Fantastic Ramblings
A Broken Sky
Condensed Campaigns
Pathfinder
Compatible
Dean Spencer

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Fantastic Ramblings

Condensed Campaigns: A Broken Sky

Campaign Information

One Sentence Pitch	Upon the broken remnants of an ancient clockwork world, truth-seekers strive to uncover the secret of the cataclysm that destroyed the past in hopes of saving the future.
Genre	High Fantasy with Steampunk elements
Kicks	Commonplace flight items and magic
Drags	No Divine or Occult Spell Casters (includes Bards, Clerics, Champions)
Custom Ancestries?	Yes
Character Ancestries	Avalar, Chardram, Human, Knomoi, and Undyn
Special Rules	Healing items and magic are mostly man made, as the Gods died when the world shattered. The ancient Dwarves, the long-lost creators of the world, have left special Temples as their Last Act, enabling members of various Islands to travel safely when Temples align. Skyships and Riverdrops are the most common methods of traveling between Islands.

Character Building Rules

Starting Level	Characters begin play at 3rd level.
Advancement	Characters advance at the Standard rate — 1000xp per level
Starting Wealth	Characters start with 2 1st level and 1 2nd level permanent items and 25gp.
Special Bonuses?	None
Special Penalties?	None
Other Considerations?	Due to the nature of the world and its ties to air travel, Heavy Armor, while available, is generally uncommon due to its bulk and weight. Characters who wear Heavy Armor are usually seen as courting disaster.

GM's Notes

Things To Remember	Druids are the only class with healing spells and rituals, and are seen as the last connection to the Whole World. Alchemical healing items and devices feel unnatural and strangely unsettling when used. The Elemental Connections that each ancestry possesses are more than just game mechanics, they are spiritual markers. Fire can bring warmth, but it can also cause great damage. Water can soothe, but also drown. Encourage your players to explore these affinities and traits.

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Using This Product

Condensed Campaigns products are designed to provide new players and GM's with everything they need to kickstart a full campaign using the Pathfinder Second Edition rules, including brief histories of the campaign worlds, guidelines and information about how to play the game, and multiple options for players and GM's alike. Below are definitions and explanations of terms that may be new or unfamiliar to players and GM's.

Ancestry: In Pathfinder Second Edition, an *Ancestry* is the lineage from which your character originates. Humans, Dwarves, Elves, and other types of people are all different ancestries. This is explained in detail in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Bonus: A positive value added to a roll or total, that comes from a *circumstance, item,* or *status* effect. When applying bonuses, only apply the highest of any particular type to your final value. Bonuses are explained in detail in chapter 9 of the *Pathfinder Second Edition Core Rulebook*.

Campaign Information Sheet: Presented on the previous page, this sheet is a one-page list of guidelines and expectations for GM's and players of *Condensed Campaigns* products.

Drags: A brief listing of any special restrictions, including prohibitions, that apply to play. A game world in which certain classes were not available due to the nature of the world would list those classes as drags.

Kicks: A brief listing of special traits, advantages and "cool stuff" that can be used to enhance the play experience. A game world in which flight magic or healing items were commonplace would list these as kicks.

Options: In *Condensed Campaigns*, options are any of a series of "choose your own adventure" style choices that the GM may select from when plotting out how to proceed with their own version of the campaign world. Generally speaking, the first selection ("*Option A*") of any listed option is considered the *Canon Option*, with all others being variations.

Penalty: A negative value added to a roll or total, that comes from a *circumstance, item,* or *status* effect. When applying penalties, only apply the highest of any particular type to your final value. Additionally, some penalties are *untyped*. When applying untyped penalties, apply all of them, in total, to your final value.

A Word From The Team

Thank you for purchasing the first of our ***Condensed Campaigns*** sourcebooks for Pathfinder Second Edition, ***A Broken Sky****!*

What's a Condensed Campaign, you ask?

Simple!

A Condensed Campaign is a quick-start guide that's been designed to give GM's and players a leg up when it's time to get their game on. If you're new to the system, or you don't have the time to put a custom campaign world together, Condensed Campaigns provide you with all the seeds you need to flesh out your game and help you get your party involved right away. Think of them as one-part rules supplement, one-part content generator.

Our goal with Condensed Campaigns is to help you break out of the generic fantasy rpg mold, in a way of your choosing. We provide you with a *Campaign Information Sheet* that provides you with a list of things you can use to draw your players in to the adventure: a *one-sentence pitch* to sell them on the game, a series of *kicks* and *drags* — changes to the basic game rules that, while not necessarily positive or negative, can seriously affect the way the game is played — special character building rules, all the basics, and then some. Together, all of this lets *you* choose where your game will go! Condensed Campaigns are built from the ground up to give you and your players options. The game can be played in an infinite number of ways, and our goal is to help you uncover a few of those.

We hope you enjoy the first of our Condensed Campaign products, and we look forward to bringing you many more.

Thanks for playing with us in our sandbox.

Jim Milligan and Paul Fields

Welcome To A Broken Sky

Bright Nikol stood unblinking in the cold wind, staring out into the distance toward the far off Brightness Of Day, so far. The smoke-darkened lenses over his eyes hid any sense of reaction to what he saw out there in the haze and clouds; his face was, as always, a silent mask of thought. Beside him, Mysa shivered deep within her coat, her breath fogging into long wisps as she tried to stop her jaw shuddering in the frigid air.

"What do you see?" she gasped, hopping up and down briefly, before cursing at the snow. The small Chardram was convinced she was going to fall in over her head in some hidden drift, never to be seen again. Bright Nikol turned to face Mysa, then looked beyond her to where Lane and Willow huddled by the fire. Mysa's work, as always. Chardram and fire were kin, and not even the cold of the mountain peaks could quench these flames until Mysa decided it would be so. Bright Nikol sighed, motioning back toward the fire. Mysa nodded and hurried back to their companions.

Lane stood as they returned to the warmth of the fire, reaching out to dust the flakes of snow off of Mysa's hair, smiling as she grabbed and mockingly bit at it as she always did. Bright Nikol crouched down next to the fire, holding his hands out to the flames briefly before rubbing them together. When the Knomoi spoke, it was, as with all things, slow and deliberate.

"Taneth was right," he rumbled. Willow winced at the sound of the name, his death still fresh in her memory.

"You saw it?" Lane had returned to his seat, and now Mysa had curled up in her lover's lap, as much for warmth as for comfort against the even deeper cold that came with Bright Nikol's statement.

"Mm," Bright Nikol nodded. "A month, perhaps two at most. The shadow it casts is hard to see, even here, but it's long. And it will completely cover the Seven Shards."

"We must warn the cities," he continued. "We must unite them, or we're doomed."

Bright Nikol sighed again. "Taneth was right. Nightfall is coming."

Once, long ago, the world was perfect. Ordered. The Maker Gods — the now long-vanished Dwarves of legend — build the world as a vast, precise orrery, rotating in a perpetual, graceful dance of gears, cogs, and spars around the Brightness Of Day. The Dwarves made the Five Peoples of the world, each with a Connection to one of the many Elements with which the world had been imbued. To the Air, they gave the graceful Avalar, who kept their memories upon the winds. To the Fire were born the Chardram, who wore their passions for all to see. The solid Earth was given the Knomoi, who dug out the secrets of alchemy and science from the depths. Water, giver of life and death, received the Undyn, with their fluid forms and supple minds. And finally there were the Humans. They were gifted with a Connection to Spirit, with its ability to bind and draw the others together. The world was at peace, and all was as it should be.

And then, The Shattering destroyed it all.

There are few alive today who remember The Shattering, and then only as memories of their childhood. What avalar remain who were there when it happened tell of vast cracks rending their way through the disk-like platforms that made up the Old World. Vast, dark shadows passing in front of the Brightness Of Day threw the whole of creation into chilling, frigid darkness, freezing the seas and blighting the crops. The gears and spars of the world ceased to move, and when it was done, the Old World was gone. Order was destroyed. The motion of the heavens was cast in ruin, the sky became chaos, and more than could be counted died in a single day.

The Maker Gods were gone, their powers vanished with them. The Temples they had erected as their Last Act still stood, but few — if any — still opened the Sky Paths between them. The Bright Fluid that once brought life to the world dwindled, now rare and precious. Where once there was a flourishing of magic, now little of it survived. What history remains from the Old World is poorly understood, bordering on the edge of mythology and legend.

Today, in the Shard Sea, seven stable islands form a roughly-won alliance, offering prosperity and peace to their citizens. Skyships ply the airways between the shards, and where rivers drop from their ragged edges, a vast and profitable sea has formed. The Shard Sea shines as a beacon for the rest of the world. Soon, though, they will face the coming of the Nightfall Lords.

May the Maker Gods show mercy when they do.

Making Your Way In The World

After The Shattering, the Old World died.

Where once continent-sized disks of land and water rotated in perfect order and harmony, now there were massive clouds of debris; meteors blazed devastating trails through unbound oceans, while great storms ravaged the skies, bringing rain and ruin in their wake. For thousands of years, the broken fragments of the world shifted and crashed upon one another. The once-proud Citadels of the avalar were all but destroyed: with only rumors and legend left to point the way to the remains of these fabled lost cities.

Eventually, the damaged world settled into its own sort of order; larger shards and remnants carved their own orbits into the chaos, drawing smaller collections of land to cluster around their mass. Among these, the place you call home, are the Seven Shards — seven massive islands surrounding a vast, free-floating ocean known as the Shard Sea — a miraculous grouping of stable land in a world where stability is never guaranteed. Perhaps more miraculously, each of the Shards boasts not only a thriving city, but a functioning Temple, as well. Though the Temple gates have long since lost their ability to connect to far-off places, when the Shards align, their Sky Paths still offer instant, miraculous travel between the islands.

In the aftermath of The Shattering, something truly evil came into the world of the Maker Gods. Gathering great power to themselves, they forged abominable, grotesque fortresses from the broken fragments of the world. They set their strongholds in motion through the skies, and where the shadows of those wretched domains fell, the utter chill of darkness froze all beneath it. They became known as the Nightfall Lords, and their arrival spells doom for all who do not flee from their power.

The Nightfall Lords' true identities, their true goals, are unknown. For centuries, they traveled the broken skies of the world, bringing nothing but death and fear. Their armies fell like rain from the rocky fortresses, battalions of blood-thirsty goblins riding upon the backs of night-winged bats carving blazing paths through the sky, while venomous wyverns and monstrous, leather-winged horrors swooped down to steal away entire villages. Terror seemed their only goal.

As slow and methodical as their rise had been, their disappearance was the opposite. Without warning or pretense, the Nightfall Lords simply vanished, their massive strongholds disappearing into the dim haze surrounding the Brightness Of Day. Where once their ominous shadows had threatened to blot out the light and plunge all of the surviving world into frigid, eternal night, now there was… nothing.

The Nightfall Lords became a legend. Fairy stories to frighten small children.

No longer.

Five brave souls — reduced to four after a valiant sacrifice — have discovered that the Nightfall Lords were real, and that they did not die as the legends say. They have been waiting, working through secret agents and subtle manipulations, sowing the seeds of discontent and discord to weaken their targets. Playing cities and nations against one another to weaken them, making the world unready and ill-prepared for their return.

You have been shown the proof carried by the four remaining Seekers. You know the truth. The Nightfall Lords will not be driven back this time. The Seven Cities are unprepared, and if they cannot be made ready in time, they will surely fall.

Will you be able to hold back the night?

So What Is A Broken Sky?

A Broken Sky is a post-apocalyptic fantasy world, in which many of the trappings of the typical High-Fantasy RPG setting have been purposely stripped away. Many of them have been replaced by various Steampunk-genre elements, while some are simply left out entirely. The Old World was a place of precision-engineered creations, crafted by the loving hands of the Maker Gods: an immensely powerful race of Dwarven Smiths who were absolutely capable of creating an entire world — an entire universe, even — with their own hands. For an immeasurable amount of time, it was perfect, as they intended it. And then, as you have read, it all ended with The Shattering. In the hundreds, perhaps thousands, of centuries since, the world has recovered from this apocalypse, and brave adventurers and truth-seekers delve into ancient ruins and forgotten lands in hopes of finding some clue as to why the Maker Gods vanished. What are the secrets of the Temples they gifted to the world as their Last Act? Where does the Bright Fluid come from, and what powers does it hold other than enabling the Temples to open their Sky Paths? These are the questions that fill A Broken Sky, and it is up to you to answer them.

The Brightness Of Day

We keep talking about something called The Brightness Of Day. What is that, exactly?

When the Dwarves made the world, they didn't give it a "sun," per se. They gave it a kind of day/night cycle, but there is no sun in the sky, and it never actually gets fully *dark* in the world. Sometimes, shards and debris will pass over one another, obscuring The Brightness Of Day for a brief time but it's always there, off in the distance, shining through that strange haze that surrounds it.

Some legends say that The Brightness Of Day was a massive column that supported all of the gears, spars and disks that made up the world. Others say it's a vast elemental core, spewing flame and heat out into the world. No one knows for sure.

All any of us know is that it's very, very far away. No one who has gone in search of the truth of it has ever returned, and so, the mystery remains unsolved.

What Role Do The Characters Take In A Broken Sky?

The heroes of the world are driven by legends and truth. The legends of the Nightfall Lords and the Old World lured a group of adventurers along a dangerous path, which revealed to them a harsh and devastating reality: that the Nightfall Lords were real, and that their return could be foretold. One of them, an avalar wizard known as Taneth, traveled through an unstable Sky Path to bring back the knowledge, passing it to his friends in the moments before his death. Now the remaining four companions petition the rulers of the Seven Cities to mobilize their fleets, to ready their Sky Ships for war. But the Governors and Meisters of the cities seem to have deaf ears, content instead to play games of commerce and politics amongst themselves. It is here that the characters find their calling: pulled into the web of urgent intrigue and adventure that grows around the impending return of the dreaded Nightfall Lords.

Why Are Some Classes And Magics Unavailable?

When The Shattering occurred, the connection between the Old World and certain planes of existence was absolutely, irrevocably, snuffed out. This included the ties that the priests and champions of the Maker Gods had once held to their dwarven deities, and also resulted in a number of extra-planar entities that were living in the Old World becoming trapped within it, unable to escape back to their own dimensions and homeworlds. In a sense, the world became safer even as it became more dangerous: no longer could the eldritch horrors of the lower planes and the forgotten depths of space and time bring their powers to bear, but those that remained were now tied inexorably to the newly shattered world.

Users of Divine and Occult power had their magics and abilities stripped away, locked behind a barrier that none seem able to breach. In time, a new, Primal source of power was found, and from this arose the order of Druids. Dedicated to preserving life and what passes for the natural order of the world, druids often find their abilities taxed to their limit. Thankfully, the science of Alchemy and the Arcane traditions remain as powerful as they were in the Old World. Working together, these three traditions keep the balance of power in the world.

In game terms, this means that characters who use Divine and Occult power sources simply

don't work properly in A Broken Sky. Their power sources are long-since depleted, and they have no way of retrieving them. There are several in-universe and in-game reasons for this, the most important of which is *difference*. Restricting or otherwise reducing the availability of certain options within the game has been used here to help differentiate A Broken Sky from other campaign worlds. Uncovering the mystery of why these power types suddenly vanished, and discovering whether or not they can be returned, could become the focus of a campaign. What if the player characters uncovered ancient tablets describing not just legends of powerful Divine spellcasters, but actual *factual records* of them? Or if, deep within a cavern on a long-forgotten fragment of land floating in a storm cloud, the party discovered a strange, otherworldly creature, that promised one of them forgotten power, asking only a song in return?

For these reasons, and others, there are no clerics calling out prayers to the Maker Gods, no champions fighting in the name of righteous harmony. Bards are merely storytellers, sitting by the fire in an inn. Sorcerers draw their power from Arcane sources, and then only because their bloodline ties them to some unfortunate being trapped in the world by The Shattering.

Is There Religion?

Absolutely. The belief in the Maker Gods remains strong and prolific, especially as more and more of their writings and creations are recovered from the remains of the Old World. It's important to remember that the priests and laity of a religion — the people who tend the temples, transcribe the manuscripts, and do the day to day work of a priesthood — are *not* the spell-casting, divinely-powered clerics of the world. The Temples and their Sky Paths require constant care, and are a source of great study and research. Only the most isolated and remote Temples are without some manner of clergy staffing their halls.

Today, the Temples are centers of learning, education, and philosophy. The ancient tomes and texts that hold the prayers and rituals of the Maker Gods still survive, and there are still many thousands of believers throughout the world. Belief in a higher power doesn't stop just because the gods stop answering prayers, after all.

What About Monks?

Characters with the monk class gain their powers through self-discipline, rigorous training, and an unyielding devotion to their art. Their powers and abilities come from tapping their own energy reserves (their *ki*), and as such, cannot be blocked by whatever strange force encapsulates the world. In a world where chaos and uncertainty are rampant, traditions seeking to regain some semblance of the harmony of the Old World make perfect sense.

Explain A Character's Starting Items?

All characters in A Broken Sky begin play with a selection of permanent items (magical or otherwise). Characters begin play with two (2) 1st level and one (1) 2nd level items, as well as a sum of twenty-five (25) gold pieces in currency. See the "Treasure For New Characters" section in Chapter 10 of the *Pathfinder Second Edition Core Rulebook* for more on how this option works. Characters may choose their treasure from any suitable item in this guide, or the *Pathfinder Second Edition Core Rulebook*, even if that item has a Divine or Occult power source: once the item was imbued with its power, that power became part of the item, and could not be sealed off after The Shattering.

What About Summoning? The Undead?

Summoned or Conjured creatures and entities are called forth exactly as would be expected, with one major change: if a creature or entity would normally be summoned from an extraplanar source, it is instead summoned from *somewhere within the world*. All of the

extraplanar creatures and entities that exist within the world were trapped here by The Shattering, or have come into being within the world (through otherwise unknown means) since that time. In the case of spells such as *phantom steed* or other phantasmal, quasi-real creatures, the entity created by the spell only exists so long as the spell lasts, and is never truly alive. Spells such as *summon animal, summon construct,* and the like obtain their targets from appropriate candidates throughout the world — and may even summon the same target on later castings. Due to the magical nature of the summoning, when the target is no longer needed (either through injury, death, or dismissal), they are returned, unharmed, to their point of origin. For these reasons, characters should remember to practice caution when summoning intelligent creatures (or non-intelligent creatures with long memories).

Similarly, spells and items that would transport the characters to other planes either fail outright, or move the character to some other part of the world appropriate to the adventure, at the GM's discretion.

The undead rarely rise above unintelligent minions: skeletons and zombies are the most common, but even they are rare. The same barriers that prevent connection to the powers of the divine also prevent the formation of greater forms of undead, although legends do tell of extremely powerful wizards who were able to transform themselves into something beyond their frail mortal forms.

What About Healing Magic?

Astute observers will note that the traditional role of "party healer" is pretty much rendered moot by the removal of clerics. With their removal, a very large gap would seem to appear.

That gap is not entirely real.

While it's true that druids cannot draw upon the same degree of healing power as clerics, it's also true that the *Pathfinder Second Edition Core Rulebook* provides players with a variety of ways to recover from damage. Healers tools and the medicine skill are a simple, non-magical option that anyone who is properly trained can attempt. Likewise, many alchemists make a brisk trade in their elixirs of life, which — despite their generally unpleasant nature — can often mean the difference between life and death for an adventurer. In fact, the demand for these items is so great, many non-adventuring alchemists frequently employ cadres of apprentices who spend the bulk of their days doing nothing but crafting elixirs.

Can We Fall Off The Edge Of The Shards?

Not *really*, no.

Well, you certainly can if you try hard enough. Drift out too far from the shore, and you may get swept away by powerful winds, or fall prey to a roving aerial predator. Overall, though, each of the shard islands are really big — immense, really. The largest of them are almost continent-sized pieces of land, and all of them have the same laws of gravity and physics. Speaking in broad terms, they tend to pull smaller objects toward them, and those objects end up as a sort of rocky shore that surrounds them. Debris and detritus can often be found washed up along these shores, as can river- or lake-sized bodies of water, if the conditions are right. After a heavy rain, or if the Shard Sea itself has been storming, many coastal communities that aren't rich enough to field large skyships can still make a brisk trade in salt water and ocean fish. Sometimes, they even find a long-lost relic or two. Gear Metal and other Old World objects fetch decent prices in city markets.

What Are Gear Metal and Bright Fluid?

Two of the most valuable remnants of the Old World, Gear Metal and Bright Fluid are the irreplaceable creations of the Maker Gods. They can't be mined, they can't be fabricated, and no one is entirely sure *what* they're made of. Gear Metal, like gold, never rusts or

corrodes, but unlike gold, it can't be reforged. While it can be chipped, broken, and fractured, centuries of study have yet to find a way to reforge it, or even get it to hold an edge.

Gear Metal objects are universally huge, resembling nothing less than massive, broken pieces of clockwork, and can often be found serving as the foundations for bridges and buildings. It's plain to see that Gear Metal is exactly that: the metal that the gears and machinery from which the Old World was forged. Many elder avalar and master smiths point out that the forces necessary to sunder such metal are far beyond mortal comprehension. Until such time as someone learns how to reforge Gear Metal, it remains a sturdy, and seemingly unsolvable, mystery.

Objects made of chipped or broken pieces of Gear Metal are relatively useless as weapons, as they cannot be sharpened or honed. Some effective clubs have been made from the stuff, but by and large its best use is as a building material or counterweight for bridges, cranes, and the like. Characters searching for special materials to craft high-quality weapons would be better served by investing in adamantine, mithral, and the like.

Ages ago, it is said that the Bright Fluid formed shining rivers in the sky, connecting the disks of the world together. Today, this silvery, caustic liquid is only created in the poorly understood wellsprings beneath the ancient Temples that dot the land. Its origins are unclear, as it seems to simply seep from the walls of the Gear Metal pools that contain it. Every Temple has a series of channels and ducts that run through the floor and walls of the place, gathering here and there in various fonts and pools, all of which converge on large, triangular vats beneath the Temple's Sky Gate. When the Sky Gate opens, the Bright Fluid is pulled up into the whirling vortex, and creates a stable Sky Path. Without enough Bright Fluid, the Sky Path is unstable, and may collapse, killing those inside it… or worse.

Bright Fluid seems to create itself based on the amount of activity and intelligent life within or around a particular Temple. Ancient, disused Temples on islands with no civilization have been discovered that were completely bereft of Bright Fluid, only for the stuff to begin seeping from the channels and ducts in the Temple floor mere minutes after the first person walked through the doors. Some scholars believe that the Bright Fluid *wants* to be used. Thankfully, alchemists and wizards have found ways to do just that, as the stuff is incredibly useful in potions and as fuel for Skyships.

Bright Fluid can be used as a component in bombs, mutagens, and elixirs, and is one of the primary components in Skyship fuel. Although it loses its potency within 24 hours of being removed from a Temple (and cannot be revitalized by taking it back to a Temple) it should not be ingested without dilution and refinement, as it is highly acidic. It won't kill someone who drinks it raw, but it will make them terribly sick and send them off to the healer. Don't drink it, don't touch it. Leave it to the professionals.

What Are Skyships?

Ships that sail in the skies! They're the primary mode of transportation between islands, and the most important part of long-distance exploration in A Broken Sky. We'll talk about them on the next page.

Do We Really Get To Fly?

You bet! Later on, we'll detail items such as Buzz Wings that will allow a character to fly unaided. You'll still need to be trained in the acrobatics skill to maneuver properly. 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*.

Aerial Combat Is A Thing?

It *is*. That's part of why we put this *Condensed Campaign* product together. To show you what you can do with *Pathfinder Second Edition.*

Temples And Skyships

If you want to get from one shard to another, you're going to need transport. Sky Paths — magical corridors offering nearly instantaneous travel between Temples — along with Skyships, are by far the safest options. Riverdrops, which we'll talk about below, are also available, but involve traveling the surface of the Shard Sea or its tributaries, and — while rewarding — can be extremely perilous.

The Maker God Temples from which the Sky Paths originate are enormous tetrahedrons, made almost entirely of Gear Metal, with interiors adorned in finely crafted stone and wood. Lit from within by the Bright Fluid flowing through recesses and channels in the walls and floor, an active Temple casts a warm, silvery glow several hundred feet around it, enabling near daylight conditions in all but the darkest shadows. Temples are safe havens for all but the worst criminals, and the clergy of the Maker Gods enforces a strict neutrality on Temple grounds, going so far as to recruit their own guards when necessary. For the most part, this isn't needed, as everyone in the Seven Shards recognizes the need for the Temples to remain separate from the intrigues that go on between the cities.

Each temple is capable of generating an outgoing Sky Path once a day, assuming that another Temple is properly aligned. The Gate Key — a man-sized device composed of a dozen concentric rings that can be aligned in thousands of different combinations — must be set to the proper combination for the destination Temple, or the Sky Path will not open. It is well known that the seven Temples of the Shard Sea are the only known Temples that are currently properly aligned and able to receive Sky Paths from one another, but that hasn't stopped researchers and explorers from attempting to find other Sky Paths to as-yet undiscovered or long forgotten destinations. Even if a new Temple is discovered, if it is not properly aligned with a destination, opening a Sky Path from that Temple can result in disaster, if it opens at all.

When traveling through a Sky Path, up to a dozen individuals of medium size can travel through the portal at a time (for calculation purposes, a small-sized creature counts as half of a medium creature, while a large individual or object counts as two). The path stays open until its total allowable mass has transited, or three minutes have passed, whichever comes first. Transit through the portal to the destination takes exactly thirty seconds, regardless of the distance being traveled. While in transit, the traveler cannot see or hear anything other than the Sky Path: a brightly lit cylindrical tunnel, shimmering in silver and white from which a vague ringing sound emanates at regular intervals.

Opening an outgoing or incoming Sky Path, depletes the Temple's reserves of Bright Fluid significantly. Incoming Sky Paths use up approximately a quarter of the Temple's Bright Fluid for the day, while an outgoing transfer uses up roughly half of the reserves. Attempts to siphon the Bright Fluid off into other containers or reservoirs have thus far met with no success: the Fluid must be in the Temple's Gear Metal vats to be useful, and (as previously stated) it begins losing its potency immediately upon removal, such that within 24 hours time, it is little more than a vaguely luminous sludge. Alchemists and wizards that use Bright Fluid in their creations have found that it is best siphoned off in small amounts before being immediately applied to the task. When used as a component in this fashion, it can be used in the crafting of alchemical items such as acid flasks, alchemist's fire, and thunderstones, while wizards frequently

Getting Lost In The Sky

So what happens if you're somehow lost in the skies between Shards? Get thrown over the side of a Skyship, or your *feather fall* spell runs out while you're too far away from a safe surface?

Simply put, you keep falling in the direction you were traveling until you either run into something that can stop your fall, you get caught by something (or someone), or you find a way to change your direction and speed.

Magical items, spells such as *fly*, and the like do not provide enough flight time to safely navigate the space between the Shards, and are best used for things like rescues and fighting off airborne enemies, not long distance travel. Leave the heavy duty air travel to the Skyships.

use it as a component in consumable items such as beacon shot, explosive ammunition, potions of fire resistance, and so on. One gallon of Bright Fluid counts as 1gp worth of material components for crafting purposes.

Bright Fluid is also used by alchemists to refine the solid fuel used in the enormous steam engines of Skyships. Coal, dried wood, peat, and animal tallow are combined in large vats, into which a large amount of Bright Fluid is poured and left to sit. Twenty-four hours later, the caustic nature of the Fluid has rendered the fuel into a stable, clay-like mass that can be shaped into tablets and fed into the furnaces safely. The tablets (each about 1 foot square by six inches thick) can be easily stacked, shipped, and exposed to all manner of environmental conditions without losing their potency for up to a year. Although primarily used as fuel for the mighty Skyships that travel between the shards, the tablets are also used to power items such as Buzz Wings, street lighting, and some water-going vessels. Although the tablets are resistant (but not immune) to being ignited by fire, they are absolutely vulnerable to electric ignition, and are always kept safely away from anywhere that a stray spark could set them off. The fact that Skyship engines use electrical charges to activate their fuel — meaning that large amounts of the tablets must be kept on hand near an ignition source — is an irony that isn't lost on many.

While it's not recommended in any way, anyone attempting to ignite the tablets with fire should treat each tablet as having 15 points of energy resistance (fire). A tablet has an armor class of 5, Hardness 7, 20 hit points and a Broken Threshold of 14. The tablets take double damage from electrical sources, and ignite after two rounds of constant exposure to any such source, regardless of whether or not it overcomes the tablet's Broken Threshold. A single tablet gives a standard Skyship an hour's fuel, and can be safely carved into as many as 12 fuel blocks for Buzz Wings (providing approximately an hour's total flight time per block). See the section on equipment, below, for more on Buzz Wings.

Skyships are a common, almost ubiquitous sight among the Seven Shards. Built from sturdy wooden hulls stretched over light-weight metal frames, these mighty vessels are suspended from massive bags of lighter-than-air gasses first discovered and harnessed by the avalar for their balloons and air skiffs. Wing-like sails stretch out from the sides of all but the smallest ships, while powerful engines at the rear of each vessel propel them through the skies, with a sound like the roaring of a dragon's breath.

Typically, Skyships tend to stay near their own islands and shards; in general, they aren't equipped for long-distance travel, and most of them are deeply tied to a family business or the prosperity of their home port. Only the largest shipping guilds operate Skyships capable of traversing the open skies between islands. This is usually fine, as the deeper skies between the Seven Shards are full of dangerous air currents and even more dangerous aerial predators. Rocs, wyverns, disgruntled air or fire elementals, and more often lurk in and around the various free-floating clusters of debris between the Seven Shards. As well, groups of pirates have begun boldly striking out at major shipping lanes, hastily departing for strongholds near the Shard Sea when confronted with more powerful vessels. Passenger ships between the Seven Shards are a tad expensive, but they do exist, and fly out regularly, daring the dangers of the open skies.

Rules Vs. Set Dressing

It's important to make this point:

Despite all of these rules, things like Sky Paths and Skyships are *set dressing*. What this means is that while they're cool, and serve a major function in the game world, it isn't really important to write game mechanics for them. Trips through a Sky Path take thirty seconds, enabling a GM to set a surprise scene on the other side, or giving the player characters time to forge their own surprises if they're at the receiving end of a portal. Sky Ships take a few days or weeks to reach their destination, depending on how long the GM wants the trip to take. Even when critically damaged, the ships always manage to limp home — or at least find a forgotten island where they can make landfall as the opening scene of a new adventure. Set dressing items such as the Temples and the Sky Ships don't need game statistics, because their sole purpose is driving the plot.

Riverdrops And Water Travel

Beyond the rivers and lakes that carve their way across the Seven Shards, with their safe harbors and their gentle flows, there exists the great, untamed aerial ocean of the Shard Sea. Seen from a distance, the surface of the sea is calm, almost placid, but don't be fooled: the Shard Sea is a roiling, wild and dangerous place, filled with jagged reefs, rocky outcroppings, and a plethora of dangerous creatures lurking beneath its surface. Numerous small bits of land drift across its surface in uneasy dance, making landfall possible, if dangerous. From time to time, these peculiar islands crash together, which often results in the creation of even smaller bits of rock that rapidly sink beneath the surface, but rarely ends in the creation of a large, more stable landmass. Just like the Seven Shards, the Shard Sea tends to draw smaller objects toward it, leading some scholars and naturalists to believe that the sea may eventually form a new Shard within it, but that day will be a long time coming.

Most fishing communities in the Shards stick to their local rivers and lakes, as the fish and waterfowl are plentiful, but the growing demand for exotic fish in some cities has led to the creation of a seafaring fishing industry, with large Skyships carrying smaller surface craft and trawl nets to gather up the bounty of the Shard Sea. A shipping concern out of the city of Carador even boasts a Skyship that carries a series of hooks and cables capable of hauling the enormous serpent-like eels that frequent the shoals of the Shard Sea onto its decks, where they can be prepped for the markets of that bustling metropolis.

For all of its dangers, the Shard Sea plays a vital role in the well-being of the Seven Shards, providing much of the water necessary in the formation of weather patterns among the Seven Shards. Through evaporation and sublimation, the sea serves as the progenitor for the weather patterns essential to life among the islands. Without the sea, there would be no rain, no snow, no life.

In general, river and lake travel within the Seven Shards is safe, uneventful, and without incident. It's entirely possible to travel from one end of a Shard to another using waterways and roads, if you can't afford a Skyship. As most piracy takes place in the sky, water travel is considered safer all around. That safety, however, goes by the wayside when discussing the potentially deadly phenomena known as *Riverdrops*.

Four times a year — once on each solstice and once on each equinox — for a period of two weeks, the four largest Shards begin to align themselves along what the avalar of Hadravel insist are ancient lines of force known as the Elemental Keys. These lines of force correspond to each of the peoples of the Old World; air for the avalar, fire for the chardram, spirit for the humans, earth for the knomoi, and finally water for the undyn. When the four largest islands reach the keypoints for air, fire, earth, and water, they tap into the fifth keypoint between them, and achieve balance. When this happens, tendrils of the sea bend and stretch out through the sky, to be met by tenuous strands of water rising up from the largest rivers of the Shards. The connection between the sea and rivers is strongest at the apex of the alignment, weakening as the islands move out of position. While the connection lasts, however, these rivers in the sky can be traveled by the brave, or the foolish.

Riverdrops defy many laws of the world, but then, The Shattering broke them all, first. Experienced crews can navigate their vessels along the riverdrops, using the calming effect the alignment has on the sea to bring back cargoes of fish and other bounties of the sea. Passenger and cargo vessels also ply their way across them, carrying wares that are too heavy or valuable to risk losing to air piracy.

Ominously, perhaps, there are no records of creatures from the sea infiltrating the rivers. Yet. As with all such things, the future cannot be known.

The Seven Shards

The seven island nations that comprise the Shard Sea region of the world boast thriving trade, a good amount of stable water, and ample farmland. Some of the avalar of Hadravel remember when there was only Hadravel, and can recount the arrival of the other six islands in great detail, but none of them would even suggest that things were better then than they are now. With the coming of the other islands came the sea, and with the sea came rain, and with rain, new life. Without the other islands, Hadravel would have become just another empty relic, drifting aimlessly through the broken sky.

Hadravel, then, is the oldest of the Shards. Once it was an enormous avalar Citadel, one of those ancient flying cities that soared through the air between the clockwork disks of the Old World. In the aftermath of The Shattering, it was driven down from the sky, crashing into a massive fragment of Gear Metal. The impact fused the lower levels of the city to the fragment, destroying much of the remaining city in the process. Hadravel's Temple was lost in the collision, making it without access to a Sky Path. In the centuries since The Shattering, Hadravel suffered a tremendous famine, losing most of her people to starvation before the island of Renaum brought salvation to the survivors. In the end, fewer than three hundred of Hadravel's original populace of fifty thousand survived.

Renaum was the second island to drift into the Shard Sea region, settling into an orbit with Hadravel easily, as though the hands of the Maker Gods guided it to its new home. This new orbit was a source of great relief for the natives of Renaum, as it caused the surface of their island to tip back toward The Brightness Of Day, thawing much of the ice and frost that had covered Renaum for generations. The explorers from Renaum's tightly-packed city forged an alliance with Hadravel quickly, as the surviving avalar knew much about the construction and maintenance of balloons, skiffs, and other airborne craft.

Some time after the arrival of Renaum, the third and largest of the Shards, **Bélithe**, drifted into the region, bringing with it the beginnings of the Shard Sea itself. Like Renaum, much of Bélithe was frozen over. Unlike Renaum, when that ice began to melt, it was revealed to be a large, independent mass of water that had crashed into the surface of the island centuries earlier. It floated away, out into the space between the three islands, and there it stayed. Bélithe is arguably the bread basket of the Seven Shards, with its massive, glacially-carved valleys ripe with fertile soil.

Fourth to arrive was **Marrakh**, smallest of the islands, but no less important. Marrakh boasts not one, but *two* Temples, one at each end of its length. Two cities have sprung up around the Temples, each of them bustling with life. The twin cities of Marrakh do most of their trade via their Temples, as an enormous chasm, carved out by a tremendous impact during The Shattering, divides their island. In the centuries since The Shattering, the people of Marrakh have built bridges over the chasm, but Temple and air travel still rule.

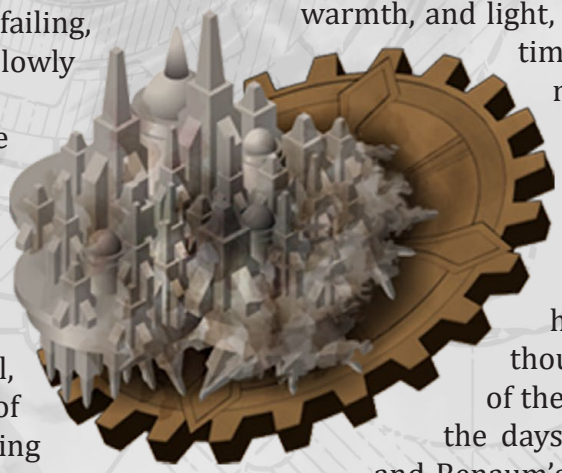
Fifth and sixth were **Rime** and its small companion, **Urm**. Rime, second largest of the Shards, is vast and mountainous, with three active volcanoes dotting its surface. The chardram and knomoi that made up its populace had long-since learned to tap the thermal vents for energy, giving rise to Rime's prodigious industrial power. Urm, home to a scattered population of undyn and humans, has since become the home of the Monastery Of Remaking, a monastic order devoted to promoting unity between the islands of the region.

Finally, the fourth large island, **Waran**, arrived. Known as The Jewel, Waran boasts a culture of artisans who work in gemstones, glasswork, and a variety of metals. Artworks from Waran often fetch two or three times their market rate, even for low-quality items, simply due to their point of origin.

Hadravel
Bèlithe
Asafar
Waran
Waran City
Urm
Monastery of Remaking
An-Urm
Marrakh-Anat
Marrakh-Besat
Marrakh
Carador
An-Rime
Rime
Renaum
0 50 100 150 200 250
Scale in Miles

Hadravel, Library City

Before The Shattering, Hadravel was known as *The City Of Books*, and boasted the most extensive collection of knowledge in the Old World. The Great Library Of Hadravel occupied nearly half of the city's lower levels, filling even the walls of its Temple. Legends say that Hadravel held the answers to any question, if only the seeker looked hard enough. In the years after The Shattering, when the winds became storms of chaos, and the broken wreckage of the Old World filled the skies, Hadravel became a myth to many, and a prison to its people. Without access to a stable Temple alignment, and with her gardens and foodstocks failing, the people of Hadravel slowly starved to death.



Somewhere in the third century after The Shattering, a second tragedy struck: a massive fragment of Gear Metal smashed into the derelict Citadel, destroying nearly a third of the Library City, and killing almost half of the surviving avalar huddled within her halls. The Citadel's Temple was utterly lost, and the Gear Metal foundations of the Citadel fused completely with the fragment, leaving the city permanently attached to the debris. Most believe the Hadravel Temple was destroyed utterly in the collision, though some argue that the Temples are indestructible, and that it survives floating lost in the far-off emptiness of the sky.

With the destruction of so much knowledge, the surviving avalar elders scrambled to recall what they could, throwing themselves into the task of trying to restore the thousands of years of lost learning. Many struggle to this day, rightly fearing that their task may never truly be complete. Some of the elders who had died in or since The Shattering were the sole repositories of entire sections of knowledge; their deaths combined with the destruction of the library to devastate, even destroy, entire categories of learning. The loss was catastrophic, as firsthand accounts of the Maker Gods, including their very lectures and prophecies, were now forever gone. No other Citadel had devoted itself to learning in the manner of Hadravel, and now, none would.

Even as they worked through starvation, the elder avalar could not know that their Citadel was being spared the first ravages of the Nightfall Lords. Hadravel escaped the initial coming of these terrible conquerors, lost as it was in the depths of the sky. Eventually, Hadravel's orbit settled in a wide, relatively calm section of the world. She had warmth, and light, and even a light fog from time to time. But she had no rain, and without rain, the many gardens of the city could not grow. Her people were starving. By the time Renaum arrived, fewer than three hundred of Hadravel's fifty thousand avalar survived. Few of the surviving elders speak of the days between The Shattering and Renaum's arrival, and some things — such as how they kept their children alive for so long — are never discussed at all.

Today, Hadravel is bustling, if not thriving. Knomoi scholars from An-Rime, numerous Remakers from Urm, and the Seeker Knights of Carador have made the restoration (and understanding) of the remnants of the library their top priority. The librarians of Hadravel welcome the help.

Hadravel was the least affected by the second Nightfall, as it had no Temple and few natural resources. The Nightfall Lords overlooked the power that the Library City's records held, however, which may give the Seekers and their allies a valuable edge as this third Nightfall approaches.

Renaum, Skyfarer's Paradise

According to the surviving records within the Temple of Carador, the island of Renaum was once a true island, resting within a place known as the Black Rock Sea, on one of the Old World's great spinning continental disks. The name of this disk was Carador, and when the people of Renaum had reclaimed the surface of their Shard, they renamed their capital in honor of their long-lost homeland. Today, few remember the name Endahar, and those who do no longer care.

Renaum has survived not one but two Nightfalls. The first came in the centuries following The Shattering, when the island was still drifting through the chaos of the world. As she had been tilted away from The Brightness Of Day for so long, most of her original surface had become caked in ice and snow, and the bulk of her people lived in the vast, underground caverns that had once been a source of water, flowing through the island to fill natural springs and reservoirs when the Black Rock Sea had been her home. The ice blanketing their homeland was harsh, but navigable: some few hardy mountain animals had survived, and could be hunted, even brought underground and domesticated. The winter ice was nothing compared to the cold that froze Renaum to its very core during the Nightfall.

The people of Renaum are hardy and stubborn, and when the Nightfall Lords sent their armies to take her, they were met with fierce resistance. There are no fewer than a hundred shrines and monument plaques in the Carador Undercity memorializing the bloody, vicious battles that took place. In the end, Renaum was defeated, surviving only because she drifted too far into a field of debris. The Nightfall Fortress could not follow. At least, that's what they say.

When Renaum fell into Hadravel's safe patch of sky, circling one another in long, slow orbits, the people of the island rejoiced. Hadravel's influence tilted her back toward The Brightness Of Day, allowing the surface to be reclaimed. Endahar was repopulated and renamed. The Seeker Knights were founded, and the Skyships of Renaum took their first flights. For a time, things were good.

The second Nightfall for Renaum (but the first for the Shard Sea) came soon after Waran had joined the Seven Shards. None who were alive on Renaum during the first Nightfall still lived, but their records did. The plaques and the monuments still stood, even if their histories were clouded by age and myth. The Skyships of Renaum fought valiantly, ultimately failing against the superior forces of the Nightfall Lords. Nearly half of Renaum's population was destroyed in the second Nightfall, as was much of the city of Carador.

The people of Renaum are not so easily thwarted, and they rebuilt quickly. Since the Nightfall, Carador has boomed, and is now arguably the most powerful, influential city in all of the Shard Sea. The people of Renaum have never lost their inherent love of sailing, nor their skill with the hook and net: the fishing fleets of Carador almost never return home without full holds.

Carador and its undercity together play host to almost a quarter of the total population of the Seven Shards, and nearly half of the Shard Sea's trade makes its way through her ports. What Carador cannot make itself, it imports from its neighbors, and the Merchant Houses of Carador are well-known for their fair prices and ample coffers. And in the end, if you cannot find it in Carador, you probably cannot find it anywhere.

Bélithe, Land Of Plenty

Arguably the second most important of the Seven Shards after Renaum for her shipyards (though some would argue Hadravel's libraries make her most important), is Bélithe, the most fertile and abundant of the islands surrounding the Shard Sea. Once a frozen, derelict island, Bélithe's contribution to the Seven Shards is hard to understate: without her, the Shard Sea would never have formed.

How the immense ball of ice that covered almost half of Bélithe's surface upon her arrival formed and attached itself to her surface is anyone's guess, as none of her original population survived to tell of their history. When explorers from Renaum and Hadravel first set foot in the thawing remnants of her only remaining city, all they found were the long-dead echoes of a river-faring people. Whoever they were, their sturdy stone buildings and mighty windmills were all that remained of their once lively and thriving homeland.

In time, the immense glacial orb that would become the Shard Sea broke away from Bélithe, revealing even more of the island's still-fertile soil. This doubled Bélithe's arable land, and brought a much needed source of water to the Shards. Even with the glacier gone, the high mountains of the island remain capped in snow for much of the year, running off to fill Bélithe's rivers and lakes with fresh water with every thaw.

Whether Bélithe fell victim to the first Nightfall is unknown, but in the second, after all of the Seven Shards had taken their place around the Shard Sea, Bélithe was nearly destroyed. The armies of the Nightfall Lords spread terrible alchemical and magical poisons across the farmlands, fouling the soil and rivers for decades. Although harvests were thin for years, the legions of alchemists and wizards from the surrounding Shards were eventually able to clear the blights from the land. By unanimous decision of the governors and meisters of the Shards, each island would henceforth station at least one battle-ready Skyship over the island's capital of Asafar year-round. Bélithe's bounty would never be left unguarded again.

Though it was once inhabited only by the dead, the recovered city at the head of Bélithe's largest river valley has been reborn as the island's capital of Asafar. When the first settlers from Hadravel and Renaum came to reclaim the island, the question of to whom Bélithe "belonged" to became paramount. Eventually, it was decided to allow the colonists to govern themselves, electing a ruling council "to be made of representatives of all the peoples of the Shard Sea who settle upon her surface." In the centuries since, with the arrival of the other Shards, this has enabled and encouraged every Shard to send colonists of their own, adding to Bélithe's population and ensuring that every Shard has a stake in her future. Today, Asafar is second only to Carador in population and diversity, with a vocal populace unafraid to take to the streets if the council steps out of line.

Marrakh, A Land Divided

Marrakh, with its twin cities of Marrakh-Anat and Marrakh-Besat, is the smallest of the Seven Shards. It is a land deeply divided, literally if not figuratively. The island is cut almost completely in half, by what legend says was a piece of wayward Gear Metal that carved a deep swath through the center of the island at some vague point in time after The Shattering. Other legends run counter to this, stating that the island is actually two fragments that smashed together, fusing their bedrock and forming the miles-wide chasm. Whatever the truth, the two cities and their Temples have a close-knit relationship, having long relied on one another for their mutual survival.

The people of Marrakh are resourceful and independent, having had none to rely on but themselves for so very long. Before their island joined the Seven Shards, they devised ingenious ways to keep themselves alive, carving enormous catchments into the walls of the chasm for storing water and terracing their hills and valleys to maximize arable land. Marrakh-Anat and Marrakh-Besat are built for maximum population density, eschewing the typical wide sprawls of other cities in favor of minimizing their urban footprint in order to give over the most land for keeping their populations fed. Even the rooftops of the two cities were primed to grow food, ensuring that all of their citizens were in some way farmers. Whatever Anat couldn't produce, Besat grew, and vice-versa.

Marrakh survived the first of the Nightfalls, and had only been in orbit around the Shard Sea for a few decades when the second arrived. Her twin Temples made her a prime target for the armies of the Nightfall Lords, who attacked in force and without remorse. They were met by the small island's fervent defenders, who used their intimate knowledge of the tightly-packed terrain of their homes to their best advantage. The people of Marrakh had long used balloons and kites to help gather water for their rooftop gardens, and now they affixed bombs, flares, and even blades to their inventions, loosing them into the skies to foul up the aerial assaults launched from the Nightfall Fortress. In the end, Marrakh was spared the brunt of the Nightfall by virtue of simply making it too expensive to attack such a small prize. For a short while, the armies of Nightfall held the Temple at Marrakh-Besat, but they quickly vacated it when Marrakh-Anat used their Temple as frequently as possible to connect to their sister city, tying up the Sky Path and preventing the invaders from resupplying whenever they could.

Today, Marrakh is known as a place people go to learn how to fight in cramped quarters, or how to use alchemy to create stronger, lighter building materials. The lessons of the builders of Anat and Besat have been transcribed to the smallest detail within their record halls, copies of which also reside in Hadravel. Because of her twin Temples and prolific use of balloons, kites, and small flying skiffs, the island is nearly constantly surrounded by a small cloud of objects in her airspace. Despite the friendly and cooperative alliance between the Shards, the governors of Marrakh have kept standing laws about the presence of fouling agents above the cities: at least a quarter of the balloons and kites that fly above Anat and Besat must be ready to repel invaders at all times, and are to be regularly rotated to ensure their preparedness. In the last few decades, many have begun to question the need for such things, but with the approaching Nightfall, they are needed now more than ever.

Hopefully, Marrakh's identity crisis will not prevent her from readying herself for the impending Nightfall.

Rime, Land Of Smoke And Fire

Rime, once part of an Old World disk known as Unador, is one of only two of the Seven Shards that never suffered from a shortage of water or heat in the centuries before it fell into orbit around the Shard Sea. The island's three active volcanoes, as well as the numerous caverns carved into the rock (whether by ancient lava floes or the Maker Gods themselves) created ample heat and storage reservoirs for water over the years. The island's capital, An-Urm, is built over three such cavernous basins: two are used to supplement fresh water supplies, while the third is fed to one of the island's famous thermal venting systems, where it generates steam to help power An-Rime's many industrial marvels. The greatest of these is the tram system, a complex and thorough affair that connects the city's four tiers to one another via a vast network of tracks, pulleys, and switching roundabouts. The trams enable the dense population of An-Rime to move quickly and efficiently between the tiers, and goes almost everywhere the average person would want to visit, for the price of a cheap ticket. Specialized cars on distinct tracks do connect to the government districts, but passengers without the proper authorization will find it hard to reach the end of those lines.

Rime's heavy industrial base uses the various metals and volcanic materials found in its plentiful mountain ranges, providing a plentiful amount of basalt, copper, iron, and a surprisingly large amount of high-quality mithral. Her furnaces are almost constantly in use, allowing for a prodigious trade in metal to the other islands. The many chardram and knomoi clans on Rime have crafting traditions going back to the time of The Shattering, most of which are enshrined in the island's many hundreds of guilds and merchant concerns. In the same fashion that the merchant princes of Carador control Renaum, the craft guilds of An-Rime exert power over their people.

Rime's many technological marvels don't stop at the reservoirs, thermal engines, or mere tram systems: they also encompass the creation of many items taken for granted by the people of the Shard Sea. *Buzz wings* and *lobbers*, for example, were first crafted in the weapons houses of Rime, while the method of using Bright Fluid to refine *fuel tablets* owes its creation to a cooperative pact between nearly a dozen alchemical academies. While many believe that these inventions would have eventually been discovered by the other Shards, there is no doubt that without Rime, they would have been generations in coming.

Rime's industry proved to be its greatest advantage when the Nightfall Lords first attacked the Shard Sea. Mounting powerful steam-powered cannons upon the walls of An-Rime and upon their Skyships, the defenders of Rime gave the most effective defense they could. It was still not enough, but Rime held against the onslaught longer than any other Shard except for Marrakh. In the days after the Nightfall Fortress vanished, the surviving generals redoubled their defensive efforts, vowing the island would never again fall. Today, An-Rime is heavily defended, much like Carador and the twin cities of Marrakh. Unlike those cities, the need for those defensive measures are not questioned: fully half of An-Rime had to be rebuilt after the Nightfall, and many places in her four tiers still bear the Void-scarred remnants of that assault.

Urm, Full Of Secrets

Rime's small partner, Urm, first entered into its symbiosis with the larger island after the destruction of Unador. The two islands were both flung out into the chaos of the sky after The Shattering, and there is some evidence to show that Urm may have once been part of Rime herself: the two islands share a great many similarities, though Urm lacks Rime's geothermal resources and the vast volcanic caverns of her larger sister. While Urm does boast a good number of caves and chasms, they are nowhere near the large, easily navigable chambers beneath Rime's surface.

Thankfully, Urm's proximity to Rime helped not only to keep her stable, but to prevent her from being lost in the last Nightfall. For reasons that remain unknown, the Nightfall Fortress sought to physically remove Urm from her orbit around the Shard Sea. Enormous hooks, lances, and anchors were sunk about Urm's surface and underside, with which to tow her away. Rime's home fleet, matched only by that of Renaum, turned its full might to severing the chains that bound Urm to the Fortress. The battle lasted three days, and cost Rime half of her fleet, but in the end, Urm and whatever secrets she holds remained just where she belonged.

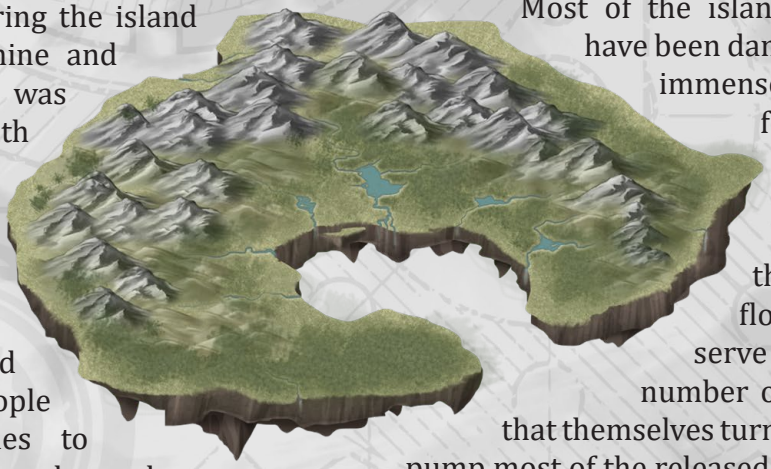
If the ruling council of An-Urm or the High Father of the Monastery Of Remaking know why the Nightfall Lords wanted to steal away their island, they have safely kept that knowledge secret since the last Nightfall. Both the Monastery and An-Urm both rest atop cave systems, neither of them have any history of strange goings on within their walls. The island boasts no special magical resonance, and decades of investigation have revealed nothing particularly unique about the Temple at An-Urm. The only notably unique feature of the island rests in its history as a haven for the Mulum Lake Shoal, possibly the oldest unbroken lineage of undyn within the entire Shard Sea area, but what cause the Nightfall Lords may have had for stealing them away, no one can determine.

Today, the island of Urm is much the same as it was when it first joined the Seven Shards. Enriched by the volcanic ash that drifts onto its surface from Rime, Urm's hills and valleys provide more than enough food for the population of both An-Urm and the Monastery Of Remaking. An-Urm's markets attract a variety of traders from the other islands, as Urm is the only place in the Seven Shards where certain herbs and fruits will grow, making it an important and valued trading partner. Recently, a trio of merchant houses in Carador have begun negotiations with the council of An-Urm to directly export soil from the island's mostly empty northern expanses. Some members of the council support this wholeheartedly, while most are sternly opposed.

High above An-Urm, the well-protected Monastery Of Remaking is home to not only an ascetic order of warrior monks, but also guards a complete copy of all of Hadravel's remaining information on the Maker Gods and their teachings. After the last Nightfall, the High Father reached an agreement with the Chief Librarian, enabling a small contingent of Remakers to transcribe the Scriptures of the Makers and store them within the Monastery's walls. Some suggest that the Chief Librarian only allowed it because he believed the Remakers would give up before it was complete, not realizing the dedication to their cause the monks possessed. The task took nearly two hundred years, but when it was complete, the Chief Librarian had no small amount of praise for the generational efforts the monks had undertaken. Today, the current High Father seeks to repeat this task, hoping to obtain a full copy of Hadravel's medical and alchemical libraries, if he can.

Waran, The Jewel

The Jewel of the Shard Sea, Waran, is the only one of the islands that has never seen a Nightfall. Somehow, this land of rivers and man-made lakes floated freely through the sky since The Shattering, unmolested and without incident, until it drifted into the Shard Sea and was drawn into its current orbit. Historically, the people of Waran have had a peaceful, almost idyllic life for most of their recorded history. Like all of the Shards, chaos ruled the island for decades after The Shattering, but when the island ceased its tumbling, it found itself pointed toward The Brightness Of Day. Because it never lost its source of light and warmth, and because it never felt the touch of Nightfall, the fields and streams of Waran remained fertile and abundant, sparing the island the ravages of famine and starvation. Waran was also blessed with vast underground aquifers, and has never known a drought.



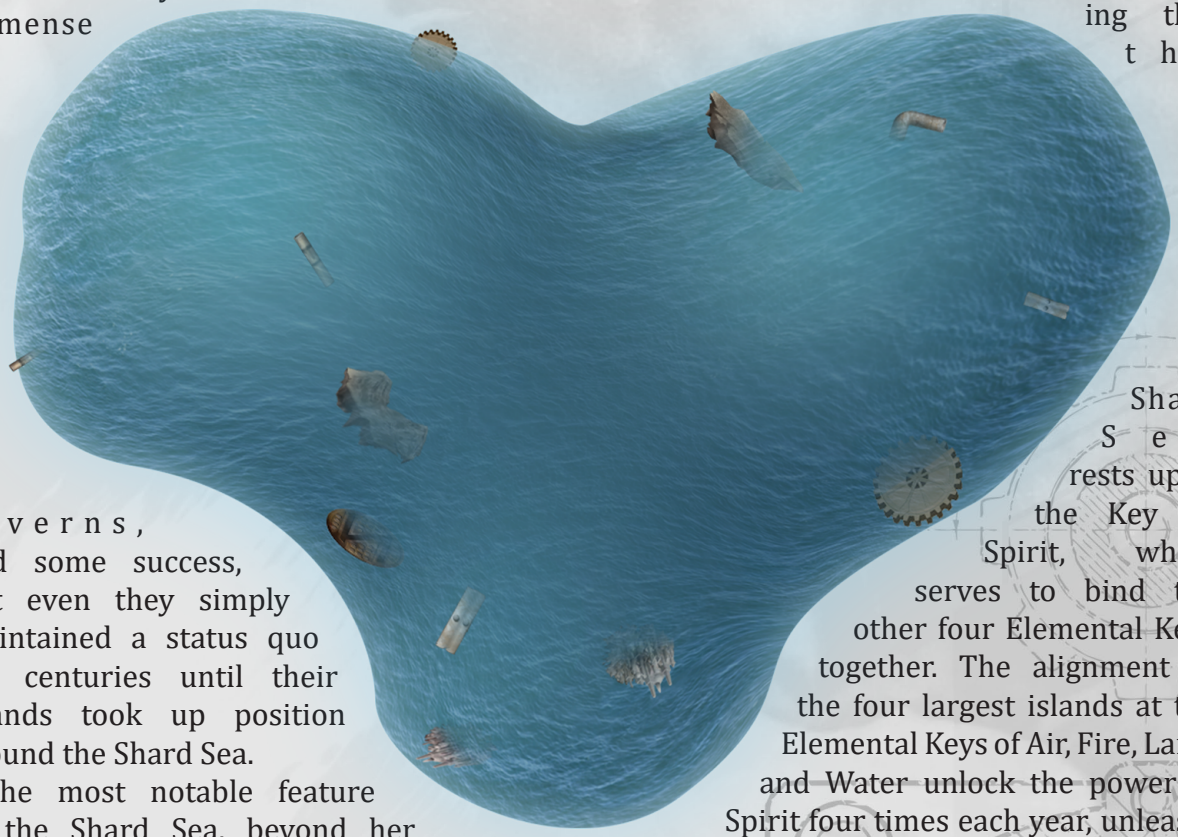
Because of Waran's good fortune, her people have had centuries to develop their culture beyond the most basic needs of survival, free from the dread that gripped the other Shards for so long. The great Hall Of Records, a massive, ten-story building sitting at the center of Waran City, contains genealogical and historical records dating back almost to The Shattering, and speak of Waran's original home, an Old World disk known as Umandor. The people of Waran value their ties to the past, and have developed The Plan: an intricate family tracking method that rivals that of the avalar. The Plan's exacting science was developed due to Waran's long solitude, so as to better prevent family lines from dangerously overlapping, and has served the people of Waran well, though many of her younger generations feel it may be time to abandon it. Even with the influx of new blood from the other Shards in recent centuries, the elders of Waran still cling to the tradition, often arranging marriages for their families three or even four generations out in order to "follow The Plan." Unsurprisingly, youths who don't want to give in to these arrangements often flee Waran, winding up in Carador, Asafar, or even losing themselves in the warren-like cities of Marrakh.

Waran's many rivers provide it with a great deal of industrial potential, giving rise to the massive water wheels of Waran City, which are used to drive not only simple grain mills, but also serve as the basis for a masterfully engineered textile industry, a powerfully efficient series of sawmills, and a civic water and sewage system that rivals that of Hadravel. Most of the island's large rivers have been dammed, providing immense reservoirs of fresh water for drinking and fish for the harvest. All of the dams have floodgates that serve to power a number of water wheels, that themselves turn mighty gears to pump most of the released water into their local communities for use by their people.

Most of Waran's intricately woven families spend most of their time focusing on a particular craft, much like the avalar of Hadravel. Unlike the denizens of Hadravel, a child isn't always bound to their family's trade, as The Plan's arranged marriages frequently lead to citizens finding themselves moved across the island, where they must integrate into their new family's trade. Waran's craftspeople can demand a high price for their goods, not because they are particularly rare or exquisite, but because the methods of their creation can be traced directly back to the Old World. Some of the methods used on Waran had only been seen in Hadravel's books before the arrival of the seventh Shard.

The Shard Sea

Roiling and churning in the skies between the Seven Shards, the Shard Sea is rightly called the salvation of the islands that orbit around her, for without the immense glacial remnant that broke free from Bélithe ages ago, the Seven Shards would have no rain, no snow, no water upon their surfaces. Except for Waran, the islands had to scrape together desperate methods of collecting and storing water: most could only melt away enough ice to survive, let alone thrive and grow. Rime and Urm, thanks to Rime's many immense caverns, had some success, but even they simply maintained a status quo for centuries until their islands took up position around the Shard Sea.



The most notable feature of the Shard Sea, beyond her dangerous, roiling depths, is that she is a mostly fresh water body. As the years press on, the wide ribbons of salt water that have begun to emerge will eventually overtake her, but for now, the bulk of the sea is safe to drink, at the very least.

Without a basin or shelf to contain her, the surface of the Shard Sea shifts constantly, making navigation difficult, but not impossible. Her shape bends and twists as the seven islands orbiting around her, pulling her this way and that as the years march on. Only when the Riverdrops approach does she calm, settling into a near-perfect sphere. As her four rivers stretch out to greet the rising waters of Bélithe, Renaum, Rime, and Waran, the chaos of her depths subsides, and for two vital weeks she can be easily — if not safely — navigated; for some as-yet unknown reason, the enormous rocks, scraps of Gear Metal, and other hazards that fill the Shard Sea all take up exact positions during Riverdrops, enabling the creation of reliable maps of the usually unpredictable surface. Most wizards and scholars agree that the Sea's behavior is somehow tied to the Elemental Keys, suggesting that the Shard Sea rests upon the Key Of Spirit, which serves to bind the other four Elemental Keys together. The alignment of the four largest islands at the Elemental Keys of Air, Fire, Land, and Water unlock the power of Spirit four times each year, unleashing a great, if not easily perceived, power upon the islands and the Sea.

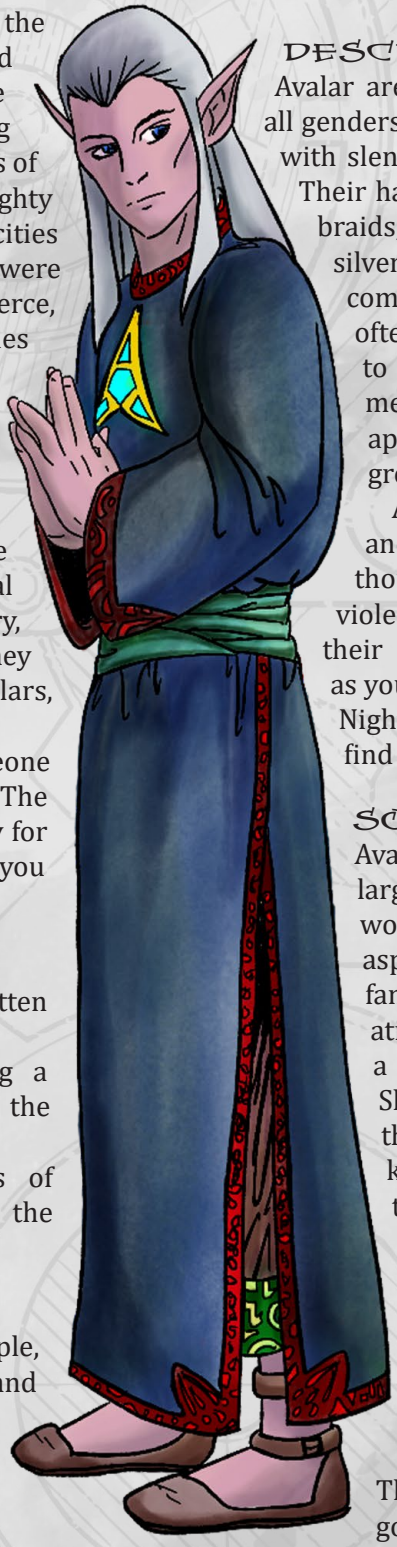
What the power unleashed by the alignments does, other than enable the Riverdrops, no one truly knows. Theories abound, but little evidence exists to support any of them. Some believe that the Riverdrops enable the five Elemental Keys to bind the Seven Shards together in their patch of sky. Others suggest that eventually the five Keys will permanently open, combining their power to draw the Shards together into the basis of a new disk. The true answer remains unknown.

The Avalar

The Avalar were the first of the Created, imbued with the essence of the air. Long of life and longer of memory, the Avalar were the most devastated by the loss of the Maker Gods. In the time since The Shattering, the spirits of the avalar have grown thin and wan, leading older avalar to become insular and fearful of death. Fewer avalar are born into each generation, and those that are find themselves struggling against the ennui of their elders in hopes of staving off a final doom for their people.

Avalar are tall, lithe beings, with a Connection to the Element of Air that grants them both graceful form and access to the wisdom that comes whispered upon the wind. Once, they were masters of the skies, bringing trade and culture to all of the tiers of the world. In ages past, their mighty Citadels — vast cosmopolitan cities that floated upon the winds — were centers of learning and commerce, bustling with all of the peoples of the Old World. In the days following The Shattering, those grand spires and gleaming plazas were all but obliterated in the tumult as disk crashed against disk and debris filled the skies. Now, with their ancestral homes naught but a faded memory, the avalar find homes where they can, making their trade as scholars, teachers, and researchers.

If you want to play someone who remembers a time before The Shattering, or who has an affinity for uncovering hidden knowledge, you might consider playing an avalar.



An Avalar might...

- Reminisce about long-forgotten history.
- Spend long hours pondering a mystery with little attention to the passing of time.
- Fiercely seek out remnants of the past to preserve them from the ravages of time.

Others might...

- Pity the avalar as a dying people, citing their low birth rates and dwindling numbers.
- Assume that all avalar are experts in lost knowledge, despite their age.
- Regard the avalar as living, painful reminders of the skill of the Maker Gods, now lost forever.

Description...

Avalar are universally tall, with members of all genders averaging seven and a half feet tall, with slender forms and long, graceful limbs. Their hair, which is usually worn long or in braids, grows in a variety of colors, with silvery-white and gold being the most common. An avalar's skin scars easily, often giving rise to patterns they refer to as "clouding." With their strong memories, every avalar can recall the appearance of each of their clouds in great detail.

Avalar reach maturity at the age of 50, and have no known maximum lifespan, though they can and do fall prey to violent ends. With such a low birth rate, their numbers are dwindling, especially as younger avalar fall in battle against the Nightfalls, or while off on some quest to find the truth of the world.

Society...

Avalar once kept to a tradition of building large, extended families, each of whom would come to dominate a particular aspect of their Citadel's culture. Each family built their traditions over generations, taking centuries to perfect a technique or product. When The Shattering destroyed their Citadels, the avalar scattered, taking what knowledge and history with them as they could. Today, older avalar make their trade as living history books, while younger avalar do their best to uncover the secrets of The Shattering so that the world can be rebuilt.

Alignment and Belief...

Though the Maker Gods are long since gone, many avalar still cling to the

beliefs and traditions of the Old World, even though there are no Deities there to answer their prayers. Few of them give service to the Druidic traditions that have sprung up since The Shattering, but those who do are welcomed, just the same.

Avalar want to believe themselves as forces for good, and while most are, there are those few who have become so obsessed with attempting to undo the damage of The Shattering that they become open to the temptations of evil. Some lost souls even become pawns of the Nightfall Lords.

NAMES...

Elder avalar names are long, with their given name coming after the name of both of their parents, then their family trade, the name of their district, the specific name of their family home, and then their Citadel. Niome dis Fatel ut Maya ha Bookbinder ha Eastern Fountain dis Hadravel would not be an uncommon name for an older avalar. Younger avalar, long-distanced from the days of the Citadels, usually go solely by their given names, eschewing the long-winded tradition they see as pointless.

LANGUAGE...

The avalar, who once ruled commerce and trade for all of the Old World from their Citadels, are so old and have had such an influence on the world that their language is used as the common tongue for all the world's people. They can learn to read and write the language of the Maker Gods (using two of their language options to do so), although speaking it properly is difficult, as it has been dead for thousands of years.

AVALAR HERITAGES...

Despite being the oldest of the Maker Gods' creations, the avalar have surprisingly little variation in their ancestry. Choose one of the following avalar heritages at 1st level.

HIT POINTS
6

SIZE
Medium

SPEED
30 feet

ABILITY BOOSTS
Intelligence
Dexterity
Free

ABILITY FLAW
Constitution

LANGUAGES
Common (Avalar)
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Chardram, Knomoi, Undyn, and any other language to which you have access (including those of the Nightfall Lords).

TRAITS
Avalar
Humanoid

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

ELDER AVALAR

You were young when The Shattering destroyed the Old World, but you still remember much from those days. Your memory remains sharp, enabling you to remember almost anything when needed. Whenever you roll to Recall Knowledge on any subject, if you critically fail, treat it as a normal failure, instead. In addition, when you roll to Recall Knowledge, you can increase any success to a critical success a number of times per day equal to your Intelligence modifier (if it's positive).

YOUTHFUL AVALAR

One of the dwindling few of your kind born after The Shattering, you possess a spirit that your elders do not. Not content to live in the growing fog of the past, you instead channel your energies into other pursuits in more positive, lively manners. You gain training in one skill of your choice. Additionally, when attempting to locate undetected objects or creatures with the Seek action, you gain a +2 circumstance bonus if the check is sight-based.

ANCESTRY FEATS...

At 1st level, you gain one 1st level avalar ancestry feat. You gain an additional avalar ancestry feat at 5th, 9th, 13th, and 17th levels. You may select your ancestry feats from the following list.

1ST LEVEL

AIR SPIRIT **FEAT 1**

AVALAR

Your Connection to the Element of Air goes beyond the normal affinity that most Avalar possess. You gain an almost preternatural sense for shifts and changes in the air around you, granting you a +2

circumstance bonus to Perception with sight- and hearing-based checks.

Special: If you have the Youthful Avalar Heritage, this Feat replaces the bonus from your heritage.

ANCESTRAL VISION — FEAT 1
AVALAR

Some semblance of your ancestors' power still flows through you, enabling you to sense the flow of energy suffusing the world. Even if you have no formal magical training, you can cast the *detect magic* cantrip as an arcane spell a number of times per day equal to 1 + your INT modifier. A cantrip is heightened to a spell level equal to half your level rounded up.

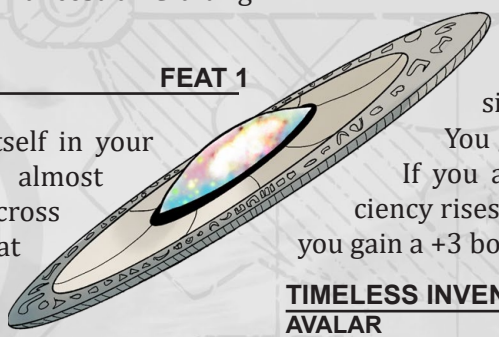
Special: If you have the Elder Avalar Heritage, you may instead cast this cantrip at will.

AVALAR LORE — FEAT 1
AVALAR

You have a special connection to the history of your people, especially that of your direct ancestors. You gain training in Crafting, or raise your rank in Crafting to expert if you are already trained. Additionally, you gain training in a Lore skill directly related to your ancestral Crafting specialty.

LIGHTSTEPPER — FEAT 1
AVALAR

Your natural grace shows itself in your movements, which are almost untraceable. You can move across open terrain so lightly that anyone attempting to track you finds it difficult to do so. Their DC to track you increases by 5.



OBSTINANT GRACE — FEAT 1
AVALAR

Being an undying example of the Maker Gods' first creations has its advantages. One of those is that you've been alive longer than just about anyone you're likely to meet in the wide, broken world, and thus have seen your fair share of deceptions, trickery, and cons. When using the Sense Motive basic action, you gain a +2 circumstance bonus to determine if the person or persons you are dealing with are attempting to lie to you or otherwise engage in deception.

Additionally, if you attempt to use the Lie action to turn their trickery around on them, you gain a +2 circumstance bonus to your Deception check, but only during that interaction. You must use the bonus immediately or it is lost: you must try again if you return to your target at a later date.

UNBURDENED BREATH — FEAT 1
AVALAR

Your Connection to the Element of Air enables you to hold your breath longer than might seem possible. The base amount of time you can hold your breath increases by a number of rounds equal to your level, but is in all other ways treated as normal.

UNSEEN WINGS — FEAT 1
AVALAR

The winds seem to always be at your back. Your Speed increases by 5 feet.

5th LEVEL

CATAPULT LEAP — FEAT 5
AVALAR

The wind lifts you higher than most. You do not need to Stride the normal 10 feet when making a High Jump or Long Jump using the Athletics skill. You still may not leap farther than your Speed, and can still fail the check normally.

SHADOWSTEPPER — FEAT 5
AVALAR

You have learned to move as silently as a soundless breeze. You gain training in the Stealth skill. If you are already trained, your proficiency rises to expert. If it is already expert, you gain a +3 bonus to your check, instead.

TIMELESS INVENTOR — FEAT 5
AVALAR

Your age-old commitment to your family's traditional craft gives you amazing insights into anything related to it. Your Crafting skill increases to expert, or to master if it is already at expert. Additionally, you gain a +2 circumstance bonus to any Lore checks made regarding your craft.

9th LEVEL

ANCIENT RESERVES — FEAT 9
AVALAR

The ties of the avalar to the Old World still live within you, enabling you to call upon a wellspring of resilience against magical effects. When you are targeted by a magical effect that requires you to make a saving throw, you can call upon the knowledge of your ancestors to help you resist it.

ANCIENT RESERVES ↻

Trigger You attempt a saving throw against a magical effect, but haven't rolled yet.

Your ties to the Old World surge within you, granting you a +1 circumstance bonus to the triggering saving throw until the end of your turn.

BALM OF THE WINDS FEAT 9

AVALAR

Your Connection to the Element of Air is a palpable thing, giving you succor in desperate times. You gain the ability to cast the *feather fall* spell as an arcane spell a number of times per day equal to 1 + your INT modifier. The spell behaves in all ways as it normally would, except that it only applies to you, and cannot be cast on another.

CLOUD MEMORY FEAT 9

AVALAR

The scars on your body tell layer upon layer of stories. Once per day, you can recall a situation that applies to your current situation, and use that memory to turn a critical failure into a normal failure, or a normal success into a critical success.

Special: If you have the Elder Avalar Heritage, you can use this feat to turn a failure into a success (but you may not turn a failure into a critical success).

13th LEVEL

SKIN OF THE CLOUDS FEAT 13

AVALAR

Your scars tell an ever increasing web of tales that you can use to discern the truth behind items, objects, and creatures of all types, even if you've never encountered them before. You may now use Recall Knowledge as though you were trained on any topic, even if you do not possess training in the associated Lore. If you have legendary proficiency with Occultism or Arcana, you may Recall Knowledge using Skin Of The Clouds at expert proficiency.

WINGS OF LIGHT FEAT 13

AVALAR

Your Connection to the Element of Air becomes so strong that you can manifest large, radiant wings made of light. You gain a fly speed equal to twice your normal speed for a total number of rounds per day equal to your level, plus additional rounds equal to your 1 + your INT modifier. If this effect runs out while you are still flying, you drift to the ground (or the nearest flat surface capable of accommodating you) as though you were affected by the *feather fall* spell. You do not gain training in Acrobatics if you do not already have it, meaning that any complex maneuvers you make may fail.

Special: If you have the Elder Avalar Heritage, and are able to do so, you may take this feat a second time, which causes your wings to shed light as per the heightened effect of the *light* cantrip. This light can be used to counteract magical darkness as normal.

Special: If you have the Youthful Avalar Heritage, and are able to do so, you may take this feat a second time, giving your wings what appears to be a life of their own. You gain the effects of the *shield* spell, as though it were heightened to 5th level, giving it Hardness 15.

AVALAR ADVENTURERS

Avalar adventurers tend to find employment as experts in specific fields, often joining adventuring companies because they have exactly the right knowledge for the task at hand. Even many of the youngest avalar possess knowledge greater than their years might suggest.

Avalar typically come from backgrounds such as artist, artisan, emissary, herbalist, and scholar. Avalar are often proficient alchemists and wizards, but many have taken up more martial roles since The Shattering, becoming fighters and rogues. Few barbarians, if any, are found within their numbers.

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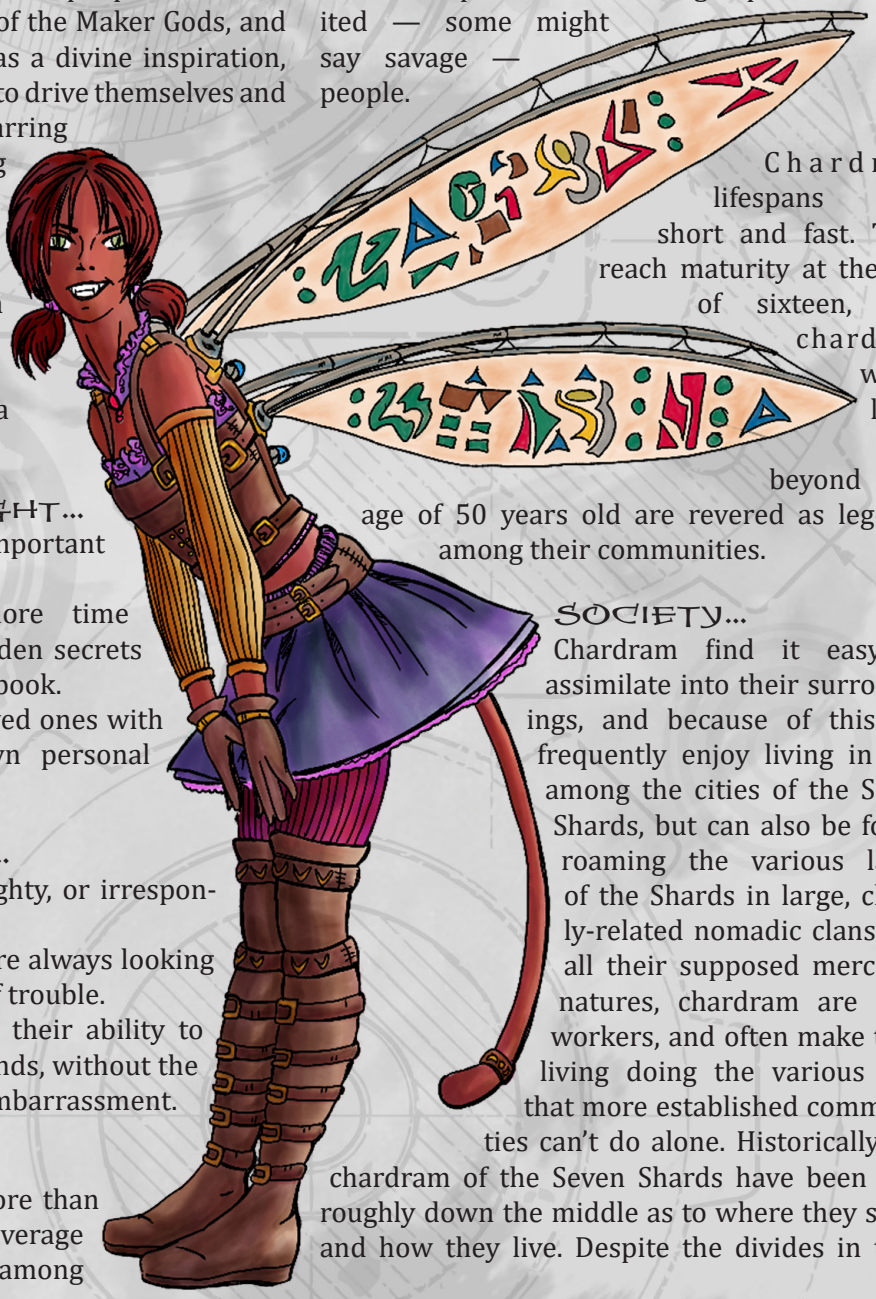
The Chardram

The Chardram were crafted by the Maker Gods in the great forges of the Old World. Born of the element of fire, the spirits of the chardram shine brightly, but briefly. Of all of the Dwarves' creations, the chardram have the shortest lifespan, reflecting the element of their creation. The passions of the chardram are intense, as is their compassion. Chardram are universally known to be quick of thought and action, adapting to new situations and information quickly. Chardram tend to form tight-knit extended family units, with cousins and distant relations held in the same regard as siblings and parents. Like humans, they readily adapt to living in diverse, cosmopolitan environments.

Chardram are small and athletic, graced with a Connection to the Element of Fire that fills them with a spirit of adventure and an almost universal, unquenchable curiosity. History shows that the chardram have cared little for polite society throughout the ages, preferring to speak their minds and act as their hearts guide them. The very name of their people translates to "sparks" in the tongue of the Maker Gods, and many chardram see this as a divine inspiration, taking it upon themselves to drive themselves and others to greatness… or, barring greatness, something exciting, at the very least.

If you want to play someone who lives life to the fullest, fueled by an unflaggable spirit, or who has a knack for getting into trouble, perhaps a chardram is for you.



A Chardram might…

- Get bored easily during important moments of exposition.
- Prefer to spend more time exploring an area for hidden secrets than reading about it in a book.
- Fight to defend their loved ones with no thought of their own personal safety.

Others might…

- See the chardram as flighty, or irresponsible.
- Believe that chardram are always looking for a fight, or some kind of trouble.
- Envy the chardram for their ability to speak their hearts and minds, without the fear of self-judgment or embarrassment.

Description…

Chardram rarely grow more than five feet in height, with an average height four and a half feet among all genders. They possess cat-like tails, providing them with a superior sense of balance. Their eyes are adept at gathering up available light, giving them excellent night vision. Chardram skin and hair tends toward shades of red or brown, while their eyes are typically green or gold. All chardram have strong, sharp canine teeth, which often lends to their reputation as a rough-spirited — some might say savage — people.

Chardram lifespans are short and fast. They reach maturity at the age of sixteen, and chardram who live beyond the age of 50 years old are revered as legends among their communities.

Society…

Chardram find it easy to assimilate into their surroundings, and because of this are frequently enjoy living in and among the cities of the Seven Shards, but can also be found roaming the various lands of the Shards in large, closely-related nomadic clans. For all their supposed mercurial natures, chardram are hard workers, and often make their living doing the various jobs that more established communities can't do alone. Historically, the chardram of the Seven Shards have been split roughly down the middle as to where they settle and how they live. Despite the divides in their

lifestyles, chardram from any particular clan will almost always welcome their relatives into their homes, whether that is a small home in a city, or a cramped wagon in a caravan.

Alignment and Belief...

Chardram, for all their passions and quick tempers, are inherently good people, most of whom want to do right by those they love and embrace their relatively short lives with all the enthusiasm they can. They understand that they, like the sparks from which they were created, have been granted a few handfuls of years. Of all the other people of the world, only the humans come close to the short life of a chardram, a fact which ties the two people together.

With the Maker Gods long gone, most chardram who seek out something larger than themselves find their path drifting toward those of the Druids, as the call of the natural, wild world is very appealing to the fiery chardram.

Names...

Chardram tend toward short, one- or two-syllable names that are easily remembered and quickly spoken. Family names are given first, followed by their given name, though sometimes they might give only the name others know them by. "Falana Mysa" and "Mysa" would both refer to a chardram whose common name is Mysa.

Language...

Chardram can learn to speak any language available to them, as well as their own breathy, vowel-laden tongue. Some chardram speak ignan, though this is rare.

Chardram Heritages...

Chardram wise-women mark each newborn with a small tattoo at the base of their neck upon their first birthday, based upon the nature of the child's Connection to the Element of Fire. Choose one of the following chardram heritages at 1st level.

HIT POINTS
8

SIZE
Small

SPEED
25 feet

ABILITY BOOSTS
Dexterity
Charisma
Free

ABILITY FLAW
Strength

LANGUAGES
Chardram
Common
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Knomoi, Undyn, and any other language to which you have access.

TRAITS
Chardram
Humanoid

LOW-LIGHT VISION
You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Ashen Chardram

Your spark is subdued, hidden beneath layers of complexity and a cool facade. Your fire is still hot, but you are adept at concealing it. When attempting to use the Create A Diversion, Lie, or Feint actions, you gain a +2 circumstance bonus to your Deception skill. Additionally, when attempting to Make An Impression with the Diplomacy skill, you can change a critical failure to a failure once per day.

Coal Chardram

Your spark is fueled by immense internal reserves, making you almost unstoppable. You gain a +2 circumstance bonus to saving throws against effects that hinder or slow your movement, making you resistant to the enfeebled, immobilized, or paralyzed conditions. You gain this bonus when targeted by effects that would cause you to suffer one or more of these conditions (such as spells, poisons, and the like), or when you are attempting to remove the condition from yourself. When you roll a successful save using this bonus, you get a critical success instead.

Wildfire Chardram

Your spark blazes brightly, driving you to great heights and greater falls. Your reckless nature somehow works to your advantage, giving you a +2 circumstance bonus to your Acrobatics skill when using the Tumble Through action, and to your Perception checks for initiative.

Ancestry Feats...

At 1st level, you gain one 1st level chardram ancestry feat. You gain an additional chardram ancestry feat at 5th, 9th, 13th, and 17th levels. You may select your ancestry feats from the following list.

1ST LEVEL

CLAMBER FEAT 1
CHARDRAM

You are skilled at scurrying up walls, trees, and other vertical surfaces. You gain a +2 circumstance bonus to your Athletics skill when attempting the Climb action.

CLEVER FORAGER FEAT 1
CHARDRAM

You've learned the art of survival from an early age. When you use the Subsist action, you gain a +2 circumstance bonus to your roll. Additionally, if you roll a critical failure, treat it as a normal failure instead.

FIRE SPIRIT FEAT 1
CHARDRAM

Your Connection to the Element of Fire is greater than those of your kin. You gain a +2 circumstance bonus to saving throws against spells and effects with the Fire trait or that deal fire damage.

INNER FLAME FEAT 1
CHARDRAM

You can manifest your spark in the physical world. You can cast the *faerie fire* cantrip at will. A cantrip is heightened to a spell level equal to half your level rounded up.

IGNORED AND UNSEEN FEAT 1
CHARDRAM

You are especially good at blending in to large crowds and moving through places you might otherwise not belong. You gain a +2 circumstance bonus to your Stealth checks when taking the Hide or Sneak actions.

Special: If you have the Ashen Chardram heritage, your listed skill bonuses for your heritage increase to +3.

OUT OF THE WAY FEAT 1
CHARDRAM

You are adept at getting out of the way when a larger person enters your space. In combat, when an ally moves close to you, you can adjust your position to keep out of their way.

OUT OF THE WAY ↷

Trigger An ally ends a move action adjacent to you.

You Step.

5th LEVEL

BITE BACK FEAT 5
CHARDRAM

Your teeth are sharp and strong. When you are attacked by an unarmed opponent, you may immediately bite them as a reaction. Your bite is considered an unarmed attack in the brawling group that deals 1d6 piercing damage.

BITE BACK ↷

Trigger An enemy attacks you with an unarmed attack.

You bite your opponent in response to an unarmed attack as a reaction.

BURNING SPIRIT FEAT 5
CHARDRAM

Your Connection to the Element of Fire manifests in a primal connection to fire. You can cast the *produce flame* cantrip at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Special: If you have the Coal Chardram heritage, the casting is reduced from two actions to one.

EMBER HEART FEAT 5
CHARDRAM

Your body constantly radiates heat, making you notably warmer to the touch than normal. You gain *resist energy (cold)* as an innate primal spell. You may cast this spell twice a day.

GRACE OF THE FLAME FEAT 5
CHARDRAM

You are an expert at using your tail for balance. You gain a +1 circumstance bonus to your Acrobatics check. Additionally, if you have the Out Of The Way feat, you may now Stride up to half your speed instead of Stepping.

Special: If you have the Wildfire Chardram heritage, your listed skill bonuses for your heritage increase to +3.

9th LEVEL

BOUNDER FEAT 9
CHARDRAM

You gain a climb speed of 10 feet. If you already have a climb speed, it increases by 5 feet.

Special: If you have the Clamber feat, your bonus for that feat increases by +1, and you gain an additional +2 circumstance bonus when attempting a High Jump or Long Jump using the Athletics skill.

FIREPROOF FEAT 9
CHARDRAM

Your Connection to the Element of Fire manifests

as an almost supernatural resistance to fire itself. You gain fire resistance equal to half your level (minimum 1).

Special: If you have the Burning Spirit feat, your flat check to remove persistent fire damage is reduced to DC 5 instead of DC 15, but cannot drop below that, even if someone is assisting you.

SPARK OF LIGHTNING — FEAT 9

CHARDRAM

You have an especially adept touch with combustible alchemical items. When attacking a foe with an alchemical item that does fire damage, you treat any critical failures as normal failures. Additionally, you may turn a failure into a success a number of times per day equal to 1 + your WIS modifier (if it's positive). You cannot change a success into a critical success using this feat.

Special: If you have the Fire Spirit feat, you gain a +2 circumstance bonus saving throws against spells and effects with the Electricity trait or that deal electricity damage.

VIPER MOUTH — FEAT 9

CHARDRAM

Prerequisites Bite Back

Practice and spite have taught you how to use your sharp canine teeth as proper weapons. Your bite now counts as a finesse weapon, and you may use it with the Attack action, instead of only as a reaction. You still gain your Bite Back reaction.

13th LEVEL

HEALING FLAMES — FEAT 13

CHARDRAM

You can infuse normal flames with your own spark, enabling you to draw upon the soothing warmth of fire to help yourself and your companions recuperate more quickly. If you make a successful Survival check (usually DC 20), you can spread healing energy over a number of companions gathered around your campfire equal to half your level, rounded down. This effect reduces the DC of the Treat Wounds action by 5 if you get a success on your Survival check, or by 10 on a critical success.

Special: If you have the Ashen Chardram heritage, your fire also enables your affected companions to remove the fatigued condition in two hours time, instead of eight.

Special: If you have the Coal Chardram heritage, when attempting to use the Treat Wounds action, you successfully remove the wounded condition from your target if you fail the check normally, and you do not damage your target on a critical failure.

Special: If you have the Wildfire Chardram heritage, your fire takes on a life of its own, helping keep watch around your camp, granting a +2 status bonus to you or any of your companions using the Seek action (sight-based) to detect hidden foes around your camp.

CHARDRAM ADVENTURERS

Chardram tend to drift toward professions and lifestyles that put them in the thick of things, often joining up with other adventurers out of a sense of intrigue and curiosity more than a desire for fame and fortune. Their friendly demeanors and boisterous spirits make them welcome additions to most groups, as does their tendency to laugh at danger.

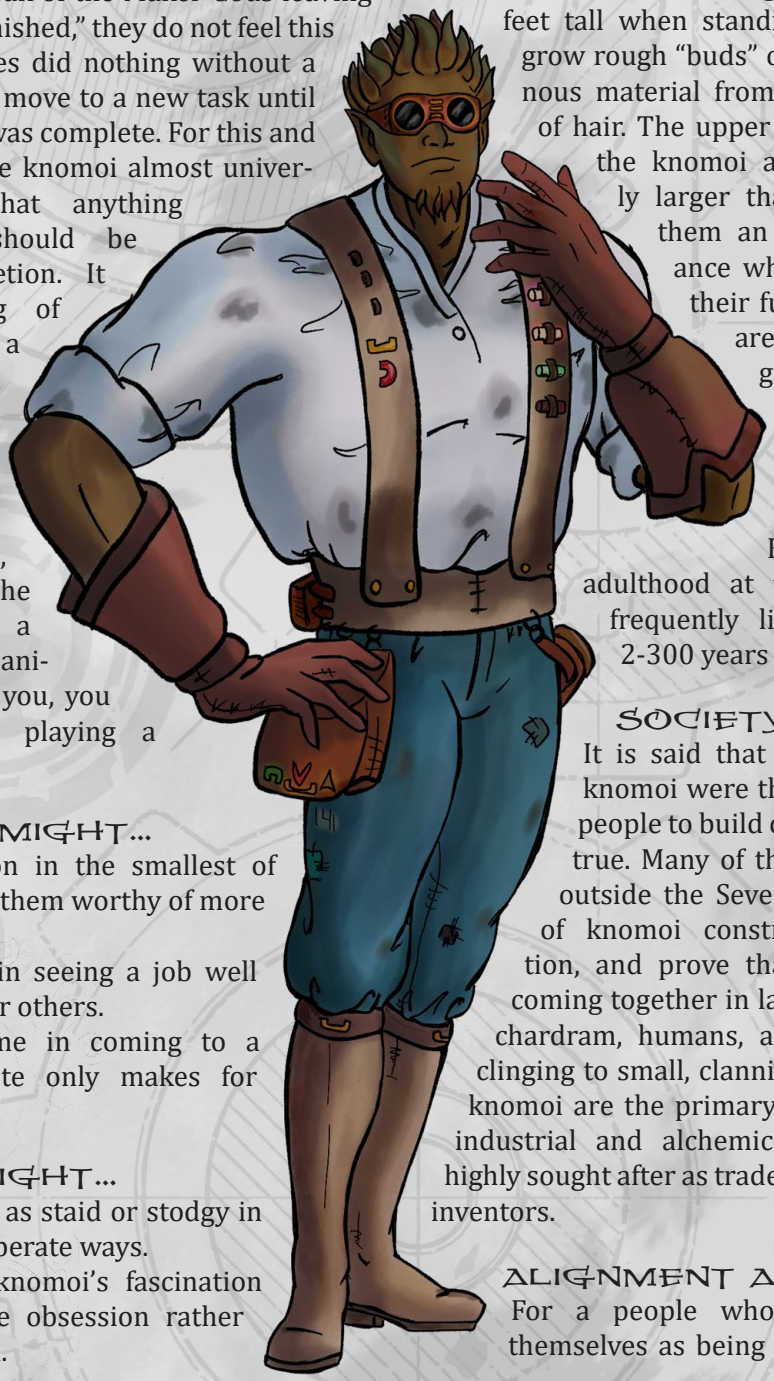
Many chardram families share backgrounds, with entire clans of acrobats, animal whisperers, charlatans, emissaries, entertainers, or farmhands. Others make their way as gamblers hunters, and nomads. Chardram tend to gravitate toward careers as druids, fighters, rangers and rogues, though barbarians and sorcerers also round out their ranks.

The Knomoi

In the language of the Maker Gods, the word "Knomoi" means "clay," or "earth," and it was to the Element of Earth that the knomoi were Connected. Although they were the third of the Created, the knomoi hew closer to the traditions of the Maker Gods than any other people in the world. Crafting and construction come naturally to them, as does the science of alchemy. Without the inventions and dutiful work of the knomoi, the cities of the Shard Sea would have fallen to starvation and water shortages centuries ago. The Skyships of the Seven Shards would not exist without the knomoi improving upon the avalar's designs. Few among the Shards would ever suggest that the people of the islands do not owe the knomoi their lives.

Knomoi are sturdy and solid, with a deep love of invention and mechanical pursuits. The mighty steam vents of Rime owe their creation to the industrious knomoi, as do more commonplace items such as Buzz Wings and Lobbers. While some legends speak of the Maker Gods leaving the knomoi "unfinished," they do not feel this is so: the Dwarves did nothing without a plan, and did not move to a new task until the current task was complete. For this and other reasons, the knomoi almost universally believe that anything worth doing should be done to completion. It takes something of great import for a knomoi to leave a task unfinished.

If you want to play character who is both strong and smart, or you feel that the idea of having a knack for mechanical objects is for you, you should consider playing a knomoi.



A Knomoi might...

- Find fascination in the smallest of details, declaring them worthy of more study.
- Take pleasure in seeing a job well done, their own or others.
- Take their time in coming to a decision, as haste only makes for sloppy work.

Others might...

- See the knomoi as staid or stodgy in their careful, deliberate ways.
- Consider the knomoi's fascination with detail to be obsession rather than appreciation.
- Marvel at the knomoi's combination of great intellect and physical strength.

Description...

Knomoi are not as tall as humans, but are taller than chardram, averaging five and a half feet tall when standing straight. Knomoi grow rough "buds" or "sprouts" of keratinous material from their heads instead of hair. The upper bodies and heads of the knomoi are disproportionately larger than their legs, giving them an unbalanced appearance when they stand up to their full height. While they are generally slower of gait than most people, this strange build helps many knomoi move steadily where others might falter.

Knomoi reach their adulthood at the age of 20, and frequently live for as many as 2-300 years in their time.

Society...

It is said that after the avalar, the knomoi were the first of the world's people to build cities, and this may be true. Many of the oldest ruins found outside the Seven Shards show signs of knomoi construction and habitation, and prove that the knomoi were coming together in large groups while the chardram, humans, and undyn were still clinging to small, clannish groups. Today, the knomoi are the primary movers behind new industrial and alchemical designs, and are highly sought after as tradesmen, engineers, and inventors.

Alignment and Belief...

For a people who can clearly count themselves as being gifted with the same

blessings of ingenuity and inventiveness as the Maker Gods themselves, most knomoi are remarkably humble when it comes to their pursuit of the truth about the origins of the world. Many of them feel that the dogmatic pursuit of the Old World is best left to the avalar: let them chase down the minutia of the names and domains of the Maker Gods, leaving the more esoteric and ephemeral studies to the knomoi. What's more important? The times and dates and moments leading up to the destruction of the Old World, or the truths behind the power of the Maker Gods and their creation? One only tells us how it happened. The other has the potential to fix it.

Many knomoi pay lip service to religion of any kind, recognizing that it has power, but not truly seeking to pursue it. Still, the knomoi are lawful and organized creatures by nature, and tend toward the pursuits of a greater good for all.

NAMES...

Knomoi are given one name when they are born, and choose other names for themselves as they mature. When they reach their Shaping Age, and become adults, they settle on their final name, which is usually a compound of their Shape and their most recently chosen name. Bright Nikol, Calm Elissa, and Dark Uther are all normal names within knomoi culture.

LANGUAGES...

Knomoi can learn to speak any language available to them, and are capable of learning the languages of the various elemental beings that were trapped in the world after The Shattering (aquan, auran, ignan, and terran).

KNOMOI HERITAGES...

Knomoi undergo a spiritual ritual upon their eighteenth birthday (or their Shaping Day), which sets the path they will take through their adult lives. Choose one of the following knomoi heritages at 1st level.

BRIGHT KNOMOI
You choose the shape of a maker, dedicating your life to the creation and understanding of great works. Whether magical, alchemical, or industrial, your crafts become your lifelong focus. Choose a Craft skill. You gain a circumstance bonus equal to half your level (minimum 1) when making your Earn Income check. Additionally, you gain a +2 circumstance bonus to skill checks with your chosen Craft, or when attempting to Recall Knowledge on a topic related to it.

CALM KNOMOI
You choose a solid, placid shape, like that of a stone or a mountain, becoming a pillar of stability in the face of a chaotic world. When you roll a success against an emotion effect, you get a critical success instead.

DARK KNOMOI
You choose the shape of a deep, quiet cavern, holding secrets against the passage of time. You dedicate yourself to understanding hidden facts, rooting out secrets and truths wherever you can find them. You gain darkvision, and cold resistance equal to half your level (minimum 1), and treat environmental cold effects as if they were one step less extreme.

ANCESTRY FEATS...

At 1st level, you gain one 1st level knomoi ancestry feat. You gain an additional knomoi ancestry feat at 5th, 9th, 13th, and 17th levels. You may select your ancestry feats from the following list.

HIT POINTS
10

SIZE
Medium

SPEED
25 feet

ABILITY BOOSTS
Strength
Intelligence
Free

ABILITY FLAW
Charisma

LANGUAGES
Knomoi
Common
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Chardram, Undyn, and any other language to which you have access.

TRAITS
Knomoi
Humanoid

LOW-LIGHT VISION
You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

1ST LEVEL

BOLSTERED DEFENSE — FEAT 1
KNOMOI

Your normally ungainly bulk becomes an advantage when wearing armor. You have learned to ignore the reduction to your Speed from any armor you wear.

Special: If you have the Calm Knomoi heritage, you reduce all check penalties from any armor you are wearing by 1 (to a minimum of 0).

COMPLEX THOUGHTS ◈ — FEAT 1
FORTUNE, KNOMOI

Frequency once per day

Trigger You fail a skill check or saving throw

Your mind works on multiple levels at once, enabling you to quickly correct yourself when you make a mistake. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

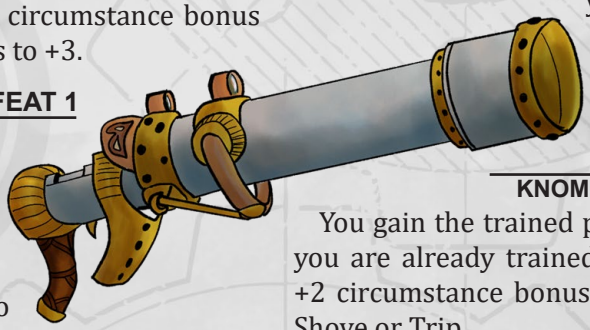
CRAFT ADEPT — FEAT 1
KNOMOI

You learned the lessons of your mentors and elders well. You gain the trained proficiency in Crafting and Lore. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

Special: If you have the Bright Knomoi heritage and you take this feat, your circumstance bonus from your heritage increases to +3.

DEVICE ADEPT — FEAT 1
KNOMOI

Mechanical devices speak to you, giving you a preternatural understanding of their workings. You gain a +2 circumstance bonus to your Thievery skill when attempting to Disable A Device or Pick A Lock. Additionally, if you roll a critical failure on your check, you get a normal failure instead.



EARTH SPIRIT — FEAT 1
KNOMOI

Your Connection to the Element of Earth is stronger than normal. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone. In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance.

THREE-LEGGED STANCE — FEAT 1
KNOMOI

You've learned to use your unusual anatomy to your advantage. So long as you have at least one hand free, you can use that hand to help stabilize yourself as you move. You ignore difficult terrain from rocks, boulders, and loose ground, and reduce the greater difficult terrain penalty for these hazards by 5 feet. Uneven ground still affects you normally.

5th LEVEL

PUSH BACK — FEAT 5
KNOMOI

Your powerful arms and steady gait help you to give as well as you get. You gain the Push Back reaction.

PUSH BACK ↷

Trigger An enemy attempts to Shove or Trip you.

You immediately attempt to Shove or Trip your opponent.

UNKNOWN KNOWLEDGE — FEAT 5
KNOMOI

You gain the trained proficiency in Arcana or Occultism. If you already have the trained proficiency in your chosen skill, it is increased to Expert proficiency.

Special: if you have the Dark Knomoi heritage, you gain a +2 circumstance bonus to the skill you did not choose with this feat.

WRESTLER — FEAT 5
KNOMOI

You gain the trained proficiency in Athletics. If you are already trained in Athletics, you gain a +2 circumstance bonus on attempts to Grapple, Shove or Trip.

9th LEVEL

FLINT HEART — FEAT 9
KNOMOI

You gain a +2 status bonus to your saving throws against spells and effects with the Earth trait.

Special: If you have the Bright Knomoi heritage, you gain an additional +1 status bonus to your saving throws against items, spells and effects with the Alchemical trait.

Special: If you have the Calm Knomoi heritage, your status bonus against spells and effects with the Earth trait increases to +3.

Special: if you have the Dark Knomoi heritage,

you gain an additional +1 status bonus against spells and effects with the Cold trait.

SKIN OF THE EARTH **FEAT 9**
KNOMOI

Prerequisites Earth Spirit

Your Connection to the Element of Earth becomes stronger. You gain acid resistance equal to half your level (minimum 1).

SOUL OF THE MOUNTAIN **FEAT 9**
KNOMOI

Your Connection to the Element of Earth makes you unnaturally resistant to damage. Increase your maximum Hit Points by your level. You also gain resistance 1 to physical damage. If you already have resistance from another source (such as a class ability), the resistance you gain from this feat adds to it.

Additionally, if you have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and your resistance increases to 2.

13th LEVEL

GEAR KEEPER **FEAT 13**
KNOMOI

Prerequisites Device Adept

You gain an unusual affinity for mechanical devices. Your circumstance bonus to your Thievery skill actions for the Device Adept feat increase to +4, and when you roll a success on any of these checks, you get a critical success instead. You also gain a +2 circumstance bonus to any skill checks you make to use mechanical items you have created with your own hands, such as Buzz Wings or Lobbers. This bonus does not apply to attacks made with these devices, but does apply to damage if applicable.

PATH CARVER **FEAT 13**
KNOMOI

Prerequisites Three-Legged Stance

You are no longer affected by the greater difficult terrain movement penalties from rocks, boulders, and loose ground. When you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone or earth, you are no longer flat-footed. When you roll a critical failure on one of these Acrobatics checks, you treat it as a normal failure instead.

Additionally, if you have the Bolstered Defense feat, any time you take a penalty to your Speed for any reason (such as when you are encumbered), you deduct 5 feet from the penalty (so a penalty of 10 feet becomes a penalty of 5 feet instead). If you are subject to multiple Speed penalties, you may only reduce one of them.

KNOMOI ADVENTURERS

Knomoi tend to be drawn toward professions that play to their strengths — both figuratively and literally. Bright knomoi often find their interests (or obsessions) in their crafts naturally draw them to the field of alchemy or arcane studies. Calm knomoi find the martial discipline of the monastic traditions to their liking, though not always. Dark knomoi find that druidic or roguish pursuits are best suited to their investigations.

Knomoi families tend to stick to single, traditional professions (even those of them who spend their time adventuring). Artisans, barkeeps, farmhands, laborers, and other good, solid backgrounds tend to be the most prevalent, with merchants, miners, and scholars close behind. Very few knomoi families count nobles among their number.

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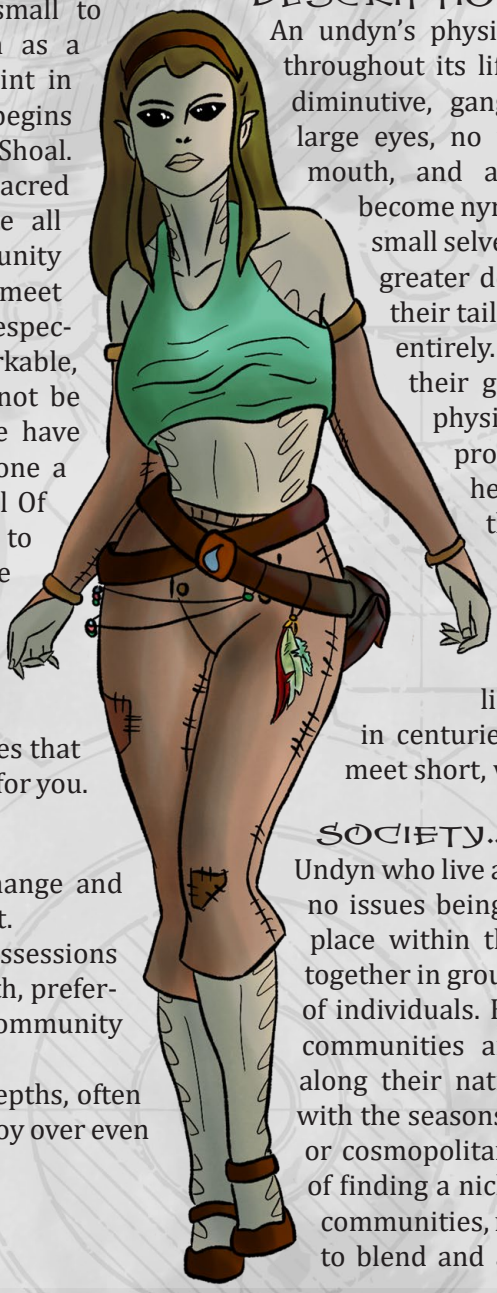
The Undyn

Fourth of the Maker Gods' children, the undyn were given dominion and home within the Element of Water, and their Connection is the strongest of all the other Created, save for that of the Humans. None are so fluid, none are so flexible, as an undyn given over to the pursuit of their nature. Though their changing nature is seen by many as mercurial and fickle, a truer understanding of their hearts reveals that they, like the water they hail from, are creatures of adaptation. Like water, the undyn seek their level, flowing and molding themselves to their surroundings. And, like water, when the time comes, they will break their bonds with enough force to drown all who stand in their way.

Undyn are a people tied to the changing tides of the waters in which they make their home. In the language of the Maker Gods, their name is a linking word, enabling the transformation of one thing into another, and that transitive nature applies to the undyn throughout their lives. An undyn is child is known as a "small," and has neither gender nor sexual organs. As the undyn matures, it changes from a small to an intermediary stage known as a nymph, and it is from this point in their life that the undyn youth begins to choose its adult form, or Shoal. The choosing of the Shoal is a sacred experience, during which time all members of the undyn's community gather to pay their respects and meet the newest member of their respective Shoals. Perhaps most remarkable, the selection of a Shoal need not be permanent. Though rare, there have been undyn who have undergone a rare and time-consuming Ritual Of The Self, returning themselves to their nymph stage, from whence they can once again join a Shoal that best suits them.

If you want to play character who can change their very person to best suit the challenges that stand against them, an undyn is for you.



An Undyn might...

- Understand the nature of change and impermanence better than most.
- Not see the value in material possessions or the pursuit of personal wealth, preferring to focus their efforts on community welfare.
- Be given to great emotional depths, often holding tightly to a sorrow or a joy over even the smallest of things.

Others might...

- Believe the undyn to be unreliable in their changing ways.
- Misunderstand an undyn's lack of desire to accumulate "things" over connection.
- Envy the undyn's ability to readily adapt to unusual or strange circumstances.

Description...

An undyn's physical form varies many times throughout its life. As a small, an undyn is a diminutive, gangly, ungainly creature, with large eyes, no visible ears or nose, a thin mouth, and a tadpole-like tail. As they become nymphs, they still resemble their small selves, only with more muscle and greater definition to their faces, while their tail becomes vestigal or vanishes entirely. Upon taking up their Shoal, their gender (or lack thereof) and physical appearance both become pronounced. See their respective heritages, below, for more on the nature of the Cresting Tide, Placid Sea, and Thresher undyn.

Undyn reach maturity at the age of 20. Their overall lifespans are usually measured in centuries, though Threshers tend to meet short, violent ends.

Society...

Undyn who live apart from other peoples have no issues being understood, or taking their place within their communities. Gathering together in groups of hundreds or thousands, of individuals. Known as Pools, these undyn communities are largely nomadic, moving along their native rivers and lakes in time with the seasons. Undyn living in more urban or cosmopolitan areas are perfectly capable of finding a niche (their "level") within their communities, relying on their natural ability to blend and adapt to their circumstances

to work to their advantage. Undyn who live in such communities may find themselves becoming the destination for their neighbors who need to settle local disputes, or who need a new, open-minded perspective on their problems.

Alignment and Belief...

The undyn, with their fluid natures and an understanding of the Element of Water, often find it difficult to set their minds on a single belief. They certainly believe that the Maker Gods created them — that is a matter of historical fact — but whether or not that means the Dwarves are worthy of worship is a subject of vigorous debate between the various undyn communities. For many of the undyn, the give-and-take of the Druidic tradition, connecting to the primal nature of the land, is far more attractive than the rigorous, orderly traditions of the Maker Gods' religion.

Undyn are by their nature neutral in most things. While they tend toward causes that improve the common good, they are less concerned with law and order than they are with peace and harmony. Their communities tend toward a natural flow that might seem chaotic, but are in reality full of intricate and multi-layered traditions passed down by generations of elders.

Names...

Undyn tend to try on many names as they mature, eventually settling on a name shortly before they take up their Shoal. These names are taken from aspects of the natural world, including the names of trees, plants, rivers, or even cities. Formal names include the undyn's Shoal and clan. Willow, Cresting Tide of Mulum Lake, Galleon, Placid Sea of Waran Lake, and Broken Gear, Thresher of Clan Green Tide are all perfectly normal undyn names.

Language...

Undyn can learn to speak any language available to them, and are capable of learning the language of water elemental creatures that were trapped in the world after The Shattering (aquan). They also have specific Shoal languages that are intrinsic to the forms of each of the Shoals. These languages require certain physiological changes and are partially telepathic, and thus can only be spoken by specific Shoals. Undyn who have shifted from one Shoal to another no longer retain the ability to speak the language of their former Shoal.

Undyn Heritages...

Choosing a Shoal not only provides the undyn with various heritage traits, but also grants them the basics of their overall ancestry. Each Shoal has a specific role in society, and should not be chosen (or changed) lightly. Choose one of the following knomoi heritages at 1st level.

HIT POINTS
Varies based on Shoal

SIZE
Medium

SPEED
Varies based on Shoal

ABILITY BOOSTS
Varies based on Shoal

ABILITY FLAW
Varies based on Shoal

LANGUAGES
Undyn
Common
Shoal Language
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Chardram, Knomoi, and any other language to which you have access.

TRAITS
Undyn
Humanoid

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

CRESTING TIDE UNDYN

You take the fertile and life-giving form of the Cresting Tide, becoming an undyn matriarch. Your features and voice become feminine, and you are capable of reproduction, should you choose. You gain a Speed of 30, and a Swim Speed of 20. You have 8 hit points. Your Ability Boosts are Wisdom, Charisma, and a Free boost. Your Ability Flaw is Constitution. You learn the Mother's Tongue Shoal language. You can hold your breath twice as long as normal, and you still need to breathe air.

PLACID SEA UNDYN

You take the long-lasting and neutral form of the Placid Sea, retaining your neutral gender nymph form, and gaining new traits in the bargain. Your height increases to as much as seven feet, and your mental capacity expands. You gain a Speed of 25, and a Swim Speed of 30. You have 6 hit points. Your Ability Boosts are Intelligence, Wisdom, and a Free boost. Your Ability Flaw is Dexterity. You learn the

Teacher's Tongue Shoal language. You can hold your breath three times as long as normal, and you still need to breathe air.

THRESHER UNDYN
You become the Thresher, a fierce hunter and protector of your people. Your form and voice become masculine, your teeth and nails become sharp, and your strength surpasses that of any of your kin. You gain a Speed of 20 and a Swim Speed of 40. You have 10 hit points. Your Ability Boosts are Strength, Constitution, and a Free boost. Your Ability Flaw is Charisma. You learn the Hunter's Tongue Shoal language. You can hold your breath five times as long as normal, and you still need to breathe air.

ANCESTRY FEATS...

At 1st level, you gain one 1st level undyn ancestry feat. You gain an additional undyn ancestry feat at 5th, 9th, 13th, and 17th levels. You may select your ancestry feats from the following list.

1ST LEVEL

MIND FLOW **FEAT 1**
UNDYN
Your mind is as fluid as your form. Choose one of your trained skills. That skill is no longer trained, and you may now choose to become trained in a new skill every day during your daily preparations. You must choose which skill you gain trained proficiency in each day.

Special: If you have the Placid Sea undyn heritage, instead of choosing a new trained skill for the day, you can instead boost another skill in which you have trained proficiency with +2 status bonus until your next daily preparations.

STILL WATERS **FEAT 1**
UNDYN
You can hide your true intent beneath a calm, placid facade. You gain a +2 circumstance bonus to Lie and Feint actions when making a Deception check.

Special: If you have the Cresting Tide Undyn heritage, you also gain this bonus on the Make An Impression and Request actions when making a Diplomacy check.

WATER SPIRIT **FEAT 1**
UNDYN
Your Connection to the Element of Water is stronger than normal for your ancestry. You gain a +2 circumstance bonus to your Will saves.

5th LEVEL

DEEP SECRETS **FEAT 5**
UNDYN
Prerequisites Mind Flow
As with Mind Flow, but your proficiency bonus in the new skill is now expert. As with Mind Flow, you must choose which skill you gain expert proficiency in each day.

Special: If you have the Placid Sea undyn heritage, instead of choosing a new expert skill, you may instead apply a +4 status bonus to a skill that is already at expert proficiency.

SHIFTING TIDES **FEAT 5**
UNDYN
Prerequisites Water Spirit
When submerged to at least half your height, the patterns of your skin shift and change, helping you to blend in with your surroundings. You gain a +2 status bonus to your Stealth checks so long as you can cover at least half of your body in water.

Special: if you have the Thresher Undyn heritage, you do not need to reduce your Speed or Swim Speed when using the Sneak action.

VOICE OF THE SEA **FEAT 5**
UNDYN
Your fluid mind and your ability to adapt to the unexpected make you a natural tactician. Choose a target in your line of sight and within 60 feet: it must make a save against your class DC (if you do not have a Class DC, calculate it normally). Regardless of success or failure, the target may only be affected by this feat once per combat.

Critical Success: the target is unaffected.
Success: The target only suffers a –1 penalty.
Failure: The target only suffers the –2 penalty and is not flat footed.
Critical Failure: The target is flat-footed and suffers a –2 status penalty to their saving throws against all spells and effects you or your allies target them with until the start of your next turn.

WATER BORN **FEAT 5**
UNDYN
You gain the effects of a heightened (4th) *water breathing* spell, enabling you to breathe water indefinitely throughout the day. You must still return to land to perform your daily preparations.

9th LEVEL

CRASHING WAVE **FEAT 9**
UNDYN
You have learned to turn your body's movements

to your advantage, surprising your opponent with their force. You gain a +2 status bonus to your attack and damage rolls when using unarmed attacks or bludgeoning weapons.

Special: If you have the Thresher Undyn heritage, you also gain this bonus with slashing and piercing weapons.

DEEP DIVER **FEAT 9**

UNDYN

Prerequisites Water Spirit

Your Connection to the Element of Water becomes stronger. You gain cold resistance equal to half your level (minimum 1). In addition, you treat environmental cold effects as though they were one step less extreme (incredible becomes extreme, extreme becomes severe, and so on).

13th LEVEL

RITE KEEPER **FEAT 13**

UNDYN

You learn the *Ritual Of Self*, enabling you to undergo a month-long rite in which you return to your nymph form, before once again emerging as a Shoal. You change your heritage from your current heritage to another available heritage. Your Ability Boosts, Ability Flaw, and Shoal Language change. See the *Ritual Of The Self* spell, below, for additional details.

WAVE MASTER **FEAT 13**

UNDYN

Prerequisites Water Born, Water Spirit, Voice Of The Sea

Your connection to the Element of Water is unsurpassed among your peers. You have the favor of one of the water elementals who were trapped within the world after The Shattering. You can summon this specific elemental once per day as though you have cast the *summon elemental* spell cast as a 5th level innate primal spell.

Special: If you have the Calm Tide Undyn heritage, you cast this spell as a 4th level innate primal spell, but you can cast it twice per day.

Special: If you have the Thresher Undyn heritage, you instead cast the *summon animal* spell as a 3rd level innate primal spell, but you can cast it three times per day.

UNDYN ADVENTURERS

Undyn have little use for thievery or deception, though they can often be very good at it. Many of them find deep connections with the natural world, joining druidic orders or traveling the land as rangers. Many Thresher undyn often give in to their inherent aggression, becoming formidable barbarians in their own right. Few undyn care for arcane pursuits, though Placid Sea undyn seem to have quite an affinity for it.

With their ability to find a place among many different types of community, undyn have a variety of backgrounds between them. They have little care for material pursuits, however, so backgrounds such as charlatans, gamblers, nobles, and the like will be few and far between.

New Ritual Spell: Ritual Of The Self

RITUAL OF THE SELF **RITUAL 6**

UNCOMMON, TRANSMUTATION, UNDYN

Cast 1 day; **Cost** Food and valuable oils worth a total value of 800gp (200gp per week); **Secondary Casters** 12

Primary Check Medicine (Master) or Nature (Master)

You cast away the features and trappings of your Shoal, returning to your nymph state and encasing yourself in a hard carapace. You cannot feed yourself during this stage: secondary casters must feed you a prodigious amount of food each week for a month, at which time you emerge in your new form. Your abilities, movement speeds, and appearance all change. Your class, class abilities, feats and skills do not change. You are still yourself, you are merely different than you were before. Because of the extreme and rigorous demands placed upon your body by this ritual, it can only be attempted twice a year, usually on spiritually significant days such as the solstice or equinox.

Critical Success: You emerge two weeks early, reducing the gp cost of the spell.

Success: You emerge on time, without ill effects.

Failure: You emerge a week late, increasing the gp cost of the spell.

Critical Failure: You emerge within 1d6 days, and must attempt the ritual again.

Humanity

The fifth and final of the Maker Gods creations, the humans were gifted with a Connection to the Element of Spirit, held by the Dwarves as the greatest and most important of the five basic Elements of Life. Without Spirit, Air cannot give breath, Fire cannot give succor, Earth cannot be shaped, and Water drowns all within it. The tales tell that the Maker Gods imbued humanity with their own love of building things greater than themselves, leading to the human tradition of building thriving, lasting communities, cities, and even empires. Strangely, the word "human" has no meaning in the tongue of the Maker Gods. It is a name chosen, it seems, by humanity for itself, making them the only Created to have done so.

Humans make up the greatest number of the world's inhabitants. Though their lives are brief by the standards of the other Created — only those of the chardram are shorter — they are driven to intense heights of achievement, often creating legacies that last centuries after their death. Their Connection to the Element of Spirit gives them a desire to gather others to them, and makes them a force to be reckoned with when focused on a task or goal. Like the avalar, they seek knowledge. Like the chardram, they crave adventure. Like the knomoi, they invent and create. Like the undyn, they experience great depths of emotion. Unlike the other Created, however, they defy easy definition as a people, refusing to settle into any one particular niche.

As if to drive home their connection to the works of the Maker Gods, humans boast a final gift: the ability to innately understand their ancient writing and abandoned technology. Where avalar scholars take years to comprehend the lost Dwarven script, a human can glean a general meaning from it without so much as a day of formal training. This natural comprehension can be a boon, or lead to unknown danger.

If you want an unmatched spirit, a strong heart, and the ability to defy expectations at every turn, you should consider playing a human.

A Human Might...

- Be fascinated with the remnant technology of the Maker Gods.
- Work to maintain group cohesion in times of strife and unrest.
- Push members of their community to pursue their highest goals.

Others Might...

- Be wary of the corruptibility of your Connection to the Element of Spirit.
- Find your people's adaptability and eagerness for change to be rapacious or even short-sighted.
- Misunderstand your enthusiasm for understanding how things work as a desire to exploit knowledge for your own gain.

Description...

Humans have a great variety in their physical aspects, with a wide range of skin and hair colors. Most humans have brown or green eyes, though some few possess blue or other colors.

Society...

Within the broken world, humans were the first to reach out to the other people of the

Shard Sea. The humans of Renaum forged the treaties between the Seven Shards, and established the trade routes between the islands. Despite their natural tendency toward cooperation, many humans strike out on their own, choosing to rely only on themselves, eschewing trust in favor of safety and isolation.

Alignment and Belief...

Humans hold a variety of beliefs, though none of them dispute their creation at the hands of the Dwarves. Many humans even still devoutly follow the millennia-old religion of the Maker Gods, even though their prayers are no longer answered with true miracles or magics.

Unfortunately, humans not only embody the best of the Maker Gods, but also the worst. Humans can be good or evil, prone to lawfulness or not. A good number of humans are pure of heart, but just as many are selfish to their core. Sadly, though Spirit is the greatest of the Elements, it is also most prone to corruption.

Names...

Although they show a great amount of diversity in their names, the humans of the Shard Sea area also show a remarkable pride in their island or city of origin. Lane Ostriker, one of the brave explorers who brought back the news of the impending Nightfall, will happily refer to himself as a man of Carador on Renaum, while others find pride in speaking of their family history on Bélithe, Rime, or any of the other Shards and their lands.

Language...

Humans can learn any language available to them, and they appear to have a strange affinity for understanding the written language of the Maker Gods. Even if a human character has no formal training in the language, they can make a DC 15 flat check to understand the written text. The reading is always general: the character has a "feeling" about what the written words say, rather than a word-for-word translation.

Human Heritages and Ancestry Feats...

As there are no elves or orcs in A Broken Sky, the Half-Elf and Half-Orc heritages are not available to human characters, leaving the Skilled and Versatile heritages. Be aware when choosing your ancestry feats that there are no avalar-, chardram-, knomoi-, or undyn-specific weapons, so feats such as Unconventional Weaponry may not be as useful as other, less specific feats.

A pair of additional ancestry feats, Eyes Of The Makers and Hands Of The Makers, are available for use by human characters, and is described below.

EYES ON THE PAST

As has been hinted at in the text, the language of the Maker Gods is not impossible to learn, but it is *very difficult*. The avalar are capable of learning it, but only because they have practically unending lifespans. In game terms, they must use two language options to learn the Dwarven tongue. The knomoi and chardram must use three of their language options to learn it, and the knomoi themselves are master inventors in the tradition of their creators. Humans innately understand the language, even if they cannot formally read it — leading many to believe that the language of the Maker Gods is itself imbued with the Element of Spirit. If a language can be Connected, then perhaps machines and even the Temples could be, as well. The concept has caused no end of debate among scholars and historians.

Of course, the debate is meaningless if some way of repairing the damage of The Shattering. Even moreso if the coming Nightfall cannot be defeated.

5TH LEVEL

EYES OF THE MAKERS **FEAT 5**

HUMAN

Your innate understanding of the language of the Maker Gods becomes almost supernatural. Your flat check to understand the written language of the Maker Gods becomes DC 10.

13TH LEVEL

HANDS OF THE MAKERS **FEAT 13**

HUMAN

The words and creations of the Maker Gods open their secrets to you. Your flat check to understand the written language of the Maker Gods becomes DC 5, and you can attempt to operate (though not repair or replicate) their artifacts with a DC 10 flat check.

New Equipment

Buzz Wings. Lobbers. Temple Talismans. Reliquaries of the Maker Gods. All of these things and more are vital to your survival in the world. Let's explore them, now.

BATTERY TUBE ITEM 1

ALCHEMICAL, CONSUMABLE, MECHANICAL

Price 5gp

Usage used by Buzz Wings; **Bulk** L

Battery Tubes are eight-inch tubes made of tempered glass, copper, brass, and steel, into which a series of stabilizing chemicals are inserted. These are then combined with a fragment of a *Fuel Block* (see below), to create a viable *battery tube*. Without a viable *battery tube*, *buzz wings* will not work. A single *battery tube* provides 10 minutes of power to a set of *buzz wings*. Because of the stabilizing chemicals in the tube, the *fuel block* fragment cannot be used as an incendiary device, not even if removed from the *battery tube*.

BRIGHT FLUID ITEM 1

ALCHEMICAL

Price —

Bright Fluid is a remnant technological item, an unusual substance that is integral in the operation of Temple Sky Paths. It appears to be generated from thin air by the immense Gear Metal vats beneath the Temples. It defies analysis, and begins losing potency immediately upon removal from its vats. A gallon of bright fluid can be used in place of 1gp worth of crafting materials when creating items with the acid, alchemical, bomb, evocation, and splash traits.

BUZZ WINGS ITEM 3

ALCHEMICAL, MECHANICAL

Price 50gp

Usage worn backpack; **Bulk** 2

Buzz Wings are mechanical devices powered by alchemical batteries that enable their wearer to fly without the use of magical items or spells. They are typically emblazoned with various alchemical or arcane formulas invoking the Elements of Air and Fire to repel the wings away from the Earth. The user dons them as they would a backpack, and activates the wings by turning a small crank that generates a tiny electric spark, which then ignites the battery, generating power. *Buzz wings* grant their user a flight speed of 40 feet for 10 minutes per battery. Once the battery is activated, it continues to generate power for the full 10 minutes: it cannot be shut off and will burn itself out. It takes two minutes to safely change a battery yourself, or one minute if someone does it for you. While using the flight speed provided by your *buzz wings*, you suffer a –5 circumstance penalty all of your Stealth checks, due to the tremendous noise generated by the engine that powers the wings. The wings provide their wearer a +2 item bonus to Acrobatics checks to Maneuver in Flight. Because of the nature of these wings, their user cannot use magical items such as cloaks, backpacks, and so on while operating their *buzz wings*, even if those items have been Invested during their daily preparations.

Activate ◆◆◆ Interact; **Effect** You activate your *buzz wings* and take flight. You have a flight speed of 40 for 10 minutes. Your skill checks are affected as described above.

FUEL BLOCK ITEM 2

ALCHEMICAL, CONSUMABLE, MECHANICAL

Price 17gp

Usage used as components; **Bulk** L

Fuel Blocks are 12 x 6 x 1 inch portions a *fuel tablet* (below), and are used almost exclusively in the construction of *battery tubes* for *buzz wings*. A single *fuel block* can be made into 6 *battery tubes*, or can be sold as fuel for personal heating devices common in smaller homes throughout the Shard Sea. *Fuel blocks* can be ignited in the same fashion as *fuel tablets*, burning with the same intensity as a normal campfire for an hour.

FUEL TABLET ITEM 5

ALCHEMICAL, CONSUMABLE MECHANICAL

Price 200gp

Usage burned as fuel; **Bulk** 2

Fuel Tablets are heavy, relatively stable blocks of clay-like solid fuel for Skyships, furnaces, and other items that use combustion for power. A single *fuel tablet* provides power to a Skyship's engine for an hour, as described in **Temples And Skyships**, above. Each *fuel tablet* has 15 points of resistance to fire, making it hard to burn with conventional means. Additionally, *fuel tablets* have an armor class of 5, Hardness 7, 20 hit points, and a Broken Threshold of 14. *Fuel tablets* take double damage from electrical sources, igniting after 2 consecutive rounds of exposure to any amount of electrical damage, regardless of whether or not it exceeds the *tablet's* Broken Threshold. A single *fuel tablet* can be broken into as many as 12 *fuel*

blocks, which are described above. When ignited in any situation other than a Skyship's engine, a *fuel tablet* burns with the same intensity as a large bonfire for 1d6+1 hours.

LOBBER ITEM 3

UNCOMMON, ALCHEMICAL, MECHANICAL

Price 30gp

Usage held in 1 hand; **Bulk** 1

Lobbers are long tubes made of brass, copper, and wood that use an intricate arrangement of springs and gearing mechanisms to deliver alchemical creations farther than they could normally be thrown. *Lobbers* come in three varieties — *bomb, elixir,* and *mutagen* — each specifically designed to deliver their particular payload to the target. Although they are otherwise identical, a *bomb lobber* cannot safely deliver elixirs, nor can an *elixir lobber* properly launch a bomb. Some *lobbers* have been specially modified with rotating barrel sections, enabling them to launch more than one type of payload. These are **rare** items, and typically cost at least 150gp.

A *lobber* is a simple ranged weapon that has the **Lobber** weapon group. A *lobber* has a range increment of 60 feet when using bombs, elixirs, or mutagens. It has a reload of 1, and a bulk of 1. When attacked, it has an armor class of 6, a Hardness 5, 20 hit points, and a Broken Threshold of 10. The payload delivers its effects (healing, damage, etc.) upon striking its target. Alchemist characters may use their *quick alchemy* ability and all of their associated feats (such as Calculated Splash) with the *lobber*. All other characters may only use standard alchemical items (*acid flasks,* etc) in their *lobber*. Using the *lobber* counts as the ❖ Strike activation for the item being fired from the *lobber*. The **Lobber** weapon group indicates only the type of weapon — a *lobber* does not gain any critical success attack traits. When making a critical failure on an attack with a *lobber*, it cannot be fired again until the user takes a ❖❖❖ Reset activation for the item. When using a *lobber* on a friendly target (to deliver an *elixir of life*, for example), the user makes a DC 8 flat check to hit their target, which is affected by range normally.

RELIQUARY OF THE MAKER GODS ITEM 10

RARE, MAGICAL, EVOCATION, DIVINATION

Price —

Usage unknown; **Bulk** L

Reliquaries of the maker gods are remnant technological items shaped like small replicas of a Temple. These silvery tetrahedrons are approximately six inches to a side, and are lighter than they should be for objects that are made of solid metal. Each *reliquary* resonates with a specific tonal frequency (not all of them pleasant), that appears to be in some way related to the Temples or ruins they are found near. Some *reliquaries* are inscribed with words in the language of the Maker Gods, but these words appear to be either a code or outright gibberish. What meaning the inscriptions hold, if any, remains a secret. For now. Some *reliquaries* are inscribed with Sky Path coordinates, but unless their corresponding Temples are properly aligned, those Sky Paths will forever remain closed to the Seven Shards. Sadly, it was one of these very inscriptions which led to the death of Taneth of Hadravel, the avalar who gave his life to warn of the impending Nightfall.

TEMPLE TALISMAN ITEM 2

UNCOMMON, MAGICAL, DIVINATION

Price not available for purchase

Usage device activation; **Bulk** —

Temple Talismans are palm-sized disks that immediately encode a Temple's Gate Key to a specific destination. If the destination is not properly aligned, the Gate Key will still attempt to encode, but the Sky Path will not open. *Temple talismans* are generated seemingly out of thin air by a Temple's Gate Key at periodic intervals. The only *temple talismans* that are known to work within the Seven Shards are those that were generated by the local Temples themselves. *Temple talismans* found in the possession of non-clergy are either gifts, or were stolen; they are not available for sale and are rarely let outside a Temple.

Adventures In The Broken Sky

The Seekers have made no secret of what they have discovered: Nightfall is coming to the Shard Sea, and with it, unimaginable danger. In as little as two months time, the shadow of the Nightfall Fortress will begin to carve a path across the Seven Shards, and with it will come unimaginable cold. Rivers will freeze. Crops will die. True darkness will reign across the land. If the cities of the Seven Shards are not united, if the leaders of the island nations cannot be brought together in a single cause, all will be lost. The Seekers cannot do this alone. They need help, and they ask you this: will you rise to the call?

One of the fun things about the **Condensed Campaign**s model is that we can leave a lot of things up to the GM. What are the true secrets of the Nightfall Lords? What really caused The Shattering? Is Taneth really dead? We know what *we* have in mind for this setting, but we also want you — the players and the GM — to have a few options. Ways to make it your own game. Are we telling you that you get to throw out our "official" line and make it your own?

Yes. Yes we are. If you see something you like here, use it. If you don't, make your own.

Listed below are a series of the mysteries and wonders of **A Broken Sky**, along with a two options that could be possible answers to the questions they raise. One answer in each section is the official canon answer (but we aren't going to tell you which one it is). The GM has final say on which option or options they're using, and we've even included a few blank lines for the GM to write in their own, if they so choose.

The entries are listed as follows:

The Issue At Hand
This is the topic we're discussing, such as the Nightfall Lords, or the Temple Secret.

The Quick Break Down
What the issue brings to the table, such as Nightfall, or Sky Paths.

Answer Option 1
The first possible answer to the issue.

Answer Option 2
The second possible answer to the issue.

Write-In Your Own
Some blank lines for you to do your thing.

Got all that? Great. Let's get to it.

Who Are The Nightfall Lords?

The Nightfall Lords once ravaged the skies of the broken world from their Fortresses, plunging themselves like a knife into the map of history. Rarely seen, even from afar, they commanded vast armies of aberrant and otherworldly creatures. Goblins mounted on the backs of flesh-devouring bat creatures were their shock troops, while shadow-skinned dragons breathed cones of icy death. After decades of terror, they seemingly vanished, fading away into The Brightness Of Day. Now, they threaten to reappear.

Option 1: The Nightfall Lords are in fact first generation Avalar who survived The Shattering, and who — in their despair and madness at the loss of their connection to The Maker Gods — have driven themselves to unheard of heights of arcane power, becoming corrupted by their obsession. In their descent into insanity, many of them have taken up the mantle of lichdom, gaining terrible power and an even more terrible desire to destroy anything they cannot control. They gather vast quantities of Gear Metal together, smashing it into islands and shards, building monumental Fortresses. They have become Connected to the sixth Elemental Power — The Void — and have found a way to utilize Bright Fluid to power the massive, cold-spewing engines that propel their fortresses through the broken world.

Option 2: The Nightfall Lords are creatures that were trapped within the broken world after The Shattering: vastly powerful Demons and Devils who must find ways of keeping themselves and their powers from waning within the broken world now that it is cut off from the lower planes they once called home. Their vast Cold Furnaces burn even Gear Metal and Bright Fluid, using dark methods that are unfathomable to even the Maker Gods themselves: using the Element of Void to harness the power of Necrotic Sacrifice, they move their immense fortresses through the broken world in search of life forces that they can harvest in order to power a monstrous, unspeak-

able ritual that they believe will allow them to break through the barrier that separates them from their home, and return to the depths of the universe.

Option 3: Fill in your own ideas below.

Where Did The Nightfall Lords Go?

It's a story suitable for legend: the Nightfall Lords had carved a trail of death and destruction through the skies of the broken world. Even the far-flung Shard Sea was on the cusp of falling to their depredations. And then, just as they were about to secure a total victory, the armies of the Nightfall Lords withdrew, and the freezing shadows of their fortresses vanished into the distant haze. Why would they leave? What purpose would such a retreat serve? What drove them away?

Option 1: The skies of the broken world are very, very large — some would say limitless — and while the Shard Sea and its surroundings are also quite large, they are not the entirety of the world. Somewhere in a distant part of the world, something very important and very powerful drew the attention of the Nightfall Lords, calling them away from their conquest. Only the Nightfall Lords truly know what it was, but whatever pulled them back was powerful enough to keep them occupied for centuries, giving the world time to recover and prepare.

Option 2: The ever-hungry Element of Void that the Nightfall Lords use to power their mighty fortresses would destroy everything in its path, if it could. Left unchecked, the voracious appetite of the Void would lead to the destruction of everything and everyone within the world; given enough time, it would even turn upon itself, leaving behind a sterile, empty, endless *nothing*. The Nightfall Lords, though obsessive and cruel, are not fools. They know that a cultivated herd provides a long-term bounty and is better than merely harvesting all of the flock at once. They weren't defeated, at all: they merely left for a time to focus on farther fields, giving the Shard Sea and other areas time to recover. In this fashion, the Nightfall Lords believe they can keep their power sources fed, and perpetuate their power forever.

Option 3: Fill in your own ideas below.

NAVIGATING THE BROKEN SKY

Without a magnetic north, how do compasses work? Without stars, how do sailors navigate? What happens when an island passes over another?

The answers to these questions are fairly simple, but do need a bit of explanation. The simplest answer is "they just do," but let's break it down.

Compasses point "east," toward The Brightness Of Day that rests at the center of the world. You can always tell which way you're going (in the relative manner that anything in a three-dimensional space can be determined) based on which way your compass points. Compasses in **A Broken Sky** come in 2- and 3-axis versions, enabling users to navigate in both overland and airborne environments.

Sailors in the Seven Shards, whether on the water or in the air, navigate based upon their relation to the other islands, the Shard Sea itself, and The Brightness Of Day (which is always in the eastern sky). The Brightness Of Day never moves, providing a solid point of reference for navigators.

When one island passes over another (referred to as Shadow Time), it gets very dark for a few days. Fireflies come out. It's very pretty. But it's not Nightfall.

What Is The Element Of Void?

When the Maker Gods crafted the World, they provided each of their Created with a Connection to one of the five basic Elements of Life: Air, Fire, Earth, Water, and Spirit. Each of the first four was balanced with and against its opposite, and this helped to keep the World itself in balance. But for the fifth, Spirit, within the hearts of Humanity, there was a secret truth: that the binding force of Spirit must be balanced with an equal force. This was the Void, and where Spirit forged connections to the other Elements in order to strengthen them, Void drew them in, devouring them, consuming them entirely. The mighty Cold Engines of the Nightfall Fortresses draw upon the Void to spread the deadly cold of the Nightfall across all they touch. But what makes Void so important, otherwise?

Option 1: Without the Element of Void, the entire world truly ceases to function. It cannot be eliminated without throwing the entire world into a vast storm of chaos even greater than that which took place after The Shattering. The Nightfall Lords have thrown the world out of balance by harnessing and utilizing Void as a weapon, rather than as a naturally occurring entropic force. It may be possible to uncage this energy, turning it on itself to destroy the Cold Engines, and end the threat of the coming Nightfall.

Option 2: The Element of Void is alive, sentient, and unendingly evil. It was the Void that drove the Nightfall Lords to their quest of destruction and domination, and it is the Void that now empowers their unliving husks. Once, the Void was controlled, kept in balance with the other Elements by the divine precision of the Maker Gods' creation. When The Shattering destroyed the World, the Void was freed from its patient role as the end and rebirth of all things, and became instead a voracious entity of death.

Option 3: **Fill in your own ideas below.**

What Is The Temple Secret?

The enormous silvery tetrahedrons that house the only remaining sources of Bright Fluid and enable travel via Sky Paths were the Last Great Act of the Maker Gods. The Temples were the final gift that the Dwarves left to their creation, and once connected all of the mighty disk-like continents of the Old World as they shifted and rotated through the sky around The Brightness Of Day. Temples cannot open Sky Paths unless the origin and destination are properly aligned in the skies, but the legends of the Nightfall Lords indicate that, somehow, they were able to open Sky Paths to any of the islands their Nightfall Fortresses had eclipsed. As well, Taneth Of Hadravel was able to use a Reliquary to open a Sky Path to what the other Seekers swear was a Nightfall Fortress. How did the Nightfall Lords do this? How did Taneth manage his feat?

Option 1: The Temples truly can only open Sky Paths to properly aligned destinations. Normally, these destinations must have a receiving Temple Gate on the other end, but with the proper knowledge, any correctly entered destination can be accessed via a Sky Path. The Sky Paths are one-way only, so if you take one of these Unknown Paths, you'd better have a way to get home. The Reliquary that Taneth used to access the approaching Nightfall Fortress contained inscriptions and formulas that showed him the method to access that knowledge. How he knew exactly where the Nightfall Fortress was in the first place is still a mystery. As to how the Nightfall Lords accessed the Temples on the islands they eclipsed, that is a much simpler answer: they have their own Temples dotting the surfaces of their Fortress islands. As each Fortress is made up of numerous islands and shards held together through dark forces, all they needed to do was uncover the proper alignment for their Gate Keys, and send their forces through to the other side of the Sky Paths.

Option 2: The Nightfall Lords build their Fortresses around ancient, deserted avalar Citadels, each of them with a Temple at their heart. They have devised a way of stealing other Temples off of the very earth they rest upon. During the first Nightfall War, the Nightfall Lords stole Temples and cracked open their Gate Keys, devouring the secrets of the Maker Gods for their own purposes. Any time they are able to eclipse a

Temple, blocking it off from The Brightness Of Day, they can open a Sky Path to it using these secrets. The mighty Cold Engines and Void Furnaces of the Nightfall Fortresses provide the necessary power for these Sky Paths, so if those can be shut down or destroyed, it could turn the tide of the Nightfall itself. The Reliquary that Taneth discovered spoke of the Element of Void, and how to detect it and its influence, and enabled him to attune a long-disused Temple to home in on the strongest, nearest source of Void energy. It was there that he met his end.

Option 3: Fill in your own ideas below.

What Caused The Shattering?

We know that the Old World was a marvel of divine engineering; vast and boundless, the continent-sized disks moved in long, graceful arcs around The Brightness Of Day. The skies were clear, and the rivers of Bright Fluid traced their way through the heavens. The mighty Citadels of the avalar traveled freely through the skies, and everything was good. Without warning, The Shattering destroyed it all. But what *was* The Shattering?

Option 1: The World is a child's toy. It was given as a gift by devoted servants of a great and noble king. Their skills were so great, their mastery of their craft so legendary, they were able to create an entire world within a sturdy crystalline globe. They set it upon a stand made of finest Mithral, and presented it to the firstborn of their liege. Time passed, and the child grew weary of the gift, with its perfection and its ceaseless, ordered, motion. The child neglected the gift, failing to appreciate the miracle of life that existed within it. One day, in a fit of anger at being publicly censured by their father, the child flung the globe against the wall, cracking the crystal and nearly destroying the world within. That was but a week ago. The king's younger child has stolen the broken globe away from their elder, and has set it in a safe place, where it has begun to stabilize. Unfortunately, the child doesn't know how to repair the globe. In fact, not even those who created it may be able to do so.

Option 2: The Old World was a miracle and labor of love by a group of dwarven smiths from a far off, long-lost land. So great and powerful was their skill at their craft, they ascended beyond their mortal frames, reaching apotheosis and becoming gods in their own right. They created not for their own gain, but for the joy of the task. Their final, ultimate creation was the Old World, known to them as The Great Work. They made it to last forever. Unfortunately, as with all things, the smallest detail can lead to the greatest failure. When creatures from the upper and lower planes began to interfere with the peoples of The Great Work, it brought imbalance, and with it, disorder. The Great Work was balanced against the inherent chaos of its five native peoples, but it could not withstand the influence of the outsiders. Ironically, when the Old World fell prey to the chaos and broke apart, it also sealed the fate of any outsider trapped within it — their own efforts to sway the world meant they themselves had become a permanent part of it.

Option 3: Fill in your own ideas below.

What Happened To Taneth?

Taneth of Hadravel was a youthful avalar dedicated to seeking out mysteries and uncovering the past. It was he who led the Seekers to uncover the impending Nightfall, giving his life in the process. Or did he?

Option 1: Taneth isn't dead! He did come back through the unstable Sky Path, and he did die, but that wasn't *actually Taneth*. At some point during his excursion into the fortress of the Nightfall Lord, Taneth was captured and magically replicated, down to the very spark of his soul. The Taneth that came back through the Sky Path was *a* Taneth, but not *the* Taneth. The real Taneth is being held prisoner on the Fortress, and has only recently been able to start sending weak, desperate messages to Willow, leading her to doubt her sanity.

Option 2: Taneth, sadly, died in a noble sacrifice to warn his friends and the Seven Shards of the approaching Nightfall Fortress. The unstable nature of the Sky Path he traveled combined with his arcane power in the moment of his death, causing his spirit to become lost in the otherspace between Temples. From here, he reaches through the primal spirit realm to Willow, begging her to find him.

Option 3: Fill in your own ideas below.

What Are The Reliquaries?

The *reliquaries of the maker gods* are valuable artifacts, sought after for their possible connections to the legacy of the Maker Gods. They're frequently found near unused Temples and old avalar ruins, but what *are* they? What purpose do they serve? Do they hold anything? Do *anything?*

Option 1: The *reliquaries of the maker gods* are storage devices that were given to the original Temple keepers, the clerics and champions of old. When the Old World was destroyed in The Shattering, the secrets to opening the *reliquaries* quickly vanished, as they were powered in part by the divine connection to the Maker Gods themselves. While the *reliquaries* are often inscribed with Temple coordinates, some of which may even be useful, those were used as a form of labeling, not as the item's specific use. *Reliquaries of the maker gods* found by the characters may still contain ancient treasures such as divinely powered items (that still retain their abilities) many times the exterior size of the *reliquary*. Weapons, armor, and other items may await particularly resourceful characters who can unlock the secrets of these remnant items.

Option 2: The *reliquaries of the maker gods* are one-part lodestone, one part seed. When five properly resonant *reliquaries* are gathered together and properly arranged, their harmonies combine and they begin to merge together, forming a small replica of a Temple. Over the course of several days, the new Temple grows to its final size, reaching several stories in height by the time its expansion is complete. The new Temple somehow uses the surrounding environment to generate the deep Gear Metal vats that house its Bright Fluid, and its Gate Key immediately contains the coordinates for the five Temples that its original *reliquaries* came from. Over time, new *reliquaries* can be found in the surrounding area, seemingly generated from the very earth around the Temple itself.

Option 3: Fill in your own ideas below.

What's Wrong With Alchemical Healing?

A few times throughout the text, we've mentioned that alchemical healing, such as elixirs, are "unnatural"and "unsettling." But why is this? What is it

about alchemical healing that feels so wrong?

Option 1: Alchemical healing, unlike natural or normal healing, works upon the law of *Essential Exchange*. This law states that — barring magical or divine intervention — you cannot create something from nothing. For everything you create, you must sacrifice something else. Usually, this price is paid by the consumption of the components and elements used in the creation of the alchemy, but not always. When imbibing an elixir to heal your wounds, you are in fact drawing vitality and health from other parts of your body, from the land upon which you stand, or even (though no one has proven this, yet) from the life force of others around you. Alchemy isn't magic, it's a science. A science capable of bending or even breaking the basic laws of nature, but a science just the same. And so, when you use an elixir, the unsettling change you feel is the action of Essential Exchange taking place within your body.

Option 2: There is absolutely nothing natural or proper about alchemical healing. It shouldn't work. There is no logical or scientific reason why it should work. A wound can heal thanks to the powers of magic, or the even-present march of time, but nothing else should be capable of mending wounds so instantly. It feels unnatural because it *is* unnatural. It still works, but no one can explain why.

Option 3: **Fill in your own ideas below.**

Can The World Be Repaired?

The Shattering destroyed the Old World, devastating the creation of the Maker Gods and leaving her people to wander the skies in search of safety. But can it be repaired? Is there some long-lost secret that could ultimately restore the creation of the Dwarves to its former glory?

Option 1: Yes! The world can be repaired! Floating perilously close to The Brightness Of Day rests the Prime Temple, hidden from questing eyes by a massive field of debris that is itself obscured by the terrible haze that surrounds The Brightness Of Day. The Prime Temple was the master key of the entire Temple network. If it could be somehow brought to a sufficiently sized landmass (the Prime Temple is several miles long to a side), its ancient magics could be used to begin to set things right, first by rebuilding its foundations, and then — one day — the entire world.

Option 2: No. The world cannot be repaired without first finding a way to contact the Maker Gods. Without their original magics and methods, not even the enormous energies of the Prime Temple can rebuild the world. While it may one day be possible to find the mythical Prime Temple, all that will accomplish would be a complete reset and reconnection of the Sky Paths. A feat in and of itself, it still won't be enough to rebuild the glory and perfection of the Old World.

Option 3: **Fill in your own ideas below.**

Dangers Of The Broken Sky

It's a big, scary world out there. If you aren't being stalked by pirates on your trip to visit your grandmother one island over, you're at risk of being swept out to the clouds if your skiff strays too far from the shore. Beyond that, the agents of the Nightfall Lords have infiltrated the Seven Shards. Who can be trusted? What should you be prepared to face?

We don't have to tell you the world is dangerous. You're adventurers. This is what you signed up for. But what form does that danger take?

Let's take a look.

Common Threats...

The most common threats faced by characters in **A Broken Sky** are the *Agents Of The Nightfall Lords*. These are citizens of the Shard Sea who have swayed (or completely indoctrinated) by the Nightfall Lords, and now serve as their agents within the Seven Shards. These traitors have traded their loyalty for a variety of reasons, but it all comes down to the promise of power in exchange for the betrayal of their own people.

Agents are usually drawn from the available classes and ancestries for the setting, and in general should be a suitable challenge (give or take) for the characters at their level. The Nightfall Lords tend to favor an organized power structure, with easily manipulated minions at the lower levels, lead by competent (but still susceptible to promises of power and wealth) bosses at the top. It seems they prefer avalar and knomoi arcane casters as their intermediaries, though the reasons why are not known.

Pirates are also a fairly common threat, as they can make a lucrative trade in robbing smaller merchant concerns and raiding unprotected ports. Pirates come in all shapes and sizes, and are sometimes a "live to run away" threat, rather than a "we can beat them if we fight hard enough" foe. There are always rumors that some pirate crews are actually hired mercenaries, working for secret cabals out of the major cities, but no one believes them.

Other common threats around the Shard Sea are mostly natural animals: giant bats, cave and grizzly bears, giant centipedes, hunting spiders, any number of snakes, wolves (normal and dire), and rocs are all potential wilderness predators in the Seven Shards. Some larger bodies of water sustain lively colonies of crocodiles and even a few river drakes. Since most of the population of the Seven Shards live in the densely-populated cities (or in the outlying farms that keep those cities fed), large swaths of land are essentially untamed and wild, allowing the populations of these creatures to grow relatively unchecked. Groups who trek off the beaten path should be prepared for at least a few encounters with dangerous beasts.

Uncommon Threats...

Less common, but still likely to show up just when the characters least expect them are *Undead* threats such as ghouls, skeletons, and zombies. As we've said before, there are very few free-willed or "upper tier" undead in **A Broken Sky**, but that doesn't mean that undead are never encountered. In fact, legend says that as the Nightfall draws near, the incidence of the dead rising from their grave will increase so dramatically as to become a plague upon the land. Whether this is true and the Void Furnace of the Fortress causes this, or if it is merely a ghost story is unknown.

Other uncommon threats include brine sharks, the occasional young dragons, hell hounds, various elementals (living landslides, living waterfalls, etc), ettins, and wyvern colonies. From time to time, a demon or devil that was trapped within the world during The Shattering may attempt to stir up some trouble to feed its lust for power and destruction, or to scavenge souls to feed its minions, but in general, they avoid face-to-face confrontation, as recovering from death without a direct link back to their home plane is an arduous process that takes thousands of years.

Rare Threats...

Rarest of the foes that adventurers within **A Broken Sky** will face are the *Armies Of The Nightfall Lords* themselves. They will come in waves: first the goblins and hobgoblins, riding upon the backs of their enormous, ebon-winged bats. Then the harpies, the furies, and dragons with hides so dark, they become the night themselves. Armies of skeletal warriors, led by devastatingly powerful graveknights and their alchemical golem retainers, will ravage the land. Unspeakable abominations — enormous gogiteths, gibbering mouthers, and other nightmarish horrors — will be unleashed in the undercities of the Seven Shards.

In their wake, death.

Meet The Seekers

Taneth of Hadravel. Falana Mysa. Bright Nikol. Willow, Cresting Tide of Mulum Lake. Lane Ostriker, Finder Knight Of Renaum. These are the Seekers, the five adventurers who uncovered the secret of the impending Nightfall. It began when they discovered the symbol of an ancient, forbidden evil tattooed on the neck of a would-be assassin. It ended with the death of Taneth. Now, the Seekers face the daunting task of convincing the Governors and Meisters of the Seven Cities that the threat is real, while fighting against the agents of the Nightfall Lords who seek to infiltrate and weaken the Shard Sea before their masters return.

Everyone needs allies, even heroes. In the face of danger and uncertainty, Lane Ostriker has called upon the members of his order, the Finder Knights of Renaum, to come to his aid. Not knowing who among the nobility and leadership of the Seven Shards is trustworthy and who has been compromised, or even if his own order has been infiltrated, Lane and the remaining Seekers have begun to reach out to other adventurers, looking for brave souls they can trust to help ready the Shards for the danger that is to come. 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 avalar Citadel of Hadravel. There are avalar elders who were children at the time of the last Nightfall. They lead the city now, and should be willing to lend their support to the Seekers. If Hadravel makes a show of preparation, Lane believes, convincing the other cities will simply be a matter of course.

As you board the Skyship to Hadravel, you only hope that he's right.

Here — for use as resources by the GM and contacts for the players — are the famed Seekers. Note that we haven't given them many in-game statistics: much like the Sky Paths, Skyships, and Temples, they're here to advance the plot. They can and will dispense information, dole out advice, and provide resources, but they aren't here to carry the weight of the adventure for the player characters.

Lane Ostriker, Finder Knight Of Renaum (NG human fighter)

The third son of a prominent merchant family, Lane found his calling in the Finder Knights of his beloved city of Carador. The order of the Finder Knights delves into the depths of Renaum, as well as traveling far and wide into the skies around the Shard Sea, searching for answers to the mysteries of the Old World and The Shattering. Lane takes his role as a Finder Knight very seriously, devoting himself to the quest for knowledge and truth. His dedication has earned him recognition, and the discoveries he and his companions have brought back have earned even the otherwise aloof avalar Taneth the title of honorary Finders.

Lane is a cheerful, helpful man in his late twenties. He stands five feet nine inches tall, and sports the stocky, muscular frame of a career swordsman. His bulk belies his mobility, and many opponents have fallen to his sword for assuming that he is slow and ponderous. Lane is a man who assumes the good in all people until shown otherwise; the revelation that citizens of the Shard Sea are secretly working for the Nightfall Lords has shaken him to his core. Still, he is possessed of a good heart, and a quick smile. Lane has a strong sense of what is right and wrong, and seeks to take the path that does the most good when he can, even if he has to break a few jaws to do so.

As an ally, Lane can offer periodic access to the archives of the Finder Knights, and may even be able to provide the characters with free (or heavily discounted) passage on his family's well-stocked, well-armed Skyships. The Ostriker merchant fleet is know for its size and reliability, and is only rarely struck by pirates — usually while returning from the Shard Sea with a cargo of eels and fish.

Quotes:

"Well, don't say we didn't warn you."

"Truth overcomes everything, friend. Trust in truth. Trust in yourself."

"Barring that, we could always fight our way in."

Falana Mysa, Clever Wildfire (CG chardram rogue)

Falana Mysa comes from a long line of very proficient troublemakers, and she is no exception. Her first encounter with Lane and Bright Nikol began with the three of them falling down a cliff and nearly being swept out into the open skies, and their adventures have only gotten more dangerous — and rewarding — in the years since. Mysa is, like her friends, dedicated to revealing the danger of the coming Nightfall to the Shard Sea, often becoming remarkably upset at the idea that other chardram have sold their loyalty to the approaching evil. While her faith in her people is badly shaken, it is not so broken that it cannot be repaired.

Mysa is in her early twenties, stands four feet, three inches tall, and dresses in bright colors whenever possible. Despite her fear that her fellow chardram have given in to the blight of the Nightfall Lords, Mysa still smiles quickly, laughs loudly, and wears her heart on her sleeve. She is fascinated by mechanical objects and their applications. She wears a pair of *buzz wings* made especially for her by Bright Nikol, and long ago claimed Lane's off-handed sword as her own primary weapon. That this happened at about the same time the two professed their love for one another is surely a coincidence. Mysa understands that, barring violence, Lane will far outlive her. If this causes her sadness, she doesn't show it.

As an ally, Mysa can help the characters make contacts in the underworld, both literal and figurative, as she is well versed in the workings of not only the criminal underworld, but also the very undercities of the Shard Sea themselves: carved out of the rock and earth beneath the cities of the Shards as places of refuge for the poor, the lost, and the mad. She is also very adept at solving riddles and puzzles.

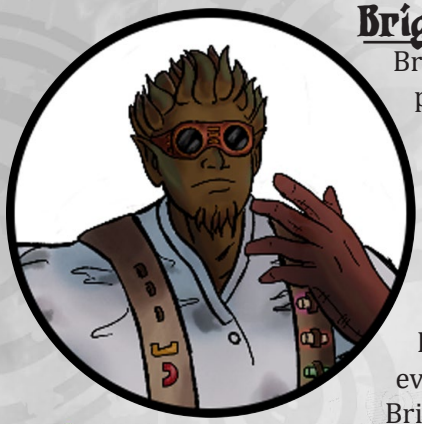
Quotes:

"But how does it *work?*"

"Lane will say 'trust in truth,' but honestly we both know that sooner or later, you're going to have to stab someone. Don't miss."

"If it's hungry, feed it. If it's cold, warm it up. If it's lonely, sit with it. It's not that hard to be decent."

Bright Nikol, Curious Farseer (NG knomoi alchemist)



Bright Nikol is a classical example of his heritage; given to long stints of contemplating the art and nature of mechanical designs, Bright Nikol's unending quest to understand and improve upon the various items he comes across often leads to arguments with their creators. On the bright side, his friends haven't had to pull him away from one of those in a long time. Sadly, the reason for that has been the impending approach of the Nightfall Fortress. It was Bright Nikol's mechanical expertise, coupled with Taneth's knowledge of the language and science of the Maker Gods, that enabled Taneth to travel the Sky Path to the Fortress. Secretly, Bright Nikol blames himself for the death of his friend, and has become sullen and even more lost in thought than usual.

Bright Nikol stands five-and-a-half feet tall, and has the typically large upper body of all of his knomoi kin. His clothing is simple, and is often covered in smudges of soot and ash: relics of his frequent experiments in his lab. Bright Nikol is by nature non-violent, but understands that the application of force is often necessary to protect those who cannot protect themselves.

As an ally, Bright Nikol is a solid, staunch advocate for the characters among the various crafting and smithing guilds of the Seven Shards. He can offer advice and various alchemical formulas to his fellow alchemists.

Quotes:

"… No."

"I'm not ignoring you. I'm thinking. Responses sometimes take time. Be patient."

"Have you considered that perhaps everything you know is wrong? You have? Good."

Willow, Cresting Tide Of Mulum Lake (NG undyn druid)

Willow's decision to join the Seekers as their fifth and final member was a hard-won victory. Taneth alone saw the potential within her to aid their cause, and spent a good number of sleepless days and nights arguing his case to her. Finally, after convincing her that she could do more to stop the corruption spreading within her people by accompanying him than she could by fighting their machinations by herself, and so the sheltered undyn made her way into the world outside Mulum Lake, with all of its sights and dangers. With her friends at her side, she felt invincible. Then they found the *reliquary*, and Taneth took the Sky Path. And she lost her very first true friend. Now, she questions her decision daily, but knows that her companions need her more than ever. Recently, Willow has begun to hear Taneth's voice in her sleep, or even in the moments just after she wakes. She isn't sure if it's real or if she's going mad, but whatever the reason, she wants to find out.

At barely past the age of 50, Willow is a young Matriarch, and is still unsure of her place in the world. She knows for certain, however, that the good of the Shard Sea is at stake, and that without her continued efforts, it will surely fall. Willow has recently begun to wonder if she should undergo the Ritual Of The Self and take up the form of the Placid Sea so that she might better understand the magics and arcane knowledge that Taneth left behind in his journals. A growing part of her mind is convinced that it would be better to take up the mantle of Thresher, so that she could tear the throats from those who took her best friend away from her. Whatever Willow chooses, it will shape the future of the Seekers for years to come.

As an ally, Willow can provide a great deal of insight into the natural world, especially the workings of the Shard Sea, as she is one of the few undyn to swim within it unaided. Willow knows the location of a number of shipwrecks, and more than a few safe places to hide among the more permanent, stable rock formations within it. Only a few of these require the ability to breathe water to access them.

Quotes:

"In due time, everything comes back to the water."

"Taneth used to say… Oh. Never mind."

"If you give up because something is hard, how will you ever know if it's easy?"

Taneth Of Hadravel, Youthful Diviner (LG avalar wizard)

Taneth of Hadravel. The fallen Seeker. Determined, studious and kind.

A fool doomed by his own curiosity.

Even in death, he may save the world.

Taneth was the son of the Chief Librarian of Hadravel, and it was in his studies within those ancient halls that he first found the evidence that the Nightfall Lords might one day return. Bringing this information to his father was of no use: the older avalar refused to speak of such things, preferring to leave them in the cloud of half-remembered fear. So Taneth took them to the only outsider he knew: Lane Ostriker. The rest is history.

Taneth stood at a height of nearly eight feet, taller even than his father. He had a sharp, cutting intellect, and was quick to smile, often grinning widely at even the lowest of humor. Taneth had an affinity for potion making, and kept meticulous journals of the travels, triumphs, and losses of the Seekers. His death has affected them all greatly, so much that — for a time — it threatened to drive them apart forever.

Taneth is dead and gone, but recently, a small number of people traveling via Sky Path have begun to hear a distant voice, calling out for help.

A Parting Glass

And that's how it ends. With the death of a devoted Seeker Of Truth, giving his life so that his friends can spread the undeniable word of an approaching terror from the past, come again to wreak havoc among the only home any of them have ever known.

But that's also how it begins. They can't do it alone, and they have asked *you* for help. Will you rise to the challenge? Even if you can convince the seven cities to join together and fight the dangers from within and without, war is a certainty. The Nightfall *will* come, and with it, horrors and dangers unseen for centuries. How can you not stand against that? You're heroes, after all, and isn't part of being a hero standing against foes far greater than yourself?

No one ever said the job wasn't dangerous.

It's been a long time since I've done anything like the **Condensed Campaigns** product you hold in your hands. Years ago, before I had to take a break from the world of game design and focus on my health, I made a series of *Mini Campaigns* for the Mekton Zeta RPG, from R. Talsorian Games. They were well received, even if several of them never saw the light of day for a variety of reasons. Most of all, though, it was rewarding work for me on a lot of levels. The ability to create an entire game world for players and GM's to run around in, but keep it to 48 pages or less was challenging enough, but to also make it *fun* and *different*... It's not easy.

But it is *so* worth it.

I'm really pleased and honored to be able to provide you this first **Condensed Campaigns** product of **A Broken Sky**. Not only because it's the very first Pathfinder Second Edition product that Paul and I have produced, but because of the story behind it. Way back in 2002, a very prominent RPG company announced a contest in which they would be searching for a new setting, and the winner of that contest would get to develop a whole new game world for their very popular fantasy RPG. The original draft of **A Broken Sky** was my submission to that contest, and I have to say, I was very pleased with the state of the setting at that time. I didn't win, of course, but I gave it my best shot.

Of course, it's now seventeen years later, and I have learned a thing or ten about world building. Then, I was good. Now, I am much better.

I had never given up on **A Broken Sky**. The idea of a world that didn't fit the mold of the traditional fantasy RPG setting — tipping the apple cart even further by eschewing an actual *world* in the first place — and came with a built-in need for the characters to travel via airship (or under their own power!) always appealed to me. I never lost sight of the idea of traveling vast distances via ancient, poorly-understood remnant technology, the leftovers from some last act of cosmic benevolence by gods now long gone.

And I have always loved the idea of the dangers and perils of Nightfall, when the light is sucked out of the world, and your breath freezes on your lips as stale, greasy snow falls from a sky that was until so recently as fresh and warm as spring. Your friends seek shelter, as high above you, the ember-like eyes of the minions of the Nightfall Lords begin their descent from the bowels of the great fortress that obscures the sky as far as you can see.

I've always loved the ideas that run deep in the story of this broken clockwork world.

And I really hope that now that you have them in your hands, that you will, too.

Thanks for playing with us.

Jim Milligan, July 2019

Find Jim's Patreon at:
https://patreon.com/jmilliganauthor

Appendix

Items & Materials

Name	Rarity	Level	Price	Bulk	Notes
Battery Tube	Common	1	5gp	L	Alchemical, Consumable, Mechanical
Bright Fluid	Common	1	—	*	Alchemical, 1 gallon = Bulk 1
Buzz Wings	Common	3	50gp	2	Alchemical, Mechanical, Worn Backpack
Fuel Block	Common	2	17gp	L	Alchemical, Consumable, Mechanical
Fuel Tablet	Common	5	200gp	2	Alchemical, Consumable, Mechanical
Lobber	Uncommon	3	30gp	1	Alchemical, Mechanical, 1 hand
Reliquary Of The Maker Gods	Rare	10	—	L	Magical, Evocation, Divination
Temple Talisman	Uncommon	2	NA	—	Magical, Divination

Skyship Travel Times

	Bélithe	Hadravel	Marrakh	Renaum	Rime	Urm	Waran
Bélithe	—	1 - 3 days	1 - 3 days	8 - 10 days	9 - 12 days	9 - 12 days	3 - 4 days
Hadravel	1 - 3 days	—	3 - 4 days	9 - 12 days	8 - 10 days	8 - 10 days	1 - 3 days
Marrakh	1 - 3 days	3 - 4 days	—	1 - 3 days	8 - 10 days	8 - 10 days	9 - 12 days
Renaum	8 - 10 days	9 - 12 days	1 - 3 days	—	3 - 4 days	3 - 4 days	9 - 12 days
Rime	9 - 12 days	8 - 10 days	8 - 10 days	3 - 4 days	—	1 day	3 - 4 days
Urm	9 - 12 days	8 - 10 days	8 - 10 days	3 - 4 days	1 day	—	3 - 4 days
Waran	3 - 4 days	1 - 3 days	9 - 12 days	9 - 12 days	3 - 4 days	3 - 4 days	—

Ancestry Quick Notes

Name	HP	Size	Speed	Boosts	Flaw	Vision	Traits
Avalar	6	M	30	INT, DEX, FREE	CON	Darkvision	Avalar, Humanoid
Chardram	8	S	25	DEX, CHA, FREE	STR	Lowlight	Chardram, Humanoid
Knomoi	10	M	25	STR, INT, FREE	CHA	Lowlight	Knomoi, Humanoid
Undyn, Cresting	8	M	30/20	WIS, CHA, FREE	CON	Darkvision	Undyn, Humanoid
Undyn, Placid	6	M	25/30	INT, WIS, FREE	DEX	Darkvision	Undyn, Humanoid
Undyn, Thresher	10	M	20/40	STR, CON, FREE	CHA	Darkvision	Undyn, Humanoid

Notable Trade

Shard	Capital	Imports	Exports
Bélithe	Asafar	Refined Goods	Food, Lumber
Hadravel	The Library	Food, Technology	Knowledge
Marrakh	Marrakh-Anat & Besat	Food, Lumber, Metals	Ceramics, Textiles
Renaum	Carador	Knowledge, Tech	Adventurers, Trouble
Rime & Urm	An-Rime & An-Urn	Refined Goods	Metals, Minerals, Technology
Waran	Waran City	Lumber, Metals	Gemstones, Refined Goods

Encounters By Level

Name	Level	Frequency	Terrain
Adult Black Dragon	11	Rare	Land, Sea, Sky
Agents Of The Nightfall Lords	varies	Common	Land, Sea, Sky
Barbazu (Bearded Devil)	5	Uncommon	Land, Sea, Sky
Bat Swarm, Vampire	1	Rare	Land, Sky
Bat, Giant	2	Common	Land, Sky
Bear, Cave	6	Common	Land
Bear, Grizzly	3	Uncommon	Land
Centipede, Giant	–1	Common	Land, Aerial Wreckage
Crocodile	2	Common	Land, Sea
Demon (minor varieties)	varies	Uncommon	Land, Sea, Sky
Devil (minor varieties)	varies	Uncommon	Land, Sea, Sky
Dragon (young varieties)	varies	Uncommon	Land, Sea, Sky
Dragon Turtle	9	Rare	Sea
Elemental, Brine Shark	3	Uncommon	Sea
Elemental: Living Landslide	5	Uncommon	Land
Elemental: Living Waterfall	5	Uncommon	Sea
Erinyes (Fury Devil)	8	Rare	Land, Sea, Sky
Ettin	6	Uncommon	Land
Ghoul	1	Uncommon	Land, Sea
Gibbering Mouther	5	Rare	Land
Glabrezu (Treachery Demon)	13	Rare	Land, Sea, Sky
Goblin	varies	Rare	Land, Sea, Sky
Gogiteth	12	Rare	Land
Golem, Alchemical	9	Rare	Land, Sea, Sky
Graveknight	10	Rare	Land, Sea, Sky
Harpy	5	Rare	Land, Sky
Hell Hound	3	Uncommon	Land
Hobgoblin	varies	Rare	Land, Sea, Sky
Pirates	varies	Common	Land, Sea, Sky
River Drake	3	Common	Sea
Roc	9	Common	Sky
Skeleton (Champion)	–1	Rare	Land, Sea, Sky
Skeleton (Guard)	2	Uncommon	Land, Sea, Sky
Snake (all varieties)	varies	Common	Land, Sea
Spider, Hunting	1	Uncommon	Land, Aerial Wreckage
Vrock (Wrath Demon)	9	Rare	Land, Sea, Sky
Wolf (all varieties)	varies	Common	Land
Wyvern	6	Common	Land, Sky
Zombie	varies	Uncommon	Land, Sea, Sky

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