

LEGENDARY PLANET



LEGENDARY WORLDS: CALCARATA

BY WENDALL ROY

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LEGENDARY WORLDS: CALCALRATA

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First publication June 2019.



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- Jason Nelson



"Rigel is dead. Dourm is dead. Even Yakkt, the toughest bastard I've ever met, is dead. Little Israefal is worse than dead, and that is her screaming you hear in the background as she rails incoherently in the corner of the ship's bulk. She gouged her own eyes out with her knives before I could intervene, but those and the shotgun are safely under lockdown now. For all the good it will do me. Us. Anyone.

There were supposed to be riches of the past riddling this harmony-silenced rock but we barely found signs of life, let alone Progenitor tech, relics, or even a hint of real aetherite deposits. We slaved away our days in this sand-scourged blight looking to earn our pay, but that was the pleasant part. It was at night they came.

Beware, monsters stalk the dreams. We all saw them. We all dreamed together... even though I am the only one left to bear witness, we all fell into a shared dream every night. The land came alive, and proved to be unwelcoming. We imagined everything we were seeking, but had no chance to enjoy our gains. Strange humanoids came first, brightly colored and agitated, and they yelled at us in what sounded like a broken dialect of Hymnas none of us understood. Rigel, never the most patient of us, sang down fire and chased them off. Our next encounters were less benign, and our nightmares broke us. Little Israefal and I were the only ones to even wake up.

*Don't come here. This 'planet of untapped resources' of yours exports only death and madness. If I manage to repair the Bird and get back to civilization, I'll give you more details in p... *message cuts out in a harmonic roar and screeching sound of torn metal**"

-Last recording of Ouven the Mad Grinner, captain of the Bird of the Gulf under contract to the Hierarchy Explorer Corps

INTRODUCTION

Calcarata, the World That Dreams, is a planet with two faces. Beneath the veneer of a blighted land with little value where even the most basic of life struggles to survive is a vibrant, hidden civilization and world of limitless potential. While few signs of civilization show upon the surface, the planet's unique qualities grant slumbering imaginations access to its wondrous secrets. The natives of Calcarata represent a divergent path for humanity after the Collapse, adapting to the Dimension of Dreams and exemplifying the human race's tenacious adaptability and drive for survival at all costs.

Calcarata can exist in any spacefaring campaign, but special notes are given for using Calcarata as part of the [Aethera Campaign Setting](#) from Encounter Table Publishing and Legendary Games. If used in that campaign setting, all references to Common refer to Hymnas, and prices in gold pieces are equivalent to the same price in AU. Reference to aethershops in that setting should be treated as typical spacecraft in other settings.

PLANETARY GAZETTEER

Calcarata is a world inhospitable to most spacefaring races, with its most common terrain feature being badlands, only a third of its surface covered in water, and possessing a limited biodiversity. The badlands of Calcarata are predominantly formed of exposed igneous rock in striated layers of black, blue and purple hues, and contain many mesas as if an invisible razor had sheared off the top layer of the planet. Winds are constant across all of Calcarata but a degree more severe in the badlands, permeating that terrain with a gritty, hot breeze on the mildest of days. Unlike most badlands, those of Calcarata teem with a few types of hardy flora, in particular the vine known as Khesset to the natives and nicknamed golden choker in Common (or Hymnas, in the *Aethera Campaign Setting*). This rubbery, mustard-yellow creeper grows across the horizontal surfaces of the badlands, lodging spiny tendrils into the striae and proving quite resilient to the scouring winds. The vine itself is inedible but houses many insects and small fauna that serve as the primary food source for predators and humanoids attempting to survive in the planet's wilderness.

Two tenuously connected oceans split the planet's expansive surface into three distinct yet geographically similar continents. Containing the majority of Calcarata's surface water, the Achtane and Eschtane oceans are caustic, relatively sterile near the surface but containing odd aquatic lifeforms that have adapted to their depths. Due to the thick particulate of the planet's upper atmosphere, most of the other surface water is equally undrinkable. Other permanent bodies of water are rare, but the badlands contain an abundance of dried riverbeds and gullies that are often flooded from Calcarata's frequent and violent acid rainstorms.

The planet's atmosphere is breathable but full of various particulate, particularly at upper elevations. Piloting an aethership through Calcarata's soupy atmosphere to explore the planet's surface is not a job for novices, and most intelligent creatures wear respirators if they plan to be exposed to the unfiltered environment for more than a few hours at a time. One artificial satellite roams the sky over Calcarata, a temperamental and sporadically operational gate hub. Nominally visible during the day, the gate hub is clearly illuminated for part of its evening journey, standing in vivid relief to the hazy purple luminescence of Calcarata's night sky.

Signs of civilization on the planet's surface are few and far between. The penthe, humanoids native to Calcarata and not a populous people, maintain a scattering of outposts built atop the mesas on just one continent. These outposts, which act as trading posts and border crossing checkpoints into the penthe's cities, are the only sign of intelligent life most visitors to Calcarata spot. Outposts are safe havens for

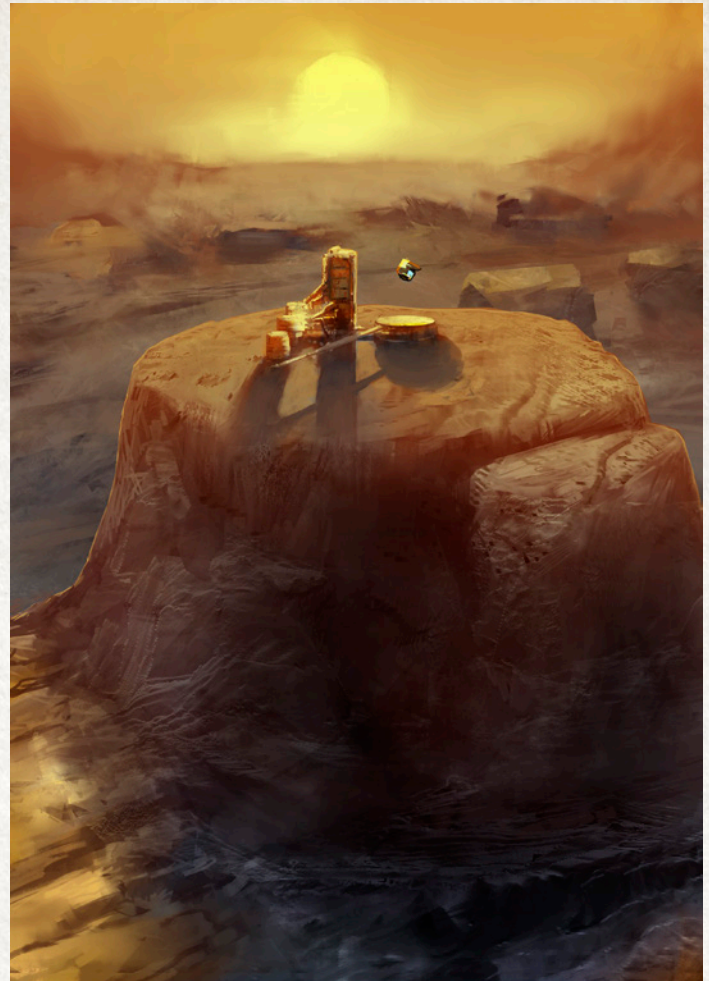
visitors that are friendly with the penthe, containing living space, filtration systems that process nearby water, and protection for both aethership and personnel. The other two continents are uninhabited and unchecked wilderness, with little to lure outsiders other than dangerous beasts and rumors of lost Progenitor artifacts.

CALCARATA'S DIMENSION OF DREAMS

The true depth of Calcarata's ecosystem and the penthe civilization resides not in the Material Plane, but within a shared, persistent dreamscape of the Dimension of Dreams. This dreamscape overlays both the Material and Ethereal planes of Calcarata and is accessed by falling asleep and dreaming upon the planet's surface, a process made easier by weakened areas between the planes that exist in the badlands. Nicknamed frays, creatures are virtually guaranteed to be drawn to the Dimension of Dreams while they sleep within the boundaries of such a place unless they are strong of will and mentally gird themselves against the process. The general location of frays can be identified by small deposits of crystal black like obsidian protruding from the badlands rock, occasionally encrusted with a chalky pink substance caused by oxidation. A fray's precise boundaries, however, can be difficult to determine and inexperienced explorers can easily miss a fray's tell-tale signs.

Calcarata truly comes alive within the Dimension of Dreams. Creatures crossing into that demiplane from Calcarata usually find themselves in a shared dreamscape unique to the planet and remote from the rest of the Dimension of Dreams. The precise nature of this dreamscape is unknown. Some speculate it is stabilized and maintained by geomantic energy of the planet or buried Progenitor technology; others theorize the planet itself has a slumbering consciousness which generates the dreamscape. Time flows evenly within this dreamscape, matching the physical world it mirrors. On its periphery lie the few personal dreamscapes of those not pulled into the shared dream through a fray. Beyond that is an expanse of wild, darkened dream potential that is as difficult to traverse and isolates the World That Dreams from the rest of the demiplane as surely as the Gulf separates planets.

The first thing one notices upon entering Calcarata's shared dreamscape is the sheer vibrance of the planet. The geographic features and terrain match most of their physical counterpart, but the badlands' rock hues become super-saturated, covered in glittering golden choker now sprouting ephemeral, luminescent and pentacle-shaped fronds the size of a human. Streams and pools of life-sustaining water wind their way through the canyons. Where once grit-filled winds blew, a chorus of resonant sound suffuses the breeze that plays among the mesas. The echoes of the Score fill the listener when the winds pick up, simultaneously inspiring and instilling dread in the listener at the sheer scope of untamed power carried in its currents.



The bulk of Calcarata's wildlife lives here, an entire ecosystem made of fantastic creatures of dream. Travelers willing to physically enter the shared dreamscape find a bounty easily able to sustain their basic needs. Many visitors find it easy to be lured into a false sense of complacency by the immersive scenery, but this terrain is as dangerous to the unwary as Calcarata's surface. Predators stalk the wilds, many eager to hunt the minds and bodies of intelligent creatures, and range in size from packs of doglike scavengers to the immense havriveen, the dreamdrakes. Nightmare creatures and terrors such as night hags and sakhil are rare in the shared dreamscape, but some do slip through the planes to feast upon the planet's life.

The safest points of entry into Calcarata's dreamscape are at the penthe's outposts. Built upon frays, the outposts are gateways directly into the Dimension of Dream and penthe society. They may seem underwhelming on the Material Plane (what the penthe call "meatside" in Hymnas), but are heavily defended portals to the penthe's cities within the shared dreamscape. They act as chokepoints to defend the penthe's territory, taking advantage of the intrinsic danger of the shared dreamscape's wilderness to compel outsiders to legally enter their domain. A vast, sprawling collection

of stacked tent-like pavilions rise into the sky to form these cities, made of dream-fueled material that contains both the malleability of cloth and the density and rigidity of metal as needed to maintain its form. A combination of potent magic and technology both known and built upon impossibility sustain these cities' structural integrity.

Six mysterious geometric formations rise up from the planet within the shared dreamscape, each like a spiraling collection of horns which stretch miles upward and bear the distinct markings of Progenitor technology. They serve as landmarks for those traveling the wilderness but otherwise remain a mystery. Few penthe have made the attempt to unravel the structures' secrets, for the area around each is claimed as territory by the havriveen. Myths of ground-level egress into the spires leading to a trove of Progenitor artifacts and deadly automated defenses are told among the penthe, but fear and respect of the powerful dreamdrakes allay their curiosity. A rumor that large deposits of raw aetherite somehow exist in dream beneath these structures has begun to spread through the darker corners of the universe, drawing an increasing number of foreign opportunists willing to risk the journey to unlock the spires' secrets. So far the penthe have let Calcarata itself handle this influx of interlopers.

THE PENTHE

Calcarata is home to the penthe, a humanoid species that can trace its ancestry to humanity at some pre-historical point. Biological testing has proven the penthe are indeed humans, despite their outward physical differences. Penthe in their native form are stocky humanoids with wide, flat facial features and exceptionally long arms with seven delicate, elongated fingers on each hand. Their skin is a vibrant explosion of complex lambent pattern, like tree frogs hued in neon. Additional features of angle and expression created from self-generated pale energy enhance their visage, much like an AR display, and range from subtle enhancements to full-blown projected masks. The visual expressions of individual Penthe are unique and shift through the Penthe's lifetime, a statement of their self-identity, purpose and position within their culture.

When penthe cross over to the Material Plane, however, much of this vibrant majesty is left behind. They retain a similar body shape, but their skin dulls to a leathery gray. They lack all the dream-like beauty of their natural forms, and are commonly dressed in drab, utilitarian survival clothing to withstand the wind-blasted badlands that dominate their planet. Penthe in the Material Plane commonly mark their exposed skin with pigmented clays, a pale imitation of their true forms that help them feel more comfortable in the material plane.

Penthe have the ability to create waking avatars for short periods of time instead of physically going meatside, a process akin to dreaming in reverse. They enter a comatose stasis while resting or sleeping in the Dimension of Dreams and form a corporeal body identical to their physical form in the Material Plane. Most penthe encountered by outsiders at one of their outposts are waking avatars serving as guards, diplomats and other functionaries. Those penthe who act as longer-term guides on expeditions across Calcarata's surface or who leave the planet to explore the universe always do so in their actual physical bodies.

Penthe speak their own distinct language that shares common roots with Hymnas. The alphabet and language structure of the two are similar but have deviated far enough from each other over the centuries to require translation. Many penthe, especially those whose purpose places them in contact with other species, gain fluency in Hymnas as well.

Penthe society is structured around individual purpose, with communal family units known as consortiums being composed of penthe of a single purpose or function, in many ways like a guild. Juvenile penthe learn the basics of their parent's consortium but are tested for a wide range of aptitudes and interests in order to encourage growth towards their purpose. When penthe come of age, they undergo a ceremonial trial which reaffirms their purpose and places them in a new consortium. It is rare but not unheard of for a penthe to redefine its purpose later in life. Doing so is an undertaking not declared frivolously, as penthe who do so suffer a great loss of status and must leave their communal family behind to rebuild their reputation within a new consortium.

The majority of consortiums are centered in just a few penthe cities, but some have purposes that are spiritual or more esoteric in nature. These nomadic penthe travel the wilds, living a more primal lifestyle than their urban cousins. Their expertise in survival and knowledge of Calcarata's wildlife makes them frequently called upon as guides to visitors, and it is early contact with penthe from these consortiums that led to the outside universe's initial assumptions that they are a relatively primitive species.

Outsiders frequently find the penthe's technology a confusing jumble. Their clothing, equipment and vehicles within the Dimension of Dream are clearly influenced by the technology of races which have contacted them, including humans both within the Hierarchy and without, the erahthi, and the okanta. At the same time, their society has developed over thousands of years and has envisioned technology of imagination that exists solely in the dreamscape. When penthe are meatside, they tend to rely on imported equipment and technology from other races as suits their needs.

HISTORY

Little remains to show the extent to which Calcarata was colonized before the Collapse, but the existence of the penthe proves that humanity placed its mark upon the planet at one point in the distant past. First contact between wayward cousins would come just 50 years ago, as the long-dormant gate hub above Calcarata flared to life and allowed passage of a wayward Hierarchy aethership. Initial exploration showed no signs of intelligent life on the planet, but mineral readings indicated the potential presence of aetherite deposits. Despite being focused on a turning point in their war with the erahthi, the many-armed bureaucracy of the Hierarchy devoted exploratory resources to take advantage of this discovery.

Intrepid explorers were sent to Calcarata to find what could be exploited on the planet. Reports soon began to filter back from the temporary mining camps of strange dreams filled with odd, brightly colored humanoids that urgently tried to communicate in some unintelligible dialect of Hymnas. When the reports started to include explorers being driven insane at night or dying in their sleep, the Hierarchy reacted as predictably and clumsily as humans have on many occasions. With their front-line troops and newly unleashed phalanx occupied against the erahthi, mercenary soldiers were sent to identify and neutralize the threat of Calcarata.

The soldiers, as the explorers before them, found no intelligent life on the surface of the planet. As the true nature of the penthe and the World That Dreams started to become apparent, a raid upon the native population was attempted. The individual mercenary soldiers were greatly outmatched, even with the support of their psychic corps, but they greatly outnumbered the small nomadic consortium of penthe near their base of operations and forced them to flee to the safety of the great city Trechtine. Vastly underestimating the scope of the penthe's population, the Hierarchy mercenaries chased the nomadic penthe across the dreamscape until they ran headfirst into the defended metropolis of an advanced civilization. The penthe summarily crushed the military forces, interrogated the survivors, and then sent a few psychically conditioned captives back to their off-world employers as a diplomatic rebuttal.

Since that time the penthe have adapted with frightening speed and developed an increased interest in the meatside world, assimilating Hierarchy and other technologies at a rate unheard of by other intelligent life first discovering interstellar relations. They have cannibalized and copied the gear of the original Hierarchy explorers to construct their first outposts on the Material Plane, finding an increased desire to explore the planet's surface and open communication with the outside universe. The most recent years after the end of the Century War have seen a giant spike in outside trade with Calcarata, particularly with their human cousins, and have saddled the penthe with all the pressures of a society facing rapid change.

PLACES OF INTEREST

Calcarata is largely unexplored, with signs of being once vastly more populated and having the potential for many hidden secrets. The following locales and wilderness landmarks are likely to be of interest to visitors to penthe civilization and explorers alike.

Caverns of Symphony: Far from any organized settlement on the inhabited continent of Calcarata and close to the coast of the Eschtane ocean, a series of caves drills down into the sediment and softer rock on the edge of the badlands. The unique acoustics of the cave harmonize and resonate with any music, and even the most mundane of noises sound melodic as they echo through the complex. It is said that one who meditates in the caves will unlock higher truths of the Score. These Caverns of Symphony are only approachable from Calcarata's surface, as the planet's dreamscape is highly unstable and difficult to control within a mile of its mirror on dreamside. Nomadic consortiums of penthe discovered the locale just two decades previously, but it has quickly become a site of pilgrimage for penthe and outsider alike. There is talk among the Symphonium of establishing a presence at this location, but opinions differ on how just to accomplish that considering their lack of political influence on Calcarata.

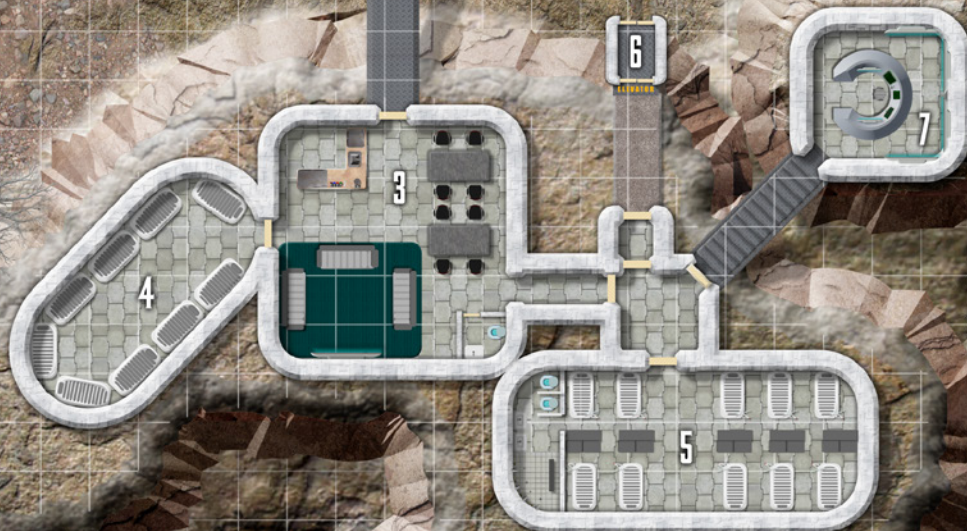
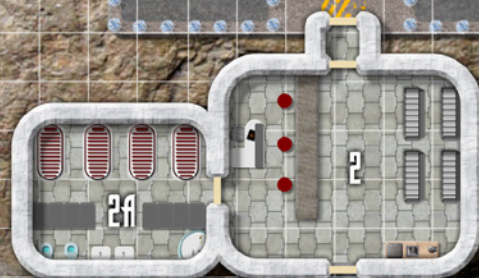
Trechtine, the Climbing Metropolis: Few sights contrast with the unpopulated and often desolate wilderness of Calcarata's surface than the penthe city of Trechtine in the Dimension of Dream. This capital city boasts a population of 1.8 million penthe, more than half of their entire planetary population, and their most influential consortiums. Trechtine is an architectural marvel, its ground-level buildings reminiscent of human design quickly giving way to layer upon layer of multi-chambered pavilions that flutter in the dreamscape's breeze yet somehow maintain their shape. Cross-crossing networks of gantries, walkways and ladders both firm and flexible compete with the blur of personal speeders haphazardly zipping between the various levels of the city.

Trechtine's base foundation spans across three giant mesas and is ringed by defensive works towering up the climbs to the city proper. These defensive works, along with the enclosed and protected transit route leading to Wakepoint, strongly resemble modern Hierarchy technology as if designers with a little too much creativity and no restrictive guidelines had reverse-engineered knock-off versions of the human's tech. Visitors to Trechtine spend much of their time near these lower levels of the city, both to provide outsiders unused to the dreamscape with a semblance of normalcy and to keep them segregated from more private parts of penthe society.

The official ruling power within the city is the Accord Council, a legislative body that contains representation from the most influential consortiums in Trechtine. The size of the Accord Council and the composition of its membership changes as particular consortiums' purposes wax and wane in their importance to the direction of penthe society, but a

WAKEPOINT STATION

1 SQUARE = 5 FEET



handful of consortiums have maintained long-standing seats. Foremost of these groups is the Consortium of Order. They are the standardbearers of tradition, having a storied history as the consortium which unified the penthe during the dark ages after the Collapse and dragged them out of a disorganized, tribal state. Order also provides oversight and guidance to the martial consortiums which make up the penthe's military.

The Exploration Consortium was elevated to the Accord Council only within the past few decades, but in that time it has gained enough influence to rival (and disconcert) the Consortium of Order. The Explorers sit as the vanguard and figurehead of a sizable group of smaller consortiums that includes merchants, artisans, plus others with a vested interest in greater control of Calcarata's surface and increased contact with outsiders.

The third consortium that truly shapes the tone of politics within Trechtine is the Adversary Consortium. Adversaries have traditionally been the thorn in the side of Order but have truly evolved during the shakeup of penthe society over the past 50 years to be the wildcard in every political situation. This umbrella consortium represents important facets of their legal society such as lawyers, governmental watchdogs, forward-thinking civil planners and architects, while at the same time counting among their number quasi-legal businesses, criminal consortiums and even the Anathema, consortiums whose very existence is denied (such as the Consortium of Death).

Wakepoint Outpost: Wakepoint is the primary planetary landing site and outpost of the penthe upon Calcarata's surface. It is a mixed-tech hab facility that sits upon a series of mesas connected by elevated tubes. Capable of housing two shuttle-sized aethershops at a time, it is not a large port and is indicative of the penthe's hesitance to allow large volumes of outsiders legally into their cities. Visitors to Wakepoint can meet with penthe merchants and artisans to discuss minor business, but major transactions and official tourism require approval from the customs branch of the Diplomat's Consortium and outsiders willing to have their sleeping bodies monitored by penthe biotechnicians while they travel to the Dimension of Dreams.

There are at most 50 penthe guards and support personnel manning Wakepoint in even the most fraught of times, backed up by turreted arc cannon more suited for driving away large beasts than repelling a warship. This exemplifies the penthe's strategy of defense, for one must sleep within Wakepoint's fray in order to cross to the nearby city of Trechtine within Calcarata's dreamscape and it is the only fray within a 10-mile radius. Dreamside Wakepoint is a veritable fortress, staffed with warriors both skilled in combat and in manipulation of the dream environment. Egress to Trechtine is a guarded transit route accessible only through the outpost's dreaming checkpoint. Would-be invaders (or smugglers) who attempt to circumvent Wakepoint must sleep in wild frays at great risk, not knowing the safety of the dreamscape at their entry point and having to cross wild, unpredictable terrain to make it to Trechtine in the best of situations.

The smaller penthe settlements each have their own outpost of a similar model to Wakepoint, usually capable of handling only one foreign shuttle at a time. These smaller settlements tend to cater to surface explorers more than dream visitors, with additional facilities to support terrestrial vehicles and speeders, as well as stockpiles of medtech and survival gear.

ENCOUNTERS ON CALCARATA

While Calcarata may not boast a planet-wide civilization or great swathes of settled territory, it certainly does not lack in predatory creatures and horrific dangers. The following creatures are encounter examples particularly appropriate for both the surface of Calcarata and its esoteric planes.

Alien Archive 1 apari, crest eater, mountain eel, orocoran, surnoch

Alien Archive 2 bodysnatcher slime, emotivore, garaggakal, ghost, mi-go, warpmoth swarm

Alien Bestiary: aoandon, aurumvorax, behir, chain worm, devourer, fext, giant scorpion, purple worm, shadow agent, shamanic ghost, tauslek, yllosan

NEW MONSTER: HAVRIVEEN

A massive serpentine creature crawls into sight with a stealth and speed that belie its size. This beast superficially resembles a wingless dragon, but has six glowing orbs for eyes, a bifurcated lower jaw, and large hexagonal, pearl-colored scales separated by the pale blue glow of aetherite influence. The dreamscape around it shifts and takes on an ominous cast.

HAVRIVEEN	CR 12
XP 19,200	
CN Huge dragon (extraplanar)	
Init +3; Senses low-light vision, darkvision 60 ft., scent; Perception +22	
Aura despairing presence (120 ft., DC 19)	
DEFENSE	HP 170
EAC 25; KAC 26	
Fort +13; Ref +13; Will +17	
Immunities age, paralysis, sleep	
OFFENSE	
Speed 50 ft., burrow 30 ft.	
Melee bite +22 (2d12+20 P & S) or	
Multiattack bite +16 (2d12+20 P & S), 2 claws +16 (3d4+20 S), tail slap +16 (1d12+20)	
Space 15 ft.; Reach 10 ft. (15 ft. with bite)	
Offensive Abilities breath weapon (60-ft. cone, Reflex DC 22, 12d8 E & F, usable every 1d4 rounds)	
Spell-Like Abilities (CL 12th)	



1/day— *mind thrust* (4th level, DC 23), *mind probe* (DC 23)
 3/day— *charm monster* (DC 22), *mind thrust* (3rd-level, DC 22),
suggestion (DC 22), *synaptic pulse* (DC 22)
 At will— *command* (DC 20), *hold person* (DC 21)

STATISTICS

Str +8; **Dex** -1; **Con** +5 **Int** +4; **Wis** +1; **Cha** +2

Skills Athletics +27, Bluff +22, Intimidate +22, Mysticism +27,
 Sense Motive +22

Feats Deadly Aim, Improved Initiative, Iron Will, Lightning
 Reflexes, Weapon Focus (bite)

Languages Abyssal, Draconic, Penthe, Terran

Other Abilities dream passage, fray crosser, lucid consumption

ECOLOGY

Environment any (Dimension of Dreams)

Organization solitary

SPECIAL ABILITIES

Dream Passage (Su): A havriven can physically enter dreamscapes in the Dimension of Dreams and dwell within those dreams without disorientation or other debilitating effect. The havriven can also attempt impossible feats while in a dreamscape while in its physical body.

Despairing Presence (Su): A havriven is surrounded by an aura that corrupts the dreamscape whenever it is agitated or angered. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action must succeed at a DC 19 Will save or be shaken while within the dreamscape. Even creatures physically present with no dreamed equipment can be affected by this ability, as the environment of the dreamscape hinders their actions in some way. This is a mind-affecting effect.

Fray Crosser (Su): A havriven can cross between the Dimension of Dreams and the Material Plane when within a fray by concentrating for 1 minute. They do so only in emergencies, for while they are physically powerful, they feel uncomfortable in the limitations of the Material Plane where many of their abilities have limited use.

Immunity to Age (Ex): A havriven is a timeless being; it doesn't age, will never die of old age, and is immune to any effect that would cause it to age or grow younger.

Lucid Consumption (Su): Any creature whose lucid body is killed in a dreamscape by a havriven gains 2 permanent negative levels, as if going through as strenuous an ordeal as being brought back to life by a *raise dead* spell.

The havriven are the apex predators of Calcarata, stalking the wilds of the planet's shared dreamscape for prey to terrorize and consume. They frequently lurk near frays, waiting for native life and sentient creatures to dream their way into the havriven's clutches. Havriven are also known as dreamdrakes, a Hymnas nickname derived from a loose translation given upon first contact with the native penthe.

Havriven are more than just mindless predators. These ageless, intelligent creatures exhibit potent psychic abilities and intuitive control over dreamscapes. The penthe both fear and revere these creatures, holding them up as totemic symbols of power and creation within their culture, and offering them tribute when entering their domain.

Havriven have dominated their isolated pocket of the Dimension of Dreams for all of recorded penthe history, certainly long before Calcarata was re-discovered by outsiders. Their only natural enemies are night hags, who the havriven aggressively destroy or drive away when encountered. Few of the soul-snatching hags are brave or ambitious enough to tread upon Calcarata's dreamscape even if they discover the region's obfuscated location.

THE PENTHE

Despite the physical differences of their waking avatars and bodies, the penthe are a near-human race adapted to the unique geography and cosmology of Calcarata since undocumented times prior to the Collapse. Penthe are humanoids with the human and penthe subtypes and have humans' standard racial traits with the following exceptions.

PENTHE RACIAL TRAITS

Ability Adjustments: +2 to any 1 ability.

Hit Points: 4

Size and Type: Penthe are Medium humanoids and have the penthe subtype.

Dream Denizen: Penthe are native to the Dimension of Dreams, physically present within that dimension. Penthe can physically enter dreamscapes in the Dimension of Dreams and dwell within those dreams without disorientation or other debilitating effects. Penthe can physically enter the Material Plane, using spells such as *plane shift* or by crossing at a fray (a place of diminished boundary between the Material Plane and Dimension of Dreams). When within a fray, penthe find it an easy task to physically cross between the Dimension of Dreams and the Material Plane, requiring only 1 minute of concentration to do so.

Waking Avatar: Once per day, a penthe in the Dimension of Dreams can enter a comatose state after resting for at least 10 minutes to create a waking avatar in the Material Plane. These waking avatars appear with none of the penthe's regular equipment, but otherwise act as if the penthe was physically present. Waking avatars are immune to sleep effects. Spells

and abilities used by the penthe's waking avatar are depleted as normal. A penthe can dissipate her waking avatar as a standard action, leaving behind any worn or carried gear originating from the Material Plane and awakening from her comatose state in the Dimension of Dreams. Should the waking avatar die, the penthe awakens in the Dimension of Dreams with the exhausted condition. A waking avatar requires as much food and water as normal but this provides no actual nourishment for the penthe in the Dimension of Dreams, and a penthe that spends too much time in its waking avatar suffers from starvation and thirst regardless of how well it maintains its waking avatar's needs.

Guarded Consciousness: Penthe gain a +2 racial bonus on saving throws against mind-affecting effects.

Languages: Penthe begin play speaking Penthe instead of Common (or Hymnas, in the *Aethera Campaign Setting*). Penthe with high Intelligence can select additional languages, including Common/Hymnas.

In addition, a penthe chooses either the dreamspeaker racial trait or the dream warrior racial trait.

Dream Warrior: Some penthe are skilled with dream-crafted weapons and can even briefly manifest such weapons on the Material Plane. These penthe gain the benefits of the Weapon Focus feat with any weapon crafted within the Dimension of Dreams that they are proficient with, including any weapon manifested using this racial trait. Once per day as a swift action while on the Material Plane, these penthe can manifest a weapon with which they are proficient and with an item level less than or equal to the penthe's character level +2 into their free hand(s). This weapon lasts as long as the penthe holds it, up to 1 minute. The weapon deals damage as normal for its type and if the penthe is at least 5th level, the weapon is treated as magic for the purposes of overcoming damage reduction. Reloading a manifested weapon takes the same action as normal, but the penthe can manifest regular ammunition or extra batteries for the weapon as needed to reload. Fired ammunition vanishes a round after it is used.

Dreamspeaker: Many penthe can tap into the power of sleep, dreams and prescient reverie. These penthe gain the benefits of the Spell Focus feat with divination spells and spells that generate sleep effects they cast. Penthe of 4th level or higher who have a Charisma score of 13 or higher can use the *dream speech* spell-like ability once per day with a caster level equal to the penthe's character level.

Dream speech (Sp) The penthe can send a message to a sleeping creature in the form of a dream. The penthe enters a trance while naming the recipient or identify him or her by some title that leaves no doubt as to identity. While in the trance the penthe is unaware of its own surroundings or of activities around it as if deeply asleep and is helpless. If the penthe is disturbed during the trance, the trance ends and the ability is used up. If the recipient is awake when the penthe enters the trance, the penthe can choose to end the trance, which uses up the ability, or to remain in the trance. The penthe can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message.

The penthe appears in the intended recipient's dream and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. This communication is one-way. The recipient cannot ask questions or offer information, nor can the penthe gain any information by observing the dreams of the recipient. Once the message is delivered, the trance ends.

The penthe and the recipient must be on the same plane of existence or on the Plane of Dreams. Creatures that do not sleep or dream cannot be contacted by this spell.

PENTHE FEATS

PENTHE LUCID PROWESS (COMBAT)

You possess considerable prowess with dream crafted weaponry.

Prerequisites: Dream warrior racial trait, character level 3rd

Benefit: You gain the benefits of the Versatile Specialization feat with weapons crafted within the Dimension of Dreams that you are proficient with, including weapons manifested using the dream warrior racial trait. You can use the dream warrior racial trait to manifest a weapon an additional number of times per day equal to one-half your character level, rounded down. Additionally, the maximum item level of weapons you can manifest increases by 1. Your manifested weapons no longer vanish if you are not holding them. Other creatures cannot wield these unattended weapons, treating them as if they were illusions or holograms. A thrown manifested weapon still deals damage as normal, even though it has left your hands, and if you will it, such a weapon can be manifested with the *returning* fusion.

PENTHE THOUGHTWALKER (GENERAL)

You are experienced in journeying through dreamscapes.

Prerequisites: Dreamspeaker racial trait, character level 10th

Benefit: You can use *dream walk* once per day as a spell-like ability. This ability functions as *shadow walk* except that the caster must be resting to use it rather than in an area of dim illumination and you can travel to the Dimension of Dreams rather than the Plane of Shadow. This ability has a range of personal, a target of you, and a caster level equal to your character level.

FRAYS

These places of diminished boundary between the Material Plane and Dimension of Dreams make it easier for creatures to cross between. A creature that falls asleep on the Material Plane in one of Calcarata's frays will find its consciousness automatically transported to the Dimension of Dreams, creating a lucid body in Calcarata's shared dreamscape. Creatures who enter a dreamscape in a lucid body must succeed at a DC 15 Charisma check or arrive in the dreamscape with some kind of disadvantage, such as without vital equipment or in a dangerous environment. If this save is successful, the dreamer manifests in a safe location in a lucid body with all of their equipment. Creatures who wish to resist entering Calcarata's shared dreamscape upon going to sleep can attempt a DC 15 Will save, choosing either to not dream or to dream themselves into their own personal dreamscape if successful. If a creature attempts to resist this effect but fails its Will save, it suffers a -2 penalty on its Charisma check to not arrive in the Dimension of Dreams at a disadvantage.

While adventuring in a dreamscape in a lucid body, equipment and spells used are not expended, and the dreamer's physical body suffers no harm and the dreamer merely awakens back in the Material Plane if slain in a dreamscape. Items found or created within a dreamscape cannot be brought back into the waking world.

There are instances where adventurers can physically enter a dreamscape, but this manner of travel is far more dangerous than that of dreaming a lucid body. A dreamer in a physical body expends equipment and spell slots normally, and can take damage and die as if they were on the Material Plane. Items found or created within dreamscapes still vanish if a dreamer tries to remove them from the dreamscape, even if the dreamer is in a physical body.

Penthe find it an easy task to physically cross between the Dimension of Dreams and the Material Plane when within a fray, requiring only 1 minute of concentration to do so.



NEW RULES

The following feats and drug are of particular use in a campaign featuring Calcarata or the penthe.

ENDLESS ARSENAL (COMBAT)

You imagine weapons more frequently than other trained penthe warriors.

Prerequisite: Dream warrior racial trait, character level 4th

Benefit: You can use your wondrous arsenal racial trait to conjure weapons an extra number of times per day equal to one-half your character level. Additionally, your conjured weapons are no longer dismissed if you are not holding them.

Normal: You can use dream warrior to conjure a weapon once per day.

LUCID CRAFTER (GENERAL)

You can imbue a sense of reality to objects you create in the Dimension of Dreams.

Prerequisite: Master Crafter

Benefit: While in a dreamscape, you can attempt a Charisma check (DC = 10+item level) as a standard action to create a single object of 1 bulk or lighter out of raw dreamstuff. Additionally, objects you create through use of the use of the appropriate crafting skill while in the Dimension of Dreams are physical objects which can be carried between planes by physically present creatures.

Normal: Objects created in a dreamscape vanish upon leaving it.

PINK BLISS

Deposits of this chalky pink substance can be found within frays, with a sparse amount in the Material Plane typically indicating a substantial node in the Dimension of Dreams. When synthesized into the drug known as pink bliss, this substance catalyzes psychic abilities but causes mental sensitivity and fragility. Addicts are known to suffer from periodic hallucinations that blur the line between dream and reality. Pink bliss is illegal within penthe society, but a thriving black market exists to provide this substance to natives and outsiders alike.

PINK BLISS

Level 8; Price 2,100

Type drug (ingested); **Save** Fortitude DC 19; **Addiction** DC 19

Track Wisdom; Effect +2 morale bonus to Mysticism checks for 1d4 hours, and the user can cast the spell *identify* or *detect thoughts* once each time they consume a dose of pink bliss. The user can also choose to enter the Dimension of Dreams in a lucid body if they fall asleep under the influence of the drug. Additionally, for 1 hour the imbiber can sense ethereal creatures while on the Material Plane, and can sense creatures between the

dimensional boundary of the Material Plane and a coterminous dreamscape (such as the shared dreamscape of Calcarata), with such creatures only gaining half the usual benefit of being invisible (+10 to Perception DC). Finally, If the user is Weakened or further along in the Wisdom poison track, they must succeed at a DC 19 Fortitude save at the start of any stressful situation (including combat) or be confused for 1d3 rounds.

Note: In the *Aethera Campaign Setting*, a dose of pink bliss costs 125 AU.

ADVENTURE HOOKS

Calcarata and its malfunctioning gate hub are designed to fit into a campaign as best matches a GMs plans. The planet lures adventurers, explorers and bandits to its surface both dreamside and meatside through the promise of illicit goods and lost artifacts of the past. The following adventure hooks provide some reasons for characters to visit Calcarata, and suggested adventures to be had on the planet.

Home Is Where the Hurt Is: The characters encounter an odd traveler, a haggard penthe looking for transport back to his people. This traveler helps the characters navigate to the isolated planet of Calcarata easily enough, but their reception at Wakepoint Outpost is not entirely friendly. Who truly is their penthe employer, and for what purpose did he bring the characters back to his homeworld? The characters quickly find themselves embroiled in political intrigue and physical danger within the Dimension of Dreams. The characters' employer could be an errant penthe who has abandoned his purpose, the scion of a consortium with jealous siblings who do not want competition, a former merchant exiled from Calcarata in disgrace for taboo dealings, or some other position that has ties to society but shakes up the status quo. Whatever the nature of their employer, the characters should be thrown into a situation requiring a combination of diplomacy and action to resolve.

The Bliss Must Flow: Pink bliss is a rare but coveted substance, and criminal syndicates pay well for the procurement of the drug. When an interplanetary criminal syndicate loses their primary pipeline of pink bliss export from Calcarata, they covertly hire the characters as freelance operatives to either repair their former lucrative drug network or to innovatively find a new one. This adventure hook offers a sandbox scenario for characters to find a solution that fits their style, whether that be establishing a business deal with criminal penthe and helping them dominate their market, working a subtler deal with penthe nobles to allow quasi-legal export of the drug, or even a hands-on approach of the characters setting up their own illegal mining operation in the wilderness of Calcarata. Whatever the method chosen, such illicit dealings could create complications for the characters from multiple planetary governments.

Where We're Going, We Don't Need Eyes: One of the characters (or the entire group) begins to suffer dreams that torment their psyche. The details of the dreams, or possibly the diagnosis of healers, direct the afflicted characters towards Calcarata. The characters must make peaceful contact with nomadic penthe and benefit from their expertise in maladies of the spirit, discovering that a unique version of a night hag or creature with similar abilities has blighted and is slowly consuming them. Despite helping the characters discover the nature of their enemy, traveling to Calcarata plays into the creature's schemes and grants it access to Calcarata's dreamscape. In order to confront and defeat the nightmare creature, the characters must undergo a plane-spanning quest of horror, first locating and neutralizing a locus of energy in Calcarata's shared dreamscape within the Dimension of Dreams that the creature has discovered and is exploiting, then traveling the wilderness of Calcarata's surface to deal with the remnants of ancient and deadly Progenitor technology that allows the locus to reform.

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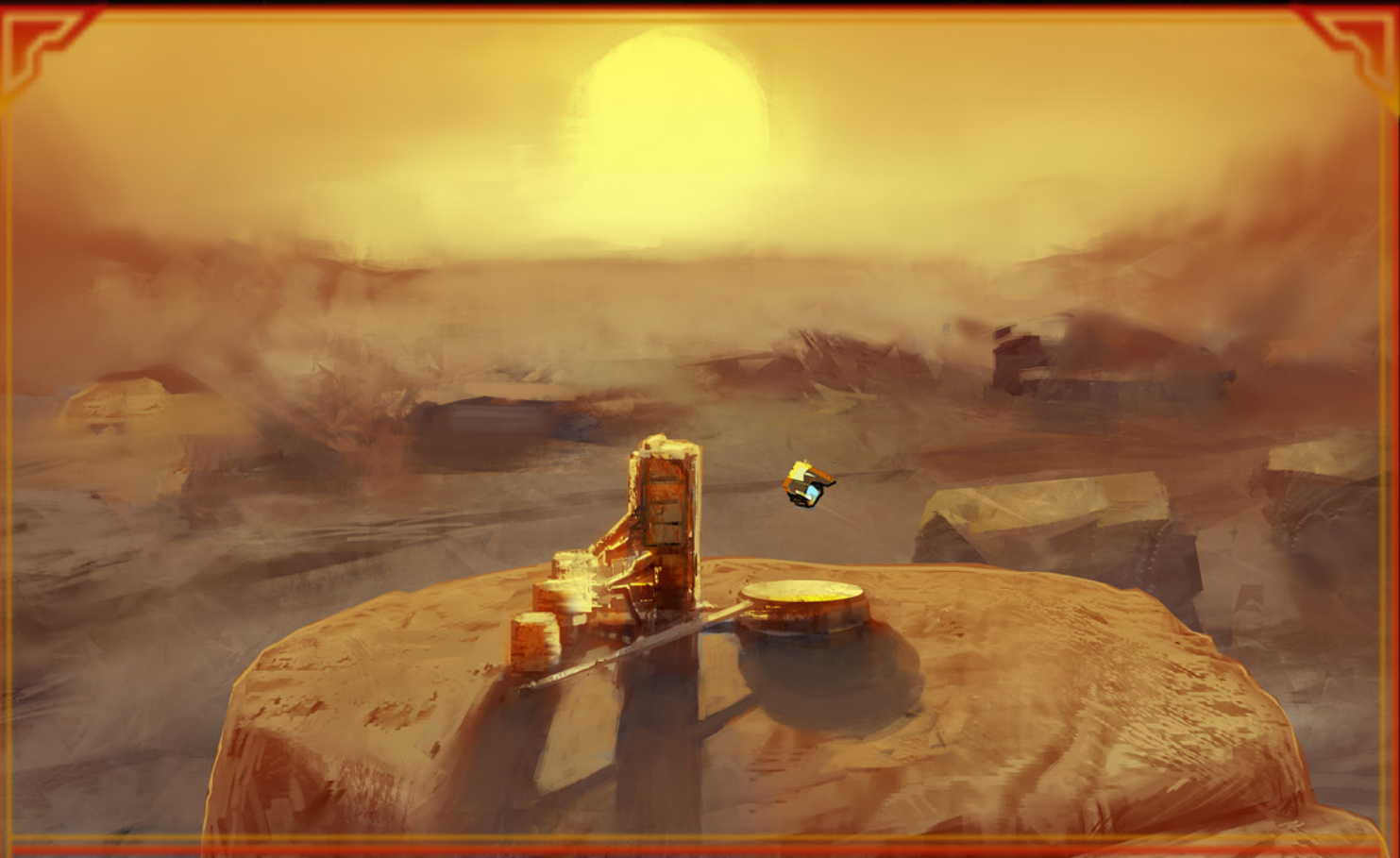


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