In a century, cities had risen and fallen, but the vast Felldales of Numeria were as lifeless as ever.

That same century had made Imrin who she was. This land was no longer the dull gray of memory, but an ashen badlands colored in song. She could feel the life of the place, the ebb and flow of its soil pulsing in faint rhythm to the artificial intelligences that truly owned it. Distant beasts of metal and fire beholden to no man, these intelligences had a purpose not even she, gifted as she was, could understand.

Wind rushed over the surface of the rise, scattering loose dust and rock with the fury of the coming storm. Imrin brushed it away from her cheek, dusty tears spattering the earth. Even the land knew that she was not long for this world. She pulled her weary soul through the gnarled bloodroot brambles and pushed aside the rusted metal hatch that ranked among her first memories.

A faint, pulsing light ceased its panic and turned a steady amber as Imrin made her way into the ruin. It was a maze of collapsed tunnels and severed wires, but Imrin knew every step, a lifetime older, perhaps, but the knowledge was as fresh as when she was born into the machine.

Imrin was always gifted with machines, a knack imparted by her cursed blood. Blood that made her skin paler than a Chelaxian vampire and her eyes less expressive than the most brutish Ulfen. Blood that wove a tapestry of veins across her body. Kellid tattoos hid them from observation, but she could *feel* the difference. She ran a cold finger down the length of her arm, tracing one's path.

It was orderly, perfect, and absolute. Such was the nature of the machine.

Imrin had learned what she was long ago. She didn't understand it. Not fully. Who could? What mortal could claim to understand a life of nonlife? For a time she'd wondered if she could even call herself mortal.

The thought made her laugh now, even as weary as she'd become. Her body had weathered the years far better than her soul. It laughed in the face of destiny even as the Boneyard loomed closer.

A vaguely spider-shaped mass of metal spun on the wall as Imrin approached. It blinked a mechanical eye several times, its iris pulsing with a pale red glow. After a minute it seemed satisfied and skittered away, some ancient directive letting her pass into the ruin's deepest chamber undeterred.

Coffins of steel and skymetal lined the walls, all but one more broken than the last. With a loving hand, she wiped away the dust from the shattered glass of the nearest pod.

A face not entirely unlike her own stared back. Its eyes were vacant and lifeless, its body ruined beyond all repair. Each pod, so like her own, filled with a voided life. Neither cleric nor tinker could restore life to these.

Imrin had lived for all of them, a wanderlust inspired by an emotion she could not understand. It had taken years to find an answer, even after she'd realized what she was. An answer that brought her closer to the humanity she'd been modeled after. An answer that brought mortality to a body that had no use for it.

Doors of glass hung slightly ajar on the singular unbroken container. Pale blue light spilled from within, cutting the darkness in a line that ended at Imrin's feet. It stood ready, waiting for the return of the life it had birthed.

She followed the light, for she knew no other way. Some unknown mandate drove her feet to motion. The chamber was as cold and silent as before. And yet, it felt different.

Before it was nothing but information, a memory. Now it was equal parts tomb and nursery. It sang a strange, melancholy song, weeping for centuries of crippling loneliness. As she lay back in her coffin it was joined by the dirge of her life, winding to a fantastic crescendo where it had all begun.

The lights dimmed as the doors closed with a quiet, pneumatic puff.

Imrin lay upon her deathbed in the darkness of a desolate ruin, more alone than she'd ever been.

The years had taught her that she was not so different. She'd always been an outcast, always been an outsider. But so long as she listened carefully, she could hear and feel the great complexities of human emotion.

The ensuing years stood out in her memory, colored with a lens she'd lacked before. She'd seen friends perish before time and plight alike. She'd sat with her beloved and mourned the greatest biological function her form lacked. And in spite of that, she'd loved, lost, and loved again. There'd been friends who'd parted

> Coffins of steel and skymetal lined the walls, all but one more broken than the last. With a loving hand, she wiped away the dust from the shattered glass of the nearest pod.
> A face not entirely unlike her own stared back.

ways and enemies she'd drifted clear of. In her return home she'd said farewell to them all, a journey fit only for one soul.

It was a complex weave of contradiction, but it was beautiful. It was a life. Unintelligible to outsiders, but she was no longer one of those. She understood then why some life before her own had marked the body with Kellid tribal tattoos. As the natural curves of those tattoos mingled with the perfect order of her circuited flesh, so too did her mind unite logic and emotion.

Imrin closed her eyes, humming the quiet tune which she imagined might have played for her funeral. She didn't know what to expect of death, but knew well that this was not her end.

She would pass on to something greater than the world, and someone new would inherit her body. They would wake to the same mysteries she had, a stranger in a world as alien to them as they to it.

A darkness flitted at the edge of Imrin's eye, a fading blackness that told her the stars were calling her home. She opened her eyes, finding them as useless as she'd known they'd be.

"So ends a lifetime of memory," she whispered into the wall of her coffin, the cradle that would hold whoever followed her. "Let it not be in vain. If the gods have any mercy at all, let them grant a dying wish spoken to none but them."

A quiet smile crept across faint, wisp-like lips.

And then, into the silence of a broken starship and the watchful stars above, Imrin sang.

⸻

Swatting away a persistent cloud of insects, the scavenger stepped over the battered shell of an arachnid robot towards the open door beyond. He was not the first wanderer to happen upon this ruin, but few people found everything these ancient warrens hid.

The room beyond was at the very base of the ruin, deep below the hill. It was far larger than all the others, roughly semicircular with an array of bizarre devices along the rear wall. He waved his torch closer, puzzling over each detail of the ruined objects.

Metal slid across the floor as his boot brushed across a heap of debris, scraping to a halt at the foot of a device's glassy window.

There, he saw what looked like a crude grave. A dried wildflower, picked from the muddied banks of the West Sellen, lay upon an unmarked metal plate. Flynn's eyes scanned the room, where a similar marker sat before every other device.

One was slightly larger than the rest, laid just before the central-most pod, its undamaged doors hanging open to reveal an empty interior. This one boasted more wildflowers, a bouquet both vivid and precise in its color and arrangement.

The scavenger leaned down, brushing away dust to read the archaic Androffan inscription. It bore only four words, scrawled in a simple, childlike script. The largest word was unfamiliar to him, perhaps a name of some sort. The latter three made little sense, if this truly was a gravestone. He translated it aloud as he read it, the words hanging in the air as they did upon the metal.

"I heard you." ☥

ANNELIDMORPH

This creature looks much like an oversized earthworm. Nearby objects seem to move as if it had invisible appendages.

ANNELIDMORPH	CR 1/2

XP 200

Annelidmorph psychic 1 (*Pathfinder Roleplaying Game: Occult Adventures*)

N Small aberration

Init +1; **Senses** telepathic senses; darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +1 size, +3 Wis)

hp 7 (1d6+1)

Fort +1, **Ref** +1, **Will** +5

Weaknesses vulnerable to sunlight

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft.

Ranged telekinetic projectile +2 (1d6)

Special Attacks phrenic amplification (focused force), phrenic pool (3 points), physical push (+3, 3/day)

Psychic Spells Known (CL 1st; concentration +4)

1st (4/day)—*expeditious retreat, hypnotism* (DC 14), *magic missile*

0 (at will)—*daze* (DC 13), *mage hand, open/close, telekinetic projectile*

Psychic Discipline self-perfection

STATISTICS

Str 4, **Dex** 13, **Con** 12, **Int** 16, **Wis** 17, **Cha** 12

Base Atk +0; **CMB** −4; **CMD** 7 (can't be tripped)

Feats Intuitive Spell[OA]

Skills Intimidate +5, Knowledge (arcana, nature) +7, Perception +7, Sense Motive +7, Spellcraft +7

Languages Common, Giant, Hallit, Undercommon (can't speak any language); telepathy 60 ft.

SQ aetheric appendages, telepathic casting

ECOLOGY

Environment temperate plains, hills, and underground

Organization solitary, pair, gathering (3–11), enclave (12–50)

Treasure NPC gear (gold, scavenged technology, other treasure)

SPECIAL ABILITIES

Aetheric Appendages (Su) Annelidmorphs can psychically manipulate the aether to form two invisible appendages that function like physical arms and hands. These appendages can be used for any action requiring hands, with the following differences: skill and ability checks, attack and damage rolls, and combat maneuver checks that occur as a result of using aetheric appendages use Intelligence instead of Dexterity and Constitution instead of Strength. The carrying capacity of the appendages is determined by the annelidmorph's Constitution. The appendages are treated as the limbs of a Small creature when determining the size of weapons they can wield. A swift action is required each round to maintain, and the annelidmorph is not allowed to take 10 or 20 with them.

Telepathic Casting (Ex) When casting spells, annelidmorphs use thought and emotion components instead of verbal and somatic components. They must only supply material components if a spell requires a material component that costs more than 1 gp—like the feat Eschew Materials. Annelidmorphs can use language-dependent abilities with their telepathy, but not abilities that depend on audible components.

Telepathic Senses (Ex) Annelidmorphs can't speak and have primitive vision; however, they can mentally sense the area within 60 feet, as per darkvision, and can communicate telepathically. An annelidmorph can't sense anything beyond 60 feet.

Vulnerable to Sunlight Annelidmorphs take 1 point of Constitution damage after every hour they are exposed to sunlight.

Annelidmorphs were once simple earthworms, but centuries of exposure to strange chemicals and radiation in the shadow of Silver Mount caused drastic increases in size, intelligence, and psychic abilities. They have a voracious appetite for new knowledge. Having only recently gained sentience and the ability to communicate, they seek out humanoid societies both to gain greater magical knowledge and to understand their own place in the world.

Annelidmorphs know their strange nature is unnerving to most humanoids, so they often establish communication telepathically from a hidden location before physically revealing themselves. They will often offer to trade magical secrets in kind, or they may offer some small treasures in exchange for new knowledge.

Annelidmorphs are usually 4 feet long and can rear up to stand around 2 feet tall. On average, they weigh 18 pounds.

ANNELIDMORPH CHARACTERS

Annelidmorphs are defined by class levels—they don't have racial Hit Dice. Annelidmorphs have the following racial traits.

–4 Strength, +2 Intelligence, +2 Wisdom, +2 Charisma: Annelidmorphs have strong minds but weak bodies.

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

Slow Speed: Annelidmorphs have a base speed of 20 feet, a burrow speed of 20 feet, and

a climb speed of 20 feet.

Worm Shape: Annelidmorphs cannot be tripped.

Aetheric Appendages: See above.

Telepathic Casting: See above.

Telepathic Senses: See above.

Thoughtsense: Annelidmorphs have the thoughtsense (60 ft.) special ability.

Vulnerable to Sunlight: See above.

Languages: Annelidmorphs begin play knowing Common, but they lack the anatomy to speak. They have telepathy with a range of 60 feet. Annelidmorphs with high intelligence can choose from any of the following languages: Aklo, Giant, Gnome, Hallit, Orc, Terran, and Undercommon.

BULLET FLY

This insect-like creature with bulbous black eyes and a hard, bony head zips through the air with bullet-like force and speed.

FLY, BULLET	CR 3

XP 800

N Diminutive magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception −2

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 22 (4d10)

Fort +4, **Ref** +6, **Will** −1

OFFENSE

Speed 10 ft., climb 10 ft., fly 60 ft. (perfect)

Melee slam +10 (1d4−5)

Space 1 ft.; **Reach** 0 ft.

Special Attacks bullet velocity (touch, 4d6−5)

Spell-Like Abilities (CL 3rd; concentration +4)

Constant—*blink*

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 6, **Cha** 13

Base Atk +4; **CMB** +1; **CMD** 6 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +6 (−2 to jump), Climb +7, Fly +20, Stealth +18

ECOLOGY

Environment cold or temperate plains (Numeria)

Organization solitary, pair, or fusillade (3–6)

Treasure none

SPECIAL ABILITIES

Blink Adept (Su) A bullet fly can begin and end its *blink* spell-like ability as a free action on its turn. This innate acumen with blinking also allows the bullet fly to fly through threatened spaces without provoking attacks of opportunity.

Bullet Velocity (Ex) When a bullet fly moves at least 10 feet before making an attack, its slam becomes a touch attack that deals 4d6 piercing damage. If the target's hit points do not drop to 0 or below, the bullet fly becomes disoriented after the attack and must end its turn in the same space as the target. A creature critically hit by this ability must make a DC 11 Will save or become dazed for 1 round. The save DC is Constitution-based.

Bullet flies are elusive and deadly predators that feed indiscriminately on nearly all living creatures in the Felldales. Tensing their bodies into solid projectiles, the flies strike their victims with such intense velocity that few witness an attack, let alone survive it.

Most bullet flies are solitary predators that will readily devour smaller members of their own species when prey is scarce. Their insatiable appetite has caused some to speculate that the flies were once parasites of otherworldly hosts before some unfortunate event released them from their stasis in an alien habitat module that crashed into Golarion.

Residents of the Felldales report that members of the Technic League are attempting to trap bullet flies. Mysterious as the predators they are seeking to capture, fly hunters can be seen setting what appear to be invisible traps containing animal carcasses. While some speculate that the Technic League seeks to thwart the predators' infestation, others believe the secret society is collecting bullet flies as specimens for an unknown purpose.

CHARGEMOTH SWARM

This cloud of moth-like creatures twinkles, wings glowing with a slight blue fluorescence, as it emits a soft electronic hum.

CHARGEMOTH SWARM	CR 3

XP 800

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft., chargesense 60 ft.; Perception +0

DEFENSE

AC 19, touch 19, flat-footed 18 (+1 Dex, +8 size)

hp 26 (4d8+8)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities swarm traits; **Immune** electricity, mind-affecting effects, weapon damage

Weaknesses charge dependent

OFFENSE

Speed 5 ft., fly 20 ft. (average)

Space 10 ft.; **Reach** 0 ft.

Melee swarm (power drain plus distraction)

Special Attacks distraction, feedback, power drain

STATISTICS

Str 1, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Skills Fly +9

SQ supercharge

ECOLOGY

Environment any land

Organization single, pair, or current (3–8)

Treasure incidental

SPECIAL ABILITIES

Charge Dependent (Su) A chargemoth swarm in the area of a *greater discharge*TG spell must succeed at a Fortitude save or be staggered and unable to use its feedback ability. It may attempt a new saving throw at the end of each round to end this effect; it receives a +4 bonus to its save in any round in which it drains at least 1 charge from a technological device.

Chargesense (Su) A chargemoth swarm can detect technological devices or creatures

By itself, a single chargemoth poses no threat, and is, in fact, sometimes bottled by explorers that use it to search for technological items. However, a swarm of the creatures is a different story, with the ability to completely strip technological devices of any glimmer of power. Because of this, they're seen by members of the Technic League as a pestilence to be exterminated, while opponents of Numeria's ruling cabal envision the creatures as a potential weapon to be deployed to devastating effect.

Chargemoths mindlessly look for food, content to settle on a source that can continue to provide for them. They have little interest in other living creatures, ignoring them unless they're disturbed or sense a greater source of power that they can feed on.

The origin of the species is unclear, with opinions running the gamut from a theory that they're an interplanetary pest accidentally brought to Golarion from beyond the stars, to a feeling that they're a native species that has adapted to a new food source. Others believe chargemoths were engineered as a defense against the creeping forces of technology.

PAINWEAVER

This creature resembles a large spider with ten legs. Its face bears a cluster of tubes, dripping with acid.

PAINWEAVER	CR 1

XP 400

N Small vermin

Init +3; **Senses** darkvision 60 ft., Perception +4

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural)

hp 9 (2d8)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +5 (1d3−1 plus 1d3 acid)

Ranged acidic bola + 5 ranged touch (special)

Special Attacks acidic bolas

STATISTICS

Str 9, **Dex** 17, **Con** 11, **Int** —, **Wis** 11, **Cha** 5

Base Atk +1; **CMB** −1 (+6 to trip with bolas), **CMD** 12 (20 vs. trip)

Feats Weapon Finesse^B

Skills Climb +11, Perception +4, Stealth +11; **Racial Modifier** +4 Perception and Stealth; uses Dexterity for Climb checks

ECOLOGY

Environment forest, jungle, subterranean, or urban

Organization solitary, pair, or pack (3–8)

Treasure incidental

SPECIAL ABILITIES

Acidic Bolas (Ex) A painweaver may spin and throw a strand of tough, viscous mucus that is treated as a small bola in all respects, except that the mucus itself is corrosive. Anyone entangled in the line takes 1 point of acid damage, each round, on the creature's turn. The painweaver does not receive a size penalty to CMB for trip attempts using the acidic bola, uses its Dexterity modifier in place of its Strength modifier, and receives a +2 racial bonus to the check.

that use or generate power within 60 ft. Additionally, as an immediate action, it can glow as a candle for as long as the source remains within 60 ft.

Feedback (Su) As a chargemoth swarm feeds, electricity sparks between its individual creatures. For 1 round after it drains 1 or more charges from a technological device, it inflicts 2d6 points of electricity damage on any creature in its space.

Power Drain (Su) Chargemoths feed on electrical charges, draining them from technological devices. A chargemoth swarm does no damage with its swarm attack, but rather drains every technological device within its space of one charge. A robot^TG caught in a chargemoth swarm's space must succeed at a DC 14 Fortitude save or be staggered for 1 round as energy is drained from its dedicated power generator. A chargemoth swarm occupying the same space as a generator^TG reduces the device's yield by 25. This may force the generator to exceed its yield. The save DC is Constitution-based.

Super Charge (Su) An attack that deals electricity damage to a chargemoth swarm activates its feedback ability for 1 round. In addition, the swarm glitters brightly enough that it sheds light as a torch. Any creature in the radius of its illumination must make a DC 14 Fortitude save or be dazzled for 1d4 rounds. The save DC is Constitution-based.

Chargemoths are pale insects about the size of a halfling's thumb with softly glowing pale blue wings that feed on power generated by the technological devices that have become a feature of Numerian society.
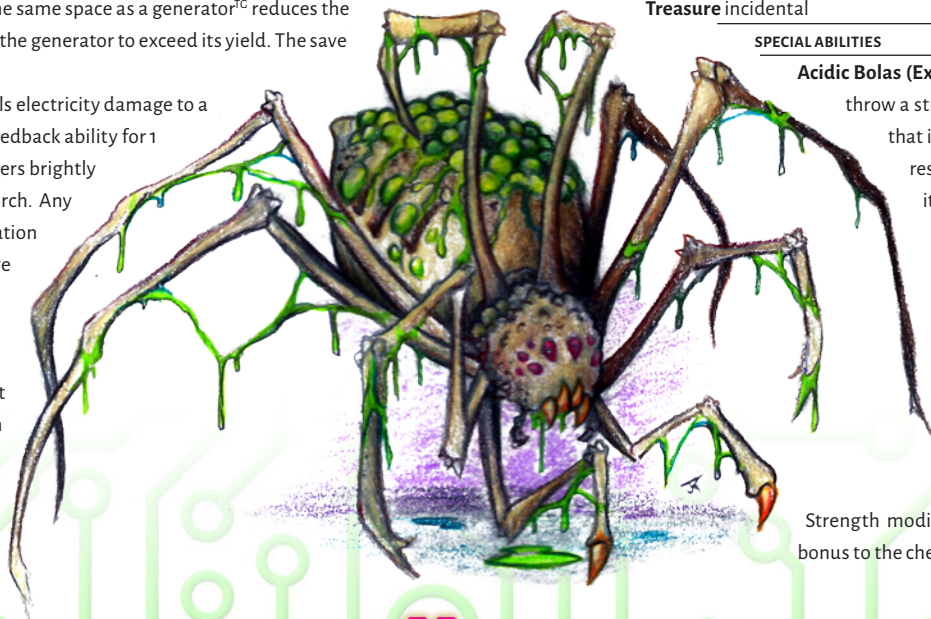
Painweavers look like ten-limbed spiders roughly the size of a dog. Six of their legs are used for walking, leaving a second set of 'legs' that unfold from the creature's back when it is threatened. These secondary legs spin a length of greenish mucus almost like spider silk from the creature's hindquarters, which it then throws as a bola. Finally, the legs jutting from under its head strike with fang-like hollow orange spikes injecting a yellow-green digestive acid. Typically, these opportunistic feeders hunt small prey during the night, but larger specimens are known to occupy the shadowy districts of communities with greater populations, hunting prey as large as men.

ROBOT, BIOCONVERTER

This huge bipedal robot grabs anything living within reach of its metallic claws, depositing plant and animal alike in a central transparent chamber. An eye-like light glows red with malice.

BIOCONVERTER	CR 9

XP 6,400

N Huge construct (robot)

Init +3; **Senses** darkvision 60 ft., low-light vision, lifesense 120 ft.; Perception +13

DEFENSE

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, −2 size)

hp 106 (12d10+40), force field (50 hp, fast healing 5)

Fort +4, **Ref** +7, **Will** +5

Defensive Abilities hardness 10 **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +14 (2d8+4 plus grab/19–20), genetic probe +12 (1d4+2 plus bioanalysis)

Ranged conversion beam +13 touch (1d3 Con damage)

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

Special Attacks bioanalysis, electrophoresis chamber (2d8+12 acid damage, AC 15, 11 hp)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 13, **Wis** 13, **Cha** 5

Base Atk +12; **CMB** +18; **CMD** 31

Feats Combat Reflexes, Improved Critical (claw), Improved Natural Attack (claw), Multiattack[B], Point-Blank Shot, Precise Shot

Skills Climb +24, Heal +23, Perception +13; **Racial Modifiers** +10 Heal

Languages Common

SQ technological wonders

SPECIAL ABILITIES

Bioanalysis (Ex) A bioconverter learns from a creature's genetic structure and may substitute Heal for any Knowledge to identify a living creature and its special powers or vulnerabilities if it has successfully attacked that creature with its genetic probe or placed the creature in the electrophoresis chamber. It retains this information for each creature for 24 hours.

Conversion Beam (Ex) As a swift action, a bioconverter can fire a beam of genetic information from its sensor array. This attack has a range of 150 feet with no range increment, and deals 1d3 Con damage. The beam transforms the target creature into a Small or Tiny alien animal as *baleful polymorph* (DC 17 Fort negates, DC 10 Will partial); increase the Fort save DC to 20 if the bioconverter successfully identified the creature with a Knowledge skill check. The save DC is Intelligence-based.

Electrophoresis Chamber (Ex) If the bioconverter begins its turn with a creature grappled in a claw, it can attempt a combat maneuver check to move the creature to a tank of acid in its torso. The tank can hold up to one large creature, two medium creatures, or four small creatures. While the chamber contains a living creature, the bioconverter analyzes the creature's anatomy as it dissolves, gaining a +4 bonus on attack and damage rolls against creatures that share a subtype with that creature. This ability otherwise functions as swallow whole.

Technological Wonders (Ex) Effects from a bioconverter's abilities are non-magical in nature, and can't be identified, dispelled, or affected by effects that can affect only spells. The duration of these effects never expires.

Bioconverter robots are sent to planets in preparation for colonization. The immense machines consume and analyze the fauna while simultaneously replacing the existing wildlife with creatures from the worlds of their origin.

This bioconverter represents a terrestrial unit. Aerial, aquatic, and subterranean variants are deployed to worlds if the terrain requires it.

SPARK JACK

This tiny creature with the lower body of a firefly and the upper body of a sprite is covered with tools, straps and holsters. Its sparking antennae causes its hair to stand up with static.

SPARK JACK	CR 2

XP 600

CN Tiny fey

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 18 (4d6+4)

Fort +2, **Ref** +7, **Will** +4

DR 5/cold iron; **Immune** electricity; **SR** 13

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee light hammer +0 (1d2−2)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks shock

Spell-Like Abilities (CL 4th; concentration +7)

At will—*technomancy*[TG], *mending*

3/day—*floating disk, unseen servant*

1/day—*discharge*[TG] (DC 13), *make whole*

STATISTICS

Str 7, **Dex** 16, **Con** 12, **Int** 15, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** −2; **CMD** 11

Feats Improved Initiative, Skill Focus (Knowledge [engineering])

Skills Craft (mechanical) +9, Disable Device +7, Fly +18, Knowledge (engineering) +9, Perception +8, Sleight of Hand +10, Stealth +18, Use Magic Device +8

Languages Androffan, Common, Sylvan

SQ instill charge, shocker lizard affinity

ECOLOGY

Environment any land

Organization solitary, pair, or clamor (3–9)

Treasure standard

SPECIAL ABILITIES

Instill Charge (Sp) Once per week, a spark jack can recharge a battery or technological item. This functions as the *recharge*^TG spell, but there is no chance of a battery being destroyed. Additionally, the spark jack can sense the maximum number of charges an item can hold, and may choose not to go over the item's maximum. Once a spark jack uses this ability its glowing posterior sac organ dims, and it cannot use its shock ability for 24 hours.

Shock (Su) Spark jacks can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based. Additionally, if two or more spark jacks are within 20 feet of each other, they can work together to create a lethal shock once per 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing spark jack. All creatures within that radius take 2d8 points of lethal electricity damage for each spark jack contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of spark jacks contributing) halves the damage.

Shocker Lizard Affinity (Ex): Spark jacks count as shocker lizards for a shocker lizard's shock ability.

Spark jacks are curious fey creatures with a drive to repair and tinker with machinery. They enjoy dismantling objects to understand them better just as much as fixing them. Given this natural affinity for technology, spark jacks are usually found wherever there is ample access to automated creations, be they arcane or otherwise. They frequently keep shock lizards as pets for self-protection and to guard their nests of scavenged mechanical parts.

Some scholars believe spark jacks were fey transformed by exposure to radiation from skymetals which slipped into the First World. Over time, the contact altered their biology and granted them a connection with technology.

Standing just over a foot tall and weighing close to 10 pounds, spark jacks have a humanoid upper body with insectoid legs and a glowing bulbous sac on its posterior. A pair of antennae protrude from their foreheads which occasionally spark with electricity. They often wear belts and vests with pockets full of tiny tools.

A non-lawful spellcaster of at least 7th level who takes the Improved Familiar feat can select a spark jack as a familiar.
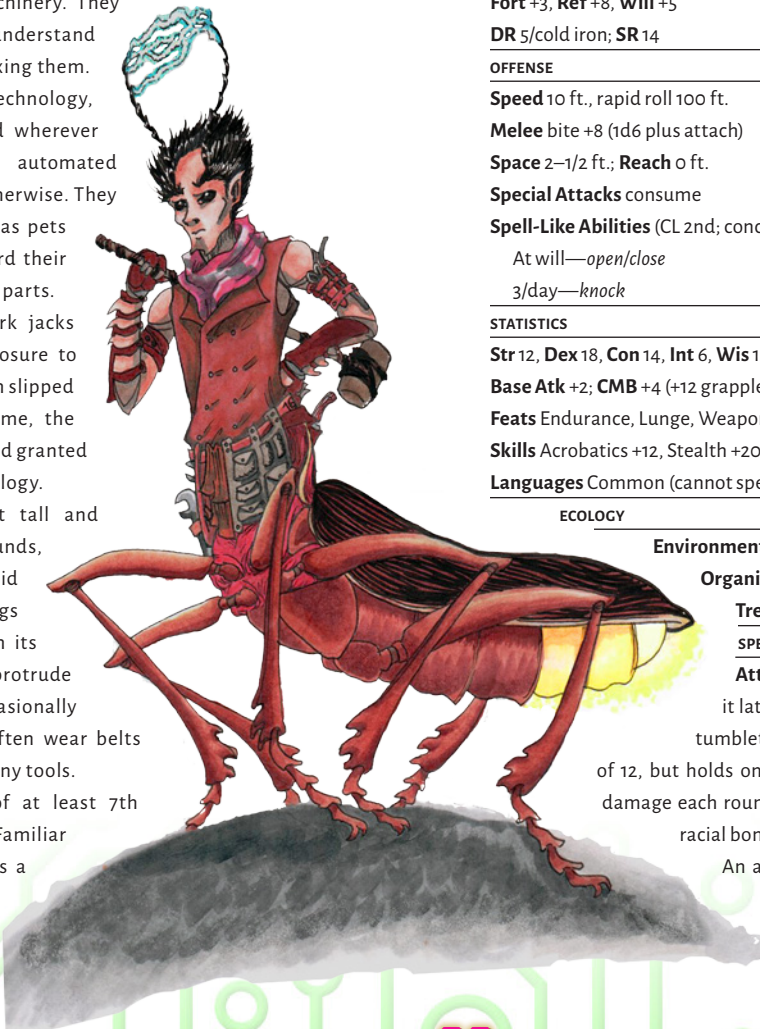
TUMBLETOOTH

A rolling ball of black hair and teeth comes to a sudden stop, revealing itself as what appears to be a squat, hunched-over rodent with tiny red reptilian eyes and a comically oversized and toothy maw as wide as the creature is tall.

TUMBLETOOTH	CR 3

XP 800

CN Tiny fey

Init +4; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 27 (5d6+10)

Fort +3, **Ref** +8, **Will** +5

DR 5/cold iron; **SR** 14

OFFENSE

Speed 10 ft., rapid roll 100 ft.

Melee bite +8 (1d6 plus attach)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks consume

Spell-Like Abilities (CL 2nd; concentration +2)

At will—*open/close*

3/day—*knock*

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4 (+12 grapple when attached); **CMD** 15

Feats Endurance, Lunge, Weapon Finesse

Skills Acrobatics +12, Stealth +20

Languages Common (cannot speak)

ECOLOGY

Environment any hills, plains, or urban

Organization solitary, pair, litter (3–8), or ravening (9–30)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a tumbletooth hits with a bite attack, it latches onto its target and automatically grapples. The tumbletooth loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and automatically inflicts bite damage each round that it remains attached. A tumbletooth has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached tumbletooth can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the tumbletooth is removed.

Consume (Ex) A tumbletooth consumes its target

at the end of its turn if it is attached, inflicting 2d6 damage. This ability deals an additional 1d6 damage per additional tumbletooth attached to the target.

Feeding Frenzy (Su) A tumbletooth is able to devour meat and processed grain with frightening speed, consuming up to 20 pounds of food within a 10 foot radius in a single full round action. A tumbletooth which manages to consume ten times its current weight within one hour will lay a clutch of 1d4 eggs. If in an area of abundant food, a single tumbletooth can lay up to 24d4 eggs in one day.

Rapid Roll (Su) When charging, a tumbletooth can roll up to 100 ft. It must move in a straight line while rolling and does not provoke attacks of opportunity when it does so. If it spends a full round action to roll, it can instead move 200 ft, also in a straight line, and is treated as if running. The tumbletooth cannot roll across difficult terrain.

Tumbleteeth pose a very serious danger to any populated area thanks to their insatiable appetites. At any given time, a tumbletooth is either eating, sleeping, or seeking out its next meal. While tumbleteeth are surprisingly dangerous for their size, they are relatively averse to combat, preferring first to seek out unattended food stores and carrion before moving on to more dangerous game. When tumbleteeth must seek dangerous food sources, they tend to hunt in groups to increase their chances of success.

With ample access to food, a single tumbletooth can rapidly become a large pack of tumbleteeth. Their nondescript eggs lie dormant until coming within 100 feet of an ample food source (at least 400 lbs.). When enough food is present, they hatch, fully grown, and fall upon these meals. Mercifully, while able to consume nearly anything, tumbleteeth have an aversion to wild fruit and vegetation.

It is not unheard of during times of war for expert tumbletooth handlers to carefully smuggle eggs into the food stores of enemy cities or armies, creating a near instant famine. Such saboteurs are often consumed themselves when eggs hatch sooner than expected.

Tumbleteeth are quick to pick up the language of any creatures they encounter, but fail to retain any vocabulary not immediately useful in finding their next meal.

The average tumbletooth stands almost 2 feet tall and weighs about 10 pounds.

In areas where food is plentiful, some tumbleteeth grow in size rather than lay large amounts of eggs. These overfed tumbleteeth can, in time, become massive beasts of Large size. Unlike the typical tumbletooth, an overfed tumbletooth can swallow its target whole and roll greater distances.

TURA

These insect-like humanoids resemble bipedal pillbugs, save for their hands and feet, which are 4-fingered pincers.

TURA	CR 1/2

XP 200

Tura rogue (unchained) 1

CE Small humanoid (insectoid)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 natural, +1 size)

hp 15 (1d8+7)

Fort +3, **Ref** +4, **Will** +1

Defensive Abilities unnatural

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee sickle +3 (1d4+1)

Ranged dart +3 (1d3+1)

Special Attacks poison use, sneak attack +1d6

STATISTICS

Str 13, **Dex** 15, **Con** 16, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 12

Feats Toughness, Weapon Finesse

Skills Acrobatics +6, Bluff +2, Craft (traps) +5, Escape Artist +6, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +10, Use Magic Device +2

Languages Aklo, Androffan

SQ limited telepathy, trapfinding +1

Other Gear leather armor, dart (5), sickle

SPECIAL ABILITIES

Light Sensitivity (Ex) Tura are dazzled as long as they remain in areas of bright light.

Limited Telepathy (Su) A tura is able to mentally communicate with any creature within 30 feet with whom it shares a language. Otherwise this ability is identical to the telepathy ability.

Poison Use (Ex) Tura are skilled with poison and never risk accidentally poisoning themselves when applying it to weapons.

Unnatural (Ex) Tura unnerve normal animals, and train to defend themselves against the attacks of such creatures. Tura take a –4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +4 dodge bonus to AC against animals. The starting attitude of animals toward tura is always one step worse than normal.

These strange creatures were first sighted in the Numerian Felldales in 4709. Little is known of them, save for their alien appearance and that they refer to themselves as the "tura" a name closely resembling an Aklo word meaning "slave" or "thrall".

"Tura" is the only name they now remember for their race, for their original homeworld, now forgotten, fell to the Dominion of the Black millenia ago. The Dominion's masters saw potential in this genderless, fast-breeding race, and enslaved them utterly.

Though their race was larger before their enslavement, the typical tura now stands only 3 feet tall and weighs 40 pounds.

TURA CHARACTERS

Tura are defined by class levels—they do not possess racial Hit Dice. Tura have the following racial traits.

+2 Constitution, +2 Wisdom, –2 Charisma: Tura have endured millennia of breeding for strong bodies and wills, but weak identities.

Small: Tura are Small creatures and gain a +1 size bonus to AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

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

Light Sensitivity: See above.

Limited Telepathy: See above.

Natural Armor: A tura's thick carapace grants it a +1 bonus to its natural armor.

Poison Use: See above.

Unnatural: See above.

Languages: Tura begin play speaking Aklo. Tura with high Intelligence scores can choose from the following: Undercommon, Androffan, or any alien language. ☣

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THE MAN WHO WROTE THE SKY
By Matt Banach

Draw close and bend the ear to listen well,

The man who wrote the sky passed by today;

Like showered shooting stars his wonders fell,

To light the path and beautify the way.

The scribes of many scripts did owe him due,

For legion were the sparks he fanned to flame;

He blazed a trail and brought us with him too,

By burning for his art he raised the game.

His star now hangs far off in distant sky,

The dark of fallen night a somber veil;

Fell fate has took our friend, and we ask why,

But all that's left to do is tell his tale.

Adventure on, our friend, into the light,

Go armored with our love, this final rite.

In Memory of

Steven D. Russell

Creator, Gamer, Friend

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