

THUNDERSCAPE™

THE WORLD OF ADEN



Law & Destiny

A guide to Arbiters and Seers

 **PATHFINDER®**
ROLEPLAYING GAME COMPATIBLE



THE WORLD OF ADEN ORIGINALLY CREATED BY SHANE LACY HENSLEY

LAW & DESTINY

A GUIDE TO ARBITERS AND SEERS

Written by Rich Wulf, Shawn Carman & Matt Tyler



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INTRODUCTION

The Wall Mountains...

The cavern was simple and unexceptional, no more than perhaps a hundred and fifty feet or so deep and ending abruptly where some ancient collapse had blocked the passageway. The brisk wind whistled eerily as it rushed through the mouth of the cave, stealing the meager heat provided by a small campfire. It would be spring soon, but one would not know that from the chill. Two figures crouched around the fire. They wore thick fur cloaks and carried no weapons. To all appearances, they were merely a pair of unlucky travelers lost in the mountains.

"This place is cold," the ilithix observed as he crouched beside the fire. The insectoid warrior tilted his head and clicked his mandibles nervously. "One is sorry. Xien Wei Fong knew that already, yes?" His voice was a strange, singsong monotone - as if he was not quite certain which words to emphasize.

Xien Wei Fong looked up from her small journal with a weary smile. "Yes, it is cold, Sir Dabot," she said.

"One fears it will become colder," the ilithix added after a long pause. "Or perhaps warmer. It is difficult to tell."

Wei Fong looked at him curiously.

Dabot shifted and wrung his gnarled, three-fingered hands near the fire's warmth. "Did one say something wrong?" he asked, mildly concerned. "You seemed upset. One thought that to discuss the weather brings humans comfort."

Despite her exhaustion, Wei Fong could not help but smile. She had never known any other ilithix. What few tales she had heard claimed that they were brutes, mindless slaves to their monstrous queens. The Arbiter known as Dabot did not fit that mold.

"You're making small talk?" she asked. "Do you do that with the other Arbiters?"

Dabot shook his head. "No, but sometimes they speak of such trivialities to this one," he said. "One does not understand why they obsess over things that are obvious, but one recognizes that such efforts come from a place of friendship. In the hive, such communication was not necessary. We were as one mind, one soul. Troubles were shared and dispersed throughout the collective. If one sought comfort, one merely returned to the warmth of the hive. Things are... more complicated out here."

Wei Fong laughed. "I know what you mean. Your hive sounds like a wonderful place," she said.

"It was," he said, distantly. "Once." He traced the ashes near the campfire with a long claw.

She quickly changed the subject. "You don't need to make small talk to cheer me up," Dabot said. "I'm not a helpless little girl."

Dabot stared at her, as if Wei Fong had said something ludicrous. "Why would one presume a female is helpless?" he asked.

"If one is wise," she replied, adopting his singsong tone, "One would not." She returned to her reading with a quiet chuckle. Dabot was strange, to be sure, but he seemed a decent sort. He was loyal and brave if terribly enigmatic. Was he a he? She wasn't entirely sure if he was male, or whether ilithix had genders beyond their queen and her mates. Perhaps he was merely emulating the male Arbiters he had

trained beside. She supposed it didn't really matter. He had proven himself a friend.

Theirs had been a chance meeting. Wei Fong had been hunting a group of kidnappers working for the necromancers of the Grey Isles. They had left a trail of death through the alleys of Portsmith. Somehow, her quarry learned Wei Fong was a seer and began to hunt her instead. Dabot had been passing through the city on the way back from a diplomatic mission to Arasteen when he saved her from an ambush. Since then, they'd been hunting these monsters together.

They now knew that the Grey Masters' servants had a hideout somewhere in the mountains - but not where. After a few days of searching, they decided to simply set a conspicuous campfire and wait. If there was one thing Wei Fong had learned since the Darkfall, it was that a seer looking for danger only needed to do was stay in one place for too long.

Across the fire, Dabot shifted uncomfortably and glanced at the entrance. Though the ilithix never complained, he clearly missed his home. Wei Fong had allies, associates, brothers in the struggle against the Darkfall - but no real friends. She would miss the ilithix when this was done.

"I am sure spring will be here soon enough, Dabot," she said. Even if he claimed not to understand small talk, maybe it would distract him.

Dabot glanced back at her and clicked his mandibles excitedly. "Yes, the law of days must be observed," he said. "Winter must give way to spring. And spring to summer. And so on. At least..." he struggled to find something to say. "At least it has not rained?" He clicked his mandibles again, pleased at his efforts to make idle conversation.

Wei Fong laughed and stared into the fire. "If you could return to the way things were... If you could return to your hive and your Queen... Would you?" She looked at him.

He returned her gaze impassively. "Would you return to Vanora?" he asked.

Wei Fong was silent for a long time. "No," she said. "I miss my father, but I don't live in that world anymore. I've changed."

Dabot nodded. "You are very strong, Seer Xien Wei Fong," he said. "This one cannot imagine what it is like to be so alone."

"It's safer," she replied. "For everyone. You've been very kind to help me, Dabot, but you do not want to share my enemies."

"From what this one has seen of your enemies, this one suspects he would not like them much in any case," he said dryly.

"They aren't very friendly, no," she said, laughing. "Anyway, I'm not entirely alone. The Children of Argus help me, when they can. There's just... not many of us left. Sometimes I feel like the world is already dying. Now all we can do is try to slow the bleeding."

"But the world still lives," Dabot said. "This one was taught that where there is life, there is hope."

"Did your hive teach you that?" she asked.

"No," the ilithix replied softly. "No, that was... someone else."

Dabot grew silent. Wei Fong opened her mouth to say something when a familiar dizziness passed through her. She felt a nervous stirring in her chest. Images swam before her eyes - a man in armor led men in

tattered and nondescript clothing, their faces painted black. Her journal slipped from between her fingers and fell to the ground, forgotten.

"The vision trap?" Dabot whispered, noticing her discomfort.

She nodded. "I recognize their leader," she said with a scowl. "It's Arkos, the city watchman."

"This one suspected he was part of this when he refused to aid us," Dabot replied, tensing as he prepared to move. "How close are they?"

"Close," she said. "Let them come."

There was a rustling in the shrubbery outside the cave's mouth. It was subtle, but not subtle enough to escape Wei Fong's trained senses. Dabot's wings shuddered beneath his cloak; he had heard it too. She made an effort not to look, and licked her lips slightly.

"Yes, rain is troublesome," she said clearly, forcing an air of calm. "If there's anything I do not miss about Vanora, it's the monsoon season."



"Try living in a jungle" Dabot replied, continuing the façade. Feigning disinterest seemed easier for him; his singsong voice was difficult to read even when he wasn't trying.

There was a blood-curdling scream. A half-dozen men rushed into the cave. In the flickering light of the cave, their soot-blackened faces looked twisted and monstrous. Each bore a jagged red crisscross scar on their forehead, marking them as minions of the Grey Masters. Steel gleamed in their hands.

"It's the seer!" Arkos shouted, still garbed in his watchman's brigandine. This far from the city, he had no fear of being recognized. "Take her! Kill the other!"

Dabot stood and threw his cloak to one side, revealing a gleaming suit of silver plate. A pair of broad, diaphanous wings spread from his back, reflecting the firelight in a swirl of dazzling color. He turned and faced their attackers with a sibilant hiss.

They hesitated, uncertain what they were facing.

"Whatever that thing is, it's unarmed and outnumbered!" Arkos shouted from the safety of the rear. "Get them!"

The men charged again.

Dabot's wings swept downward with a crack, launching the ilithix into the air. With one hand, he caught a hidden ledge in the ceiling. With the other, he snatched a bundle he found there and tossed it Wei Fong.

Wei Fong threw a dagger from her sleeve as the men approached, striking one in the throat. He hit the floor of the cave like a stone, dead long before his body slid to a halt.

She caught the slim bundle from Dabot and unsheathed it with a flourish. Her mother's katana shone with an ethereal blue light as she prepared to meet her foes. Dabot landed solidly in the midst of the attackers. He now wielded a long spear and a massive kite shield emblazoned with the Theocrat's ivory cross.

"That thing is an Arbiter," one of the men swore, taking a step back.

Wei Fong took a moment to reflect on the fact that these men feared an Arbiter more than they feared a wasp the size of a grown man.

"We cannot fail!" Arkos cried. "We must take the girl! The master's plans are for naught without her visions!"

"If you believe in my second sight, then run," Wei Fong answered in a low voice. "For I see no future where this battle ends well for you."

"Ignore her empty threats," Arkos snarled, drawing a wheel-lock pistol. "All of you know what will happen to us if we fail."

The attackers glanced at one another uneasily and charged at Dabot and Wei Fong. Wei Fong lashed out with her sword, slicing the first to reach her from shoulder to hip. Her face twisted in a grim frown. She took no joy in killing these men. They were only pawns in a greater game.

Dabot swept a man's feet from beneath him with his spear and sent another flying against the wall with a crash.

His wings snapped as he leapt toward the leader of the kidnappers. The soot-stained killer raised his pistol to meet the Arbiter's charge. Dabot's spear flew wide,

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missing his foe. Arkos' pistol roared, a plume of smoke and flame tearing through Dabot's midsection, scattering shards of armor like broken glass. The arbiter fell to the ground, clutching the gaping hole in his body, one shattered wing flapping helplessly.

Time itself blurred. Xien Wei Fong saw another image of the last few moments, superimposed upon the first. In this version, Dabot's traced a path two inches to the right, knocking Arkos' pistol from his hand and planting itself solidly in the man's chest. It was amazing, how so much could often hinge on so little. Time blurred again, revealing the moments just before Dabot's attack.

Wei Fong concentrated.

Dabot's spear moved two inches to the right.

Arkos stared down in shock as the spear pierced his chest. He felt his blood spill out onto the cavern floor. The corrupted watchman stared briefly into Dabot's unblinking eyes then slid from the spear's shaft and crumpled on the floor.

"Your leader is dead," the ilithix shouted. "The Gray Masters have no hold over you. Surrender and we will temper justice with mercy."

The surviving kidnappers dropped their weapons and knelt on the ground in submission. Dabot retrieved several sets of manacles from his pack and began securing them.

"We're really taking them alive?" Wei Fong asked, surprised. "They deserve to die for what they did to those people in Portsmith."

"That is not for us to determine, but for the people of Portsmith," he said. "Besides, these men did not choose to be slaves. They were twisted by darkness." He looked up at her, pleading. "Perhaps we can still help them. Perhaps they can help us defeat the things that made them into this."

Wei Fong blinked, taken aback. Feeling a slight sense of shame, she sheathed her sword and helped him secure the prisoners. She frowned as she studied the men. "They attacked us in broad daylight," she said. "Why would they paint their faces with soot?"

"This isn't soot," Dabot said, mandibles clicking thoughtfully. "It smells like some sort of spoor. From a beast."

"It's from the creature," one of the men said. "That thing the Grey Masters gave to Arkos. It was a contingency in case we failed. If we wear its filth, it will not attack us."

Wei Fong and Dabot exchanged worried glances.

"How big is it?" Wei Fong asked.

"Big," the man whimpered. "Very big."

"Where is it now?" Dabot asked.

Outside, a bloodcurdling roar echoed across the mountains.

"Very close," the man said nervously. He bowed his head began sobbing. "I'm sorry... I'm so sorry. I never wanted to serve them... I never wanted to do those awful things..."

"Dabot, you can still get out of here," Wei Fong said. "Fly back to Portsmith. Find help. Maybe they can still stop this creature before it reaches the city."

"This one cannot fly while carrying you, Seer," Dabot replied.

The roar sounded outside again. Closer.

"I know," she said. "But there's no reason for both of us to die."

Dabot studied her patiently. "This one... felt what you did earlier," he said. "This one saw the other future. Is that what you see now, Seer? Do you see death?"

"The visions don't always work that way, Dabot," she said. "Especially where nocturnals are concerned. It's... blurry. I don't see anything. I don't know what the future holds."

"Then let us find out together," Dabot said, readying his spear and marching toward the cavern entrance. "You will not face this enemy alone."

The seer blinked in surprise, then drew her sword and stood beside him.

She was no longer alone.

What is Law and Destiny?

The name of this class guide, like the others in this series, is also a reference to an actual book - in this case a series of books - from Aden. *Law and Destiny* is Aden's most popular and enduring fiction series. For over two hundred years these novels have been beloved throughout Aden.

Though there are countless books in the series the first, from which the series derives its title, is the most popular. This volume introduces Graven Mortos, a grizzled dwarven Arbiter who is drawn back from retirement to solve the murder of his son. He is assisted by Aster Woolden, an elven seer who is considered a pariah among his order due to his reckless behavior and tendency to flout the Order's authority.

Together this unconventional pair unravels a conspiracy to undo the Rose Accords and throw all of Aden into chaos. By the end of the tale, both men have unraveled the crime, avenged the death of Graven's son, seduced the Queen of Arasteen, recovered Crown Jewels of Ionara (for some reason), saved all of Aden, and become heroes throughout the Known Lands.

Though many critics decry the novel for being historically inaccurate, poorly written, and generally ridiculous, this book set the standards for that other works of adventure fiction, such as the exaggerated accounts of thunder scout Jeremy Jerome, would later follow. The original author, dwarven poet named Daven Bortos, encouraged aspiring authors to build upon his work. Though Bortos only wrote six novels, literally hundreds more novels have been produced over the years. Most of these feature the adventures of Bortos and Woolden (who have had so many adventures at this point that they must surely be immortal) though some are merely set in the same fictional universe and feature other original - if somewhat derivative - characters.

While some specimens of the series are actually quite accurate and well done compared to the original, most are pure drivel. This being said, a few are worth reading just for the startling levels of escalating absurdity the heroes overcome.

Though the novels are purely for entertainment and never intended to be taken seriously, they have nonetheless done a great deal to shape how the people of Aden regard Arbiters and Seers. Arbiters, like Mortos, are tough humorless lawmen who never give up and invariably see justice prevail. Seers are viewed as either distant and mysterious (like Woolden's superiors) or good-hearted, everyman heroes (like Woolden himself).

Since the Darkfall, these books have seen a resurgence in popularity as people embrace any distraction from the terrible state of the world.

Thunderscape NPCs

The non-player characters in this book are presented at low, mid, and high level so that you can easily adapt the version most appropriate for your campaign. These characters can be used as NPC allies, party rivals, or even pre-generated characters to get a game together quickly.

For consistency, these characters were all created using 20 point buy for their ability scores, granted average hit points for every hit die after first level, and were assigned equipment roughly equivalent to the average wealth for a player character of their level.



ARBITERS

ARBITERS IN ADEN

The Role of the Arbiter

In any party, arbiters can easily serve as front line combatants. Their mixture of offense and defense makes them perfect candidates to engage the enemy first and throughout the combat, providing protection for weaker party members. Unlike a typical fighter, barbarian, or golemoid, however, an arbiter is designed to control the battlefield, manipulating his or her opponent in a variety of ways; simply inflicting damage, although certainly within an arbiter's capabilities, is by no means their only option. Optimally, an arbiter will place himself in a position where the enemy is faced with two choices - deal with the arbiter first or ignore him and pay the price.

The History of Arbiters

The tradition of referring to oneself as an arbiter is an old one, stemming from the chaos during the last century of the Great War. During this period, the Church of All Saints was solidifying its hold over the land that currently makes up the nation of Carraway. The church's law enforcement agents were known, and are still known, as Arbiters, and in those years they managed to bring order to a barbaric land.

From the beginning, Arbiters were known not only for their strength of arms, but for their keen intellect and ability to quickly analyze complex situations. The kite shield became their icon. This massive steel bulwark not only granted an Arbiter unmatched protection, but allowed him to be identified from a great distance. Those who required protection could easily find an Arbiter and rally to his side. Those who stood against an Arbiter would see their doom approaching. Justice, as the Carrites would say, had no need to hide.

At that time, the Alabaster Cliffs did not exist and raiders from the north could easily gain access to Carraway along the entirety of their shared border. The fact that the Church's Arbiters were able to fight back chaos and disorder and aid in the creation of a lawful society was a feat that did not go unnoticed, even among those factions embroiled in the Great War. Even as the Peace of the Rose was written and the modern nations of Aden were formalized, many sought to emulate the success the Church Arbiters had experienced by emulating their tactics and fighting style.

The term 'arbiter' has been in common usage throughout Aden for more than a thousand years, and has many meanings depending upon geography. It is most extensively used in Carraway, where the proper title, 'Arbiter,' denotes a formal position as a law enforcement official for the Church of All Saints. In more lawless regions such as the High Steppes or the Rhanate, the term still refers to those who are (often self-appointed) agents of law, but it is just as often used as a derogatory term synonymous with 'fool' or 'buffoon' when referring to those who

believe they can tame a lawless land. In Vanora, those that emulate the arbiter fighting style are called 'bugyo,' or 'magistrate.' This term has its roots in the old Vanoran language, although in Vanora those who are named magistrates are perhaps closest to the original Arbiters in function and procedure than anyone else in Aden.

Ironically, one of the oldest organizations that have come to imitate the Church of All Saints Arbiters is one that has, in recent years, come to represent much of the opposite to the values of the Church - the Eye. The Inquisitors of the Eye trace their origins to the days of old Columbey, when they investigated threats to the Tarello Dynasty. They have, since the inception of Urbana, become less about the enforcement of law and more about the enforcement of loyalty to Lord Urbane and his regime and hunting down secret agents of the Darkfall. Essentially, the Eye are Urbana's secret police and while they ostensibly serve the law, their goals more frequently serve to defend the Urbane himself or the survival of Urbana.

Public Perception

It would be impossible to accurately detail the public perception of those who are identified as arbiters, due not only to the incredibly varied role such individuals take throughout the nation but also because such opinions vary significantly from nation to nation, settlement to settlement, and individual to individual. It would not be untrue to say, however, that people throughout Aden have embraced those who enforce law and order in the wake of the Darkfall; in their endless pursuit of justice, arbiters also stand in opposition to the Darkfall's agents. When facing nocturnals or corrupted, even the most lawless citizen is likely to find an arbiter's intervention quite welcome.

Unfortunately, such eagerness for protection has a darker side. There are many individuals in various nations and settlements who have tacitly accepted anyone powerful enough to keep them safe. The Grand Kazan of the High Steppes, Lord Urbane in Urbana, and perhaps even the Dust King of the Rhanate all fall into this category, where people have willingly sacrificed their freedoms in order to purchase security. Many wandering arbiters see such individuals as the true enemy - cruel and despotic leaders who would take advantage of Aden's current troubles to force innocents into servitude in return for protection. Before the Darkfall can truly be defeated, such injustice must be purged.

Arbiters throughout Aden

Aramyst

Given the present state of affairs in Aramyst, those who stand for law and order are both rare and extremely prized. The only remaining settlement of any significant size, Refuge, is desperately in need of individuals like arbiters to aid in keeping the city safe. As it is, the city suffers from an unreasonable amount of crime, most of it not born of malice but of a simple need to survive. Those few who have enough that they can afford to give to their neighbors are both beloved by others as

well as targeted by the desperate. In times of stress, law and order can often become tertiary considerations. Most arbiters present in the city are either adventurers who make their home in Aramyst or overworked members of the city watch.

In the regions of Aramyst outside of Refuge, chaos reigns. In a few small villages like Syldan, things are relatively stable, but the majority of the former nation is a lawless wasteland. Banditry is the rule and few dare stand to protect the weak not only from the many dangers that roam the countryside.

Arasteen

Generally speaking, Arasteen is a peaceful nation, owing in large part to the governance of the Radiant Order. Though Arasteen and Carraway have a great number of philosophical differences, even the Arastinians hold the traditions of the arbiter in deep regard. As such, many members of the Order have taken up the kite shield and practice arbiter investigation techniques. As is so often the case in Arasteen since the Darkfall, the people are extremely devoted to their protectors, and arbiters can usually expect tremendous support and respect from civilians.

Carraway

It should come as no surprise that there are a large number of arbiters in the nation of Carraway, many of whom bear the actual title of Arbiter in the name of the Church of All Saints. They officers of the law command great respect and high status. They are a regular sight in the streets of all Carraway's major cities and settlements, and it is not uncommon to see them regularly even in smaller villages. They are often paired with thaumaturge Saint Adepts on patrols. Due to their distinctive shields and the Saint Adept's preference for shimmering ethereal armor, many Carrite criminals fearfully refer to these peerless lawmen as 'shades and shields.'

Those who do not see true Arbiters on a regular basis regard them as almost heroic figures. Children are told stories of their valor and bravery, using them to stave off fears of the nocturnals and evils of the Darkfall. There is nowhere in Aden were the agents of the law are afforded the same level of authority and reverence by the common folk. As a general rule, the Arbiters live up to their expectations. Though extremely strict and unflinching in the application of justice, Arbiters police themselves as thoroughly as the populace. Corruption among their number is extraordinarily rare.

The High Steppes

There is nowhere in Aden where law and order are more alien than in the barbaric reaches of the High Steppes. The only rule is the rule of the Kazans, Grand Kazan Tovar in particular, and to describe such things using the words "law" or "order" would be the most horrific of misstatements. The only laws are the Kazan's law, and these twisted pronouncements rarely resemble justice. Though a handful of warriors may wield a kite shield and emulate arbiter investigation techniques in the Kazan's service, they are hardly agents of order. The retinues that serve Grand Kazan Tovar and Kazan Lilith are completely without such individuals. Even those who mimic arbiter techniques are unwelcome symbols of a law that is unwelcome in these lands.

There are a small number of arbiters who travel independently or with allies throughout the High Steppes in an attempt to bring law to the lawless, but such individuals have a very short life expectancy. They tend to be extremely self-sufficient, which is of course a requirement for the work they do and the land in which they do it.

Ionara

The law in Ionara is as unforgiving as the arctic cold. Ice Queen Kryanix is a vindictive individual, and she expects the same from those who enforce her laws. Arbiters in service to the throne of Ionara are fearsome individuals with a reputation for an unrelenting nature. Those who defy the law can expect no mercy from them. The queen and her court are fond of saying that those who obey the laws of Ionara have no need to fear her arbiters, but they are terrifying figures nonetheless.

When trapped between the relentless march of an Ionaran arbiter and almost certain death on the ice plains, many criminals choose the latter.

Kyan

According to the letter of the law, the nation of Kyan is actually comprised of two massive cities, called hives, and a number of jungle villages that have sworn allegiance and who pay taxes to their queen in High Hive. Other settlements exist in the village and enjoy cordial relationships with their neighbors, but such settlements that choose not to pay homage to their queen are not afforded any protection by her primary agents, the rapid-deployment aerial cavalry units known as the Swarmers.

Though Kyan is a relatively peaceful land, even the Swarmers can sometimes take a long time to arrive. Many of these remote settlements therefore find it useful to provide their own protection. There are some, typically retired or discharged members of the military or others who have chosen to eschew life in the hives, who live among the jungle settlements act as sheriffs. Many of these men and women wield an arbiter's shield.

These individuals are not formally sanctioned by the throne, but neither are they condemned so long as they defer to the Swarmers when the need arises. The Queen Mother prefers to allow this arrangement to continue because it increases stability within the realm without calling into question the skill of her chosen agents. The people of Kyan tend to look upon these sheriffs with respect and gratitude for their efforts on behalf of the common folk.

Le'Ciel

In previous ages, the nation of Le'Ciel was ruled by the vastly powerful Exarches. Their minions, the Magisters, oversaw all law and order throughout their island nation. Since the Darkfall and the disappearance of the Exarches, the Magisters have been unable to maintain the same level of control that they once enjoyed. In recent years, the Magisters have taken to selecting individuals within settlements who have proven their trustworthiness and their martial prowess and imparting them with some degree of training to enforce the law in the name of the Magisters. Unfortunately these individuals often prove unprepared to perform their duties in the now chaotic lands of Le'Ciel.

In a desperate move, the Magisters have imported some retired military officers from Arasteen and Carraway in an effort to train their soldier. Many of these individuals are arbiters, and have passed their traditions to their Cielan students. These markedly more competent lawmen serve as a constant comfort and inspiration to many members of the peasant caste, many of whom live in fear of the Darkfall after the disappearance of the Exarches. To the more rebellious citizens of Le'Ciel, these foreign-trained lawmen only serve as a constant reminder that they will never be free from the Magisters or their vanished masters.

Misland Republics

Much of the islands in the Misland Republics are unsettled wilderness, home only to the Misari tribesmen who prefer to remain apart from their more "civilized" kinsmen on the coasts and close interior regions. Each major settlement has its own law enforcement organization, some of which are linked together depending upon whether the settlements are within the same republic. A handful of arbiters are present in these organizations, and in some cases they extend into military offices as well. For example, in the city-state of Strangemount, the city watchmen are members of the military, as both organizations are one and the same. Arbiters serving the military rotate to the watch on a regular basis, as well as serving aboard ships in service to the new Lord Protector.

The Rhanate

The Rhanate is surpassed only by the High Steppes in terms of general lawlessness, ruled over by the enigmatic Dust King. Individual settlements are largely left to fend for themselves, although they have the option to purchase law enforcement services from the forces of the Dust King in return for tribute. Few can afford a regular presence, and

tend to utilize these services only when difficulties can be anticipated, such as large merchant caravans moving through a fixed area or festivals that might attract the attention of bandits or other ne'er do wells. Some wandering arbiters have filtered into the area hoping to improve the situation. The Dust King does not seem to mind the presence of these freelance lawmen, so long as they do not interfere with his own agents.

Unfortunately, the Dust King's mercenary mindset has permeated Rhanate culture. Denizens of many settlements look upon outland arbiters as naive fools. "A fish in the sands has better chances than a lawman," is a popular saying. An arbiter in the Rhanate must be extremely vigilant, lest the locals attempt to manipulate him into serving their own selfish ends in the name of the supposed law.

Urbana

Arbiters occupy a precarious position in the land of the Iron Tyrant. On the one hand, there is little that the government of Urbana values more than order; indeed, one of the most frequently repeated criticisms of Urbana is their emphasis on order above all else, eschewing things such as charity and compassion altogether in the interest of maintaining society's status quo. On the other hand, the government of Urbana defines loyalty to the crown and justice as one and the same. Should ever the two come into apparent conflict, those who represent the government of Urbana are expected to support Lord Urbane and his officers without hesitation. Even before Urbane, the Warrain kings were a corrupt and self-serving lot who were all too willing to pervert justice to their own ends.

The result of this dichotomy is a populace that is generally untrusting of those who claim to serve the law, including arbiters. The people have been conditioned to expect that justice is a fallacy. Unless you are wealthy and powerful, there is no justice. Though it would be an exaggeration to say that Urbanan watchmen and military officers are without a sense of compassion, the simple fact is that power lies in the hands of the elite. Very few individuals rise high to positions of power without becoming a willing accomplice to some manner of unseemly activities. Bribery, blackmail, and coercion are accepted business tactics in the Iron Tyrant's kingdom (much as they were in Columbey, though the Warrain nobility were subtler about it).

Because of this, the government mistrusts agents of the law who are unwilling to 'play the game.' The people mistrust lawmen that are obviously corrupt. This vicious circle just creates a widening gulf between the people of Urbana and those sworn to defend them. It can and often does make the work of a virtuous arbiter difficult, lonely, and morally degrading.

Vanora

No nation in Aden retains as stable and orderly a society as Vanora in the years since the Darkfall. The Dragon Emperor is a man who understands that he must serve his people in order to ensure that they continue to serve him, and as such he is widely regarded as a just and benevolent monarch. As a people, the Vanorans embrace order and

cling to it as the thing that has permitted them to survive and flourish when so many others have been lost to the hordes of nocturnals. Many arbiters in Vanora serve the Dragon Emperor as magistrates, enforcing his laws and protecting his people throughout the provinces.

Most of these individuals honor the philosophies of Eagle or Wolf in the Way of the Ten Beasts.

Yzeem

The people of Yzeem pride themselves on their erudite sophistication, particularly those who dwell within Balaquim, the greatest port in all of Aden. Because of this, the Carrite ideal that lawmen should be highly educated is embraced here. The arbiter tradition is strong.

And yet there is the pirate city of Rook's Roost, a bastion of debauchery wholly controlled by outlaws. Those who enforce the law within Balaquim are regarded as heroes who hold the chaos at bay, keeping pirates and the corrupt influences within the city from gaining a foothold. Many of the city's arbiters wear veils in public, both to honor the Veiled Council they represent and to protect their families from possible retribution from one of the many criminal organizations they oppose. These veils are typically the same color of whatever council member they serve directly so that these agents of the law can differentiate allies from potential rivals.

Arbiters along the Valley of Life north of Balaquim are less common, but those few who venture here are beloved by the common folk. Although the arbiters that serve this region are fewer in number, they tend to be more skilled combatants and warriors, and raids by bandits or nocturnals throughout this region have gifted them with a great deal of practical combat experience.

ARBITER MECHANICS

Arbiter Maneuvers

The following strategic maneuvers are available for arbiter characters.

• **Applied Intellect (Ex):** The arbiter's Intelligence score is considered two higher for the purpose of all arbiter class abilities (but not for skills or any other applications of Intelligence).

• **Armored Fall (Ex):** Acrobatics is added to the arbiter's class skills. The arbiter not take damage from the first twenty feet (rather than the first ten feet) of a fall. The arbiter takes only 1d4 damage per ten feet fallen rather than 1d6. These benefits only apply while wearing medium or heavy armor and wielding a kite shield.

• **Demolish (Ex):** Any time the arbiter makes an attack of opportunity to protect an ally due to shieldwarden's stance, the arbiter's critical threat range is doubled and his damage is increased by his Intelligence modifier. While this effect stacks with effects such as *keen mind*, *honed mind*, and *superior mind*, it does not stack with any effects that increase the threat range of a weapon. **Prerequisite:** 11th level.

• **Diplomatic Training (Ex):** The arbiter may add his Intelligence modifier as a bonus on all Diplomacy and Bluff checks. The arbiter may reroll all Diplomacy checks and keep the better result.

• **Dramatic Recovery (Ex):** Once per day, the arbiter can gain 5d6 temporary hit points as a standard action. These temporary hit points last for one hour. This action may be taken even if unconscious, paralyzed, or otherwise disabled. **Prerequisites:** 11th level, *boundless reserves*.

• **Extended Charge (Ex):** The arbiter may move up to three times his movement as part of a charge action and is not slowed while taking the run action in medium or heavy armor (this does not affect normal movement penalties due to armor encumbrance).

• **Frustrating Strikes (Ex):** The arbiter's ripostes confuse and disorient his foes. Any time the arbiter strikes an enemy with an attack of opportunity, that enemy must make a Reflex save (DC 10 + 1/2 the arbiter's

level + the arbiter's Intelligence modifier) or become *entangled* until the end of the arbiter's next turn. **Prerequisite:** 13th level.

✿ **Impervious (Ex):** The arbiter gains DR 10 vs. nonlethal damage while wearing medium or heavy armor. **Prerequisite:** 7th level.

✿ **Indestructible (Ex):** Once per day, the arbiter may negate the effects of a critical strike against him, turning it into a normal hit instead. The arbiter must be wearing medium or heavy armor and using a kite shield, to use this ability. This maneuver may be taken multiple times, granting an additional use per day each time. **Prerequisite:** 13th level.

✿ **Justice's Bastion (Ex):** At the start of a combat round, you may choose to give up your shield bonus to AC as a free action, instead gaining DR 3/adamantine until the start of your next turn. **Prerequisites:** 11th level

✿ **Lawful Vessel (Su):** Your weapon attacks count as lawful. **Prerequisite:** 9th level.

✿ **Master Shieldwarden (Ex):** When using shieldwarden's stance, the arbiter gains a +1 dodge bonus to AC against an enemy each time that enemy misses him in combat. This bonus lasts until the end of the arbiter's next turn.

✿ **One Against Many (Ex):** The arbiter gains a +2 bonus to all attack rolls when wielding a kite shield and adjacent to three or more enemies. **Prerequisites:** 9th level, *shielded stance*.

✿ **Piercing Riposte (Ex):** The arbiter ignores damage resistance up to double his Intelligence modifier when making attacks of opportunity. If the target's damage resistance is greater than this amount, the arbiter simply reduces it by his Intelligence modifier against his attacks of opportunity. **Prerequisite:** 7th level.

✿ **Sage Immunity (Ex):** The arbiter gains an insight bonus equal to half his Intelligence modifier (round up) on all saving throws vs. magic. This bonus stacks with the bonus from *sage resistance*. **Prerequisites:** 7th level, *sage resistance*.

✿ **Shield Assault (Ex):** When using the shield charge strategic maneuver, the arbiter may attack multiple targets. This works as per the normal shield charge maneuver, except that after the arbiter charges the first target, he may charge an additional target. The arbiter receives a -5 penalty to this attack as well as to the associated trip maneuver (this penalty stacks per target).

The arbiter may continue to shield charge additional targets as long as he does not move a total distance greater than three times his movement (four times if he has the extended charge maneuver) and the total attack penalty may not exceed the arbiter's base attack bonus. If the arbiter successfully damages an opponent with a shield charge, that enemy may not make an attack of opportunity against him due to movement while using this ability. **Prerequisites:** 11th level, *shield charge*.

✿ **Snare the Rabbit (Ex):** The arbiter's attacks funnel the enemy's movements, inevitably driving their attention toward himself. Each time the arbiter successfully hits an enemy with an attack, the target receives a cumulative -2 penalty to attack rolls against all other targets but the arbiter. This penalty lasts until the end of the arbiter's next turn. **Prerequisite:** 13th level.

✿ **Supreme Tactics (Ex):** The arbiter's distracting presence counts as occupying all squares within a ten foot radius for the purposes of determining flanking bonuses for allies and himself. **Prerequisites:** 7th level, longarm, superior tactics.

✿ **Swift Interrogation (Ex):** The arbiter can influence an opponent's attitude using Intimidate as a full round action, rather than after one minute of conversation. This ability is ineffective against an opponent with whom the arbiter or his allies are already in combat, but could be used during combat to temporarily coerce a neutral party into helping the arbiter.

ARBITER NPCs

Sir Dabot

He didn't always have a name. Once, the drone was just another worker in an ilithix hive. Then he awakened one day, burdened with the terrible curse of independence. The other ilithix immediately saw him as an enemy. The drone was terrified and outnumbered. If he had not been such a skilled flier, perhaps he never would have escaped his former home.

Yet even the drone could not fly forever. When he tired, his pursuers descended upon him without mercy. The lone ilithix readied his spear and prepared to fight his maddened brothers. He knew he had no chance of survival - but then something strange occurred. A band of Carrite soldiers, escorting a diplomat to the High Hive in Kyan, encountered the drone and his pursuers.

Sir Garald Dabot, the Carrite commander, had never seen an ilithix but he knew an innocent in need when he saw one. He ordered his men to attack. As the corrupted ilithix fled the superior force, the drone collapsed from his wounds. Garald's company took the injured creature with them, in hopes that they might find proper healing for him in High Hive.

The Kyanite healers did their best for the ilithix but they warned Garald that the drone's prospects for survival were low. They had seen his sort before. In their natural state, the ilithix were a peaceful and reclusive race. Though they could speak the tongues of men, they ventured forth from the jungle to trade only rarely. Since the Darkfall, however, many ilithix had become vicious man-eating beasts. By corrupting their queens, the Darkfall transformed these strange insect-men into horrors.

Whenever the Darkfall corrupted an ilithix hive a few - like the drone - resisted. The Kyanites called them exiles. Though exiles were spared a terrible fate as corrupted, these poor souls were cut off from everything they knew. Most exiles never found another purpose that could fill the void left behind by serving their Queen. Unable to adjust to life among the civilized races, most ventured into the jungles and were not seen again. A few tortured souls simply died of loneliness.

Sir Garald would hear none of it. The Darkfall had taken his wife and son years before. He refused to allow even one more innocent to be hurt by the machinations of darkness if he could help it - not even a creature as alien as an ilithix. Garald saw that the drone was nursed back to health and returned with him to Carraway. Without a second thought, the knight began teaching the drone Carrite law, customs, and culture - as well as how to properly wield a sword and shield.

The drone, still confused by his situation, could not understand why the old human would do such a thing. Though he knew little of the civilized races, he had never known them to be generous toward his kind. Garald replied that he had saved the drone's life. By the customs of his ancestors that meant Garald was responsible for the drone now. Intrigued, the drone asked more questions. He learned that Garald followed the teachings of his ancestors, who spoke with great wisdom through holy men called adepts. They all followed a wise leader named the Theocrat, who guided the people of Carraway with justice and honor.

To the drone, this all sounded very familiar. The adepts sounded like hive guardians and the ancestors reminded him of the communal memories of his people. The Theocrat sounded much like a Queen. Excited and intrigued, the drone asked Garald if his people - the Carrites - had a place for an exile like himself. Garald said that if they didn't have a place for him, he would make one.

Garald requested reassignment to a remote outpost where he would have the freedom to train the drone while he lobbied for an audience with the Theocrat. Over the next few years, Garald trained the exile in

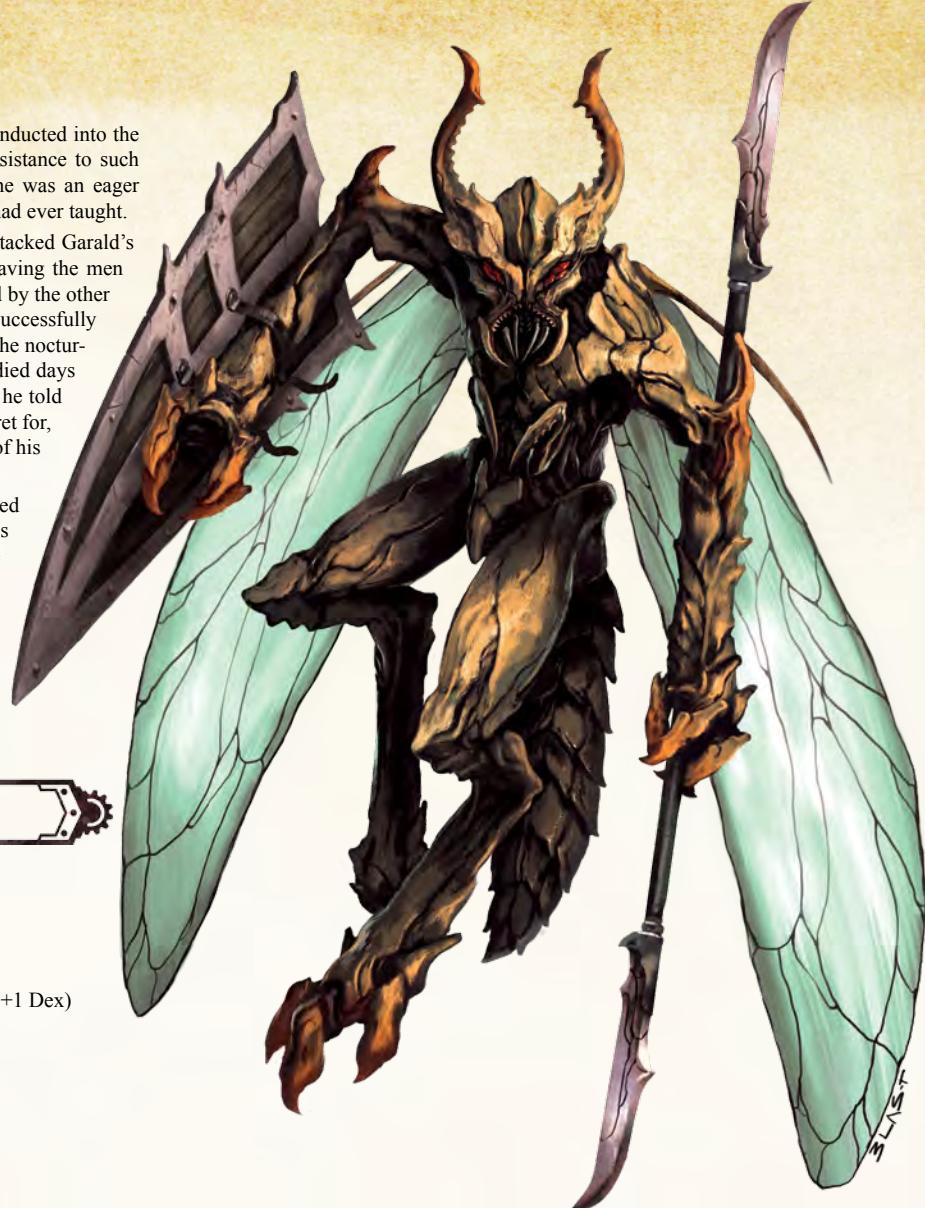
private while he lobbied to have the ilithix officially inducted into the Arbiters. Unfortunately, Garald found nothing but resistance to such an unprecedent request. In the meantime, the drone was an eager student, learning more quickly than any pupil Garald had ever taught.

One summer day, a pack of nocturnals suddenly attacked Garald's outpost. Garald was poisoned in the initial attack, leaving the men without a leader. The drone, well known and respected by the other soldiers assigned to the outpost, took command and successfully repelled the assault, then rallied the troops and drove the nocturnals away from the nearby village. Sir Garald Dabot died days later. The drone was at his side. In his final moments, he told the drone how proud he was. He could die without regret for, in his final years, the ancestors had returned the spirit of his son to him.

As a reward for his deeds, Dabot was finally granted an audience with the Theocrat. Impressed by the drone's skill and character, she agreed that he should become a knight of Caraway - but he would need to choose a name.

The drone took the last name of his adopted father, Dabot.

Now he only hopes that he can live up to it.



Sir Dabot (low-level)

Ilithix Exile Arbiter 1

LG Medium humanoid (ilithix)

Init +1; Perception +6

Defense

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

hp 14 (1d12+2)

Fort +3, Ref +1, Will +2

Offense

Speed 20 ft., 30 ft. *fly* (good)

Melee trident +4 (1d8+3)

Ranged pistol +2 (1d8+1)

Statistics

Str 16, Dex 12, Con 12, Int 14, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 15

Feats Combat Expertise, Expert Prowess

Traits armored tactician (-2 to check penalty for armor and shield), Folk Magic (*detect evil*, 3/day)

Skills (**Armor Check Penalty: -3*) Fly* 1 (+6), Intimidate 1 (+6), Knowledge (local) 1 (+6), Perception 1 (+6), Sense Motive 1 (+6), Survival 1 (+4)

Languages Arcadian, Eastern Common, Lowland

Racial Abilities darkvision 60 ft., flight – 40 ft. (good), hive sense, insect mind, natural flier, pheromonal communication, scent

Class Abilities Relentless

Favored Class Bonus hit points (+1)

Weapons and Armor kite shield, trident, ilithix resin armor, pistol, 20 standard pistol ammunition, dagger

Miscellaneous Equipment backpack, bedroll, belt pouch, flint and steel, 50 feet of hemp rope, 1 week of trail rations, waterskin, whetstone, hand mirror, signal horn, utility belt

Wealth 27 gp, 9 sp, 8 cp

Sir Dabot (mid-level)

Ilithix Exile Arbiter 6

LG Medium humanoid (ilithix)

Init +1; Perception +11

Defense

AC 26, touch 15, flat-footed 25 (+11 armor, +3 shield, +1 Dex, +1 deflection)

hp 59 (6d12+12)

Fort +6, Ref +3, Will +5

Offense

Speed 20 ft., 30 ft. *fly* (good)

Melee +1 trident +11/6 (1d8+6)

Ranged masterwork pistol +8 (1d8+1)

Statistics

Str 17, Dex 12, Con 12, Int 14, Wis 10, Cha 10

Base Atk +6; CMB +9; CMD 20

Strategic Maneuvers

cunning riposte, extended charge, tactical preparation

Feats Combat Expertise, Expert Prowess, Extra Maneuvers, Weapon Focus (trident)

Traits armored tactician (-2 check penalty for armor and shield), Folk Magic (*detect evil*, 3/day)

Skills (*Armor Check Penalty: -3) Fly* 6 (+11), Intimidate 6 (+11), Knowledge (dungeoneering) 2 (+7), Knowledge (local) 2 (+7), Knowledge (nobility) 2 (+7), Perception 6 (+11), Sense Motive 6 (+11), Survival 6 (+9)

Languages Arcadian, Eastern Common, Lowland

Racial Abilities darkvision 60 ft., flight – 40 ft. (good), hive sense, insect mind, natural flier, pheromonal communication, scent

Class Abilities relentless, shieldwarden's stance, keen mind, shield defense

Favored Class Bonus hit points (+6)

Ability Score Increases Strength (4th level)

Weapons and Armor mithral kite shield, +1 trident, +2 full plate, masterwork pistol, 20 standard pistol ammunition, dagger

Other Magic Items potion of cure moderate wounds, ring of protection +1, potion of bull's strength

Miscellaneous Equipment backpack, bedroll, belt pouch, flint and steel, 50 feet of hemp rope, 1 week of trail rations, waterskin, whetstone, hand mirror, inspector's kit, manacles, signal horn, utility belt, Urbanan spyglass, pocket watch

Wealth 372 gp, 5 sp



Ilithix Exile Arbiter 12

LG Medium humanoid (ilithix)

Init +1; Perception +24

Defense

AC 34, **touch** 20, **flat-footed** 33 (+12 armor, +6 shield, +1 Dex, +2 natural, +2 deflection, +1 insight)

hp 113 (12d12+24)

Fort +11, **Ref** +7, **Will** +10

Offense

Speed 20 ft., 30 ft. **fly** (good)

Melee +3 trident +22/17/12 (1d8+16)

Ranged +1 pistol +14 (1d8+1)

Statistics

Str 22, **Dex** 12, **Con** 12, **Int** 19, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +18 (+24 trip); **CMD** 29 (31 vs. trip)

Strategic Maneuvers

applied intellect, cunning riposte, extended charge, longarm, shield assault, shield charge, tactical preparation

Feats Combat Expertise, Expert Prowess, Extra Maneuvers (X2), Weapon Focus (trident), Improved Trip, Greater Trip

Traits armored tactician (-2 check penalty for armor and shield), Folk Magic (*detect evil*, 3/day)

Skills (*Armor Check Penalty: -0), Fly* 12 (+20), Intimidate 12 (+19), Knowledge (dungeoneering) 12 (+19), Knowledge (local) 12 (+19), Knowledge (nobility) 12 (+19), Perception 12 (+24), Sense Motive 12 (+19), Survival 12 (+15)

Languages Arcadian, Eastern Common, Kyall, Lowland, Sylfanic

Racial Abilities darkvision 60 ft., flight – 40 ft. (good), hive sense, insect mind, natural flier, pheromonal communication, scent

Class Abilities bulwark, honed mind, relentless, shield defense, shieldwarden's stance

Favored Class Bonus hit points (+12)

Ability Score Increases Strength (4th level, 8th level), Intelligence (12th level)

Weapons and Armor +3 mithral kite shield, +3 trident, +3 full plate, +1 pistol, 20 standard pistol ammunition, dagger

Other Magic Items potion of cure serious wounds, 2 potions of bull's strength, ring of protection +2, amulet of natural armor +2, belt of giant strength +4, cloak of resistance +3, eyes of the eagle, gauntlet of the skilled maneuver (trip), headband of vast intelligence +4, ioun stone (dusty rose prism)

Miscellaneous Equipment backpack, bedroll, belt pouch, flint and steel, inspector's kit, 50 feet of hemp rope, 1 week of trail rations, waterskin, whetstone, hand mirror, manacles, signal horn, utility belt, Urbanan spyglass, pocket watch

Wealth 580 gp, 1 sp, 4 cp



Colonel Rathbone is something of a legend among Aden's criminal world. While some arbiters became lawmen for altruistic or idealistic reasons, Nigel arrived at the job through a different path.

Starting out in the Columbey militia, Nigel Rathbone quickly rose to the rank of Colonel after rallying his men against a bulette. The wild beast exploded from the ground and rampaged through his town. Their platoon leader was slain, but Nigel stepped up and organized the remaining defenders. Their combined efforts brought the beast down. While some might consider this a harrowing experience, Colonel Rathbone had a taste for taking down such wild creatures, the thrill of the hunt was too intoxicating.

Nigel had bought out his commission, and set out to become a hunter of the strange and exotic creatures of Aden. He scoured the lands he knew then moved to the Veldt after hearing of the wondrous creatures to be found there. Over the years he gradually moved south to the Rhanate then worked his way south to Vanora. Everywhere he went, his reputation grew as a man interested in hunting the most dangerous beasts he could find. His skills grew along with his appetite, until finally nothing could interest him. He was pleased, in a way, when the Darkfall came because at least it offered new quarry. In time, however, even that bored him. There were no more challenges. The thrill of the hunt faded, and it seemed that nothing would make his heart race like those first few hunts.

That's when it occurred to him. Nigel returned to his homeland now called Urbana. Given his reputation for ruthlessness, he was offered a position in the Iron Guard and, later, as an agent of the Eye. He found working as a member of the secret police suited him perfectly. There was only one way to find the challenge he sought: prey that were unpredictable and lethal, quarry that could inflame his heart like those early hunts. Man, elf dwarf, ferran, rapacian - he sees them all as targets. Of course, being the sportsman he is, he does not hunt wantonly. Only criminals, those who have chosen to become scourges upon society, are worthy of his talents.

In the streets and alleys of Mekanus, Nigel would prove himself the greatest huntsman in Aden.



Male Human Arbiter (adjudicator) 1

LN Medium humanoid (human)

Init +5; Perception +5

Defense

AC 21, **touch** 14, **flat-footed** 18 (+5 armor, +3 shield, +3 Dex)

hp 15 (1d12+3)

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

Offense

Speed 20 ft.

Melee light mace +2 (1d6+1)

Ranged rifle +4 (1d10+1)

Statistics

Str 13, Dex 16, Con 12, Int 15, Wis 10, Cha 13

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point Blank Shot, Precise Shot, Rapid Reload (rifle)

Traits interrogator (+2 to question), ruffian (+2 hp)

Skills (*Armor Check Penalty: -8) Acrobatics* 1 (+1), Bluff 1 (+5), Diplomacy 1 (+5), Intimidate 1 (+5), Perception 1 (+5), Ride* 1 (+1), Sense Motive 1 (+4), Survival 1 (+4)

Languages Jurakti, Lowland, Western Common

Class Abilities shieldgunner, shoot from the hip

Favored Class Bonus skill points (+1)

Weapons and Armor kite shield, rifle, scale mail, holdout pistol, 30 standard rifle ammunition, 10 standard pistol ammunition, light mace, dagger

Miscellaneous Equipment backpack, bedroll, 50 feet of hemp rope, uniform, utility belt

Wealth 17 gp

Weapons and Armor +1 mithral kite shield, +1 rifle, +1 mithral breastplate, 30 standard rifle ammunition, holdout pistol, 10 holdout ammunition, masterwork light mace, dagger

Other Magic Items belt of incredible dexterity +2, cloak of resistance +1, ring of protection +1

Miscellaneous Equipment backpack, bedroll, 50 feet of silk rope, inspector's kit, kite sheath, uniform, utility belt

Wealth 217 gp

Nigel Rathbone (mid-level)

Male Human Arbiter (adjudicator) 6

LN Medium humanoid (human)

Init +7; **Perception** +9

Defense

AC 26, **touch** 15, **flat-footed** 22 (+7 armor, +4 shield, +4 Dex, +1 deflection)

hp 53 (6d12+8)

Fort +7, **Ref** +7, **Will** +6

Offense

Speed 30 ft.

Melee masterwork light mace +8 (1d8+1)

Ranged +1 rifle +11 (1d10+2)

Strategic Maneuvers

evasion, shield tumble

Statistics

Str 13, Dex 18, Con 12, Int 16, Wis 10, Cha 13

Base Atk +6; **CMB** +7; **CMD** 21

Feats Deadly Aim, Point Blank Shot, Precise Shot, Rapid Reload (rifle), Rapid Shot

Traits interrogator (+2 to question), ruffian (+2 hp)

Skills (*Armor Check Penalty: -2) Acrobatics* 6 (+14), Bluff 6 (+10), Climb* 1 (+0), Diplomacy 6 (+10), Intimidate 6 (+10), Knowledge (local) 6 (+12), Perception 6 (+9), Ride* 6 (+14), Sense Motive 6 (+9), Survival 4 (+7), Swim* 1 (+0)

Languages Jurakti, Lowland, Nocturine, Western Common

Class Abilities shieldgunner, shoot from the hip, shieldgunner's stance, keen mind, shield defense

Favored Class Bonus skill points (+6)

Ability Score Increases Intelligence (4th level)

Nigel Rathbone (high-level)

Male Human Arbiter (adjudicator) 12

LN Medium humanoid (human)

Init +10; **Perception** +15

Defense

AC 34, **touch** 18, **flat-footed** 28 (+8 armor, +6 shield, +6 Dex, +2 natural, +2 deflection)

hp 103 (12d12+14)

Fort +11, **Ref** +16, **Will** +10

Offense

Speed 30 ft.

Melee masterwork light mace +14 (1d8+1)

Ranged +4 rifle +22 (1d10+12)

Strategic Maneuvers

evasion, I have a bullet for that, improved evasion (flexible maneuver), sage resistance (Reflex), shield tumble

Statistics

Str 13, Dex 22, Con 12, Int 20, Wis 10, Cha 13

Base Atk +12; **CMB** +7; **CMD** 21

Feats Deadly Aim, Gutshot, Flexible Strategist, Improved Critical (rifle), Point Blank Shot, Precise Shot, Rapid Reload (rifle), Rapid Shot

Traits interrogator (+2 to question), ruffian (+2 hp)

Skills (*Armor Check Penalty: -2) Acrobatics* 12 (+20), Bluff 12 (+16), Climb* 12 (+11), Diplomacy 12 (+18), Intimidate 12 (+18), Knowledge (local) 12 (+18), Perception 12 (+15), Ride* 12 (+20), Sense Motive 12 (+15), Survival 12 (+15), Swim* 12 (+11)

Languages Earthtongue, Jurakti, Lowland, Nocturine, Sylfanic, Western Common

Class Abilities shieldgunner, shoot from the hip, shieldgunner's stance, keen mind, shield defense, braced and ready (rapid reload: pistol)

Favored Class Bonus skill points (+12)

Ability Score Increases Intelligence (4th level), Dexterity (8th level, 12th level)

Weapons and Armor +3 mithral kite shield, +4 rifle, +3 mithral do-maru, 30 standard rifle ammunition, holdout pistol, 10 holdout ammunition, masterwork light mace, dagger

Other Magic Items belt of incredible dexterity +4, headband of vast intelligence +4, amulet of natural armor +2, cloak of resistance +2, ring of protection +2

Miscellaneous Equipment backpack, bedroll, 50 feet of silk rope, inspector's kit, kite sheath, uniform, utility belt

Wealth 350 gp

3 SEERS

SEERS IN ADEN

The Role of the Seer

A well-played seer brings a lot to any adventuring party. These versatile characters can fulfill many different roles. A seer excels at providing support through spells and auras. She provides a potent edge to critical die rolls through use of second sight. On top of this, she is a competent front line combatant. Though the short range of seer auras encourages her to remain in melee, the proper prophecies and feats can even allow a seer to serve as a ranged attacker. Last but not least, the seer's repertoire of divine spells makes her a capable combat medic. Though her healing magic is overshadowed by other divine casters, it can serve quite well in a pinch. Through use of farsight, a seer can consume extra uses of second sight to recycle low level *cure* spells and bring the entire party back to full health between encounters.

Perhaps the most powerful of the seer's basic auras is the *aura of alacrity*, which provides an initiative bonus for the entire party. This aura also best summarizes the seer's primary role - she subtly empowers everyone else in the group to perform their own roles quicker, better, and more efficiently. In this regard, she is comparable to a bard. While both are quite useful classes, the power of the bonuses they provide is sometimes overlooked until they are gone. A seer is a force multiplier who grows more powerful as her allies grow in power.

Of course, this requires certain considerations from the seer. As a support character, a seer is only as good as her group, and must be prepared to change to suit the group's needs. Is your party mostly ranged? Then you may wish to learn prophecies that will extend the range of your auras or use a ranged weapon so that you can stay near them. Does your party prefer melee? You may wish to focus on defensive auras to protect them. Is your party a versatile group with diverse needs? You'll need an equally diverse arsenal of prophecies so you can be prepared to switch your role in combat as the need arises. The better you know the needs of your group, the better you can support them.

The new options presented in this book expand a seer's options. New feats, prophecies, spells, and archetypes will allow you to create exactly the seer you wish to play.

Second Sight

What does it mean to be a seer? How does one gain prophecy? The process isn't as simple as becoming a warrior or even training to become a mage. One is either born with the potential to become a seer or one is not. The Order named this gift "the second sight," which also

colloquially refers to the talent of manipulating minor probabilities in one's immediate vicinity that all trained seers possess. The second sight allows a seer to tap into a vast collective unconscious, the true nature and extent of which is not fully understood. By expanding one's perceptions beyond the physical, a seer gains the ability to perceive possible futures.

It is important to understand that the future, as seers perceive it, is not immutable. There are countless variations and permutations, weaving into one another in a tapestry so vast that a single individual cannot hope to perceive every possibility. While every seer can learn to focus his sight in such a way as to learn snippets of his own immediate future, he can never say where his dreams of prophecy might lead him. He may be fated to know of a king's rise to power in his homeland or a great plague in a land far away. With practice, one can gain better understanding of one's visions but even the greatest seers cannot completely control them. The most powerful prophetic dreams are almost exclusively involuntary.

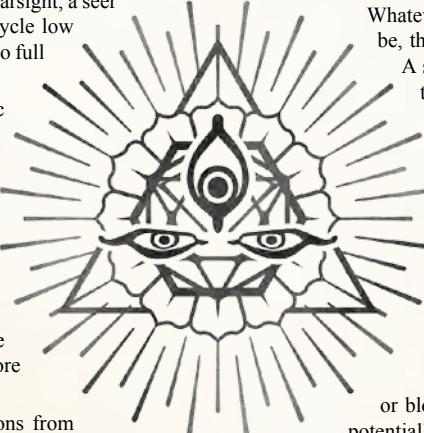
Whatever a seer's particular vision of the future may be, they are innately compelled to comprehend them.

A seer who ignores his second sight will only find that the visions intensify. In the case of powerful prophecies, a seer finds that he must understand and participate in what he foresees or risk madness. When the Order still existed, seers could compare their personal visions of the future and get a better idea of the 'landscape' of future destinies so that they might better understand how to influence the future for the common good (as well as for the sanity of their brethren). Since the Darkfall, most seers must interpret their visions without such aid.

Second sight is not exclusive to a single race or bloodline. Members of any intelligent species can potentially become seers. During its long history, the Seer

Order included a handful of slurgithians, at least two echoes, one salamander fiend, and even an ogre among its ranks. Though the gift of second sight usually manifests early in life, this is not always the case. Some individuals may not recognize their gifts until much later. Even in these cases, a seer's potential is obvious to those who know what to look for. Such individuals tend to be highly perceptive and intuitive. Most are prone to vivid, occasionally prophetic dreams.

When the Order still existed, certain seers focused their gifts specifically on the ability to predict when others would manifest their second sight. These seers functioned as recruiters for the Seer Order. Even experienced recruiters could never pinpoint exactly who would manifest such talents, but they could gain a general idea of when and where it would likely happen. The most talented recruiters could be in place months or even years before a new seer gained their gifts. This allowed the recruiter an opportunity to become a member of the local community and, in many cases, already have a good relationship with their future recruit. Individuals who developed second sight were always invited to join the Seer Order and master their abilities at the monastery in Rose. None are known to have ever refused such a prestigious offer.



Pathfinder System Note

Though becoming a seer suggests that a character was born with special gifts, that doesn't necessarily mean that taking a level in the seer class is more difficult than any other class. After all, all player characters are the heroes of their own campaign's story. Only characters with high Wisdom scores are likely to be interested in multiclassing into seer, which suggests that they may have possessed the intuition necessary for second sight.

If the GM wishes to make the transition more exclusive, he is within his rights to require any characters intending to multiclass to inform him of their intent well in advance. In this way, he can insure that the transformation doesn't happen overnight. Perhaps the character is tormented by prophetic dreams or visionary flashes that hint at their potential long before he officially takes a level in the class. Of course, any GM who wishes the existence of seers to be truly rare and unique can always rule that characters cannot enter the class without explicit permission.

wise, no outsiders were ever admitted into the seer monastery in Rose. Though some painted the seers as a cult or a wicked conspiracy bent on domination, none could ever prove that their ends were anything but altruistic.

When the Darkfall came, any questions as to the Order's true ends were rendered permanently irrelevant. On that first terrible night, every known bastion of the Seer Order was assaulted and destroyed by the nocturnals. As far as the people of Aden knew, the kindly sages who once guided the Known Lands had been exterminated.

Organization and Leadership

In its time, the Seer Order offered its services to all the Known Lands and favored none. The seers offered their wisdom to those who sought it and withdrew their guidance from those who sought war or disharmony. Though the seers held no official political positions, the fact that they literally had friends in every noble house in Aden gave them a tremendous amount of power and influence.

Internally, the seers divided the known lands into twelve regions that roughly corresponded to the borders that existed prior to the Great War. The seers of each region chose one of their number to serve as a Prophet. These Prophets, chosen for life, convened at the monastery in Rose. Here, they gathered the findings of countless seers in great lexicons. It was the duty of the Prophets to use the lexicons to predict the future of Aden, to steer its destiny away from war and hardship, to find new seers, and to prevent the abuse of second sight. The Prophets communicated almost exclusively through intermediaries; it was rare that any of them emerged from the monastery in Rose.

None of the Prophets are known to have survived the Darkfall.

In modern times, the Seer Order has fallen. Only a handful of survivors remain, scattered across the Known Lands. While many seers live a solitary existence, others have banded together to attempt to rebuild the Order. Argus Wayan, a bison ferran who served the old Order as a recruiter, leads the largest of these groups. He has forged an informal network of roughly six dozen seers, spread throughout the lands of Aden. Much to Wayan's dismay, his followers refer to themselves as the Children of Argus. Though other small cells of survivors have banded together, the Children are by far the largest.

The Children are a secretive organization by necessity. Argus knows that many fear and mistrust the Order, and for good reason. He knows enough about the Prophets to know that a disaster on the scale of the Darkfall could not have been completely unforeseen. In the meantime, the Children have three axioms that govern their current existence:

- 1) Protect one another as well as those who gain the second sight.
- 2) Oppose the Darkfall and its minions.
- 3) Remain hidden.

These axioms are listed specifically in order of importance. While a seer of Argus will remain hidden from the public, he will step forward if it is reasonably within his power to destroy agents of the Darkfall. Likewise, though the Children view nocturnals as the enemy, they will not pursue a hopeless battle if it puts their brothers - or potential new recruits in need of guidance - in danger.

Seers and the Darkfall

Many use the term "Darkfall" to refer to the mysterious event that introduced nocturnals and corrupted to Aden. Others refer to the "Darkfall" as if it were an independent entity, some abstract intelligence of unfathomable power that directs the creatures of darkness to some unknown end. Many of Aden's scholars find this idea laughably unlikely. Nocturnals and corrupted are so incredibly diverse, so random, so chaotic, the idea that they could be working in concert to some unified end seems highly unlikely.

For the seers who survived the first terrible night, there is no doubt whatsoever. These men and women have seen the Darkfall's minions work in terrifying concert once before. Their once great order was undone in a single night. Even the most cynical seers knows that this was no accident.

History of the Seers

The history of the seers is, in many ways, the history of Aden as a whole. Prior to the Peace of the Rose, little is known other than that the Great War ravaged the ancient nations and destroyed most of Aden's libraries, oral traditions, and other bastions of knowledge. Though certain ancient races such as the elves and dwarves retain some of their racial history, knowledge of Aden's prehistory as a whole has been lost. Even the battle lines of the Great War have become blurred. Who was fighting whom and why are details that have seemingly been forever lost.

One fact that is generally agreed upon is that in the latter decades of the war, an organization known as the Seer Order came into being. These mysterious men and women claimed fealty to no house or king but offered their services to any who needed their aid. The seers went where they were needed, aiding those left wounded or destitute by the war. The seers of the order possessed a unique gift for foretelling exactly when and where they would be needed most. Their selfless efforts helped heal a wounded land.

When the Great War drew to a close, the leaders of Aden gathered in the village of Rose. They knew they would require a neutral party to help arbitrate the terms of the peace. The rulers of Aden unanimously agreed upon the sages of the Seer Order. Humbled by the honor, the seers promised not just to arbitrate peace, but to protect it. They offered their services to all the nations as neutral emissaries who would help maintain stability and neutralize conflict throughout the continent.

Though their offer was initially accepted as a courtesy, over the centuries it soon became clear that the seers were unparalleled diplomats and advisors. It was said that the seers used their visions of the future to steer Aden toward a glorious destiny. Some seers confirmed these rumors and claimed to be true prophets. Others humbly demurred, stating that they merely used their magical talents to recognize patterns of probability and used that information to the communal good. In time, any settlement worthy of note had at least one member of the Order in permanent residence acting as sage, advisor, and guardian. Most of seers were careful never to use their foresight frivolously. Internally, the Order had strict rules against the use of prophecy for personal gain. Among the seers it was said that the greatest prophets were those who could steer the course of destiny without ever revealing their own part in it.

There were always some who suspected the seers of darker motives, of course. Their critics pointed to the Order's inscrutable initiation requirements and secretive nature. Those who sought membership were rarely admitted. Instead, the Order would send agents to gather young men and women seemingly at random. Whatever they told these prospective recruits, none ever refused membership in the Order. Like-

The only question that remains is: why? The Radiant Order, Sons of the Dragon, and the Church of All Saints are also powerful organizations that oppose war and chaos, yet they were spared. Why were the seers specifically targeted?

Some theorize that the seers were destroyed because they were a threat. Though they did not prevent the Darkfall, they could have, and that made them a target. The Darkfall destroyed them simply to make an example of them.

While this is a satisfying explanation for many, surviving seers know all too well that the Darkfall was not satisfied with destroying the Order. It continues to send nocturnals and corrupted hunt surviving seers, killing them wherever they can be found.

The Children of Argus believe that this implies that the seers, even in their current state remain a threat to the Darkfall. Perhaps the second sight can somehow grant the wisdom needed to reverse the Darkfall? Or perhaps, the more pessimists, the Darkfall's plans have only just begun, and it wishes to exterminate all remaining seers before its true designs on Aden unfold in earnest.

Surviving as a Seer

Following the Darkfall, there is no monastery, no guarantee of safety. Unfortunately for those new to the second sight, agents of the Darkfall are drawn to them just as the seer recruiters once were. Those who use their new gifts too openly could meet with a sudden, grisly end.

To make things worse, some regular folk *blame* the seers for the Darkfall. While a few simply believe the seers must have foreseen the evil but failed to prevent it, the more paranoid rumors suggest that the seers actively caused the Darkfall and were only slain when the nocturnals proved too difficult to control. A seer who seeks aid might only find fear and resentment from superstitious citizens. Some might even face outright betrayal. More than one seer seeking refuge in a remote village has found himself bound and abandoned in the wastes for the nocturnals. These are desperate times, and some desperate souls are quite willing to murder an innocent if they think they may be spared the Darkfall's wrath.

Though the Children of Argus act to protect as many seers as they can, they cannot save everyone. For many new seers, survival is a matter of pure chance. Even luck will only carry one so far, and once the Darkfall learns of a seer's existence it will never cease hunting them.

As a seer's gifts are strongest when he is surrounded by allies, survival becomes a delicate balance of trust. Trust no one and the seer will inevitably die alone in the darkness. To trust too readily risks exposing one's secret to a nocturnal, corrupted, or angry mob of superstitious fools. Even when a seer finds friends willing to protect him, his existence constantly places his allies in terrible danger. It is a rare seer who finds allies not just willing to keep his secret, but willing to stand against the Darkfall beside him.

Public Perception

Prior to the Darkfall, seers were a welcome and accustomed sight throughout the Known Lands. Their place as guardians of history necessitated that the seers also become adept diplomats. Though they showed avoided showing favor to any particular nation, it became necessary for many seers to become astute diplomats simply to maintain their neutrality. In time they became recognized for their tact as much as their wisdom. Rare was the diplomatic envoy who did not see the value in taking a seer along into potentially hostile territory.

This is not to say that the seers were universally beloved. Such a widespread and influential organization naturally made it share of enemies. There were those who suspected the seers of nefarious ends. Others simply envied their ability to travel unimpeded. Then there were those who simply coveted the centuries of secrets the seers had undoubtedly gathered via generations of overseeing the most powerful men and women in Aden.

As the neutral mediators of the Rose Accords, the seers were officially recognized as allies of all the Known Lands. Therefore, an attack upon them was tantamount to open warfare. Any attack upon them would be answered in force by all the major nations. This, along with their obvious ability to foresee any threats, prevented any of their enemies from acting too boldly - until the Darkfall of course.

Following the Darkfall, most people believe the seers have been exterminated. As stated elsewhere, surviving seers have learned to hide their existence lest they fall victim to the Darkfall's many minions. Those who claim to be seers are often met with disbelief, as charlatans looking for a free ride on the weight of the Order's former reputation are not uncommon.

Seers Throughout Aden

As the seer's role in Aden has drastically changed recently, national perceptions will be described for both pre-Darkfall and post-Darkfall Aden. This is to provide historical context as well as potentially aid GM's that wish to run campaigns before the Darkfall.

Aramyst

Pre-Darkfall: The Seer Order maintained friendly relations with Aramyst's Celestial College. As one of Aden's great centers of learning, the knowledge and foresight of seers was highly valued. For this reason, seers were among the few outsiders that were allowed access to even the most secure areas of the highly secretive college.

Post-Darkfall: Surviving seers face an uncertain fate in the burning lands of Aramyst. Though many survivors may fondly remember the seers as wise sages who once aided the college, others might blame them for the catastrophe. After all, the arrival of the Red Prophet was a highly publicized and greatly lauded event. There are some who blame the Red Prophet for failing to prevent the Darkfall - or even wonder if he played a part in its arrival.

Arasteen

Pre-Darkfall: Though the seers often privately disagreed with one another regarding the potential influence of one group or another, there was a general consensus that the Radiant Order was a powerful force for good, bound to play a significant role in Aden's glorious destiny. Perhaps this is why the Rose Monastery was constructed on Arastinian soil.

The seers of Arasteen worked closely with the Knights of the Radiant Order. To serve as a seer's bodyguard was one of the most prestigious duties a young knight could hope for. The seers also developed a great deal of respect for Arastinian religion, to the point where many of them became ordained priests of the Radiant Path.

Post-Darkfall: Due to their close relationship with the Radiant Order and the loss of Rose to the Darkfall (and, later, Urbana), many Arastinians see the Darkfall's attack on the Seer Order as an attack on Arasteen itself. In response, King Corben has created the Rectory of Purification, a contingent within the Radiant Order dedicated to combating the Darkfall and tracking down any surviving seers. Though some seers see Arasteen as a possible safe haven, the Children of Argus actively avoid it.

While Argus Wayan appreciates Arasteen's efforts to aid him, he knows that Corben is likely to lock any seers he finds deep within his palace in Sea Reach for their own protection - and there's precious little he can do to fight the Darkfall from inside a cell. For the time being, at least, he believes the Children are better off in the shadows.

Carraway

Pre-Darkfall: Carraway's relationship with the Seer Order could best be described as 'coldly pragmatic.' The Rose Accords guaranteed the seers safe haven throughout the Known Lands and the right to offer counsel. The Carrites have ever placed great stock in keeping their word and thus honored this agreement, but never held seers in the same awe

as many other countries. Seer advisors were, in most cases, grudgingly tolerated.

While the Carrites respected seers for their wisdom, they cared little for their prophecies. After all, if the future was so mutable, what was the purpose in seeing it? Prophecy, as the seers described it, was little more than educated guesswork propped up by minor magical talent. That the seers failed to prevent the Silent One from nearly destroying all of Carraway did nothing to reduce Carrite distrust.

Post-Darkfall: The people of Carraway detest the Darkfall and all of its minions. As such, they would never be so uncouth as to celebrate any of its victories. Still, some cannot hope but think "good riddance."

The High Steppes

Pre-Darkfall: The Seer Order has always maintained a tenuous alliance with the barbarian tribes of the High Steppes. According to old Kurzak tradition, all lives are predestined from the beginning of time. The High Steppes barbarians thus view second sight as a curse, a plague of meaningless visions that will inevitably drive the accused to madness and destroy everyone around him.

After some initial conflict, the Seer Order convinced the barbarians that they could the accused to control their visions and save them from madness. Though the Kurzaks never truly believed these claims, they were glad to have outsiders willing to take their accused away for them. Over the centuries, their status as "eaters of curses" granted the seers a certain revered status. Even the most savage barbarians would lend their aid to a traveling seer, lest he die on their land and cough up all the curses he had devoured.

While the seers never found the same permanent welcome among the tribes that they did in the ruling houses of other lands, their status as 'eaters of curses' allowed them to travel the High Steppes safely. Which is more than most can say.

Post-Darkfall: With no more seers to take away their accused, most barbarians who demonstrate second sight are either killed or driven into the wilderness. Some of the more ambitious Kazans, such as Kazan Lilith, do not hold as strictly to old Kurzak traditions and may see enormous potential in an ally (or a slave) with foresight.

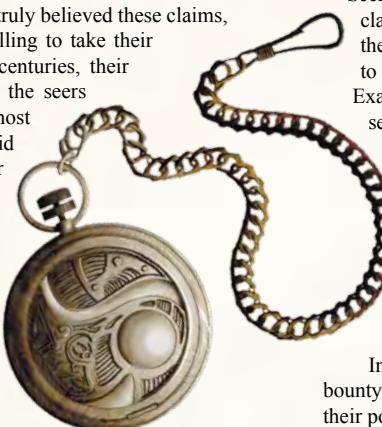
Ionara

Pre-Darkfall: As torturous a pun as it may be, relations between Ionara and the Seer Order have always been cold. Ionara, from the Order's perspective, was a land that should not exist. They did not foresee Ionarus' great success or the rise of his empire. For four hundred years, the Order refused to appoint advisors to Ionara, so convinced were they that their visions could not have been in error.

In time, the seers were forced to admit that Ionara was not going away, and dispatched members of their number to advise the leadership and seek new recruits. Ionara accepted the Order's recognition with their usual brittle grace then proceeded to ignore their advice entirely. (This is not without good reason, as for some unknown reasons prophetic visions are often muddled or entirely incorrect where Ionara is concerned.)

The seers soon realized that, due to their initial arrogance, they would never be allowed anything more than a token presence in Ionara. Making the best of the situation, the Order eventually began assigning disruptive or disorderly recruits members to duty in the remote northern kingdom.

Post-Darkfall: The Ionarans thought much of seers prior to the Darkfall. Now that the Order is all dead, the Ionarans barely think of them at all.



Kyan

Pre-Darkfall: For the Seer Order, Kyan was always an enigma. Founded by chance, in defiance of all odds, these refugees of the Great War had carved out a niche in the center of an impossibly hostile environment. Though the seers dispatched advisors to Kyan, they were few in number and rarely meddled in events. Mostly, they were there to see whether or not Kyan would survive - and to study the highly unconventional manner in which it did so.

Though the people of Kyan respected the seers for their wisdom and for the occasional news they brought of the outside world, they were never a large part of their culture as in other lands.

Post-Darkfall: Most Kyanites have heard tales of the Seer Order's extermination. However, as the seers were never very prominent in Kyan, most do not realize the magnitude of such a statement. A seer who publicly reveals himself in Kyan will probably get very little reaction from the townsfolk - though they may turn on him quickly if his presence draws the attention of a corrupt ilithix hive.

Le'Ciel

Pre-Darkfall: The Exarchs of Le'Ciel feared and distrusted the Seer Order. As their nation was founded after the Rose Accords, they claimed exemption from them and refused to allow seer advisors in their courts. They did, however, allow the seers to send recruiters to remove those born with the second sight from their lands. (The Exarchs had no idea how to train such individuals and preferred to see them removed than see them become a potential threat.)

Seers in Le'Ciel soon discovered that the Veil played havoc with their prophetic abilities. Though their minor talents (such as spells, aura, and second sight) functioned normally, any long term predictions were essentially neutralized by the anti-scrying barrier.

Post-Darkfall: When the Seer Order was destroyed, the Exarchs of Le'Ciel disappeared as well. The Magisters who now rule Le'Ciel suspect that this cannot be a coincidence. In their efforts to find the missing Exarchs, they have placed a bounty on the recovery of any living seer, so that they might determine their possible connection to the Darkfall.

Misland Republics

Pre-Darkfall: The Seer Order felt that the Misland islands were simply too vast, disorganized, remote, and chaotic to risk more than a few advisors. These seers did the best they could to monitor the constant power struggles between the four major regions of the republics, but never quite overcame their outsider status and were usually met with polite distrust.

Post-Darkfall: The Mislands have not significantly altered their views on seers following the Darkfall.

The Rhanate

Pre-Darkfall: As the Rhanate had no cohesive form of government prior to the rise of the Dust King, the Seer Order had little interest in the area. An occasional scout might enter the desert seeking recruits with the second sight, but otherwise they avoided this barren and lawless place just as most other civilized folk.

Post-Darkfall: Before its rise as an independent nation Rhanate was traditionally a magnet for outcasts, fugitives, and other individuals on the run. As such, the Children of Argus have their strongest network in the forsaken wastes.

The Radiant Order's Rectory of Purification has a number of active agents scattered throughout the Rhanate's larger settlements, tasked to stay alert for any signs of seer activity. The Dust King is aware of these agents; in an effort to maintain good relations with Arasteen he has given them permission to conduct their activities without interference.

Urbana/Columbey

Pre-Darkfall: The Seer Order foresaw great things for the nation of Columbey, much as it did for Arasteen. The original Tarello Dynasty, however, distrusted the Order's motives and kept their advisors politely at arm's length. It was not until the Warrain Dynasty gained power that the seers received widespread acceptance by Columbey's nobility. Unfortunately for the seers, many of those who resented the Warrains resented the Order for supporting the usurpers. As a result, many Columbites (particularly peasants) resented the seers as tools of an establishment that helped to overthrow their rightful king.

Post-Darkfall: A refugee seer looking for allies against the Darkfall might naturally look to its most powerful foes - the mechanized nation of Urbana. Such a gambit is not without its own dangers.

For Lord Urbane, the seers are a puzzle. He wishes to know precisely how the Darkfall destroyed their Order so efficiently and why. Though Urbane is a sworn enemy of the Darkfall, he is also a paranoid man. In his heart, he suspects that if the Order had survived it would have presented itself as an ally by now - unless it had something to hide.

To this end, he has instructed the Eye to hunt down any and all potential seers. Over the years, Urbanan agents have brought at least three living seers into custody, currently held in secret facilities throughout Urbana. While Urbane considers these individuals guests of the state, they are treated little better than prisoners.

Vanora

Pre-Darkfall: The typically reclusive and xenophobic people of Vanora made something of an exception where the Seer Order was concerned. Though only Vanoran seers were fully accepted as advisors in the Emperor's court, these individuals were free to come and go with relative freedom.

This freedom was not without its cost. The Vanoran nobility constructed an economy of secrets where the seers were concerned. Simply put, a seer was allowed greater influence and responsibility the more he informed the nobility about circumstances beyond Vanoran borders. Though such a notion chafed the Order's sentiments of neutrality, they cautiously tolerated it rather than lose their eyes and ears within the powerful Empire of Beasts.

Post-Darkfall: The Vanorans consider the destruction of the Seer Order to be a great injustice. In striking down the seers, the Darkfall severed a network that once connected the Known Lands to one another. While the Emperor has made a decree of sanctuary for any surviving seers who present themselves to the court, no one has yet accepted the offer. Though the Emperor means well, he is relatively young and inexperienced. Any seer who wished an audience would have to penetrate the vast shield of bureaucracy that surrounds the Emperor's court. It is a deadly maze into which a lone outcast could very easily disappear...

Yzeem

Pre-Darkfall: Though Yzeem maintained cordial relations with the Seer Order, its emissaries were never made particularly welcome. The Council of Seven maintained seer advisors, but communicated with them only through intermediaries (and then, only rarely).

This relationship stemmed from the fall of Rook's Roost. A careless comment by one temperamental seer revealed that the Order knew the dangers of constructing the city so close to the rogue pirate nations, but that they chose not to inform the Council. For the rulers of Yzeem, this was an unconscionable betrayal (and one that the Council kept secret from the people of Yzeem to maintain face). The Order was allowed to send its advisors, as the Rose Accords dictated, but the Council was not required to listen to them.

Post-Darkfall: The Council of Seven cares little about the Seer Order's fate, beyond its destruction serving as a terrifying demonstration of the Darkfall's power. The common folk of Yzeem, unaware of the schism between the Order and their leaders, miss the guidance and gentle wisdom of the seers.

SEER MECHANICS

Minor Prophecies

* **Aura Adept:** Select one aura currently known when this prophecy is selected. The seer may activate this aura as a move action. If it was already a move action, the seer may activate it as a swift action. If it was already a swift action, the seer may activate it as an immediate action.

* **Aura of Second Sight (new aura):** Once per turn while this aura is in effect, the seer may use his second sight class ability without expending a use of second sight. If you spend a use of second sight to use your second sight ability while this aura is active, the bonus is increased by +1. This applies only to the basic use of second sight, not other class abilities, feats, or other prophecies that spend second sight (except for improved second sight).

* **Aura of Survival (new aura):** The amount of negative hit points that an ally can sustain before dying is doubled, so long as they remain within the aura. Any dying allies within the aura automatically stabilize at the end of their turn.

* **Blessed Vision:** The seer gains a supernatural perception of her surroundings. She gains low-light vision, or doubles the range of that ability if she already possesses it.

* **Blessed Mentor:** Any time the seer uses her second sight to grant a bonus to a skill roll, that bonus is increased by her Wisdom modifier. This only applies to class skills in which she possesses at least one rank. (These do not necessarily need to be class skills granted by the seer class, as long as they are class skills for that particular seer.) She may not gain the benefit of this ability when using second sight on one of her own skill rolls.

* **Divert Destiny:** Any time the seer empowers one of her own melee attacks with an attack bonus through use of second sight and successfully strikes her target, the target suffers a penalty to all melee attack rolls equal to the seer's second sight attack bonus unless they are directed against the seer. This penalty lasts until the beginning of the seer's next turn.

* **Doombringer:** Enemies affected by your fatebender aura are wracked with portents of their own inevitable demise. The saving throw DC of your auras is increased by 2.

* **Karmic Link:** Once per day as a full round action the seer can link her fate with an ally's by touch. Whenever the ally is within sight of the seer, he is considered to be within the seer's fatebender aura and can be targeted by the seer's *cure* spells, so long as those spells are granted by the seer class.

* **Spell Adept:** You have overcome the seer's natural spellcasting limitations. Your caster level with all seer spells is increased by your Wisdom modifier (though it cannot be higher than your total class level).

* **Timely Warning:** Any time the seer uses second sight to grant a bonus to a saving throw, she can choose to grant all allies simultaneously affected by that same effect her second sight bonus (this applies only to a single effect, such as a fireball that engulfs multiple party members). Use of this ability consumes three uses of second sight rather than the usual one.

* **Time's Arrow:** The seer gains the effects of Precise Shot and Point Blank shot against any enemies within her fatebending aura. This prophecy counts as both of these feats for the purposes of prerequisites, but any feats that treat this prophecy as a prerequisite can only be used against enemies within the seer's aura.

Major Prophecies

- **Aura of Renewal (new aura):** The seer can empower her fatebender aura radiate an intense wave of positive energy. All allies gain fast healing equal to the seer's Wisdom modifier while within the aura. This aura consumes three uses of second sight per round as long as it is active. If the seer has less than three uses of second sight or chooses not to spend them the aura immediately deactivates.
- **Consume Fate:** Any time the an enemy is reduced to zero hit points or less while within the seer's aura, the seer regains one use of second sight. If the seer still has her maximum uses of second sight for the day this prophecy has no effect.
- **Focused Sight:** The seer gains an additional immediate action per turn, which can only be used to activate second sight. (This potentially allows the seer to use second sight more than once per turn, though only once per die roll.)
- **Projected Destiny:** As a move action, the seer can redirect her fatebending aura from a spherical emanation to a cone. The length of this cone is twice the normal radius of her aura. She may redirect the facing of this cone once per turn as a swift action. The aura remains a cone until the seer uses another move action to return it to a sphere.
- **Readiness:** Any time the seer rolls initiative and receives a result of 10 or less, it is increased to 10 (before bonuses).
- **Sacred Vision:** The seer gains a supernatural perception of her surroundings. She gains darkvision with a range of 60 feet, or increases the range of that ability by this amount if she already possesses it.
- **Sagacious Spellcaster:** The seer may expend two uses of second sight when casting a spell to increase the save DC of that spell by 2.
- **Twist Destiny:** As a swift action, the seer may spend three uses of second sight and mark one enemy currently affected by her fatebender aura. This enemy suffers the aura's negative effects regardless of range or line of sight. If the seer activates a new aura or uses this ability on another target, the original target ceases to be affected. If the aura allows saves to negate the effects, the target remains entitled to those saves.

Master Prophecies

- **Aura of Destiny (new aura):** Once per turn the seer may choose a single attack roll, saving throw, or skill check made by a single ally affected by this aura. That ally may roll twice and select the better result. Use of this ability must be declared before the die is rolled.
- **Moment of Mastery:** Any time the seer scores a critical hit, she immediately gains a free standard action. This standard action may not be used to make an attack. It may only be used to move or cast a seer spell.
- **Miraculous Vision:** The seer gains a supernatural perception of her surroundings. She gains blindsight with a range of 10 feet, or increases the range of that ability by this amount if she already possesses it.

Master Fatebender

The *master fatebender* prophecy, as described in the *Thunderscape Campaign Setting*, is unusual in that it seems to obsolete the *improved fatebender* prophecy. This prophecy requires clarification. The effects of *master fatebender*, while potent, only affect actual fatebender auras (such as *aura of lethargy*, *improved aura of weakness*, *aura of destiny*, and the like). Spells or abilities that passively rely upon the range of a seer's aura (such as *time's arrow*, *forewarned is forearmed* or *consume fate*) still use upon the normal range of the seer's aura, as adjusted by such abilities as *improved fatebender* and *projected destiny*.

Seer Spells

Arsenal of Destiny

School divination; **Level** seer 4
Target weapons touched

This spell functions as *weapon of destiny*, except that it affects multiple weapons which can then be distributed to multiple wielders. Each quiver of 50 projectiles counts as a single weapon, and cannot be further distributed without ending the spell's effect for that quiver. The spell's duration is split between the affected weapons in one hour increments.

Break Bond

Casting Time 1 standard action
School divination; **Level** seer 1
Components V, S
Range Short (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You entwine your fate with your target, bringing ill fortune to both. For the duration of this spell, any melee attacks you direct against your target, or that your target directs against you, function as if the target were being flanked by their attacker.

Divine Beacon

School Evocation; **Level** seer 2
Components V
Range Medium (100 ft. + 10 ft./level)
Area 20 ft. radius burst
Duration 2 rounds
Saving Throw None; **Spell Resistance** No

This spell is functions as *divine warning*, except with shorter range and a slightly longer duration.

Embed Fate

School divination; **Level** seer 2
Components V, S
Range Medium (100 ft. + 10 ft./level)
Area special
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

For the duration of this spell, your fatebending aura emanates from a static point within range rather than from you. You still control any effects that modify the aura (including activating and deactivating it). The area is as per your fatebending aura, plus any affects that modify the area. Targets within the area are entitled to any saving throws the aura would usually impose.

Greater Psychometry

School divination; **Level** seer 3
Casting Time 1 standard action
Components V, S
Range Short (25 ft. + 5 ft./2 levels)
Target objects within range
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *psychometry*, except that it can affect multiple objects within range, potentially even objects in the possession of other creatures. You may ask one question to one particular object per round, though you may select a different object each round. Objects in the possession of an unwilling target are entitled to a Will save. If successful, they are immune to the spell's effects for the rest of the duration.

Press the Advantage

Casting Time 1 standard action

School divination; **Level** seer 1

Components V, S

Range 30 ft.

Area The caster and all allies within a 30 ft. burst, centered on the caster

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

For the duration of this spell, all affected allies gain a +1 morale bonus to attack and damage rolls against enemies with a lower initiative check result.

Spatial Inversion

Casting Time 1 standard action

School transmutation; **Level** seer 3

Components V, S

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

Target one creature

Duration instantaneous

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

Via use of this spell you alter space in your general vicinity, allowing you to exchange positions with the spell's target. You and the spell's target immediately switch places. If either you or your target cannot physically occupy the other's current position the spell fails (though the spell makes no other considerations, such as if one of you is flying and the other is incapable of doing so).

Spatial Nudge

Casting Time 1 swift action

School transmutation; **Level** seer 1

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

Through use of this spell you warp time and probability around a chosen creature, allowing them to move a short distance. The targeted creature may immediately take a 5-foot step in the direction of their choice.

Timely Inspiration

Casting Time 1 immediate action

School divination; **Level** seer 1

Components V

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

Target one creature

Duration instantaneous

Saving Throw None; **Spell Resistance** yes (harmless)

You may cast this spell when initiative is rolled, granting the target a +4 bonus to their initiative. You may not cast this spell if you are denied an action during the first round of combat due to surprise.

Vision Trap

School divination; **Level** seer 1

Casting Time 1 standard action

Components V, S

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

Area 20 ft. radius emanation centered on a point in space

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

Vision trap sets an invisible ward in an area. For the duration of the spell, any time a creature of Tiny or larger size enters the area, you receive a mental vision of them. This lasts for only one round and is purely visual (there is no sound), but is long enough for you to get a glimpse of their current appearance, activity, and what direction they are headed in. Each time a creature leaves the area and enters once more, you get a glimpse of them again. If you are sleep, you may choose before sleeping whether to allow any disruption of your vision trap to awaken you from slumber.

Ethereal, astral, or invisible creatures do not trigger the vision trap. This spell can be made permanent with a *permanency* spell.

Divination Techniques

Though a seer's ability to perceive the future is innate, many who possess the gift of second sight have found it helpful to utilize special tools or rituals to help them understand their visions. Though the concepts and application of these techniques can vary, the end result is the same. Such divination does not necessarily bear any magical power (though certain spells, such as *augury*, complement divination techniques with magic). Most divination tools are simple trinkets, though occasionally ones of extraordinary craftsmanship and beauty.

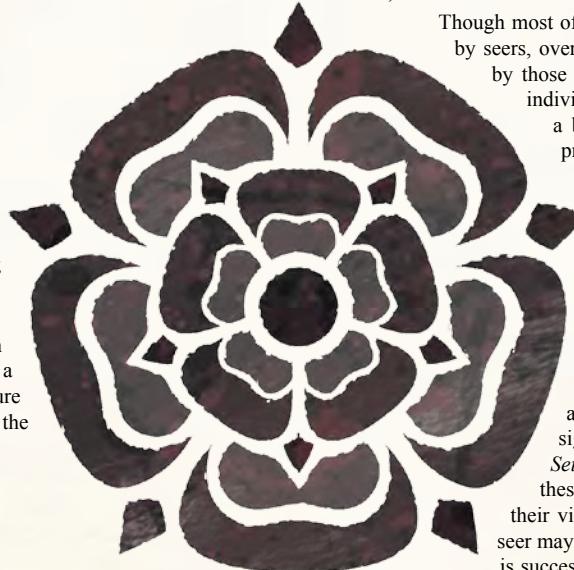
The true purpose of divination is to help the seer focus, to draw his attention away from the physical world and draw his mind closer to the collective unconscious from whence his gifts originate. By occupying the conscious mind with meaningless patterns and the analysis of omens, he can free his mind to interpret what he has seen.

Though most of these divination practices were created by seers, over the centuries they came to be imitated by those without the gift. Though most of these individuals were simply well-meaning and a bit naïve, there were also opportunistic prophets and charlatans who used their 'talents' to swindle gullible folk. As a result, many modern seers came to eschew divination, preferring to interpret their visions through meditation or practice their rituals in private.

In your game, you may allow a seer character to utilize these divination techniques to better interpret obscure visions. Any time you grant the character a glimpse of the future (see *True Foresight*, Chapter 2, *Thunderscape Campaign Setting*) they can attempt to utilize one of these techniques to gain some insight into their visions. After an hour spent divining, the seer may make a Will save vs. DC 20. If this save is successful, grant an additional (somewhat less cryptic) clue regarding what their vision meant.

The following are examples of a few popular forms of divination techniques.

- The use of specially marked bone dice to interpret the future. This practice originated in Caraway.
- Divination via the interpretation of stars and other celestial bodies, particularly regarding their relation to one's date of birth. This practice originated among the Kurzaks of the High Steppes, but is popular with juraks throughout Aden.
- The interpretation of randomly selected lines from books. Though sometimes books written expressly for this purpose, often they are merely popular historical or religious texts or even chosen at random from a large collection. This practice is popular throughout Aramyst and Le'Ciel.
- Divining the future by casting precious stones and interpreting the light that reflects from them. This form of divination is commonly practiced in Ionara; Ionaran diamonds are believed to be the most potent tools in this form of divination.



- Interpreting omens in the random movement of insects. This type of divination originated in Kyan.
- Reading the future via the patterns of entrails in a recently eviscerated animal. This practice was invented by the Misari, who typically use freshly caught fish.
- Among the elves, the interpretation of omens through the song of gongs or chimes. This practice was also adopted by the Arastinians (and is the reason for their common use of bell towers in many of their holy structures).
- Divination by spinning a freshly sharpened dagger on a specially prepared board marked with numerals and letters. This form of divination was invented by the Rhanate nomads, and is popular in what passes for the Dust King's court.
- Reading the future through the arrangement of tea leaves in an emptied teacup. This was popular in Columbey and continues to be popular in Urbana.
- Casting yarrow sticks or coins and interpreting the future in their arrangement. This originated in Vanora and continues to be popular among the nobility and peasantry alike.
- In Yzeem, diviners often use a deck of specially designed playing cards, called naibi, to predict the future. This practice is said to have originated among Yzeem's pirate nations, though the more civilized Yzeemites vehemently deny this.
- Dwarven divination involves pouring small amounts of molten tin or lead into cold water and interpreting the solidified mass. They are also fond of interpreting the patterns in randomly cast runestones.

SEER NPCs

Xien Wei Fong

Wei Fong is the only daughter of Xien Gui Han, a retired merchant who made his home in the village of Rikodo, near the port city of Shan Ti. Gui Han spoke little of his old life, only that he had traveled with the caravans of Aden and that he loved the mountains of Arasteen. She remembered little of her mother, only that she had died of illness when Wei Fong was very young. On her mother's deathbed, Gui Han had promised to settle down and raise their daughter somewhere safe.

Gui Han was an honest man, if a somewhat stubborn and overprotective one. Though Wei Fong wanted to explore the world as her father had, he insisted that she remain in Vanora. Adventure, he claimed, was dangerous. All he wanted was for her to find a good husband and live an uneventful life.

Then the nightmares began. Wei Fong was tortured by visions, terrible premonitions that she would bring destruction upon those who loved her. Fearful that her father would not understand, she kept the dreams a secret. Finally, they became too intense, too real. She awoke with a certainty that if she did not flee that very night, she would cause the deaths of her father and everyone else in her village. Though torn with guilt, she stole her father's old sword for her own protection and stole out into the night.

She was immediately attacked. The creature was shaped like a tiger, but far too large. Its flesh was woven from spectral tentacles, weeping blood from dozens of bloodshot eyes. Though she knew she could not win, she fought bravely and wounded the beast. She led the enraged nocturnal away from her village. She knew it had come for her, though she did not know why. At least she would prevent any other innocents from suffering.

In what we Wei Fong thought would be her final moments, a strange ferran came to her rescue, wielding a great hammer. Unfortunately, the



stranger could do little more than distract the monster, as his weapon could not harm the spectral tiger. Wei Fong took up her father's sword once more, but this time it erupted with a ghostly blue radiance. She slew the surprised nocturnal with a single blow.

Her would-be savior thanked her profusely. He introduced himself as Argus Wayan, a member of the Seer Order. In hushed tones, he explained that a terrible catastrophe had begun - a wave of darkness that would sweep across Aden. Though he did not know what it was or why it had come, he knew that the seers were its targets. He had come to Rikodo seeking a woman named Zeng Liu, a legendary seer who had retired to seclusion after being cast from the Order in disgrace.

Xien Wei Fong replied that she knew of no Zeng Liu and that there were no seers in Rikodo. Wayan only laughed and replied that she must certainly know Zeng Liu, for Wei Fong was wielding her thaelium blade - and the fact that she could unlock its power marked her as a seer as well.

Wei Fong realized, then, that her father had lied to her. This was not his blade, as he always claimed. It was her mother's.

Wei Fong was, oddly, not surprised to learn that her mother had been more than she appeared. The revelation just felt... right. Though she wanted to return to her father and demand answers, Wayan warned

Wei Fong that she would never be safe in her home. The minions of the Darkfall would hunt her forever. If she returned, she would only endanger others. All they could do now was find any other seers who had survived and find a way to defeat the Darkfall at its source.

Wei Fong agreed. With her mother's blade in hand, she joined Argus Wayan's battle to restore the Seer Order and helped establish the Children of Argus. Wayan has told her little of her mother Xien Liu, only that she was a great woman who was disagreed with the Order's leadership. Wei Fong came to resent Wayan's refusal to tell her the full story. Over the years, that distrust has slowly driven a wedge between her and her mentor.

Once the Children had established a relatively safe headquarters, Wei Fong struck out on her own. Though the Children are still her allies, she feels it is more important that she remain out in the world, seeking new recruits and hunting enemies of the Order. Along the way, perhaps she will find out who her mother truly was. What chain of circumstances led her to leaving the Order and marrying a humble merchant? Some day she will have answers.

For now, she has work to do.

Xien Wei Fong (mid-level)

Female Human Seer 6

LG Medium humanoid (human)

Init +2; Perception +15

Defense

AC 21, touch 12, flat-footed 21 (+9 armor, +2 Dex)

hp 45 (6d8+12)

Fort +6, Ref +6, Will +9

Offense

Speed 20 ft.

Melee +1 thaelium katana +10 (1d10+4)

Ranged pistol +6 (1d8+1)

Seer Spells Prepared

1st Level - *cure light wounds, timely inspiration*

Prophecies

Minor - aura adept (aura of defense), improved aura of defense (visionary prophecy)

Statistics

Str 14, Dex 14, Con 14, Int 10, Wis 19, Cha 10

Base Atk +4; CMB +6; CMD 18

Feats Heavy Armor Proficiency, Visionary, Weapon Focus (katana), Weapon Insight (katana)

Traits insightful (+1 second sight, +2 to interpret visions), folk magic (*light*, 3/day)

Skills (*Armor Check Penalty: -5) Diplomacy 6 (+9), Heal 6 (+15), Knowledge (history) 6 (+9), Perception 6 (+15), Sense Motive 6 (+15), Survival 6 (+13)

Languages Eastern Common, Vanoran

Class Abilities aura reading, farsight, fatebender aura (DC 17), second sight (16/day), uncanny dodge, weapon proficiency (katana)

Favored Class Bonus skill points (+6)

Ability Score Increases Wisdom (4th level)

Weapons and Armor +1 thaelium katana, +1 o-yoroi armor, 20 sling bullets, dagger, sling

Other Magic Items headband of inspired wisdom +2, wand of *cure light wounds*

Miscellaneous Equipment backpack, bedroll, belt pouch, diviner's kit, flint and steel, healer's kit, pocketwatch, silk rope (50 feet), spell component pouch, waterskin, whetstone

Wealth 213 gp, 6 sp

Xien Wei Fong (high-level)

Female Human Seer 12

LG Medium humanoid (human)

Init +2; Perception +29

Defense

AC 27, touch 14, flat-footed 25 (+11 armor, +2 Dex, +2 natural, +2 deflection)

hp 99 (12d8+36)

Fort +13, Ref +12, Will +19

Xien Wei Fong (low-level)

Female Human Seer 1

LG Medium humanoid (human)

Init +2; Perception +9

Defense

AC 18, touch 12, flat-footed 17 (+6 armor, +2 Dex)

hp 10 (1d8+2)

Fort +4, Ref +4, Will +5

Offense

Speed 20 ft.

Melee masterwork thaelium katana +4 (1d10+3)

Ranged sling +1 (1d4+2)

Statistics

Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 10

Base Atk +0; CMB +2; CMD 14

Feats Heavy Armor Proficiency, Weapon Insight (katana)

Traits insightful (+1 second sight, +2 to interpret visions), folk magic (*light*, 3/day)

Skills (*Armor Check Penalty: -5) Diplomacy 1 (+4), Heal 1 (+7), Knowledge (history) 1 (+4), Perception 1 (+9), Sense Motive 1 (+9), Survival 1 (+7)

Languages Eastern Common, Vanoran

Class Abilities aura reading, second sight (6/day), weapon proficiency (katana)

Favored Class Bonus skill points (+1)

Weapons and Armor 10 sling bullets, dagger, four-mirror armor, masterwork thaelium katana*, sling

Miscellaneous Equipment backpack, bedroll, belt pouch, waterskin,

Wealth 3 gp, 1 cp

*This item is a bit beyond the typical 1st level character's wealth level, but given Wei Fong's back story, we're letting her keep it.

Offense

Speed 20 ft.

Melee +3 *thaelium katana* +19/+14 (1d10+12)

Ranged masterwork pistol +12 (1d8+1)

Seer Spells Prepared

1st Level - *command* (DC 17), *cure light wounds*, *timely inspiration*, *timely maneuver*

2nd level - *cure moderate wounds*, *detect thoughts* (DC 18), *magic circle vs. evil*, *remove fear*

3rd level - *cure serious wounds*, *spatial inversion*

Prophecies

Minor - aura adept (aura of defense), improved aura of defense, improved second sight

Major - focused sight, improved fatebender (visionary prophecy), sacred vision

Statistics

Str 18, Dex 14, Con 16, Int 10, Wis 23, Cha 10

Base Atk +9; **CMB** +13; **CMD** 25

Feats Heavy Armor Proficiency, Extra Prophecy, Insightful Specialization (katana), Power Attack, Visionary, Weapon Focus (katana), Weapon Insight (katana)

Traits insightful (+1 second sight, +2 to interpret visions), folk magic (*light*, 3/day)

Skills (**Armor Check Penalty*: -5) Diplomacy 12 (+15), Heal 12 (+23), Knowledge (history) 12 (+15), Perception 12 (+29), Sense Motive 12 (+23), Survival 12 (+21)

Languages Eastern Common, Vanoran

Class Abilities aura reading, exotic weapon proficiency (katana), farsight, fatebender aura (DC 22), greater farsight, improved uncanny dodge, second sight (31/day), uncanny dodge

Favored Class Bonus skill points (+12)

Ability Score Increases Wisdom (4th level, 8th level, 12th level)

Weapons and Armor +3 *thaelium katana*, +3 *o-yoroi armor*, 20 sling bullets, masterwork dagger, masterwork sling

Other Magic Items amulet of natural armor +1, belt of giant strength +4, cloak of resistance +3, headband of inspired wisdom +4, ioun stone (pink rhomboid, +2 Con), reach Metamagic rod (lesser), ring of protection +2, robes of the seer, wand of *cure light wounds*

Miscellaneous Equipment backpack, bedroll, belt pouch, diviner's kit, flint and steel, healer's kit, pocketwatch, silk rope (50 feet), spell component pouch, waterskin, whetstone

Wealth 213 gp, 6 sp

He could see most serious dangers before they came. The others, he could avoid using his skills learned as a Kurzak hunter. With his talents, there was no threat he could not evade or overcome.

After years in the wild, Benvok experienced an intense dream that commanded him to venture beyond the steppes into the lands of the Carrites. Benvok was concerned at first. He knew the minions of the Church of All Saints had little tolerance for his people. He could not help but feel a sense of satisfaction when their arbiters and saint adepts proved no more difficult to evade than the northern bandits.

He followed the dreams and, in time, found himself in a cave deep in Carraway's haunted forests. There, he found a withered old human who introduced himself as Seer Grayne. Though it had clearly been a long time since the hermit had entertained any visitors, he was not surprised at Benvok's arrival. Grayne claimed he had long known that Benvok would come - a student who was unafraid to learn the lost techniques of the Gardeners. Benvok entered Grayne's home and offered to share the meat he had hunted on the way. The old man gladly accepted, cooking up a stew for them both as he told his tale.

Over dinner, Grayne told Benvok of a glorious age. He spoke of a time when the Gardeners used their gifts to sculpt the future as they wished. He told Benvok that foresight, while a powerful tool, was not enough. To truly change the future required strength - and ruthlessness. Benvok listened to the old man's words, rapt at the truth that resonated in them.

Benvok learned that he had not been the first student whose visions had led him to the old hermit's cave. Since the Darkfall, Seer Grayne had interviewed a half dozen other seers who had survived the Darkfall. None of them had possessed the strength he sought. None of them were willing to make the sacrifices necessary to truly change the future in this dark new world.

When Benvok asked Grayne what had become of the other seers, Grayne laughed. Moving with terrifying speed, the old hermit drew his blade and pressed it against the jurak's throat. Seer Grayne informed Benvok that the new Seer Order could not tolerate weakness. Unless Benvok swore his undying loyalty and promised to adopt the old man's ruthless philosophies, he would die, as the others had.

Benvok only smiled. He told the old man that his dreams had led him here not to learn - but to remove a threat to Aden's future..

Too late, Grayne realized the truth. The sword fell from his hand as Benvok's poison began to rob his strength. Glancing at the dinner table, he realized that the jurak had never touched his meal. Benvok waited at the old seer's side as he died, staring into the man's eyes impassively.

Grayne's last words were simple: "Finally," he whispered, "one who understands."

Benvok the Exiled (low-level)

Male Human Seer (fatesealer) 1

LE Medium jurak (orc)

Init +5 **Perception** +6

Defense

AC 16, **touch** 13, **flat-footed** 13 (+3 armor, +3 Dex)

hp 12 (1d8+4)

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

Offense

Speed 30 ft.

Melee shortsword +3 (1d6+2)

Ranged light crossbow +3 (1d8)

Statistics

Str 14, Dex 16, Con 13, Int 12, Wis 14, Cha 10

Base Atk +0; **CMB** +2; **CMD** 15

Feats Weapon Finesse**Traits** ruffian (+2 hp), reactionary (+2 initiative)**Skills** (*Armor Check Penalty: -1) Bluff 1 (+4), Disguise 1 (+4), Perception 1 (+6), Stealth* 1 (+6), Survival 1 (+8)**Languages** Western Common, Jurakti**Racial Abilities** low-light vision, hardy, blood frenzy, orc blood, survivalist, wastlander, weapon familiarity**Class Abilities** second sight (4/day), weapon proficiency (shortsword)**Favored Class Bonus** hit points (+1)**Weapons and Armor** 10 bolts, light crossbow, shortsword, studded leather armor**Miscellaneous Equipment** backpack, blanket, waterskin, whetstone,**Wealth** 22 gp 6 sp**Benvok the Exiled (mid-level)****Male Human Seer (fatesealer) 12****LE Medium jurak (orc)****Init +6 Perception +19****Defense**AC 28, **touch** 18, **flat-footed** 28 (+8 armor, +6 Dex, +2 deflection, +2 natural)**hp** 89 (12d8+26)**Fort** +9, **Ref** +14, **Will** +12**Offense****Speed** 30 ft.**Melee** +3 shortsword +20 (1d6+8); or two +3 shortswords +18/+18/+13/+13 (1d6+8, 1d6+7)**Ranged** masterwork light crossbow +16 (1d8)**Seer Spells Prepared****1st Level** - *bleak bond, see invisibility, vanish***2nd Level** - *divine beacon, invisibility, magic circle vs. evil***3rd Level** - *spatial inversion, time loop***Prophecies****Minor** - aura of failure (DC 22), doombringer, sneak attack +3d6**Major** - improved aura of lethargy (DC 22), twist destiny**Statistics****Str 14, Dex 23, Con 13, Int 12, Wis 18, Cha 10****Base Atk +9; CMB +11; CMD 26****Feats** Extra Prophecy (X2), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword)**Traits** ruffian (+2 hp), reactionary (+2 initiative)**Skills** (*Armor Check Penalty: -0) Bluff 12 (+15), Disguise 6 (+9), Knowledge (history) 6 (+10), Perception 12 (+17), Stealth* 12 (+24), Survival 12 (+19)**Languages** Western Common, Jurakti**Racial Abilities** low-light vision, hardy, blood frenzy, orc blood, survivalist, wastlander, weapon familiarity**Class Abilities** aura reading, epiphany, fatebender aura, greater farsight, improved uncanny dodge, second sight (2d6/day), weapon proficiency (shortsword)**Favored Class Bonus** hit points (+12)**Ability Score Increases** Dexterity (4th level, 8th level, 12th level)**Weapons and Armor** +3 shortsword, 10 bolts, masterwork light crossbow, masterwork shortsword (+3 shortsword due to myrmidon bracers), *mithral chain shirt* +1**Other Magic Items** *amulet of natural armor* +2, *bag of holding* II, *belt of incredible dexterity* +4, *cloak of elvenkind, hat of disguise, headband of inspired wisdom* +4, *myrmidon bracers* (+3 shortsword), *ring of protection* +2, *wand of cure light wounds* (50 charges)**Miscellaneous Equipment** backpack, blanket, disguise kit, waterskin, whetstone**Wealth** 232 gp 4 sp**Male Human Seer (fatesealer) 6****LE Medium jurak (orc)****Init +6 Perception +6****Defense**AC 20, **touch** 15, **flat-footed** 20 (+5 armor, +4 Dex, +1 deflection)**hp** 47 (6d8+14)**Fort** +6, **Ref** +9, **Will** +7**Offense****Speed** 30 ft.**Melee** +1 shortsword +9 (1d6+3); or two +1 shortswords +7/+7 (1d6+3, 1d6+2)**Ranged** light crossbow +8 (1d8)**Seer Spells Prepared****1st Level** - *bleak bond, vanish***Prophecies****Minor** - aura of failure (DC 17), doombringer, sneak attack +1d6**Statistics****Str 14, Dex 19, Con 13, Int 12, Wis 14, Cha 10****Base Atk +4; CMB +6; CMD 20****Feats** Extra Prophecy, Two-Weapon Fighting, Weapon Finesse**Traits** ruffian (+2 hp), reactionary (+2 initiative)**Skills** (*Armor Check Penalty: -0) Bluff 6 (+9), Disguise 6 (+9), Perception 6 (+11), Stealth* 6 (+18), Survival 6 (+13)**Languages** Western Common, Jurakti**Racial Abilities** low-light vision, hardy, blood frenzy, orc blood, survivalist, wastlander, weapon familiarity**Class Abilities** aura reading, farsight, fatebender aura, second sight (1d6/day), uncanny dodge, weapon proficiency (shortsword)**Favored Class Bonus** hit points (+6)**Ability Score Increases** Dexterity (4th level)**Weapons and Armor** +1 shortsword, 10 bolts, light crossbow, masterwork shortsword (+1 shortsword due to myrmidon bracers), *mithral chain shirt* +1**Other Magic Items** *belt of incredible dexterity* +2, *cloak of elvenkind, hat of disguise, myrmidon bracers* (+1 shortsword), *ring of protection* +1**Miscellaneous Equipment** backpack, blanket, disguise kit, waterskin, whetstone**Wealth** 62 gp 6 sp

THE SECRET HISTORY OF THE SEERS

WARNING

This section reveals a great deal of information that some Game Masters may prefer to reveal at their own pace, if at all. It is therefore presented here, at the end of the chapter, where players are less likely to stumble onto it by accident. If you are a player, consider this a spoiler warning and stop reading now!

History remembers the Seer Order as a force for good. Since the end of the Great War they have worked selflessly to promote order and harmony throughout the Known Lands. Though they were always reclusive and secretive, such measures only served to prevent any single nation from gaining too much influence over them and clouding their mission of peace. At least, that was what the seers claimed. While there is a great deal of fact in this version of history, the truth is more complex.

Men and women with second sight did not spring into being with the dawn of the Order. Such individuals have always existed. Some used their gifts for good, while others used them selfishly. Still others were driven mad by the burden and died in obscurity. Eventually, some of them recognized others of their kind and began to band together in an effort to better understand their powers. This was the dawn of the Seer Order. At first, the seers were a secret organization. They used their abilities selfishly, manipulating the future to accrue vast wealth and power. They used their knowledge of the future to foresee threats and defend against them. They used their knowledge of the past to secure powerful relics of past ages.

A Carrite seer named Alexus Parhain betrayed the order first. He seized a powerful artifact that bestowed incredible power upon him. Kogane Kiku, a Vanoran seer, raided a vault of similarly potent artifacts in an effort to oppose him. Though her original motives were noble, Kogane was quickly corrupted by the ancient magic and became as great a menace as Parhain. The two began a race to dominate the lands of Aden, amassing all the power they could grasp in an effort to destroy one another. They were known as the Twin Tyrants, architects of the Great War.

Gifted with near-immortality and vast power, the Twin Tyrants devastated the lands of Aden. The Seer Order, now an enemy of both factions, was nearly destroyed. The survivors fled and, over the course of many centuries, rebuilt. Lending their collective gifts of prophecy to assorted rebel groups, the seers sparked a revolution that would eventually slay the Tyrants and restore peace once more.

In the wake of this tragedy, the Seers were forced to determine their own future. Some, disheartened by the rise of the Tyrants, wished to disband the order permanently. Others recognized that without proper guidance, the gift of second sight would only be abused again. The Seers ultimately chose to preserve the Order, but would no longer manipulate events for their own benefit. From now on, they would serve the people of Aden visibly. Henceforth, they would guide the world to peace and prosperity as part of the communities they served.

In an attempt to maintain their unrivaled supremacy and prevent anyone else from discovering the true nature of the artifacts that empowered them, the Tyrants had destroyed many of Aden's libraries and other caches of knowledge. Though the Order's secret libraries were largely intact they chose - after great debate - to withhold them from the world.

This served multiple purposes. First, it allowed the world to forget the damage that seers (like Kogane and Parhain) could do when left unchecked. The Order feared that if the world knew that the Tyrants were seers, the second sight would be seen as a curse. Countless inno-

cents would be hunted - possibly even killed - simply due to an accident of birth. Second, it made the seers even more indispensable. With thousands of years of learning to draw upon in addition to their prophetic abilities, they seemed impossibly wise to the survivors of the Great War. Though there were always members of the Order who chafed at the idea of hiding such knowledge from the world, it was generally accepted as a necessary evil if they hoped to truly give the world a second chance.

The Order maintained their own records of history and quietly sealed away the magical artifacts that had once empowered the Tyrants. Over the centuries, any lingering historical archives were quietly claimed by seer agents and hidden away. It was better for the old world to simply be forgotten.

This manipulation of history has always been a subject of controversy within the Order. Though the seers presented a unified front to the outside world, their choice to wipe out Aden's past opened a rift between those who merely wished to provide wisdom and those willing to actively influence the future. Over time, this breach widened into two opposing philosophies.

Some felt that the seers had already interfered too much. Their interference would inevitably taint the world they had created. The only possible preventative measure was to minimize future interference. Seers should seek out individuals known to have potential importance and offer their services purely as a source of wisdom, never revealing the future or attempting to overtly manipulate it. This philosophical faction of the seers called themselves the Shepherds. With their help, many heroes, scholars, and kings went on to glorious destinies. Most of the Order's most talented recruiters came from this faction.

Other seers felt differently. Wiping away Aden's history had allowed for the creation of a much greater world. This only proved the obvious - those with second sight had a responsibility to protect the future by any means necessary. If a prophecy revealed that a man might cause a great deal of harm to Aden's peace and prosperity, these seers would act to negate that person's destiny. In most cases, they would simply manipulate matters so that a potential threat lived out his life in obscurity, never realizing what could have been. On rare occasions, when this was insufficient or impossible, the seers would act to kill a potential villain before they became a threat. This aggressive faction of seers called themselves the Gardeners. They featured many trained warriors and even a handful of assassins among their number.

Though the Shepherds and Gardeners often disagreed, their conflicts rarely escalated past heated debate. The Prophets soon recognized that the two factions struck an important balance. The Shepherds brought a sense of caution and patience, keeping the Gardeners' darker impulses in check. The Gardeners instilled a sense of urgency, insuring that the Order did not become too complacent and passive.

Over the centuries, the Seer Order has quietly conspired to manipulate the governments of Aden toward peace and general prosperity. Though in some cases they used their magical abilities to communicate with one another without the general populace's knowledge, they also use more mundane methods. Codes and ciphers were extremely popular among the Order, most of which were worked into otherwise innocuous communications. When the *Law and Destiny* series came to prominence, a group of seers with a sense of humor began producing their own volumes in the series. They used these books to conceal codes containing their greater plans for manipulating Aden's social and political landscape. Oddly, many of the volumes secretly written by the Order are considered some of the better installments of the series.

In modern times, the Children of Argus continue to communicate with one another via code, and some of them have even begun producing encoded novels in the *Law and Destiny* series.

The Darkfall

Though the people of Aden believe that the seers did not foresee the Darkfall, this is not the case. The secret seer histories mark seven occasions when multiple seers foretold of a great shadow that would fall across the Known Lands. Each time, their prescience allowed them to

counter these ill omens and undo those that attempted to herald an age of darkness. One year before the Darkfall, two prominent seers foretold another such upcoming disaster.

The first of these seers was Martu of Rose, also known as the Blind Seer of Arasteen. The Blind Seer warned King Corben that a great danger would threaten his kingdom and that it would originate in Columbey. Though Martu failed to comprehend the true scale of the catastrophe, his warnings mobilized the Radiant Order. King Corben wonders if it was due to these warnings that the damage to Arasteen was relatively light compared to the toll it inflicted upon other nations. Perhaps, due to Martu's warnings, the Darkfall sought easier prey. Unfortunately the

Blind Seer's prophecy was insufficient to save himself, as he and many other prominent seers vanished during the destruction of their monastery in Rose.

The second seer to predict the Darkfall was Karasynn, also known as the Red Prophet. Rare among the order, Karasynn wielded second sight and arcane magic in equal measure. Trained by both the Order and the Celestial College, he was one of the most powerful and influential members of the Order. Consumed by a dark vision of the future, Karasynn gathered several of Aden's mightiest heroes. Together, they embarked upon a great quest, voyaging to worlds beyond Aden in an effort to gather the artifacts he believed would be required to forestall his visions.

The heroes succeeded, delivering several dark artifacts to the master arcanists of the Celestial College for destruction. Unfortunately, for all their efforts, this ritual apparently did nothing to prevent the Darkfall. Karasynn, like many others, vanished when the nocturnals appeared.



Cultivating History

Since the Rose Accords, the seers have been the secret custodians of history. Their perception of the future has, at times, led them to take actions that would otherwise seem quite immoral. Those who follow the Gardener philosophy believe that the ultimate results of their actions speak for themselves. Some surviving seers (particularly Shepherds) look back at the terrible things they allowed to be done in the name of a brilliant future and wonder if their destruction was not deserved.

While it would be excessive to say that the seers had a hand in everything (they were not omniscient, merely prescient) the following are a few examples of when the Order had a quiet impact on Aden's history.

- ✿ The great Emperor Dyok of Vanora, believed to be cursed with infertility, sired an heir (the current Emperor) with the aid of seer foresight.
- ✿ Seer agents were secretly responsible for inciting the Grey Masters to attack Aden, an action they knew would result in a great hero rising to unite the people of Arasteen (this would ultimately prove to be Tirrian, founder of the Radiant Order).
- ✿ The Seers withheld their knowledge that Rook's Roost would fall to the pirate nations, leading to a schism that would weaken Yzeem for centuries.
- ✿ The seers subtly interfered with the Celestial College's attempt to create a magical plague that would wipe out the ferran race. Though the plague still killed many ferrans (including most bird and reptile ferrans), the race as a whole survived and proved immune to future attempts.
- ✿ A Gardener agent distracted an Arastinian guard patrol, allowing the Queen to be kidnapped by brigands. She would later be rescued by a then-unknown knight named Corben, who would later become King of Arasteen.
- ✿ During the Silent One's reign of terror, the seers secretly assassinated Arxhul Culpa, the High Arbiter. While Culpa's brashness and incompetence had led to numerous losses against the Silent One, he was a popular figure and his death galvanized the people of Carraway. This ultimately led to the Theocrat stepping forth from the Church's protection to personally challenge - and defeat - the Silent One.
- ✿ The discovery of a means by which manite ore could be refined was prevented at least twice, until the Order finally felt that Aden was finally ready for such knowledge.



APPENDIX

ITEMS



Equipment

- **Diviner's Kit** - This small kit contains an assortment of commonly used divination tools, such as dice, yarrow sticks, a dagger, several candles, a brass chime, a naibi deck, and a small almanac listing many common omens, dream symbols, and astrological configurations.

This kit can be used to generate income through use of the Profession (fortune teller) skill, but it can also be used by a true seer to interpret visions of the future, as described in the Divination Techniques section of this book.

Cost 50 gp; **Weight** 3 lbs.

- **Inspector's Kit** - This small satchel contains an assortment of tools to aid a lawman in studying the scene of a crime and searching for potential evidence. It contains a small notebook, a variety of small brushes for removing dust and debris without disturbing potential evidence, small specimen vials, a small magnifying glass, measuring tape, charcoal, powdered chalk or flour, and an assortment of small tools such as knives, probes and tweezers. When using an inspector's kit to search an area for clues, hidden areas, or traps you receive a +2 circumstance bonus to Perception checks. The inspector's kit's consumable supplies are consumed after 10 uses, negating the item's benefits. Fortunately, many of the kit's components are reusable, so an exhausted kit can be resupplied for a mere 50 gp.

Cost 200 gp; **Weight** 5 lbs.

- **Kite Sheath** - Popular among arbiters, this is a small scabbard or holster used to conceal a light weapon, holdout firearm, or hand crossbow inside a kite or tower shield as a defense against being disarmed. You gain a +2 circumstance bonus to Sleight of Hand checks to conceal a weapon in a kite sheath. A weapon sheathed within the shield may be drawn as a swift action. The added weight of a kite sheath makes the shield more cumbersome to wield, however, increasing its armor check penalty by 1.

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

- **Law and Destiny** - This series of novels, most of which feature the adventures of Arbitr Graven Mortos and his partner, Seer Aster Woolden, are extremely popular even if most of them are absolute garbage. If nothing else, the books are an entertaining read so long as one manages one's expectations - some even feature startlingly provocative woodcut art. Most copies of *Law and Destiny* are printed on low quality paper with bindings as cheap and terrible as their content. If nothing else, a copy of *Law and Destiny* could provide passable tinder or toilet paper for a desperate adventurer.

Cost 2 gp; **Weight** 1 lb.

- **Military Outfit** - As many arbiters are military officials, lawmen, or mercenaries many of them wear uniforms indicative of their station. The style of these outfits varies by the region and, in the case of freelancers or mercenaries, the individual. These outfits are designed to communicate the wearer's status as a soldier; some also indicate the wearer's name, rank, unit, and personal commendations. These outfits come in two varieties - utilitarian and formal. At the GM's option, wearing a military uniform may confer a +2 bonus to Charisma-related checks relating to those under your authority. These outfits are often designed to be integrated with armor.

Utilitarian uniforms are tough, durable, and intended for field use. They are identical in function to an explorer's outfit.

Formal uniforms are more elaborate and less practical, identical in function to a courtier's outfit. Formal uniforms are accepted formal wear in most cultures.

Official military uniforms generally cannot be purchased, though prices are included here for mercenary or imitation versions. A starting character who is (or was) part of a military organization may select a utilitarian uniform as his starting outfit. If the character possesses officer rank, his superiors will also bestow a formal uniform upon him.

Cost 15gp (utilitarian), 30 gp or more (formal); **Weight** 7 lbs.



Armor

Arbiters are well known for their reliance on sturdy armor as well as their iconic kite shields. Though most arbiters prefer heavy armor, some prefer the relative flexibility of the medium variety - particularly adjudicators and those with the resources to obtain mithral versions. Seers tend to prefer medium armor and many of them incorporated such protective garments into their formal robes or (in modern times) more nondescript clothing.

While the armors listed here are commonly associated with arbiters and seers, they are available to any Thunderscape characters. Though these armors are in line with the bonuses provided by existing armors of their respective types, these suits provide a greater variety of options for characters with high or low Dexterity modifiers.

- **Brigandine** - This cheap, versatile armor is also quite popular with military and law enforcement. Brigandine consists of a stiff leather doublet (often long-sleeved), lined with small steel plates. The doublet flares at the waist, affording some protection to the hips and upper legs as well. These plates are commonly riveted to the fabric in ornamental patterns. While light, flexible, and inexpensive the versatile design of this armor also makes it easy to incorporate into other outfits, making it popular as a component of formal military uniforms and a stylish accessory to noble fashions (particularly in Carraway and Urbana).

- **Chandrey Armor** - This reinforced heavy plate armor is of Carrite design and is named for Chandrey, the first Theocrat, for whose personal guard it is said to have been designed. Forged of heavy steel, the armor bears an elegant, fluted texture. While this design lends the armor a pleasing, cloth-like aesthetic it is also intended to increase the metal's

Armor

Armor	Cost	AC	Max Dex	ACP	ASF	Spd. (20 ft. /30 ft.)	Weight
Medium Armor							
Brigandine	40 gp	+5	+4	-4	25%	15 ft. / 20 ft.	20 lbs.
Heavy Armor							
Arbiter Armor	1,200 gp	+8	+2	-6	35%	15 ft. / 20 ft.	25 lbs.
Chandrey Armor	3,000 gp	+10	+0	-7	40%	15 ft. / 20 ft.	50 lbs.
Plated Mail	400 gp	+7	+3	-6	35%	15 ft. / 20 ft.	18 lbs.
Shields							
Adjudicator Shield (standard)	45 gp	+3	-	-4	25%	-	25 lbs.
Adjudicator Shield (windowed)	90 gp	+3	-	-4	25%	-	25 lbs.

Donning Armor

Armor Type	Don	Don Hastily	Remove
Adjudicator Shield	1 move action	n/a	1 move action
Brigandine, Plated Mail	4 minutes*	1 minute	1 minute*
Arbiter Armor, Chandrey Armor	4 minutes**	4 minutes*	1d4+1 minutes*

*This time is halved if the character donning the armor has help. A character doing nothing else can help one or two adjacent characters don armor.

**The wearer must have help to don this armor. Without help, it can only be donned hastily.

structural strength and help deflect enemy blows. The armor features a heavy visored helmet, a narrow-waisted plate cuirass flaring into a wide plated skirt, heavy steel gauntlets and steel-plated sabatons. While extremely tough and durable, the armor is uncomfortable to wear and allows only minimal flexibility.

Chandrey armor is expensive to craft, and as a matter of pride these suits are often works of art as well as unparalleled defensive garments. The traditional Carrite suits are engraved head to toe with symbols of the wearer's ancestors and political station. Arastinian versions are decorated with marks of rank entwined with flaming designs representative of the Radiant Order. Yzeemite models vary wildly depending on the artistic tastes of the nobles who commissioned them. Urbanan models feature minimal decoration, instead relying upon the stark, pragmatic design to lend the wearer an intimidating air.

The elaborate designs of Chandrey armor not only add to its beauty, but make the armor extremely recognizable. These suits are, after all, generally expensive heirlooms belonging to families with great wealth or influence. Anyone foolish enough to steal a suit should be prepared to wear his crime for all to see.

As the process of creating Chandrey armor is already time-consuming and expensive, all suits are of masterwork quality (this has already been incorporated into the armor's statistics and cost). Like full plate, Chandrey armor must be fitted to its particular owner. A captured suit can be resized for 3d4X100 gp.

• **Plated Mail** - Similar to half-plate, this armor consists of a combination of chain mail and plate armor. The plates used in this armor are lighter than those of half-plate and contoured to their wearer, affording less protection but allowing a greater range of movement. Unfortunately, the added weight and encumbrance is such that the armor is still a great deal heavier than chain mail. This armor is particularly popular among cavalrymen and other forward scouts due to its relatively high protection value and greater mobility than other heavy armor options. This armor includes gauntlets and a helm.

• **Arbiter Armor** - Another Carrite armor design, arbiter armor is simply half-plate that has been fully customized to fit its wearer. This armor typically includes heavy gauntlets and a helmet with a retractable visor, allowing its wearer a clear field of vision when required. A captured suit of arbiter armor can be resized to a new wearer for 1d4X100 gp.

• **Adjudicator Shield (standard)** - This shield is simply a kite shield that has been modified for use with a two-handed firearm or crossbow (but not a bow). The shield features a setting upon which a weapon can be braced, allowing the user to fire and reload it one handed while wielding the shield. This setting is typically a retractable hook on the top or side of the shield. You take only a -2 penalty to hit when fighting defensively in this manner (rather than the usual -4). You may not move in the same turn that you use an adjudicator shield to fire a two-handed ranged weapon, and lose your shield bonus to AC until the beginning of your next turn when you make a ranged attack while wielding one.

An adjudicator shield is always designed to be used with a specific sort of weapon (light crossbow, Carraway crossbow, rifle, shotgun, etc.). However, a Craft (mechanic) check vs. DC 15 and one hour of work can modify a particular shield to be used with a different weapon.

• **Adjudicator Shield (windowed)** - A newer design of the adjudicator shield has been gaining popularity in recent months that features a setting inside of the shield itself, just above the straps where the shield fastens to the user's gauntlet. Just above the setting is a small horizontal window that can be used to fire a crossbow or firearm directly through the shield. When desired, this window can be drawn shut with a steel plate.

While you do not lose your shield bonus to AC when firing a ranged weapon through the window, the hardness and hit points of the shield are reduced by 25% (7 hardness and 15 hit points for a standard version) as the window lessens the shield's overall structural integrity.

Weapons

The following weapons are particularly popular with arbiters but are available throughout Aden.

• **Hasta** - The hasta is a short spear designed for use with a shield that originated among Carrite arbiters. The butt of the weapon features a small spike or blade that can be utilized as a defensive weapon in close quarters, but is unsuitable for use as a dual weapon. The hasta's head is often a broad blade rather than a narrow spearhead, making the weapon more difficult to use than a normal spear and inappropriate for use as a ranged weapon. Nevertheless, this deadly weapon has become quite popular in Carraway and beyond.

Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
One-Handed Weapons								
Hasta	10 gp	1d6	1d8	19-20/X2	-	4 lbs.	P	-
Ranged Weapons								
Twinshot Crossbow (single shot)	300 gp	1d6	1d8	19-20/X2	80 ft.	8 lbs.	P	-
Twinshot Crossbow (double shot)	300 gp	2d4	2d6	19-20/X2	50 ft.	8 lbs.	P	-

• **Twinshot Crossbow** - A twinshot crossbow is a Carraway crossbow that has been modified so that the portion of the weapon extending beyond the stock is twice as tall from top to bottom, and includes two separate strings and lathes, allowing two separate bolts to be held at the ready at the same time. The twin-shot crossbow includes a double trigger system that allows its wielder to fire the bolts as a single shot or simultaneous double shot. The former offers the benefit of being able to fire two bolts without reloading, while the latter allows for more power in a single shot. Compared to a standard Carraway crossbow, the twin-shot is more expensive, takes longer to reload, and requires slightly more training to master.

As with a Carraway crossbow, you can increase the tension on a loaded twinshot crossbow by tightening the winch as a move action, imposing a +1 damage bonus to your next attack with the weapon. This damage bonus stacks up to four times, at a cost of one move action per +1 of damage bonus. The weapon can be loaded and winched in advance with no harm to the weapon or danger of misfire. The winch for each of the crossbow's twin bolts must be readied separately.

When fired as a double shot, treat this as one attack against a single target. The weapon's statistics vary depending on whether it is fired as a single or double shot (see Table: Weapons). If both firing mechanisms have been winched at least once prior to the attack, the weapon gains an additional +1 damage bonus when fired as a double shot.

Normally, operating a twinshot Carraway crossbow requires two hands. However, you can shoot, but not load, this weapon with one hand at a -4 penalty to attack rolls. You can wield one of these weapons with each hand, but suffer the usual penalties for attacking with two one-handed weapon in addition to the above stated penalty.

Reloading a twinshot crossbow is a standard action. However, both bolts may be reloaded with a single action.



Special Material: Thaelium

In the average person's hands, thaelium appears no different than iron ore. In fact, due to its similarities, many prospectors fail to recognize the difference and waste this rare metal in mundane applications.

The ore is highly valued by Seers, for only in their hands is it awoken. When touched by a person with *second sight*, thaelium glows with a pale blue radiance. If a seer spends a use of *second sight* while holding on the metal, the stone illuminates as if from a *light* spell cast at the seer's level. (Any use of *second sight* activates this effect.) This light immediately extinguishes if the seer ceases to touch the stone.

Weapons forged of thaelium take on a rippling texture in a seer's hands, not unlike a rippling pool of water. When in motion, a thaelium weapon seems to be nothing more than mist. If a seer uses *second sight* to boost his attack roll while wielding a thaelium weapon, it is treated as if it were a magic weapon with an enhancement bonus equal to the seer's *second sight* attack bonus for the purposes of overcoming damage resistance. Additionally, the weapon gains the *ghost touch* property until the end of the seer's turn.

Thaelium can be quite rare, especially now that the Seer Order has largely been destroyed. When available, it costs at least 500 gp per lb. (unless, of course, you're fortunate enough to find a buyer who thinks it's just iron). Adding magical properties to a thaelium weapon costs an additional 3,000 gp.

MAGIC WEAPON ABILITY

Inexorable

Weapons with this special ability grant their wielder heightened reflexes, allowing them to exploit any advantage the enemy presents. When making attacks of opportunity, the weapon's enhancement bonus is +1 better than its normal enhancement bonus. When wielding this weapon, the user may make an additional attack of opportunity per round.

Aura moderate divination; **CL** 6th; **Craft Magic Arms and Armor, cat's grace**; **Cost** +1 bonus

MAGIC ITEMS

Enchanted Divination Tools

Aura moderate divination; **CL** 7th;
Slot none; **Weight** 1 lb.; **Price** 1500 gp

This is essentially a higher quality version of the divination tools described earlier in this appendix (Diviner's Kit), enhanced by true magic. Tool kits of this sort are generally small and portable, easily carried by a traveling seer. When using this item to decipher a prophetic vision, the user gains a +4 bonus to his Will save. In addition, these tools may be used as a focus when casting any divination spell that gives a random percentage chance of success, such as augury or commune. When doing so, the casting time is increased to one hour but the caster may roll the chance of success twice and take the better result.

Construction Requirements Craft Wondrous Item, *augury*, creator must be a seer; **Cost** 750 gp.

Law and Destiny, Special Edition

Aura moderate divination; **CL** 10th
Slot none; **Weight** 1 lb.; **Cost** 4,000 gp

Unbeknownst to many, this popular series of trashy adventure novels was once used by the Seer Order to communicate their secret plans for the future of Aden. Some of these volumes carry not only the Order's codes (which require a Linguistics check vs. DC 30 to decipher without the cipher and could be quite interesting to a student of conspiracy theory) but also feature enchanted, thaelium-laced ink designed to benefit fellow members of the Order.

By tearing out a page from the book and burning it (a standard action if the user has the book in hand and is adjacent to an open flame) a seer can recover a single use of *second sight*. This has no benefit for those without *second sight* or those who still have their maximum daily allotment of *second sight* remaining. Burning the pages sometimes causes the user to experience mild headaches and a desire to become an amateur novelist.

A newly created special edition has 100 pages. (*Law and Destiny* is not written for those with high attention spans.) A novel found in the wild has 1d100 pages remaining (which can often make attempting to understand the remaining novel and its hidden messages something of an adventure in itself).

Construction Requirements Craft Wondrous Item, *divination*, creator must be a seer; **Cost** 2,000 gp.

Prophetic

Aura faint divination; **CL** 5th;

Slot none; **Weight** -; **Cost** 500 gp

This small item appears to be a normal object of chance. It could be a set of dice, a naibi deck, a spinning top, a coin, or anything associated with randomness. These minor magical trinkets are favored by seers, but have since become common good luck charms to the general populace.

The bearer of a *prophetic* gains a +1 insight bonus to a single attack roll, skill check, or saving throw once per day. For bearers who do not realize the item's power, this benefit is often drawn on subconsciously whenever the bearer needs a bit of extra luck.

Alternately, someone bearing a *prophetic* can choose to gain double the normal bonus when a seer uses *second sight* to benefit one of their die rolls. A seer who bears a *prophetic* can instead grant the benefit of it to the target of his *second sight*.

In either case, a single user cannot benefit from more than one *prophetic* per day.

Construction Requirements Craft Wondrous Item, *augury*, creator must be a seer; **Cost** 250 gp.

Robes of the Seer

Aura moderate divination; **CL** 8th; **Cost** 8,000 gp

These ornate robes frequently feature a rose pattern, indicative of the seers who once wore them. The wearer gains a +2 competence bonus to any Perception checks. If the wearer is a seer, their *fatebender* aura's radius is increased by ten feet. (This bonus is affected by any prophecies that increase the size of one's *fatebender* aura.)

Construction Requirements: Craft Wondrous Item, *divination*, creator must be a seer; **Cost** 4,000 gp.

CURSED MAGIC ITEM

Fatestone

Aura faint divination; **CL** 5h

Slot none; **Weight** -

A *fatestone* is simply a *prophetic* that has become cursed, either in the usual manner for magic items or, more frequently, because a former owner carried it and died from ill fortune, permanently twisting the item's power.

A *fatestone* functions just as a *prophetic*, except that one day it will cause the bearer to automatically fail a single attack roll, skill check, or saving throw in the worst manner possible. This failure will always be immediate, dramatic, and almost invariably have some sort of permanent effect. A failed attack roll might result in the bearer's weapon flying out of his hands into a rushing river. A failed Diplomacy check might result in grievously insulting a noble before the entire court.

A failed saving throw might result in not just failing to dodge that fireball, but suffering permanent, disfiguring burns as well. Once a *fatestone* has served its purpose it vanishes from the bearer's possession, randomly appearing somewhere else in Aden.

Short of a legend lore spell or similar effect there is no way to distinguish between a *prophetic* and a cursed *fatestone*.

Magic Items prophetic

CHARACTER OPTIONS

Feats

Fate Is Fickle

The whims of fate and the burden of prophecy pull you in many directions. You are its instrument, working for good fortune as well as ill.

Prerequisites: *second sight* class ability, chaotic alignment

Benefit: At the start of the day, roll a die. If it comes up even, then your *Second Sight* ability works as normal. If it comes up odd, then your *Second Sight* ability is used to impose penalties instead of bonuses. It in all respects work the same, the only factor that changes are the bonuses to penalties.

Flexible Strategist

You quickly adapt your tactics to meet any challenge.

Prerequisite: Int 16+, strategic maneuvers class feature

Benefit: Select one strategic maneuver you currently know. This maneuver becomes a flexible maneuver. Once per day, you may spend one hour in meditation to replace this maneuver with another for which you meet all prerequisites. You retain the new maneuver until you meditate to replace it again. You may not select any maneuvers that grant skill ranks.

Insightful Specialization

Your wisdom grants you additional damage with a particular weapon.

Prerequisite: base attack bonus +5, weapon insight, divine caster level 2nd, proficiency with selected weapon

Benefit: When wielding the weapon to which you applied Weapon Insight, you gain a damage bonus equal to half your Wisdom modifier (round down).

Kite Shield Mastery (Combat)

It takes practice, and a special level of dedication to become a true master with the kite shield. Very few take up the challenge.

Prerequisites: +5 base attack, kite shield proficiency

Benefit: You may use a kite shield to grant total cover to himself as if it were a tower shield (see Chapter 6, *Pathfinder Core Rulebook*). Reduce the kite shield's armor check penalty by 2.

Special: This feat may be selected as a bonus feat using the arbiter's *martial training* strategic maneuver.

Predestined Spell (Metamagic)

You can prepare an especially potent spell for a particular target.

Benefit: When preparing a spell, you may name a specific target of the spell. You need not know the target's true name, or even know what they look like. However, you must select a specific individual you intend to target with it. If you cast this spell on the intended target, the saving throw DC of the spell is increased by +2. If cast on any other target, the spell simply has the normal effect. If the spell affects multiple targets, the DC is increased only for the intended target.

A predestined spell uses up a spell slot one level higher than the spell's actual level.

Special: This feat has no benefit for spontaneous spellcasters, as they do not prepare spells.

Visionary

Your mastery of prophecy allows you to alter your abilities to meet any challenge.

Prerequisite: Wis 16+, prophecy class feature

Benefit: Select one prophecy you currently know. This prophecy becomes a visionary prophecy. Each day when you prepare spells for the day, you may replace this prophecy for any other prophecy of the same type (minor, major or master).

Special: If you use the seer's epiphany class ability to replace your visionary prophecy, it remains a visionary prophecy. However, you may exchange it for a prophecy of a different type.

Weapon Insight

You draw upon wisdom rather than brute force when making a strike.

Prerequisite: *second sight* class feature or divine caster level 1st, proficiency with selected weapon

Benefit: Select one weapon with which you are proficient. You may use your Wisdom modifier instead of your Strength modifier on attack rolls with this weapon.

Special: This feat does not stack with the effects of Weapon Finesse.

Traits

While the following traits are available to all Thunderscape characters, they are of particular interest to arbiters and seers. All traits in this guide are part of the new "Background" category. (As detailed in the *Advanced Player's Guide*, each character can select two traits during character creation, but no more than one from each category.)

Armored Tactician

You have trained with heavy armor and kite shields from an early age. Select one skill. Your armor check penalties when using this skill are reduced by 2, but only when using heavy armor and/or a kite shield.

Dual Identity

You have taken great pains to establish a false identity as another specific (but fictional) individual. This identity must be of your race and general age category, but can be of a different gender or nationality. You possess high-quality forged paperwork establishing your identity as this individual (Linguistics vs. a base DC of 25 to detect as false). When attempting to pass yourself off as this individual you gain a +6 bonus to all Disguise checks against anyone who has reason to doubt your identity.

Fatebender

You have a natural talent in regards to a particular fatebending aura. Select one type of fatebending aura such as alacrity, weakness, or defense (this need not be an aura you currently have access to). When using this aura, the base radius is extended by five feet. This also affects improved versions of the aura (if any).

Insightful

Though all seers can catch glimpses of the future, you seem to have a particularly strong gift. You gain an additional use of *second sight* per day and receive a +2 trait bonus to all Will saves to decipher prophetic visions.

Interrogator

You are particularly adept at ferreting out the truth. You gain a +2 trait bonus to Diplomacy and Intimidation checks associated with interrogating suspects or witnesses of a crime.

On the Run

A lifetime on the run, either from the Darkfall or from some other persistent enemy, has made you quite adept at avoiding attention. You gain Stealth as a class skill and can make a Survival check vs. DC 20 to hide your tracks while moving at normal speed with up to three other Medium or smaller creatures.

Patient Swordsman

Through extensive training, you have learned to wait for the best time to strike. You may make an additional attack of opportunity per round.

Search Party Leader

You have a great deal of experience in working with groups to quickly search an area. When using the aid another action to assist with a Perception check to search an area, you grant a +4 bonus rather than a +2 bonus. If you are being aided with a Perception check, you gain an additional +2 bonus from the first person to successfully take the aid another action to assist you.

Archetypes

Adjudicator (Arbiter Archetype)

Most Arbiters rely on their shields and a melee weapon to bring order. Then there are those who have developed a more specialized skillset. These arbiters wield shield and pistol and bear the name Adjudicator. A criminal is as likely to outrun a bullet as he is to escape an adjudicator's judgment.

• **Skills:** Adjudicators receive Acrobatics as a class skill.

• **Shieldgunner (Ex):** The adjudicator receives Point Blank Shot with a weapon of his choice as a bonus feat at 1st level. Adjudicators can equip adjudicator shields (see Equipment) to use two-handed firearms or crossbows (but not bows) while wielding a kite shield.

This ability replaces Combat Expertise.

• **Shoot From the Hip (Ex):** The adjudicator has trained his mind to react with lightning speed. He may add his Intelligence modifier as a bonus to all Acrobatics, Initiative, and Ride checks. This ability replaces relentless.

• **Shieldgunner's Stance (Ex):** At 2nd level, the adjudicator gains the ability to enter a superior fighting stance when taking the total defense action. The adjudicator must be wielding a kite shield and a crossbow or firearm to take advantage of this ability.

Shieldgunner's Stance allows the adjudicator to make a single ranged attack while taking the total defense action. The adjudicator can fire a ranged weapon and maintain his shield bonus to his AC while in this stance. Additionally, shieldgunner stance negates attacks of opportunity provoked by reloading a weapon or making ranged attacks.

While in this stance, adjacent allies receive the adjudicator's shield armor class bonus to their own armor class while not adjacent to an enemy. This ability replaces shieldwarden's stance. The adjudicator may not learn strategic maneuvers that depend on shieldwarden's stance.

• **Keen Mind (Ex):** Instead of the normal weapon options, this ability allows the adjudicator to apply his Intelligence modifier to firearms and crossbows while wielding a kite shield.

• **Honed Mind (Ex):** Instead of the normal weapon options, this ability allows the adjudicator to apply one and a half times his Intelligence modifier to firearms and crossbows while wielding a kite shield.



✿ **Braced and Ready (Ex):** When in shieldgunner stance, you gain partial concealment against ranged attacks. You may select one firearm or crossbow. The reload time of this weapon is reduced by one increment (from full round to standard, from standard to move, or from move to free action). This ability stacks with the effects of Rapid Reload. This ability replaces bulwark.

✿ **Superior Mind (Ex):** Instead of the normal weapon options, this ability allows the adjudicator to apply twice his Intelligence modifier to firearms and crossbows while wielding a kite shield.

✿ **Back to Back, and Shield to Shield (Ex):** When in shieldgunner stance, your concealment bonus increases to total concealment against ranged attacks, and adjacent allies gain partial concealment. This ability replaces invincible bulwark.

✿ **You Can Run, But You'll Just Die Tired (Ex):** While in Shieldgunner's Stance, you can make attacks of opportunity within the first range increment of your weapon, once per turn per enemy. You may take this action even if you have no attacks of opportunity remaining (thus a group of enemy charging toward you is likely receive a flurry of bolts or gunfire). This ability replaces Ultimate Justice.

Adjudicator Strategic Maneuvers

The following strategic maneuvers are exclusively available to adjudicators. Additionally, they do not require the *deadeye arbiter* maneuver as a prerequisite for *deadeye master*.

✿ **Adjudicator Shuffle (Ex):** The adjudicator may take a 5-foot step as an immediate action.

✿ **Hurried Pursuit (Su):** The adjudicator's base speed is increased by 5 feet and his movement is not encumbered by medium armor.

✿ **I Have a Bullet for That (Ex):** An adjudicator carries a wide array of ammunition with them for many occasions. She carries an unspecified amount of nonmagical ammunition equaling no more than 50gp. Each time a piece of ammunition is drawn, it reduces this amount by the total of the ammunition retrieved. Each day this is replenished, with any unused ammunition being returned to the selection for another day (thus no one can use this to pull out unlimited ammunition). Only bullets and bolts may be retrieved this way.

✿ **Shield Tumble (Ex):** When wielding a kite shield, you may apply your shield bonus to AC to your Acrobatic skill checks when using it to move through threatened squares. The armor check penalty of the kite shield is ignored when using this ability.

Fatesealer (Seer Archetype)

Some seers are proactive. They use their foresight to seek out potential threats and eliminate them before they can become a problem. These seers dwell in the shadows. They aren't afraid to use violence to accomplish their goals.

During the golden age of the Seer Order, such seers followed the Gardener philosophy. They trimmed away errant futures so that Aden's true destiny could flourish. If they had to perform a few shadowy misdeeds along the way, it was of no consequence in the end. They knew that their crimes were justified in that they prevented far greater evils from taking place. At least - they were fairly certain that was the case. The most brutal of this sort of seer were known as the fatesealers, shadowy operatives that would use any tactic to achieve their ends.

Though there were never more than a handful of fatesealers at any time, those that existed at the time of the Darkfall were uniquely suited to survive that catastrophe. Already trained to avoid detection, these dark seers use their talents to evade the Darkfall's wrath. Now these fatesealers continue to hunt the enemies of their order - and train the next generation of recruits to take up their mantle.

✿ **Specialized Training:** A fatesealer is trained in the arts of deception and subtlety. They gain Bluff, Escape Artist, and Stealth as class skills. This ability replaces aura reading. They add the following spells to the seer spell list: **1st level:** *vanish* (APG), **2nd level:** *invisibility*

✿ **Special Prophecies:** A fatesealer can choose to learn the following minor prophecies, exclusive to this archetype.

✿ **Aura of Failure (new aura):** All enemies that begin their turn within the aura must make a Will save. Those who fail are distracted by visions of their own failure. Targets who fail their save receive a penalty to Perception checks equal to the seer's Wisdom modifier and are vulnerable to the seer's sneak attacks as if they were flat-footed.

✿ **Sneak Attack:** By taking this prophecy, a fatesealer gains the sneak attack ability as per the rogue class. If the character already has sneak attack from another class, the sneak attack dice gained from fatesealer stack with those dice. The fatesealer's sneak attack does 1d6 damage. This prophecy can be selected multiple times. Each time it is selected, the fatesealer's sneak attack dice increase by an additional 1d6.

Mentor (Seer Archetype)

Some seers look upon their gifts as a responsibility. By some freak of destiny, they have been granted great insight. They must use that insight to help others fulfill their own purpose. These seers use their gifts selflessly in an attempt to make the world a better place.

Just as the fatesealers embody the Gardener philosophy of old, the mentors follow the path of the shepherd. These seers avoid engaging in direct conflict. They prefer to guide, teach, and encourage others. They do not see themselves as heroes. Rather, they are the teachers of heroes.

All of this being said - mentors are not helpless. They are still seers, and blessed with all of the power that implies. But a mentor's greatest gift is in aiding others, in helping them to become the powerful champions they are destined to be.

• **Second Sight:** A mentor's *second sight* functions differently than that of a normal seer. When a mentor uses his *second sight* to improve one of his die rolls, the bonus is decreased by 1. However, when a mentor uses his *second sight* to improve the die roll of one of his allies, the bonus is increased by 1.

• **Fatebender Aura:** A mentor's aura is special in that it focuses purely upon aiding his allies. He may not use *aura of weakness*, *aura of lethargy*, or *aura of treachery* and may not learn any new auras that impose negative effects on enemies. However, he gains *aura of healing* and *aura of second sight* (as if granted by the respective prophecies) at 2nd level. This ability modifies the seer's default *fatebender* aura.

• **Special Prophecies:** A mentor can choose to learn the following minor prophecies, exclusive to this archetype.

• **Eye of Destiny:** As a move action, the seer can extend the base radius of his *fatebender* aura by ten feet. However, as long as the area is enhanced in this manner, the seer no longer gains any of the aura's benefits. He can withdraw this effect as a move action.

• **Steal Fate:** The seer can use prophetic sense of awareness to absorb a dire fate meant for another. If an adjacent ally is struck with a melee attack or ranged attack, the seer can spend five uses of *second sight* as an immediate action to redirect the attack. The attack automatically hits the seer and inflicts normal damage. If the attack was a critical hit, the seer must spend ten uses of *second sight*.

ROLE-PLAYING TIPS

Though seers and arbiters tend to fill very different roles in a party, their ultimate purposes are similar. These characters bring stability and security to a group. Arbiters protect the party from dangerous threats while seers subtly boost the group's potential, reducing the potential for failure. The way they approach these roles, of course, is very different as are the paths they take to arrive there.

Arbiters are agents of order. The most iconic arbiter is the Carrite Lawman, clever investigators trained to unravel mysteries and bring perpetrators to justice. Even those who are not trained by the original Arbiters embody this tradition in some regard. What inspired your character to become such an agent of justice? Was he set on this path by some grievous wrong or does he simply have a desire to create a better world?

Seers are agents of destiny. Their visions impose a great deal of responsibility, as every seer quickly learns that even in choosing to ignore his premonitions, he is making a choice that influences the future. Does your seer embrace this duty and try to create a better future for others or does he use his gifts purely for his own benefit?

This section offers a few suggestions for how to determine what sort of seer or arbiter your character is. These options are not meant to be complete or final, but are merely a guide to help inspire you to create a unique and memorable character.

How Did the Darkfall Affect You?

Ten years ago, the Darkfall nearly destroyed civilization and changed the face of Aden forever. This is a significant event that should be considered when creating any Thunderscape character. Even if your character is too young to have participated in those first battles against the nocturnals, it is likely that he is old enough to remember the times before. How does this affect you?

For an arbiter, the Darkfall may be part of the events that drove you toward seeking a more just and orderly world. Perhaps, seeing that few others were willing to help those in need, you stepped forward to be a hero. Then again, perhaps you merely saw the world falling to pieces and it drove you to become the toughest, most self-reliant warrior you could be.

For a seer, the Darkfall is an even more important consideration. Seers who try to live normal lives will inevitably be hunted by the Darkfall. Seers who came into their talents before the Darkfall should figure out how they survived those first nights as, through means not yet fully understood, every seer faced at least one nocturnal or corrupted assassin on that first terrible night.

Who Are You?

You weren't always an adventurer. Your character had a life before he gained second sight or took up the kite shield. Who were they? Did you have a family? Friends? What led you to an adventurer's path?

Arbiters are well educated and highly trained warriors. Where did you receive your training? Were you a member of the military or a mercenary organization? Do you still have ties to your former benefactors or are you a rogue agent, at odds with your former teachers?

For a seer, your past can be even more poignant. The Darkfall continues to hunt all seers wherever they hide. Though nocturnals rarely know exactly who a seer is, they seem drawn to areas where a seer lingers too long - almost as if they are drawn by the same vague visions that a seer experiences. This means your character is constantly on the run. What sort of life did you leave behind? Were you fortunate enough to find another seer to mentor you or have you been forced to find your own path.

The Perils of Foresight

Life is difficult for a seer post-Darkfall. Besides the constant threat of nocturnals and corrupted, a seer must deal with the fear and superstition of common folk. If he reveals himself as a seer, others may doubt him as a charlatan. Some may fear that his presence will bring the Darkfall. Others may simply hate him because his Order seemingly failed to save the world.

Whatever your character's personal experiences, it's possible (unless he recognized his gifts very recently) that he's already learned the dangers of trusting others with his secret. If you want to make things simple, you can assume that during whatever past experiences the party has had that led them to meet with one another, they learned what your character truly is. They are part of the small circle of people that you have allowed to know your secret.

But consider this - what if the party does not yet know that you are a seer? Many of a seer's abilities can be discounted as simple good fortune or minor magical talent. This could present an interesting role-playing challenge as your players must separate what they know from what their characters know. How long can your character keep going before the others learn his secret?

And what happens when they do? Will they accept the seer for what he is, or will they fear him?

What Are You Looking For?

Every character has unique experiences that mold them and make them unique. Your character's goals should be born of these experiences. Ask yourself what you want your character's goals to be - then ask yourself how your character got there. Even the stereotypical adventurer personality - a free spirit driven by love of loot and exploration - could benefit from such reflection. Perhaps such a character was born to poverty and came from an unhappy home. Such origins could lead one to a nomadic existence, always seeking something better, always striving to avoid the hardships of his youth.

As an arbiter, the answer may seem simple. Your character seeks justice. But why does he seek justice? Were your past experiences shaped by some horrible crime? Were you raised to do what was right no matter the cost? The possibilities are endless, and will shape the person your character will become.

As a seer, the Darkfall is obviously an ever-present threat. Your character may ultimately desire to be free of its minions, to rebuild the lost Seer Order, or simply find allies so that he can protect himself from his mysterious enemies. However, do not feel that the seer's constant struggle with the Darkfall should be all that defines him. Who is your seer? How does he feel about living as a fugitive because of what he is? If the Darkfall were to vanish tomorrow, what would he do? Would he have a life to return to or would his existence be desolate and meaningless without the constant struggle that has come to define his life?

Quirks and Eccentricities

All characters are flawed. A character's flaws provide not just a source of depth, but a source of strength. How does your character overcome his shortcomings? How do others react to his negative character traits? These traits can help you flesh out your character's personality and be a great role-playing tool.

When determining your personality, always move beyond stereotypes. "I'm obsessed with the law!" is fine for an arbiter, but it's also expected. Add something that makes your character unlike others of his stripe. While friction can be fun, try to avoid quirks purely for the sake of making a character that's annoying for your fellow party members to deal with. After all, the end goal is to make things more fun and interesting, not tedious and disruptive.

Here are a few personality quirks that can be appropriate for seers and arbiters.

✿ **Arrogant (seer):** You can see the future, so obviously that makes you special. You believe that you were given your second sight for a reason. Arguing with a person who can see the future is just a sign of stubbornness. You're likely to meet any argument with outrage that your vision

has been questioned or, if you're feeling magnanimous, condescending pity. After all, not everyone can see things as clearly as you.

✿ **Judgmental (arbiter):** As an agent of the law, you're trained to pick out weaknesses and character flaws in others. Even when you're not sizing up a suspect, this can be a difficult habit to break. You're quick to size people up into discreet categories and treat them accordingly. That man is lazy. That ferran is greedy. That wizard is obviously untrustworthy. At its worst, this can grow into cynicism and bias, but a lifetime of bitter experience has led you to trust your gut.

✿ **Martyr (seer):** You've seen enough of the future to know that the people you're with are important. They're meant to be heroes. Maybe they don't know it yet, but the future needs them. You'll do whatever it takes to get them to their destiny, even if they don't appreciate it - even if you have to sacrifice yourself along the way. It's not that you want to die... but maybe your sacrifice is the tragedy that inspires your friends to do what they need to do.

✿ **Meticulous (arbiter):** You're a creature of habit. Procedures were developed for a reason, and that reason is because they work. While some might think you're a bit plodding and methodical, you prefer to think of yourself as... inevitable. It isn't that you don't like to act quickly, it's that you prefer not to miss any details. When you're sure that you've found what you're looking for, you'll leap on your target with the same merciless precision.

✿ **Overconfident (arbiter):** You've received the best training. You have the sturdiest armor and shield. You know what you're doing and nothing can hurt you. You're always the first one to charge into a situation, after all, you know what you're doing. When things don't go as planned, you tend to become panicked and confused. You had things all figured out!

✿ **Paranoid (seer):** Is it really paranoia when the world is literally out to get you? You've been hunted by monsters. You've been shunned by ordinary folk. No one understands you. A life like that takes its toll. You have trouble sleeping soundly, keep people at a distance, constantly worry that you're being watched, and - while you wouldn't call yourself a coward - you're the first one out the door if things seem to be taking a rough turn. Better safe than sorry.

How Did You Get Here?

Perhaps you already have an idea for your character's back story. Perhaps the above sections planted the seeds of an idea (if so, great!) If you're still struggling for a hook to flesh out your character's origins, perhaps the following tables can be of use. These are intended purely as a fun tool. If you get a result you don't like, just roll again - unless your objective was to find something to challenge you. The goal, in the end, is to set the stage for a story that you'd like to help tell in the campaign.



Arbiter Origins

1d10	Description
1	You are the scion of a proud legacy of the original Arbiters of Carraway. One of your parents was an arbiter (or perhaps both of them were). Many of your ancestors shared this tradition as well. While your family name carries a great deal of authority - it also carries a great deal of expectations.
2	You were apprenticed by an arbiter during his travels. You impressed your mentor with something you did, or otherwise somehow impressed him with your potential. Though you may have no "official" training and no legitimate position, you consider yourself a true arbiter and strive to follow your mentor's example.
3	You are a member of a military or city watch, trained as an arbiter. You have been given indefinite leave to pursue a fugitive. Such freedom in pursuit of one's duty is rare - perhaps one of your superiors owes you a great debt or perhaps you failed in such an embarrassing manner that this assignment was the easiest way to get rid of you. In the meantime, you have fallen in with an adventuring party in hopes you might find a lead.
4	You are a former member of the military or watch, trained as an arbiter. You were granted an honorable discharge due to some personal tragedy. Though your superiors may still be on good terms with you, due to your loss they feel you can no longer uphold your responsibilities. Unwilling to remain idle, you have chosen to become a freelance adventurer and continue to pursue justice.
5	You are a former member of the military or watch who was discharged in disgrace. Though your misdeeds did not warrant imprisonment, your fellow arbiters look upon you with derision and disdain. You decided to strike out as an arbiter to redeem yourself - or perhaps simply to make a new start where no one knows of your shame.
6	Your military unit was wiped out by the Darkfall. Maybe your commander was incompetent. Maybe you and your comrades were sacrificed to save others - in the end it doesn't matter. You are the sole survivor. Having lost faith in the system you once served, you allowed your brethren to assume you were dead and set out to find your own path.
7	You are a mercenary down on his luck. Though you've always been perceptive and clever, you've never had the opportunity to make your fortune. After finding the armor and shield of a dead arbiter (or, perhaps, after aiding his demise) you decided to assume his role. After all, it's a jumbled and confusing world. Chances are, people will be glad to have an arbiter on their side and never question whether you're the real thing.
8	Your village was saved by a group of arbiters shortly after the Darkfall. Though your people aren't Carrite, they chose to emulate arbiter tactics and fighting techniques to honor their heroes. Now you have set out to make your name as a hero. Perhaps, one day, you'll be noticed by the heroes who rescued your village and join them officially.
9	As a youth, you were raised on tales of arbiter heroes. The <i>Law and Destiny</i> series and its arbiter hero, Varen Mortos, deeply resonated with you. In these troubling times, you feel the world could use such heroes. You've taken up armor and shield in the style of Mortos, in hopes of bringing law and order back to the land.
0	You are a fugitive from justice (whether or not you are wrongly accused is up to you). The arbiter who once hunted you is dead (by your own hand or via a fortunate accident). In a desperate move, you assumed his armor and his identity in hopes of hiding from justice. It's worked surprisingly well, so far. Few people question an arbiter. As long as you avoid other arbiters you should probably be fine...

Seer Origins

1d10	Description
1	You were a member of the Seer Order but, due to your outspoken opinions, were considered something of a renegade. When the Darkfall came, you were living as a recluse and managed to narrowly escape the Darkfall's assassins. You've spent years living on the run, and it's clear that the Darkfall isn't going anywhere. To fight it, you must decide whether you wish to help restore an order that once rejected you or just keep trying to survive.
2	You were an apprentice to the Seer Order, living in a small seer conclave with a half dozen of your brethren. When the Darkfall attacked, your comrades held the line so that you could make your escape and notify the Order. Little did they know that the Order was no more. Though your training was barely complete, you've managed to survive for ten years by never staying in the same place for long. But you can't hide forever.
3	You saw the Darkfall coming, but the other seers wouldn't heed your warnings. You couldn't save them, but you saved yourself. After a decade spent in bitter ruminations, you've decided to stop running from the Darkfall and do something about it. But first, you'll need allies...
4	You survived the Darkfall by dumb luck. One day, you happened to be out of the monastery and the nocturnals failed to find you, and you've managed to live incognito for ten years. Lately, though, you've noticed things watching you from the shadows. Your dreams warned you to move, so you got out of there. After ten years living the life of a simple peasant how do you feel about being a fugitive? Are you terrified of an uncertain future? Or are you glad to actually be doing something again?
5	On the night of the Darkfall, you were captured by nocturnals and dragged into the darkness. You don't know why they spared you, but sometimes you wish they hadn't. For ten years, you were their prisoner. You were tortured, terrorized, and interrogated so much that the days blurred into one another. Finally (perhaps with the help of friends in your new adventuring party) you escaped. Scarred and alone, you must adjust to life in an unfamiliar world.
6	Your gift of second sight manifested only a few years ago. A week after your first prophetic dream, a terrifying nocturnal began to hunt you. Fortunately, a seer survivor came looking for you, as well. He saved your life, recruited you into the Children of Argus, and taught you the basics of survival before moving on to find others that needed aid. Now, you're out on your own, looking for other young seers to recruit to the new Order.
7	A few months ago, the dreams began. They warned of a monstrous beast, stalking you from the shadows. You saved yourself. Shortly thereafter, you met a stranger who told you that you were a seer and offered you a chance to join a brotherhood of surviving seers. You turned him down. You didn't need help from a bunch of failures before. You don't need it now.
8	You are a young seer, recently recruited into the Children of Argus. They found you before the Darkfall did, so your life as a seer has been relatively peaceful. Unfortunately, you recently had dreams of a terrible future that only you can prevent. Your teachers have released you to follow this prophecy. They are confident that you will rise to meet this challenge. Are you?
9	You started having very strange dreams recently. They warn you that something wants to drink your blood and devour your soul. The dreams became more and more intense until they drove you into the night... just as some terrifying monster destroyed your house. You don't know where the dreams come from. Are you going insane? You can't tell anyone what's happening or they might think you're possessed by some spirit of the Darkfall. You have to keep running.
0	You've always been lucky. You've always had a knack for predicting the unpredictable. Your tendency to fall into the right place at the right time led you to an exciting life as an adventurer. Lately, though, your luck has become downright uncanny. There has to be an explanation for what's happening to you and you realize, deep down, there must be a downside - but you know better than to stop while your luck is still on a roll.

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Law & Destiny

A guide to Arbiters and Seers

NEITHER THE WORD OF LAW
NOR THE FABRIC OF DESTINY
CAN BE IGNORED!

In the chaos that has gripped the Known Lands since the Darkfall brought ruin, there are but a handful of those who stand against the madness and ensure that order reigns. The arbiters, scions of justice and law, stand ready to defend those who cannot defend themselves. The seers, once a powerful order but virtually eradicated on the eve of the Darkfall, seek only to find the truth of what has happened and, in doing so, bring hope back to the world. Neither task will be simple, but these are not ordinary men and women... these are heroes.

Law & Destiny is the third in a series of sourcebooks that more closely examines the base classes of the Thunderscape: the World of Aden campaign setting! In this installment, you will not only find extensive mechanical support for the Arbitrator and Seer classes, but a wealth of new options that any class can make use of, including archetypes, spells, feats, equipment, and more!



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