

A BROKEN SKY

BOUNDLESS HORIZONS



PATREON EXTRAS

BONUS CONTENT

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Whispers From The Maker Gods

This is what it's all about!

I want to take a moment to thank my Patreon supporters for the ability to write this collection of bonus content for **A Broken Sky**; not to put too fine a point on it, but without the monthly support from all of you fine people, I wouldn't be able to do this. As silly as it sounds, the truth of it is that in the world of software subscriptions, recurring license fees, and making sure your artists get paid, every little bit helps. It's not a stretch to say that my Patrons directly fund my ability to create the products you've all come here to enjoy.

So, from my heart (and the heart of my cat, whom all additional funds each month go toward caring for), I say truly:

Thank you. You make this possible.

Jim Milligan

What's In This Supplement

So what's in **A Broken Sky: Boundless Horizons**?

First and foremost: *extra stuff*!

When Paul and I first started working on making content for *Pathfinder Second Edition*, and I presented the idea of making sourcebooks to provide players and GM's with a jumping-off point for getting their games up and running, it very quickly became apparent that we simply didn't have the time, available manpower, or resources to write full, hundreds-of-pages-long products. *Condensed Campaigns* was the solution to that, allowing us to provide the background and enough information to give the readers a strong start. It gave us the best of both worlds: a good, strong start, and a page count we could manage with our resources.

The only down side? We couldn't fit it all in. A lot of things had to be cut — and if you've read my message at the end of *A Broken Sky*, you know that we had to cut a *lot* — but hey, thanks to the magic of the internet, I can take a bunch of those things and put them into bonus products like this one!

I couldn't put it *all* in here, though. I just don't have the time or resources to do that at this point. I'll let you in on a secret, though: if **A Broken Sky** does well enough, and we sell enough copies, Paul has said we'll expand the *Condensed Campaign* out to a full-blown campaign book. So if you dig it, tell your friends!

All of the content in **Boundless Horizons** is the result of a poll I ran on Patreon, asking my supporters what they'd like to see. The winning choices were *additional backgrounds*, *additional equipment*, and *additional lore*. What you'll find in the following pages will cover all of those things, and maybe a little more.

So, that being said, I'm going to shut up now, and let you take a gander at some of the things we had to cut.

I hope you dig it!

Frequently Asked Questions

As with all new products, there are some items in **A Broken Sky** that some people had questions about. Because we want to make sure that everyone has access to the answers, we're going to answer the most frequently asked questions about **A Broken Sky** for you, here. Where possible, consider anything in this document to be superior to what's listed in the main **A Broken Sky** book.

Please explain the Chardram "Inner Flame" Feat? *Faerie Fire* is listed as a cantrip, when in fact it's a 2nd-level Spell.

This one's entirely on me as a writer. Originally, this was supposed to be the *produce flame* cantrip. While reviewing the various Chardram Ancestry Feats, we determined that in order to bring the Chardram in line with other Ancestries in the *Pathfinder Second Edition Core Rulebook*, we would change this over to *faerie fire*, as an innate primal spell, and move *produce flame* over to the 5th level Feat Burning Spirit. This does give the chardram characters a second level spell at first level, but as the sole purpose of *faerie fire* is to increase visibility, and it doesn't scale with level, we felt this was appropriate. Unfortunately — despite the text going through three separate edits — the text was never updated to follow the proper format, and for that, we apologize. Future iterations of the product will correct this. Inner Flame should read as follows:

INNER FLAME CHARDRAM

FEAT 1

You can manifest your spark in the physical world. You can cast *faerie fire* as a 2nd-level innate primal spell. You can cast this spell a number of times per day equal to your key ability modifier, plus one.

I'm a little confused about how gravity works in A Broken Sky. Can you explain?

We touch on this one on page 7 of **A Broken Sky**, when we talk about how objects tend

to drift in toward the shore of the various islands, and how if someone is unfortunate enough to be too far out might get swept away into the open sky, but while that talks about the basic physics of things like falling down a cliff or off of a Skyship, it doesn't talk about how you determine *down*.

Gravity on a shard (or a rock formation, or a piece of gear metal) operates exactly the way you would expect it to in the real world: up is up and down is down. One side of a landmass or object will always have a definitive *up*, and a similarly definitive *down*. The Maker Gods made it this way, and even The Shattering couldn't break it completely. While it's possible to build things on the underside of Shards (by building into the actual rock underneath Urm, for instance), the specific gravity of the landmass will still pull things *down*. In the event of two objects colliding with one another, as in the case of Hadravel and the Gear Metal cog it crashed into ages ago, *both* objects retain their specific gravity, with a sort of "conflict zone" in the place where the two objects meet. Transitioning from the cog to the city (or the other way around) in Hadravel feels like climbing up a very steep hill for a few dozen meters until the proper "up" of your new destination can assert itself. For this reason, the transition zone on Hadravel is mostly bare of buildings or construction, and is essentially given over to gardens and open space, with a large number of handrails and ramps in order to ease the process for everyone.

An island or objects gravity operates in a rough sphere that extends approximately five miles (give or take) from its edges and highest (or lowest) points. When two large objects pass within one another's "gravity sphere," they retain their own gravity (with a resultant conflict zone causing turbulence and intense winds between them) until and unless they collide. Because of this, it is impossible for a much larger object to "vacuum" objects off of the surface of a smaller one.

How much does it cost to purchase a Skyship? Will you be providing Skyship combat rules?

Because they're *plot items* and not tangible equipment, Skyships cost exactly as much as the GM says they do. Small four-person vessels should obviously cost far less than a large Eel Hauler or an immense Battleship.

There are no plans to create Skyship combat rules. Skyships are used to transport characters and advance the plot, and are presented as an adventure hook alternative to Temple Sky Path travel. In the event that combat (such as boarding actions, aerial ambushes, and the like) does take place onboard a Skyship, there are a number of suitable map resources on the market that can be used in your games to provide a proper tactical map.

How do we maneuver in aerial combat? You don't present any rules for this.

We do not provide rules for this, because they are already presented in the *Pathfinder Second Edition Core Rulebook*. On page 8 of **A Broken Sky**, we provide the following reference:

"For more on how to maneuver in flight and specifics on aerial combat, see the "Acrobatics" skill in Chapter 4 and the "Special Battles" section in Chapter 9 of the *Pathfinder Second Edition Core Rulebook*."

Essentially, the character will use their Acrobatics skill to attempt a maneuver, and the GM will assign a DC to that maneuver, with the results based on the character's success (or failure) result.

Why does it take two minutes to replace a Buzz Wing battery by yourself, but only one minute if you have help?

These times assume that you are *wearing* the Buzz Wings and attempting to change the battery yourself. The two-minute timeframe for changing it yourself includes the time

necessary to take the wings off of your back, set them to neutral, eject the spent battery, insert and prime the new battery, and put the wings back on. The one-minute time frame when you have assistance accounts for your helper setting your wings to neutral and replacing the battery. If you aren't wearing your wings and you want to replace the battery, it only takes one minute.

Do we have to start off working for the Finder Knights?

On page 49, the following passage helps set up a potential campaign starter for adventuring groups in **A Broken Sky**:

"Approached by one of the Seekers, your small band of adventurers has been tasked with what Lane promises (or so he hopes) will be the easiest of tasks: getting the support of the avarar Citadel of Hadravel."

We put this in specifically to provide an adventure hook for your groups, but no, there's nothing that says that you as a GM or as players are required to be Finder Knights (or even working for them!), if that's not something that interests you.

What's the world outside the Shard Sea like? Can we explore it?

Yes! Absolutely yes! Outside the Shard Sea region, out there in the haze beyond this clear, safe place, there are all manner of other islands and bits of history floating about. Land masses larger even than Bélithe are believed to exist somewhere along Hadravel's original path, and expeditions into the unknown areas of distant sky are frequently commissioned by both the Finder Knights and the various governments of the Seven Shards themselves. With the impending approach of the Nightfall Lords, exploration and the discovery of lost lore could become even more important than ever! Who knows, your group may even find out what happened to Hadravel's long-lost Temple!

Faces From The Past

"I'm telling you," Mysa hissed. Her breath was hot against Lane's ear. "This is a bad idea."

"Relax, love," Lane chided, his voice low and quiet. "What's the worst that could happen?"

The two of them shuffled along with the rest of the throng attempting to enter the Great Hall here in the center of Asafar. It had withstood centuries of neglect following *The Shattering*, and in the long years since had been restored. Where once it had crumbled, new frescoes now stood out against the white plaster on the walls, sprays of color showing the visual history of the island since Bélithe had come to rest among her sisters in the Shard Sea.

"The worst?" Mysa grumbled, digging the nails of her free hand into Lane's shoulder. From where they stood at the back of the growing throng, she gestured with a nod of her head at the figure standing upon the raised platform at the far end of the Great Hall.

Lane stifled a groan as he recognized the target of Mysa's disdain.

Locha, with her mind-bending magic and her lust for power. The last time they'd seen her, she was falling into a river filled with a cluster of drakes hungry for fresh meat. The time before that, she'd been thrown into a vat of Bright Fluid by a turncoat in her own ranks.

And before that, Mysa herself had run the other chardram through with her sword.

Twice.

"She's supposed to be dead," he muttered.

"Not that it ever sticks," Mysa scowled, shifting in her seat. "I say this time, we blow her up."

Lane sighed. "How many of Nikol's bombs didn't you steal this morning?"

"I don't know what you're talking about," Mysa said sweetly. "But if I did know, I'd say enough to make things very bad for the right people."

"You're going to get me killed," Lane sighed. "You know that, right?"

"That's why you love me."

One of the most important pieces of character creation is your character's *Background*. The *Pathfinder Second Edition Core Rulebook* provides a very broad and thorough set of backgrounds for players to choose from. To be fair, the included backgrounds are so numerous, it's safe to say that a player could make just about any generic fantasy world character they wanted to.

But **A Broken Sky** *isn't* a generic fantasy world, and the truth is that it's always more fun when players can build characters that feel like they really *fit* into the world. It's one thing to be a "nomad," but it's another thing entirely to be a *Helenel Clansman*, sharing the bonds of family with a group of your fellow outcasts. Why be a sailor when you can be an *Eelman*, earning your sky-legs from the windswept deck of a massive skyship, knowing that the same eels you hunt also hunt you?

The key to making your character feel like they belong in a campaign setting is finding a way to genuinely make them *fit*. The best way to do that is with *backgrounds* that come from

the cultures of the world, and we've provided you a number of them on the next page. We've provided one for each ancestry, and one for each of the Seven Shards. If you're counting, that's *eleven* new backgrounds. These aren't necessarily as generic as you might find in the *Pathfinder Second Edition Core Rulebook*, but that's okay. Specialized fantasy worlds require specialized solutions!

Starting on the next page, you'll find:

Balloon Skyfisher
Dissident Watcher
Drakeminder
Eelman
Festival Glider
Forge Worker
Greenskeeper
Helenel Clansman
Lore Singer
Red Braid
Unbound Thinker

BALLOON SKYFISHER
CITIZEN OF URM

BACKGROUND

You spent several years working with the proud balloon fleets of Urm, learning to cast nets and lines to catch not only birds, but such difficult objects as wayward bodies of water, and the fish living within them. Skyfishers must have good eyes, sturdy hands, and a strong sense of teamwork.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Flight Lore skill. You gain the Hefty Hauler skill feat in Athletics.

DISSIDENT WATCHER
CITIZEN OF BELITHE

BACKGROUND

Bélithe's history of active opposition to wayward leaders runs in your blood, and you are quick to spot the warning signs of tyranny. You may be a rabble rouser, or perhaps a soft-spoken member of the opposition, but no matter what, you are dedicated to doing what is right and good.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in either the Deception or Diplomacy skill. You gain the Assurance feat in the skill you have chosen.

DRAKEMINDER
UNDYN ANCESTRY

BACKGROUND

Somehow, the members of your Pool have managed to make peace with, or even tame, some of the normally rapacious and destructive river drakes of the waterways of the Shard Sea region. While they aren't exactly domesticated, and certainly not pets, you've learned to understand them and their ways.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Athletics skill and the Dragon Lore skill. You gain the Underwater Marauder skill feat in Athletics.

EELMAN
CITIZEN OF RENAUM

BACKGROUND

You spent many years learning the ins and outs of the sturdy Renaum eelships, skimming the surface of the Shard Sea in search of the sometimes enormous, always dangerous freshwater eels that lurk beneath its waves. You've got the scars to prove that you know how to hook, land, and wrestle the mighty creatures into a cargo hold.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Nature skill. You gain the Titan Wrangler skill feat in Athletics.

FESTIVAL GLIDER
CITIZEN OF MARRAKH

BACKGROUND

The vast chasm that splits Marrakh in two is not only a landmark, it is also a source of great sport and celebration for the citizens of the twin cities. You spent your youth learning how to navigate a glider through the courses and paths within the chasm so that you could take part in the many airborne festivals of your home island.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Acrobatics skill and the Performance skill. You gain the Cat Fall skill feat in Acrobatics.

FORGE WORKER
CITIZEN OF RIME

BACKGROUND

You spent your youth laboring in the light and heat of the vast volcanic forges that drive Rime's industry. You may have been apprenticed to a blacksmith, or a shipwright, or may have spent that time out of a sense of duty to your homeland's prosperity.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Crafting skill and the Mining Lore skill. You gain the Specialty Crafting (Blacksmithing) skill feat in Crafting.

GREENSKEEPER
CITIZEN OF HADRAVEL

BACKGROUND

Hadrael's tragic past may not be spoken of openly, but the Library City's architecture tells the tale more surely than any rumors or quiet whispers. You may not be a master gardener, but you have learned how best to use minimal available space to produce maximum yield year after year.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Herbalism Lore skill. You gain the Natural Medicine skill feat in Nature.

HELENEL CLANSMAN
CHARDRAM ANCESTRY

BACKGROUND

Helenel means "without blood" in the language of the chardram, and the many chardram who claim bonds to the Helenel clan do so with the knowledge that they have come from nothing, but have become something greater. Composed of orphans, cast-aways, and the downtrodden, members of the Helenel clan are champions of the downtrodden and least of society.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in either the Deception skill or the Diplomacy skill, and are also trained in the Society skill. You gain the Streetwise skill feat in Society.

LORE SINGER
AVALAR ANCESTRY

BACKGROUND

Though you weren't born to Hadrael, the pursuit and persistence of knowledge remains vital to you and your family. As far back as you can recall, you have been dedicated to the rote memorization of your family's chosen knowledge, which you recite in song.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

Choose a skill that has the Recall Knowledge skill action and that you are untrained in. You gain training in that skill. You gain the Dubious Knowledge skill feat in that skill.

RED BRAID
CITIZEN OF WARAN

BACKGROUND

Working as both political liasons and societal pressure-valves, the Red Braids of Waran trace their history back to the days following The Shattering. Equal parts politician and courtesan, members of the Red Braids (so-named because of their signature single braids of red silk woven into their hair) act as diplomats, tutors, and concubines. Some rumors insist that, when the need is great, they are also skilled assassins. Red Braids are highly regarded in Waran society, and are afforded a large amount of political and social clout among the people of their Shard.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Society skill. You gain the Courtly Graces skill feat in Society.

UNBOUND THINKER
KNOMOI ANCESTRY

BACKGROUND

All through your youth and into your Shaping, you have always had a quick and supple mind; so much so that you find it difficult to understand why others do not. You are able to reach beyond the constraints of your Shaping, often finding insights where others insist there are none to be found, and solutions to problems others find impossible.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in two Lore skills of your choice. You gain the Additional Lore skill feat in Lore.

Take To The Sky

"This is going to get me killed," Lane scowled. "You're trying to get me killed."

Bright Nikol's face remained unmoved. His hands moved deftly around the harness strapped to Lane's torso. A tug here. A reseated buckle there. Finally, he sighed, a great sadness settling across his visage.

"I've already born the guilt of one brother's death," Nikol whispered, his voice meant only for Lane. "why do you think I would ever allow myself to be so careless as to let another one die?"

Lane began to speak, but stopped, his face flushed with shame. "I'm sorry, Nikol. I'm just... we've never tried this before. We don't even know if it will work."

Bright Nikol turned his gaze to the small wind meter resting on the ground next to them, its cups spinning lazily about the central axis. "The wind speed is fine, Lane. You'll be fine. We've trained for days. They use these in Marrakh in far worse conditions."

"We have," Lane nodded. "But... No power? Just the wind to keep me up?"

"Exactly so," Bright Nikol replied. Was... was that a smirk on his face?

Lane would never find out, as his friend's strong hands lifted both Lane and the glider bodily off the ground, pushing them over the cliff, out into the open sky below. Mysa, always laughing, cackled her approval at Nikol, launching herself and her own glider off after their leader.

They might just catch Locha, yet.

Let's be real: *everyone loves new equipment.*

One of the most enjoyable things about adventuring is devising new uses for mundane items (a crowbar isn't just for opening crates any more!), as well as discovering new items, gear, and weapons. As part of the newness of things, several items in *Pathfinder Second Edition* no longer work exactly the way they did in the first edition of the game, which means that we had to figure out exactly what was balanced, and what wasn't. The *buzz wings* and *lobbers* in **A Broken Sky** are two of those items. A few others, which we'll get to next, had to be left out because they weren't quite right.

They were close. But they weren't ready for prime time. They had a little baking left to do. Now that we've got a better handle on items and equipment, it's time to let these out into the wild.

Keep in mind, a lot of these items are specifically designed for the world of **A Broken Sky**, so they might not fit well into a more generic fantasy game, but that doesn't mean they won't have some use.

We hope they serve your game well.

ANCHOR STAR

ITEM 10

UNCOMMON, MAGICAL, TRANSMUTATION

Price 1200gp

Usage stowed until deployed; **Bulk 8**

Anchor Stars are expensive but invaluable items in the Skyship trade, as they enable skyships and balloons of all sizes and makes to rest comfortably in all but the roughest of skies. An *anchor star* is an eight-pointed construct composed of a number of evenly-sized rods, made of matching pairs and centered around a metal orb roughly the size of a cannonball. *Anchor stars* are typically attached to a rope or chain (usually no more than ten feet in length), which is in turn attached to a sturdy, reinforced section of a Skyship's hull. When used in smaller Skyships or balloon craft, the *anchor star* may be kept in a central location within the vessel, so as not to run the risk of damaging the craft in difficult air.

When activated, the *anchor star* immediately rotates so that seven of the points align (if possible) with the Seven Shards, while the eighth point aligns with the center of the craft. The star then becomes completely immobile, similar to an *immovable rod*, and anything attached to the *star* can therefore be anchored in place. An *anchor star* can be moved from its location with a DC 40 Athletics check, using the Force Open action,

or if it is attached to an object weighing more than 10,000 pounds (5 tons) subject to winds of over 60 miles per hour. Multiple *anchor stars* can be used to increase this amount by 2.5 tons per additional *star*, so two *anchor stars* could secure 15,000 pounds (7.5 tons), three could secure 20,000 pounds (10 tons), and so on.

Anchor stars require a **◆◆** Activate action to engage, and a **◆** Deactivate action to disengage. Both of these are done by way of pressing an obvious stud located on the central orb of the *star*. Some *anchor stars* also require a specific code word, usually known only to the Captain of the Skyship and their senior officers, but these are rare items and seldom used. Crews of ships that have been damaged beyond repair and must be abandoned often liberate their *anchor stars* in order to use them as anchors in conjunction with their *bailout cloaks*, lifeboats, and other escape methods.

BAILOUT CLOAK **ITEM 1**

ALCHEMICAL, MECHANICAL

Price 50sp

Usage worn backpack; **Bulk** 1

Bailout Cloaks are lower-cost, more easily crafted alternatives to *buzz wings*, often used as emergency supplies for crewmen and common-passage passengers on long-distance Skyships. When activated, the cloak spreads into a disk of sturdy cloth 20 feet wide. Cords and flexible, firm ribs run throughout the fabric, giving it a rigid outer edge when fully deployed. The *bailout cloak* acts to slow a falling (or jumping) wearer to a base speed of 60 feet per round, equal to the speed granted by a *feather fall* spell. However, this speed can change based on the winds and weather conditions at the time. The wearer doesn't gain any reduction to falling damage while using a *bailout cloak*. When using the *bailout cloak*, the wearer has little to no control over the direction they fall, and generally tend to move in the same direction as prevailing winds. For this reason, many people who know they will be forced to use a *bailout cloak* often make a point to take lengths of rope with them so that they can tether themselves to their comrades once their cloaks are deployed.

A more reliable version of the *bailout cloak* can be purchased for 1gp, which enables the wearer to use their Acrobatics skill to alter their speed and direction. Because of the primitive, simple controls of the *bailout cloak*, all of these maneuvers suffer a -3 circumstance penalty to the roll.

Wearers of either type of *bailout cloak* can attempt to reduce their falling damage with either an Acrobatics or Athletics skill check, but suffer a -2 circumstance penalty per 1d6 damage they want to avoid. A *bailout cloak* prevents the user from wearing a magical item on their back, such as backpacks and cloaks, as with *buzz wings*. A *bailout cloak* has no time limit to its use, and will continue to work until the wearer is rescued or makes their way to land.

Activate **◆◆◆** Interact; **Effect** You activate your *bailout cloak* as you begin your fall. Your movement and skill checks are affected as described above.

FIVE FATHOM ROPE **ITEM 4** **UNCOMMON, MAGICAL, TRANSMUTATION**

Price 75gp

Usage held in 2 hands; **Bulk** 1

Five Fathom Rope appears to be an unassuming coil of rope approximately 30 feet long. Each end of the rope is bound (or "whipped") in a thin cord to a length of one foot, with one end bound in white cord, the other in red. When held by the white end and activated, the red end of the cord becomes incredibly sticky, and will cling to almost any surface other than itself, flesh, Gear Metal, or the metal of a Temple. The rope can then be activated a second time, which enables the rope to stretch as far as 150 feet, and support up to 600 pounds of weight. A third and final activation will cause the rope to retract to its original length. Once the rope has returned to its original length, the red-whipped end ceases to function for a period of eight hours.

Activate **◆** Interact; **Effect** You activate your *five fathom rope*, causing the red-whipped end to become sticky, as described above.

Activate **◆** Interact; **Effect** You cause your *five fathom rope* to stretch up to its maximum length, as described above.

Activate **◆** Interact; **Effect** You cause your *five fathom rope* to retract to its original length, as described above.

FACTION GUISE **ITEM 10** **UNCOMMON, ILLUSION, INVESTED, MAGICAL**

Price 350gp

Usage worn garment; **Bulk** 1

The Finder Knights Of Renaum. The Red Braids Of Marrakh. Helenel Clan. These three organizations are well-known within the Shard Sea region, each wielding a large amount of power in their own right. Each of these groups represents a large number of people bound by certain traditions,

and are able to bring a good deal of influence to the negotiation table. Some members of these groups have commissioned specially-crafted garments, imbued with powers that help them achieve the goals of their particular organizations. These are *The Finder's Tunic*, *The Silk Mother's Dress*, and *The Clan Speaker's Robe*.

Each of these items operates in essentially the same fashion, granting the wearer a +2 item bonus to their Diplomacy skill, and a +2 item bonus to another skill based on the item itself. For *The Finder's Tunic*, this skill is Religion. For *The Silk Mother's Dress*, this skill is Society. For *The Clan Speaker's Robe*, this skill is Deception.

A QUICK NOTE ABOUT GLIDING

We understand that the performance values listed for the *glide wing harness* are low when viewed in comparison to modern hang gliders. This is intentional, as the craftsmen of **A Broken Sky** do not have access to our modern technological methods and materials. That being said, they are able to do some very amazing things with alchemy and magic.

Characters who really want a higher-performance glider could conceivably buy a festival racing glider from a sporting concern on Marrakh, but it will cost them at least 250gp and can take up to a year to engineer. These gliders have a much higher glide ratio (the amount of altitude lost during forward movement) reaching a maximum of a 1 foot per every 50 feet moved, with speeds of up to 75 miles per hour (optimal speed 55 miles per hour, dive speed 65 miles per hour), assuming safe weather and wind conditions.

Activate ♦ envision; **Effect** You gain the listed item bonuses to your skills, as described above.

Craft Requirements You are a member of the organization whose *faction guise* you wish to craft. You must be a Finder Knight to craft *The Finder's Tunic*, a Red Braid to craft *The Silk Mother's Robe*, and a Helenel Clansman to craft *The Clan Speaker's Robe*.

GLIDE WING HARNESS

ITEM 5

UNCOMMON, ALCHEMICAL, MECHANICAL

Price 15gp

Usage worn backpack; Bulk 3

First devised in Marrakh, *Glide Wing Harnesses* are elaborate contraptions of straps, buckles, and braces that are attached to a bulky, ungainly wing made of thin fabric stretched over a lightweight metal frame. When the wearer uses the *glide wing harness*, they can glide silently through the skies, suspended beneath the wing of the *harness*, for extended periods of time. Some of Marrakh's best festival gliders have managed multiple-hour-long flights, winning prizes and prestige.

Due to their fragile composition and their awkward maneuvering, *glide wing harnesses* are not normally used in combat, but they have seen action as silent scouts or infiltration devices in the past. Unlike items such as *buzz wings*, a *glide wing harness* is designed for the long-term stresses of sustained soaring, not rapid turns, quick take-offs and landings, and the more immediate needs of *buzz wings*.

A *glide wing harness* normally descends 2 feet in height for every 30 feet moved forward. With proper wind conditions, a skilled user can gain altitude at half that rate using the Acrobatics skill's Maneuver In Flight action. A *glide wing harness* can achieve an average flight speed of 15 to 60 miles per hour in safe winds, with an optimal speed between 20 and 45 miles per hour. It can safely dive at up to 60 mph, assuming it doesn't impact on a surface. Under normal conditions, a user can land without taking falling damage, regardless of how high they began their flight.

Using a *glide wing harness* does not grant its user a fly speed, and so cannot be used with the Fly action. While skilled users can perform elaborate maneuvers and tricks using their *harness*, they are essentially at the mercy of the winds for as long as they are in the air.

Glide wing harnesses are used for local recreation and scouting only, and are not considered safe (or sane) for travel between the Shards.

Secrets Of The Void

"Just kill me, already," Locha hissed through her lip, split open as a gift from the pommel of Mysa's sword.

"We've done that before," Lane shrugged as he dug through the pile of Locha's belongings. They'd stripped her down to her underthings this time, just to be sure. "Didn't keep."

"I mean, I wouldn't mind," Mysa retorted. "But then you're going to just come back when we least expect it, and really, who wants that?"

Locha tested her bonds once again, growling quietly when Willow's knots once again proved their worth. Finally giving up with a final stamp of her foot against the rocky ground, she slumped where they'd sat her, letting out an exasperated sigh. "Fine," she said. "What do you want to know?"

"How is it we've seen you die a half-dozen times," Bright Nikol replied. "And yet you sit here in front of us, only slightly the worse for wear?"

"I don't know what you mean," Locha said with a shrug. "I've never died. I mean, you'd think I'd know if I had."

"I've killed you myself, you treacherous bi—," Mysa began, only to stop as Lane's hand found its way to her shoulder. He gave her the look that told her he had an idea. Squatting down in front of Locha, Lane held up a small crystal orb, the size of an egg. Inside the orb, an inky blackness swirled and struggled to escape. Locha quickly ducked her head, looking away from it, or trying to. Something about the orb kept drawing her eyes back to it. As though she needed to see it. Needed to observe it. Understand it.

"I've seen one of these before," Lane whispered. "Taneth brought one back with him from the Fortress. His father has one, kept safe in the strongest vault on Hadravel. Stolen from a Fortress in the last Nightfall. You know what it is?"

Locha shook her head 'no,' but Lane could see it in her eyes. She knew.

"It's a fragment of Void energy from a Cold Engine, isn't it?" he asked. Locha whimpered, but said nothing. "Isn't it, Locha?"

"I..." she looked at him, and for the first time in years, he saw real fear in her eyes. "I don't know. I woke up with it. Alone in a flop room in Asafar. Sometimes it tells me what to do. And I don't dare disobey."

Lane stood, considering the orb in his hand. "Now why," he asked, his question aimed at the space between them all. "Do you suppose that is?"

If you've been reading the fiction throughout the rest of this supplement, you've noticed something:

Locha keeps coming back to life, and it has something to do with the Cold Engines.

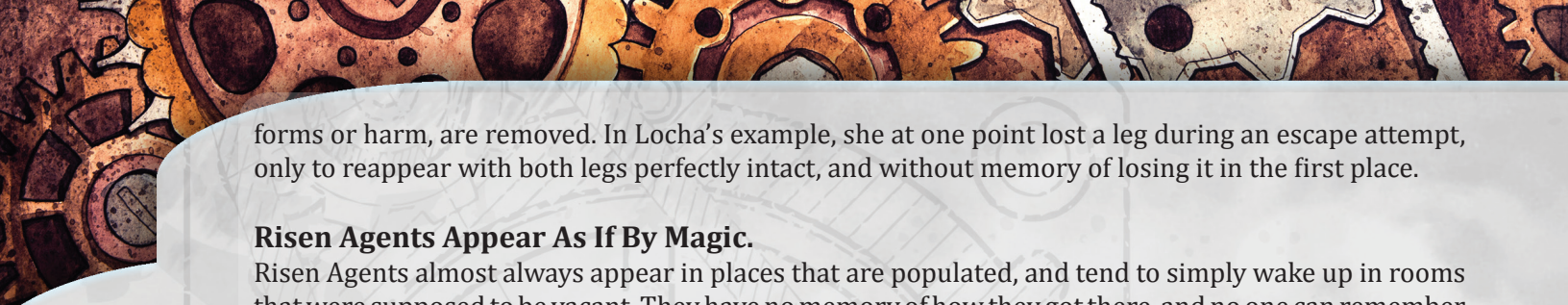
If you've connected that to the idea from *Adventures In The Broken Sky* from the main campaign guide that Taneth was magically replicated, well, that's intentional. Whether or not you (or your GM) chooses to use the option that Taneth is actually dead, or that he was magically replicated, the fact of the matter is that the Nightfall Lords *do* appear to have some method of either bringing their best agents back from the dead. Whether this is a sort of magical duplication, or if the agent is actually resurrected, remains unknown. There are a few constants about these agents, regardless of who they are or how they die.

The Risen Agents Don't Remember Dying.

Risen Nightfall Agents remember everything up to a few moments prior to their last death, but nothing that happens after that death. They have vague, hazy memories of the events leading up their death, but can't recall specifics. They remember their lives as much as anyone else might remember their own, but cannot explain where they go or what happens to them after they die.

The Risen Agents Wake Unharm.

Risen Nightfall Agents wake in their latest deployment area, aware of where they are and what they've been sent to do. They awaken in peak condition, rested, healed, and hearty. Their lives appear to have been suspended between their last appearance and this one, so any conditions they had when last they appeared — from something as minor as recently cut hair to the extreme example of pregnancy — may remain. While these physical consistencies remain, any wounds, illnesses, diseases, or even grievous



forms or harm, are removed. In Locha's example, she at one point lost a leg during an escape attempt, only to reappear with both legs perfectly intact, and without memory of losing it in the first place.

Risen Agents Appear As If By Magic.

Risen Agents almost always appear in places that are populated, and tend to simply wake up in rooms that were supposed to be vacant. They have no memory of how they got there, and no one can remember seeing them (or anyone else) enter the room. It's surmised that the Nightfall Lords have some method of delivering them, although it may be a function of the *Void Seeds* carried by the Risen Agents. Some of the Finder Knights suggest that lower-tier Nightfall Agents place the *Void Seeds* in convenient locations, where the Risen Agent is later either spontaneously created, or transported by some mystical means, as needed.

RISEN AGENTS IN THE GAME

Risen Agents serve a very specific narrative purpose in **A Broken Sky**: that of *the recurring villain*. Need a foil for your players who can take a beating and come back for more? Want a villain who can seemingly rise from the dead no worse for wear? Looking for a way to keep the player characters wondering exactly *what* is going on? Risen Agents may be just the thing.

A Risen Agent is not a mindless, shambling, unstoppable foe; rather, they are complex characters in their own right. Their reasons for submitting to (or following willingly) the desires of the Nightfall Lords are their own. They may believe they are going to be saved when the Nightfall comes. Some of them don't see their actions as selling out the Shard Sea, while others openly accept and flaunt their betrayal of their peers. No two Risen Agents will follow the same playbook, and will seek to achieve their goals in their own ways. The only similarities between the agents are their mysterious appearances, the fact that they leave corpses behind, and their seeming obsession with their *Void Seeds*.

GM's should use Risen Agents sparingly: too many recurring villains can bog a game down with loose threads and murky plots.

The Risen Agents Carry Void Seeds.

A *Void Seed* is a pea-sized "drop" of Void Elemental energy, bound in what appears to be an unbreakable crystal shell. Roughly the size of an egg, these strange items are far heavier than they would appear to be based on their size, weighing nearly a pound. Only one known *Void Seed* has ever been broken, and it exploded in an explosion large enough to destroy a Skyship. *Void Seeds* are, much like Skyships and Sky Paths, *set dressing* items: they're here to serve as adventure hooks and macguffins, not as items that a player character can use for their own benefit.

Risen Agents Will Fight For Their Seeds.

A Risen Nightfall Agent will do whatever they need to do to get their *Void Seeds* back, even putting themselves in mortal peril. If their *seeds* are taken from them, they seem to always know the general area of the *seed's* location, and its disposition. As you can see from Locha's example, the Risen Agent's attention is drawn to the *Void Seed*, taking an effort of will not to gaze upon it when it is presented to them. Risen Agents appear to be the only Nightfall Agents to have this compulsion. Rank and file Agents are unaffected by the presence of a *Void Seed*.

The Void Seeds "Speak" To Risen Agents.

The *Void Seeds* do not shed magical auras, do not identify as magic, and do not produce anything other than a vague cold when touched by normal hands. Taneths' father, the Chief Librarian of Hadravel, has discovered how to make a *Void Seed* emit the same frigid chill as the Cold Engines for a short time, but has only done so once, as an example of why the Nightfall is dangerous. Despite this, the *Void Seeds* are otherwise completely inert magically. Despite this, the Risen Agents swear that these devices "speak" to them, giving them their orders. These orders do not come in the form of words, but rather as feelings, images, and a general sense of "what must be done." Because of this, it has thus far been impossible to overhear or intercept the orders as they're being given.

All Agents Bear The Void Crescent Tattoo.

All of the Nightfall Agents, whether they are Risen or not, bear a jet-black tattoo on their body. Usually found at the base of the spine, the downward-pointing crescent absorbs all light, and is cold to the touch. Risen Agents sometimes bear this tattoo in a different location, such as the back of their hand, under their chin, behind their ear, and so on. In some cases, the tattoo appears to move each time the Agent "returns from the dead." The tattoo reflects no light and is always cold to the touch, meaning that false tattoos are easy to detect.

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