

ARCFORGE

CAMPAIGN SETTING

SPHERES OF INFLUENCE

BY MATT DALEY



STARFINDER
COMPATIBLE

STARFINDER
ROLEPLAYING GAME COMPATIBLE

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ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

WHAT YOU WILL FIND INSIDE WORLD OF VANDARA

Welcome to **Vandara**, a world where magic and technology have grown as partners rather than adversaries! Forged in an ancient war between interstellar tyrants, where gods are born, ascend, and fade into oblivion with the hopes and woes of their followers, Vandara was poised to conquer the stars before its ambitions fell to ruin with the coming of the Qlippoh scourge. Uniting their skill and will to create the almighty **Arcforge**, the Vandarans have joined powerful arcana and incredible machines to battle back from extinction... though within their own creations lie the seeds of their ultimate demise.

Spheres of Influence brings you the first chapter of Vandara's lore, the three great empires of Cidalac, Taurun, and New Estaria that shape struggle for Vandara's future supremacy, along with the great cities of Balyn and Maytar, whose industry and ideology are the fulcrums at the heart of Vandara's many-sided conflicts. In addition, you'll find a wealth of character options for heroes and villains alike using the *Pathfinder Roleplaying Game* rules, like the mech-riding **Arcforged Champion** and **Morphmech Renegade**, and for the *Starfinder Roleplaying Game* like the **Forgepriest Technomancer** and **Machine Speaker Envoy**. Plus fans of the *Spheres of Power* and *Spheres of Might* rules will find tons of new material for those systems, including the world-shaking forces of the **Technomancy** sphere. The world of Vandara belongs to those who have the audacity to claim it. Grab this 44-page multi-system accessory today and **Make Your Game Legendary!**

-Matt "thealtruistorc" Daley
and Jason Nelson



The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook* or *Starfinder Roleplaying Game Core Rulebook*.

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

AM = *Akashic Mysteries*

APA = *Arcforge: Psibertech*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

ASP = *Arcforge: Star*Path*

ATE = *Arcforge: Technology Expanded*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

B6 = *Pathfinder Roleplaying Game Bestiary 6*

BF = *Bloodforge*

BotB = Softcover companion for characters with beast blood.

BotD = Hardcover book of damned fiends of the lower planes.

BotD3 = Third volume of softcover book series of damned fiends of the lower planes.

Co7SAT = *City of Seven Seraphs: Akashic Trinity*

CoB = Softcover companion for characters who champion balance.

CoC = Softcover companion for characters who champion corruption.

CoP = Softcover companion for characters who champion purity.

CotS = *Champions of the Spheres*

CRB = *Pathfinder Roleplaying Game Core Rulebook*

DA = Softcover anthology of divine classes.

HotS = Softcover companion for heroes from the streets.

ISG = Hardcover guide to gods in the lands of the Inland Sea (see OGL).

ISM = Softcover guide to magic in the lands of the Inland Sea (see OGL).

ISR = Softcover guide to races in the lands of the Inland Sea.

ISWG = Guide to the world of the Inland Sea (see OGL).

MA = *Pathfinder Roleplaying Game Mythic Adventures*

OA = *Pathfinder Roleplaying Game Occult Adventures*

OB = Softcover bestiary of occult creatures.

PA2 = *Psionics Augmented: Compilation 2*

PAO = *Psionics Augmented: Occult*

PASP = *Psionics Augmented: Seventh Path*

PAV = *Psionics Augmented: Voyager*

PFU = *Psionics Roleplaying Game Pathfinder Unchained*

PoW = *Path of War*

POWE = *Path of War Expanded*

SoM = *Spheres of Might*

SoP = *Spheres of Power*

TfI = *Terrors from the Id: The Book of Psionic Horror*

TG = Guide to technology in the official *Pathfinder Roleplaying Game* campaign world.

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

UP = *Ultimate Psionics*

UW = *Pathfinder Roleplaying Game Ultimate Wilderness*

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INTRODUCTION

The planet of Vandara has ever brimmed with magical potential, its numerous resources, planar connections, and divine interests propelling it in a rapid and immensely sophisticated advancement. However, things changed when the Vandarans made their first contact with beings which were not of this world, beings not meant to come into contact with mortal beings. These creatures came to be known as the Qlipporth, wielders of alien power which carved immense swaths of devastation across Vandara. In order to counter this threat, which proved not only resistant to but also intimately familiar with magic, the greatest minds of Vandara unified to create a mechanism strong enough to power the great war machine which would end the Qlipporth scourge. This tool came to be known as the Arcforge, a wonder of technology and magic which amplified the power of the Vandaran's equipment. Thanks to the strength of the Arcforge, the peoples of Vandara were finally able to repel the great Qlipporth scourge, reclaiming much of the land that was taken. However, this victory came at a great cost, and soon the formerly united nations and peoples began to turn against each other in the interest of claiming the Arcforge's power. With each faction armed with magical and technological innovations which pose immense potential to create as well as destroy, the world of Vandara teeters on the brink of either a new age of progress or the end of everything.

RULES

The Arcforge Campaign Setting is designed to be used with either the Pathfinder or Starfinder Roleplaying Games, using rules from *Arcforge: Star*Path* to bridge the gaps between any content specifically designed for one game or the other (of course, it is completely possible to play a campaign on Vandara using only Pathfinder or Starfinder rules). It is also assumed that the following variant rules are used when using both systems

Psionics as Advanced Technology^{ATE}: Psionics is a very distinct force from magic, operating on a series of physical laws (albeit poorly understood ones) which diverge heavily from the emotion-focused and chaotic nature of many magical abilities and operations.

Akasha as Cybertech^{ATE}: In spite of its mystical name (a product of tradition), the art of Akashic veilweaving and essence manipulation is a well-documented science which is well-understood by some Vandarans. Hence, it is treated as technology rather than magic.

A HISTORY OF VANDARA

Rather than being gradually forged by natural events, as most planets are, Vandara was a construct of powerful magic, crafted by among the most ancient races in the universe, the dragons. With their incredible talent for magic, these dragons formed a massive planet out of materials taken from across the multiverse, mountains erected from the plane of earth and oceans drawn from the plane of water. At last, to fortify the planet completely, the dragons fabricated a complex matrix of spells which flowed through the entire body, infusing a powerful source of magic throughout Vandara in its entirety which facilitated great ease with all feats of arcana. With their paradise established, the Dragons ruled over Vandara unrivaled, no intelligent creatures existing to challenge their supreme dominion. For centuries, Vandara persisted in this manner, but eventually the rule of the Dragons was challenged by the coming of the Outer Lords.

The first of the Outer Lord's immense warships appeared to blot out the sun over Vandara when it arrived, the sheer force of its gravity ripping mountains from the earth and warping the oceans across the surface of the planet. Furious, the most powerful of the dragons called upon their great magical abilities to turn back these invaders, only to discover that the Outer Lords possessed strength and knowledge in equal measure to them. As more warships arrived, all of Vandara was consumed in a war unparalleled in scope or devastation, the surface of the planet drenched in weapons biological, technological, and magical which twisted the draconic utopia into a realm of madness.

As the planet grew too ravaged to be worth fighting over, as both Dragons and Lords grew exhausted of combat and too weak to mount much more of a fight, an armistice was forged between the two great factions. The remaining dragons retreated to the remote recesses of the world, forfeiting their control over much of it. The Outer Lords, meanwhile, retreated from Vandara itself, many of their ships departing the system and those few Lords on the surface of the planet likewise relegating themselves to the shadows. Both sides worked their powers to cleanse the world of records of their war, entombing their darkest and most destructive secrets deep within the earth. With both sides exhausted by what became known as the Maker's War, it was left to a certain very prolific biological creation to inherit the planet: a race known as humans.



It was not strength or intelligence that enabled humanity to seize control of Vandara, as there were many other creatures which surpassed the race in both regards. Rather, humans were differentiated by their capacity to adapt and learn. Science and logical understanding came easily to mankind, and over time the race learned to harness the myriad resources of the planet to their advantage. Wood from the forests, stone from the mountains, metals from the earth, and magic from the predecessors all played a role in sculpting the first human empires in what is now Cidalac and New Estaria. As the race slowly fought back the tides of monsters and threats which had been left behind in the Maker's War, they came to eventually conquer the world, establishing their presence and their varied cultures all across Vandara.

It was in this great conquest that humanity first began to experiment with itself, harnessing magic and technology to produce men and women optimized for specific roles. Over time, these "demihuman" races acquired titles and cultures of their own, from the stalwart dwarves, built for harsh labor and intense warfare, to the haughty and cultured elves, a noble caste created to live long lives of optimal pleasure and reason. Not all of these experiments were successful, however, and the rapid-breeding goblins of Valtross are testament to the

unpredictable dangers which irresponsible genetic tinkering can bring about. Still other new species have been created through the crossbreeding of humans with other entities, producing beings such as tieflings and aasimar. Although classical humans remain the most common race on Vandara, the impacts these "abnormal" races have left upon the planet cannot be discounted.

Perhaps inevitably, this genius which was created for conflict turned upon itself, its myriad cultures levelling their coveted knowledge against each other. Weaponry and warfare began to define the mentalities of many nations, all of which were determined to claim what their neighbors owned. Perhaps, given time, Vandara would have faced a second instance of the Maker's War, but fate decreed that a different cataclysm befall the world.

Just as the Vandarans had begun to take to the stars, an enemy emerged from the cosmic reaches which threatened to purge the planet of life. Declining all attempts at communication, negotiation, or reason, these entities which came to be known as the qlippoth launched a warpath across many Vandara-held planets, savaging and butchering all life and civilization before eventually converging on Vandara itself and ripping the space elevator known as the Silver Citadel from its orbit. This event, which



became known as The Sundering, forever changed the perception of Vandarans on conflict, and when the sun rose across the city of Maytar that day the entire planet had entered a state of total war.

Within hours, the entire southern continent of Coeusel had been compromised, lost to the qlippoth horde. However, those hours were all the time needed for every nation on Vandara to put aside their hostilities and rally against this mutual foe. Truly, with their incredible power, immense intelligence, vast numbers, and inscrutable abilities, the qlippoth were any enemy which none could challenge alone, and one which would not rest until the entirety of Vandara was bleached clean of life. Every industry in every nation became committed to building better weapons with which to combat the qlippoth; Cidalac constructing monumental warships which carried enough firepower to ravage a country in minutes, Estaria producing robotic legions armed with countless weapons, Balyn turning the qlippoth's advanced technology against them, the Scaled Monarchs invoking their most powerful magics to call forth otherworldly armadas, and Taurun bringing into the world atomic weapons which could annihilate any city worldwide in an instant. These and more were all deployed against the qlippoth, but it seemed like even they were not enough to halt impending armageddon.

As the conflict grew exceedingly dire, the surviving nations of Vandara realized that their independent conquests against the Qlipoth were futile; if they wished to turn back the invaders, then they would be forced to combine their technologies and share their secrets. Eventually, the many nations agreed to combine their knowledge, and together they created a wonder of magic and technology which at last offered them a spark of hope: the Arcforge.

Powered by the Arcforge, the Vandaran war machine slowly began to turn the tide of the war, fighting back the qlippoth armies and regaining ground which had once been lost. After nearly thirty years of fighting, it seemed as if the qlippoth horde had been exhausted, its numbers a fraction of their former strength and its might stretched thin across the planet. Refusing to go undefended but unable to deliver the finishing blow, the remaining Vandarans organized to keep the alien threat contained, creating the colossal Sajac Fortifications to halt the qlippoth advance by land and the White Ocean Fleet to deter their progress by sea. There would be continued conflict for centuries to come, most likely, but the threat of utter annihilation had subsided for now.

This victory did not come without cost, however, and much of Vandara which had been lost to the qlippoth could likely never be reclaimed. Estaria, although the country itself had survived, had had its entire population slaughtered when it was taken by the invaders. Dorukalad was not so fortunate, condemned to total destruction by magic and atomics and spawning a new god of brutality and devastation from the holocaust. Countless more nations were obliterated utterly by the qlippoth, their collective remains forming the continent-wide desert known as the Ashfield. Not a country existed which had not had its resources and population severely diminished by the war, and rebuilding seemed like it would be a more arduous and exhaustive endeavor than fighting ever was. Finally, many nations still controlled great military power, and without an enemy at their gates became increasingly inclined to turn their awesome firepower on their neighbors.

In order to try and preserve peace, a group known as the Council of Nations was formed, composed of representatives from each of the surviving nations and most of the surviving races. The Council of Nations was tasked with putting Vandara back together and ensuring its long-term survivability, for a world with so many philosophically-opposed and heavily-armed empires would inevitably slip back into conflict without a body of mediation. Diplomatic measures were established to mitigate the risk of warfare, and a series of international laws known as the Twelve Injunctions were levied to ensure that any further development by nations would be performed in an ethical and stable manner. Although far from perfect, the Council of Nations was the most stable international structure of peace which could be created, and in the fifteen years following no open warfare between countries has occurred.

The lack of flying missiles has not meant an end to global hostilities, however, and the so-called Age of Shrouds is rife with mistrust and espionage. Many secret technologies from the Qlipoth War have been reclaimed by their host nations, and quite a few are willing to risk life and limb to ensure that these secrets either stay buried or wind up in the hands of others. Most of all, every nation covets the Arcforge, which offers the potential to make whomever possesses it the assured victor. War is a possibility wanted by nobody, but if it ever comes to be each nation wants to have the upper hand. Combined with the ever-present Qlipoth threat and the unstable path to recovery, the Age of Shrouds could perhaps be a more dangerous time for Vandara than any prior.

THE TWELVE INJUNCTIONS

Following the destruction laid down in the Qlipporth War, the nations of Vandara convened to agree upon a set of accords for keeping the world safe as increasingly dangerous technologies and magics began to overwhelm it. These agreements became known as the twelve injunctions and are enforced by every nation which allied against the qlippoth (although to varying degrees). In most cases, violation of any one injunction is punishable by death or even invasion. They are as follows.

1. Creation of nonsapient undead such as skeletons and zombies or self-replicating creatures such as wights and shadows is forbidden, as such creatures pose a potentially infinite threat to all sapient beings
2. Use of poison or disease in warfare, especially that created by magic, poses immense risk and inflicts a great deal of undue pain upon subjects. It is hence forbidden.
3. Intelligent synthetics, including androids, robots, AIs, and awakened golems, cannot be allowed to learn the secrets of arcane magic, for the potential of their ability to understand and exploit the hidden patterns of magic.
4. Domination and Mind Control effects, regardless of source, are not permitted to be used upon sapient creatures. No intelligent creatures may likewise be created with the express purpose of slavery or subjugation.
5. Private proliferation of extraplanar military or workforces through the use of binding or summoning magic or psionics is forbidden, as the induction of such creatures invites dangerous levels of power into the hands of individuals. Only a select quota of summoners are allowed to be trained and must operate under the jurisdiction of a nation.
6. Employment of orbital weaponry or attempt to control any part of the Silicon Expanse is forbidden.
7. Targeting of civilians, hostages, or other entities unable or unwilling to fight with military force is prohibited.
8. Execution of prisoners or hostages by any body outside of the Council of Nations is forbidden unless it is demonstrably impossible for them to be detained.
9. Sanctioned use of armed or supernatural force by any nation within the boundaries of any other nation will be viewed as a declaration of war.
10. Attempted extermination or marginalization of any specific race, intelligent, biological, or otherwise, shall be viewed as a declaration of war against other nations which house the race.
11. Employment of atomic weaponry in any circumstance will be viewed as an invitation of war by all other nations.
12. Worship of Ristymal, Shargoda, or any of the Qlipporth Lords is forbidden, for veneration of these inscrutable dark beings will bring nothing but devastation upon Vandara and its denizens.

In rare cases, the Council of Nations may levy what is known as a Terminus Ultimatum, in which one or more of the Injunctions can be violated when combating a specific enemy. However, the destruction of Dorukalad by Vandaran hands has made most nations incredibly reluctant to even suggest such a measure in most cases.

MAGIC ON VANDARA

Given its unusual origin, Vandara has always been a planet blooming with magical energies. The external planes of existence once converged upon Vandara's location, enabling those upon the world to easily gather power from a wide variety of sources. Hence, whereas most beings of the cosmos could only obtain magical powers from years of study and more than a bit of good fortune, Vandarans have shown a predisposition to develop magical abilities naturally, oftentimes manifesting their abilities in unusual ways given their limited understanding of the supernatural forces they wield. Magical research has of course developed a great deal from the erratic psychic channeling which once defined the practice, in some cases evolving to a point where it rivals even the grand wonderworking of the primordial dragons. Nonetheless, the old ways still hold value in the eyes of many Vandarans, offering unique abilities which more sophisticated forms of magic struggle to understand. The three traditions of magic are referred to as Arcane, Divine, and Psychic magic, each operating in a unique manner. Of course, this is not to say that magic is the only source of immense power on Vandara, given the rise of technology both Vandaran and Qlipporth in nature. However, magic is the oldest, most ubiquitous, and most infamous manner of bending nature to a creature's whims.



PSYCHIC MAGIC

Drawing directly from Vandara's internal magical energies, psychic spellcasters channel their emotions and thoughts in ways that act as conduits for supernatural energy. Psychic magic possesses the greatest deal of history and tradition among the humanoid races, as it was the first to see widespread use by humankind and as a result influenced the genus' early development much more than any other kind of magic. Practitioners of psychic magic are most frequently gifted individuals who stumbled across their abilities by accident, channeling magical power in rudimentary

ways without much formal technique. However, the more sophisticated psychic mages of the world are often students of history, seeking to preserve the older traditions of magic in a constantly changing world or to replicate the experiments and feats of ages long past. Although kineticists, spiritualists, mesmerists, and mystics appear rather erratically across the entire world, the vast majority of mediums, psychics, and occultists hail from Mariton and Cidalac, where the ancient legacies of magic are held in high regard.

DIVINE MAGIC

A strange product of Vandara's immense war between the Dragons and the Outer Lords was the creation of a power source referred to as the Convictus. A source of magic drawn from the collective will and values of many creatures, the Convictus supplies magical energy from across the multiverse to strongly-held ideals, enabling those who embody these ideals to channel great magical power through raw devotion. In some cases, the power of the Convictus has enabled devoted individuals to perform magical feats which even magical scholars cannot replicate. The most fascinating ability of the Convictus, however, is its ability to transcend mortality in certain ways. When a creature of fantastic renown and respect passes away, they sometimes become one with the Convictus, developing into an aspect of it which can communicate with mortals who seek to preserve the deceased's ideals. Although they lack the omnipotence which the title implies, these aspects are commonly referred to as deities, and those who draw their magical power from them are known as divine spellcasters. Those who tap into the power of the Convictus are typically those of great faith and are known based on their specialty and powers as either clerics, warpriests, druids, paladins, antipaladins, oracles, inquisitors, rangers, hunters, or shamans. Divine spellcasters come from all nations and categories, looking at the world in very different ways based on the aspects they embody.

ARCANE MAGIC

Referred to most often as Scholar's Magic, Arcane Magic relies upon a scientific understanding of planar forces and a studied analysis of magical energy. Relying upon precise gestures and incantations to work miracles, arcane spellcasters most often hail from the great academies of Cidalac, Taurun, and Eigenel. Arcanists, technomancers, magi, and wizards are the most common of this type, and their expertise is often sought out by leaders looking for sage advice on the matters of magic. Although less common, many other arcane spellcasters exist who developed arcane skill naturally, beings upon whom knowledge of the arcane is bestowed by alien forces. These entities, known to many as sorcerors, bards, bloodragers, and summoners, are infused with a sort of instinctual muscle memory which enables them to channel specific aspects of the arcane, even though they do not fully comprehend the consequences of the forces they invoke. Such cases occur most often in areas prominently infused with magic, most notably Valtross, Utala, the Ashfields, and the Erebine.

AKASHA

Akasha is not in fact magic at all, but rather a particularly advanced form of cybernetic technology which was given a mystical title by the historically-rooted Cidalac. Wielded by cybernetically-enhanced soldiers and advanced mechanical entities, Akasha enables creatures to interact with technology and the world in ways which even mages find difficult to grasp or counter. Although many nations have been slow to adapt this technology, Cidalac has displayed the immense rewards which come with its mastery, with the nations Viziers, Daevics, and Helmsmen being feared across the world. Elsewhere, independent practitioners have unveiled other secrets of Akasha, applying their skills as Gurus. Unlike psionics, akasha is trusted and liked by all but the most hostile luddites, as the origin of this advanced technology is Vandaran in origin rather than otherworldly.

PSIONICS

Psionics is not truly a form of magic but is so alien to many that it may well be considered one. The term comes from the esoteric sciences used by the Qlippoths, and what the scholars of Vandara have derived from it. As a result of this bizarre genesis, psionics is misunderstood and mistrusted by many, who view the use of Qlipporth technology as inherently destructive to the natural order. Most knowledge of psionics is consolidated in Balyn, but the Select has accommodated many psionicists and Mariton has invested a great deal in studying the science as to advance its dream of the Silicon Elysium. The Scaled Monarchs have also taken an interest in psionics, with certain members of their ranks acquiring great skill in the discipline. Most of these trained practitioners are Psions, Cryptics, or Vitalists, utilizing comprehensive study to make sense of the esoteric science and employ it to better the world. Elsewhere, many Qlipporth bio-weapons still roam free, employing the psionic abilities invested in them by their creators to survive. The vast majority of these creatures are Elans, and are often referred to as Wilders, Psychic Warriors, Marksmen, Dreads, or Tacticians. Finally, there are some who have utilized Qlipporth technology for direct military applications, such as the Aegi of Cidalac or the Soulknives which patrol the Sajac Fortifications. What makes psionics curious is that it is not magical in nature at all, but rather an advanced and poorly understood form of technology. Hence, typical deterrents against magic are not always effective in combating psionics.

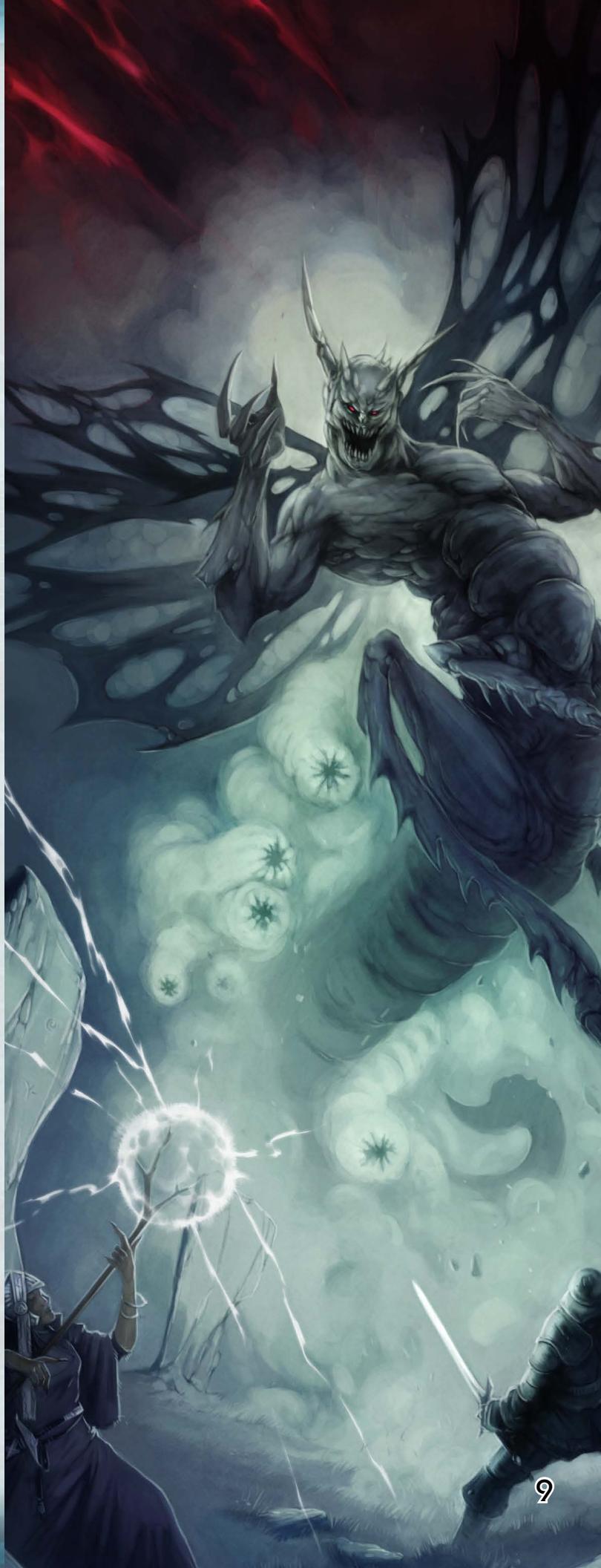
MAGIC AND THE PLANES

When the Silicon Barrier came down, many Vandarans were shocked to discover that the outer planes which they had so long tapped for power were no longer accessible. Heaven, hell, the elemental planes, and even the many demiplanes forged by various spellcasters over the years were no longer accessible, meaning that no entity could leave Vandara by means of the multiverse. For a brief period, this change radically inhibited the practice of magic, but the necessity of wartime eventually pushed mages to cobble together solutions for various spells.

Summoning effects (such as *summon monster* or *summon nature's ally*) draw upon extraplanar creatures which became trapped on Vandara rather than creatures on other planes. When a summoning spell is cast, an appropriate creature appears from somewhere on Vandara, returning to its original location when the effect's duration expires or it is dispelled. A summoned creature which is killed cannot easily be replaced, which is why the Twelve Injunctions have imposed limits on the number of summoners in the world. Cidalac and Taurun possess their own reserves of summonable creatures which they have gathered and bred for the precise purpose of use by their spellcasters, although both nations fear that a day may come when their supplies run dry and summoning magic ceases to function. Unaffiliated summoners may poach from these collections with their own spells or may call creatures from elsewhere on Vandara.

Calling effects (such as *planar ally*) call extraplanar creatures as they normally do, but like summoning spells will bring them forth from elsewhere on the planet rather than from other planes of existence. As calling is oftentimes more difficult and more time-consuming than summoning, there is less concern about the potential scarcity of callable creatures (a concern diminished even further by the discovery that the souls of deceased Vandarans eventually materialize into new outsiders). The proliferation of outsiders on the planet is arguably more problematic, especially given that calling spells are a temporary means of controlling them.

Effects that move creatures between planes (such as *banishment* or *plane shift*) instead transport their targets to a random location on Vandara, damaging them in the process. A subject randomly teleported by one of these abilities takes 10d6 points of damage upon arriving. It was originally thought that banishment would be an effective tactic to counter the qlippoth,



but Vandarans soon discovered that random teleportation gave the creatures an opportunity to move behind their lines.

Effects that open portals to other planes (such as *gate*) instead open portals to other locations on Vandara, oftentimes those inhabited by creatures similar to those which would dwell in the plane normally (for example, *rift of ruin*^{BotD} would create a portal to a demon-infested area of the Erebine)

Effects that interact with the Ethereal Plane function normally, as the Ethereal plane overlaps the material and effectively acts as an extension of it. As a result, it is possible to maneuver through the ethereal plane to reach other locations on Vandara.

Effects that interact with the Astral Plane (such as *astral projection*) simply fail, as any contact with the Astral Plane is impossible to make due to the Silicon Barrier. Effects which would draw material from the Astral Plane or other planes (such as *astral construct*^{UP} or *Wall of Stone* instead draw that material from somewhere else on Vandara or from latent energies left over from expired effects.

Effects that would create extradimensional pockets or realms (such as *create demiplane*^{UM} or *a bag of holding*) instead create an area somewhere in the Network.

Effects that draw power from the Shadow Plane (such as *Shadow Conjunction*) function as normal, drawing upon shadowstuff which has previously been brought onto Vandara. *Shadow Walk* can still be used for transit across Vandara, as it reaches the edge of the Shadow Plane without entering it.

SOULS

Perhaps the most drastic adaptation forced upon Vandarans by the Silicon Barrier is their reappraisal of the soul and the afterlife given Vandara's disconnect from the planes. As they are incapable of leaving the planet, the souls of deceased creatures are subsumed into the Convictus, eventually materializing into outsiders of the souls' alignment (for example, Chaotic Evil souls may form into a demon or Neutral Good souls into an Angel). As these newly created outsiders are composed of numerous souls, they do not retain the personality and memories of their component souls but may possess a smattering of their influence. The deaths of powerful individuals often result in the creation of similarly powerful outsiders, and scholars have evaluated this pattern to determine that it takes approximately six months for a collection of souls to merge into an outsider.

The process of raising the dead through spells such as *resurrection* has been altered in several ways by the Silicon Barrier. Most notably, it is impossible to communicate with or raise the souls of creatures which perished before the barrier was formed and hence went on to other planes. This has made undeath and AI increasingly attractive options for ensuring one's legacy continues after death.

When a soul is successfully raised from the dead, it draws itself together from the energies of nearby outsiders, weakening them. All outsiders of the same alignment of the resurrected creature that are within 1 mile of the creature gain 1 negative level which lasts for 24 hours or until the creature dies again, whichever comes first. This effect can inflict a number of negative levels up to the resurrected creature's Hit Dice. An outsider which succeeds at a successful fortitude save (DC 10 + 1/2 the resurrected creature's Hit Dice + the resurrected creature's Charisma modifier) does not suffer from this negative level. The closest outsiders are targeted first with this effect.

OTHER FEATURES OF VANDARA

Detailed below are several other aspects which prominently shape Vandaran Society

SCIENCE, INDUSTRY, AND MAGIC

Long ago, there was a time on Vandara where magic was shrouded in mystery, understood only by cloistered scholars in their enclaves and malevolent warlords in their fortresses. These individuals harnessed their arcane, divine, and psychic abilities to lord over the unenlightened, extending their reach over a populace rendered powerless against their eldritch capabilities. Helpless to combat these forces, many people resorted to superstition or else despondency, forcing themselves to accept that they were at the mercy of a world they could not control.

Nowadays, however, much of Vandara has moved beyond such incapacity. Realizing how their abilities could be used to raise humanity to new heights, many mages have spread their teachings to the masses, instructing them as to the functions, limits, and utilities of magical power. Comprehension of magic has evolved alongside the understanding of more grounded sciences such as physics, chemistry, and medicine, and many a Vandaran student can explain the structure of a *Scrying* spell as easily as they can recite the laws of motion or diagram the composition of a cell.

A more scientifically literate society has also produced a high level of industrialization, with governments and companies applying their understanding of magical and scientific laws to create elaborate networks and machines which have increased the security and leisure of citizens substantially. Technological equipment is mass-produced in factories, and although the process is not so easily automated magical equipment is produced in high enough volumes to be easily accessible to most Vandarans. The typical structure in Balyn, Cidalac, or Taurun will possess air conditioning and electrical lighting in addition to automated *Prestidigitation* traps to clean the facility regularly.

Of course, this is not to say that there are no mysteries on Vandara. Many magical arts employed by the ancient dragons remain lost to the world, pushing mages to continue their research into these esoteric forces. Many mysteries also surround the functions of divine and psychic magic, which are grounded in forces more difficult to empirically understand. Beyond this, the introduction of psionics to Vandara has challenged many assumptions about the universe's physical laws and forced scholars to correct their models of the universe. These pursuits are not only grounded on scientific curiosity but also on very real fears regarding Vandara's continued prosperity. Even a society as technologically advanced as Vandara's cannot rest easy when the Qlipporth and the Silicon Barrier loom so heavily.

THE NETWORK

As the Silicon Expanse prevents any sort of normal internet from working, Vandara has created an alternative which relies upon the inherent magic of the planet to function. A massive shared consciousness known as the Network was coded into the planet's ley lines, and through this consciousness information can be transmitted anywhere in the world simultaneously. It is even possible to create entirely new sections of the Network through the create *mandscape*^{OA} spell or similar psionic powers, which is often employed for simulations or temporary public forums. Wireless signals can also be transmitted through the network to any point in the world, enabling remote operation of technology and even long-distance hacking. When combined with teleportation, the Network becomes a unifying entity which enables easy transit and exchange all across the planet.

The one limiting factor of the Network is its dependence upon both magic and psionics to function. Hence, it will screw up in an area where

either is mitigated or altered. Dimensional wards can also seal off Network communication if employed correctly.

The Network has actually given birth to a sort of pseudo-deity, created not through worship or adoration but rather from sheer assimilation into the cultural consciousness. Its full name is High Artificial Network Deity, Sovereign Over Memetic Exchange, but most call it by the acronym H.A.N.D.S.O.M.E. H.A.N.D.S.O.M.E. is actually capable of granting spells to followers, but such spells only operate within the confines of the Network.

Finally, a race of outsiders known as Daevas were artificially constructed to preside over this artificial realm. Although they draw their power from all across the multiverse, the Network is their exclusive domain, and they are in control of all that goes on there.

MECHS

The power of the Arcforge created a new breed of soldier, one whose inherent strength and ability was supplemented by a powerful and versatile exoskeleton. Created using a combination of many advanced engineering principles, many of which were taken from the Qlipporth, the metal exosuits known as mechs were a cornerstone of the Vandaran counterattack, bestowing a wide variety of capabilities to those capable of piloting them. Many historians will agree that the mech has become the quintessential armament of the Age of Shrouds, as it opens up near-infinite possibilities for skilled pilots and engineers.

The genesis of mechs has also made Balyn an absurdly wealth city. As the sole possessors of the Arcforge, the scientists and engineers of Balyn can create mechs whose calibur dwarfs that of any other nation. Although Cidalac and Taurun have both created substantial fleets of mechs for their own use, their most impressive, top-of-the-line mechs are always created in Balyn with the aid of the Arcforge. The capacity to construct superior mechs is one of the main reasons why so many countries desire to control the Arcforge for themselves.

For all of the power a monopoly would give them, the Silken Psykers of Balyn do not attempt to keep their knowledge of mech construction a secret. After all, they know that the powers of the Arcforge give them a incontestable advantage on mech development, and no nations which want mechs for itself would be willing to collaborate long enough with others to create a second Arcforge.

MAJOR LOCATIONS

BALYN

CAPITAL:

Balyn (population 9 million)

MAJOR RACES:

Humans, Elves, NoralsUP, AndroidsB5, Biomorphs

LANGUAGES:

Common, Elven, Aklo, Draconic, Synthic

When the Qlippoth War subsided, every country began to fight over their right to possess the Arcforge. Cidalac, Taurun, Mariton, Estaria, The Freemen, and even some of the Scaled Monarchs of Eigenel made cases for holding the Arcforge within their own territory. To avoid a conflict which could have destabilized an already-fragile Vandara, it was agreed that a new nation would be established to house and protect the powerful artifact, its miracles being equally usable by any faction on Vandara rather than exclusively controlled by one. Thanks to the abilities of the Arcforge, a tremendous metropolis was erected just off the east coast of Cidalac, its citizens being made to forswear any allegiance to other nations upon migrating to the man-made island. Within weeks of completion, the Great City of Balyn emerged as a power player on the world stage, the Arcforge making them an equal to the many rival factions it was designed to regulate.

One look at Balyn's skyline is enough to learn that the great city is an engineering marvel, its construction surpassing any mechanical miracles anywhere else in the world. The artificial island spans 15 miles across, with mile-tall buildings flooding the skyline throughout. At night, the city lights are visible for miles, with particularly festive nights blotting out the stars on the Cidali coastline. Entering Balyn reveals many more technological miracles than most Vandarans can comprehend: flying cars darting from skyscraper to skyscraper as psionic power flows through every solid structure and illuminates the city's pathways with an iridescent neon glow. At the center of the vast sprawl is the home of the Arcforge, the legendary machine which has made this city of miracles possible and whose wondrous capabilities remain in use for the most demanding and sophisticated works on Vandara.

As its abilities fuel military and engineering endeavors across the planet, the Arcforge is constantly running. The artifact is the only thing capable of synthesizing the complex alloys and electronics needed for the creation of the most powerful mecha, vehicles, and other equipment, granting Balyn a total monopoly on Vandara's military superiority. As the secrets of the Arcforge's creation were destroyed near the end of the Qlippoth War, this monopoly cannot be feasibly contested, and though the other nations of the world have certainly built their own mechs they cannot rival the industry of Balyn. This fact has made the great city immensely wealthy, in a way that only such control of the global weapons industry can.

The money accrued from the Arcforge has also spurred a great deal of other technological innovations, many relating to the psionic abilities of the Qlippoth invaders. Many Balynese plutocrats view psionics as the next step forward for Vandara, the vast majority of them having enhanced themselves through psionic experiments and artificial augmentations. The upper echelons of the city are run by these "Silken Psykers" who utilize their psionic abilities to manage their business endeavors. Clairsentience, Telepathy, and Metacreativity techniques have all been pushed to new heights as plutocrats have experimented with them, and the works of these Psykers have helped not only to push psionics into the public eye but also into public hands. Not only do psionic engines throughout the city feed power into gadgets and vehicles, but astral constructs manifest automatically throughout buildings to repair and maintain them. Announcements are broadcast telepathically into people's brains, and telekinetic guidance systems ensure that the flying traffic of the city remains functional even in turbulent storms.



When Balyn was formed, engineers and businessmen flocked to the city to take charge of its development, their workers comprising much of the city's population in the early days. With no other legal bodies to control their development, the corporations of Balyn quickly became the law, orchestrating the society of the Great City to maximize their profits and assert their control. The desires of the Silken Psykers are enforced violently by some of the most vicious mercenaries and spies in the world. The brutal politics of the Silken Psykers are not kind to the rest of Balyn's population, and immense wealth disparity exists between the powerful and everyone else. Crime is rampant across the Great City, perpetrated both by insidious businessmen and the impoverished population who wishes simply to survive.

The elite of Balyn live in unique luxury, lacking the grandiose palaces and vast estates of Cidalac or Valtross. Rather, their quarters are compact, lofty, and loaded to the brim with psionic gadgets. The penthouse of a Silken Psyker will often read the minds of hosts and constantly adapt to suit their interests, reworking its entire design in seconds so as to accommodate the whims of the master. AIs and biomorphs, often custom-built in Balyn, dole on whichever plutocrats desire them, many possessing psionic abilities of their own so as to provide better service. Rather than jewelry, most Balynese elite adorn themselves with elaborate cybernetics and psionic tattoos, seeking to enhance their abilities even further with every modicum of wealth they acquire. The poor of the city often possess cybernetics of their own, but these are more often survival mechanisms than luxuries, artificial body parts built of scrap to replace those lost in fights or industrial accidents. The least fortunate in the Great City are often forced to sleep in the sewers and alleyways, at the mercy of those who would harvest their organs or even minds for insidious purposes.

In a city defined by such avarice and inequality, there is no shortage of opportunities for violent individuals. People are hired to Balyn from all over the world, either to assist a certain corporation of Psykers, undermine such a group, or do both at the same time. If one proves capable of outmaneuvering the many mechanical, magical, and psionic safeguards throughout the city, the profit margins for an arch-criminal in Balyn are unrivaled across Vandara. It is for this reason that Balyn has developed more connections to the Erebine than any other surface nation on the planet, with entire districts of the city plunging into the depths

and drawing upon the resources of aberrations, demons, and other monsters if such interactions are deemed sufficiently profitable. On the opposite side of the law, the unscrupulous practices of criminals warrant often warrant absolute ruthlessness from enforcers. The hired or fabricated mercenaries of the Silken Psykers are prepared to take on the skilled individuals who flock to Balyn, and the lax laws of the Great City often mean that they are willing to take no prisoners.

Balyn is viewed by much of Vandara as a city of vice, a mechanical complex built by war profiteers and exploitative madmen. Although no other nation wishes to draw the Great City's enmity and deprive itself of Balyn's exports, the Silken Psykers and their psionic industries are whispered of in every corner of Vandara as morally corrupt and unworthy of their recently-acquired fortunes. Furthermore, the extreme poverty and exploitation which defines the city has drawn the ire of many independent groups, some of whom respond with boycotts and protests and others who respond with violence. Finally, psionics continues to scare much of Vandara, and will likely remain associated with the Qlipporth for centuries to come. The many cases of psionic abuse within Balyn, which include mass mind probing by powerful Psykers and engines which implant permanent psionic compulsions in people's minds, do little to change this reputation.

Balyn's population draws from the most ambitious individuals the world over, caring little for race or national origin. Humans, Elves, covert Elans, Tieflings, Androids, and the new race known as the Norals make up the city's upper echelons, whereas Dwarves, Drow, and various Biomorphs scramble amongst the recesses. Balyn also possesses the highest concentration of pale-skinned, dark-featured indigenous Estarians in the world, although the majority of these survivors were wealthy enough to have augmented their forms in some way. Total AI conversion is not as well-accepted in Balyn as it is in New Estaria or Marit, but it does still occur.

PROMINENT CLASSES

Psion^{UP}, Operative, Technomancer, Rogue, Cryptic^{UP}



CIDALAC

CAPITAL:

Provoss (population 3 million)

MAJOR RACES:

Humans, Elves

LANGUAGES:

Common, Elven, Celestial, Dwarven

Viewed by many as the center of Vandaran civilization, Cidalac is by far the oldest human nation which remains on Vandara, an ancient society which has played the role of colony, empire, leader, and servitor. The people of Cidalac were among the first to ascend to civilization and have borne witness to the highest and lowest points of humanity's history. Today, the country stands as a powerful emblem of how far humanity has come since those early days, but in many ways represents the vulnerabilities and moral failings which still mar the society to this day.

Emerging in what was once the greatest battlefield of the Maker's War, the Cidali people were surrounded by biological weapons forged by the Dragons and Outer Lords. It was in this high-intensity environment that they learned not only to build mighty fortifications and walled cities but also to harness psychic magic to turn back the tides of monsters. These rough centuries of eking out an existence led to a fundamental Cidali belief that knowledge and power are completely intertwined; the victor in every conflict according to a Cidali will be the more informed side, the force which understands the nature of the conflict better and who can respond more effectively to whatever the opponent has to offer. This mentality, after all, was what enabled the Cidali to survive as well as to expand, building legendary spell-fortified walled cities across a vast equatorial territory and bringing many other struggling human groups under their control. This belief is the origin of the term Cidali, which is a combination of the Draconic words for Understanding (ci) and Survivor (dali). Academia and military might, regardless of what forms they have taken over the course of history, are the two pinnacles of Cidali civilization and the greatest source of a Cidali's pride.

As success in warfare is so deeply entwined into the Cidali consciousness, it is only sensible to understand that the worst and most humiliating times in the people's history were those of defeat on the battlefield. This has occurred twice, the first in the conquests of the technologically advanced nation of Halkenir being the more notable of the two. Unprepared for an enemy which fought with firearms and plate armor as well as with magical force, the Empire of Cidalac fell to the invaders from the south, its pure magical supremacy not being enough to halt a military advance whose tactics were not fully understood. All of Cidalac was conquered by Halkenir, and some of the northern regions, which now make up Central Valtross, have never been reclaimed by the Empire.

No matter how much Halkenir influence attempted to suppress the culture and ideology of Cidalac under its rule, the classical ideals of the old empire persisted, the vision of a reborn land of Cidalac lingering in the minds of the people throughout these years of exploitation. As resources were forcibly extracted from Cidali land to power the Halkenir war machine, the people of Cidalac were given an opportunity to understand the spells and machines which had defeated them, and Cidali scholar-engineers were ready not just for liberation, but for revenge when Halkenir fell.

As their conqueror reeled, the new Empire of Cidalac devoured a great deal of Halkenir territory with a combination of mechanical and arcane power. Airplanes, tanks, bound outsiders, and warmages became the new face of the Cidalac, and the empire continued to spread outward across land and sea alike as more and more nations were forced to bend the knee to them. At the Empire's peak, Cidalac's flag flew over every continent and even over several of Vandara's neighboring planets. This tremendous reach was not sustainable, however, and the extraplanetary pressures of the Qlippoth on Cidalac's star empire meant that the nation was forced to transfer its resources away from its planetary colonies to defend its stellar ones. By the time the Qlippoth had finally reached Vandara, Cidalac's domain had been constricted to the point of comprising only the central continent.

Although protracted, the Empire of Cidalac still controls more territory and wealth than any other government and is viewed by the other nations as the de facto leader of Vandara. Such is why Maytar, the ancient hub of Cidali academia, is now considered the official neutral hub of meeting between Vandaran factions. The Empire of Cidalac also possesses a tremendous military, powered by an incredibly skilled workforce of mechanics, mages, and pilots who have sworn their minds and wills to protecting their country. How much of the internal and external loyalty to Cidalac is natural and how much comes from magical compulsion or threat of violence is certainly up for debate, but the loyalty is immense nonetheless.

Cidalac's immense military power is vested in a tremendous fleet of warships and mecha, vessels which can dwarf entire towns in scale and which carry immense artillery that is often magically enhanced. The abundance of iron, silicon, titanium, and aluminum within the nation's soil gives the Cidali navy ample resources to construct this absurd force, as does the incredibly educated human workforce which serves the military-industrial complex in more than half of all professions. In addition to the raw power of their war vessels, the most powerful of them crafted using the Arcforge in Balyn, the magical armaments of Cidalac are downright legendary, with war mages binding extraplanar auxiliary forces, crafting deadly magical weapons, or simply harnessing their arcane or psychic powers to bring down ruin upon their enemies. These magical tactics have been invoked by the Cidali since times long-forgotten, and while many have been maintained or rediscovered over the centuries there remain a unique set of "lost

techniques" which drive archaeologists to probe deep into Cidalac's past in pursuit of rumoured powers.

Deeply rooted in its tradition, Cidalac's government is presided over by a democratic council known as the Conglomeration of Notables. Any one member of the Conglomeration is immensely wealthy, educated, and powerful, and hence sees it as a wise idea to keep tabs on rivals through a shared public forum. Although some individuals in Cidalac feel that such a system of "first citizens" prevents leaders from being accountable to their citizens and effectively leave the nation's interest hostage to the rich, very few Cidali would say that this capitalist system which allows mobility to the worthy and dedicated is worse than the dominion of Taurun or the feudalism of Valtross.

Native Cidali are generally short and stocky with curly hair and deep brown skin. The imperial expansion of the nation has blended several other ethnicities into Cidali society, such as the lighter-skinned peoples of Valtross and Taurun and many tan-skinned peoples from what was once Halkenir.

PROMINENT CLASSES:

Helmsman^{ATE}, Technomancer, Mechanic, Soldier, Psychic^{OA}

MAYTAR

CAPITAL:

Maytar (Population 10 million)

MAJOR RACES:

Humans, Elves, Norals, Gnomes

LANGUAGES:

Common, Elven, Celestial

Ever since the first great Cidali cities were built, there has been a dream of erecting a grand palace of intellect at the heart of civilization. This place, a bastion of knowledge and reason in a world so deeply devoid of such virtues, would shine as a beacon for all of Vandara, pushing the planet forwards with advances in technology, philosophy, and reason. Absent would be the politics, rivalries, and infidelities which have impeded the potential of mankind, replaced instead by a singular ambition to work for humanity's collective future. In the



modern age of Vandara, where miracles have come to define the normal course of society, this academic Utopia is now a physical reality, the great floating city of Maytar floating over Cidalac as its scholars work endlessly to find alleviations to Vandara's ills. However, the greatest minds of humanity are far from the pure souls envisioned in ancient days, and their noble facade masks the grim realities that come with providence.

The construction of Maytar was a product of brilliant minds and lofty ambitions and stands as an example of what these two things are capable of doing when unified. The greatest architects, engineers, and mages of Cidalac were rallied together by the cyborg mage Shoran, and by combining their knowledge were able to craft a structure that awes even modern engineers. The entire city of Maytar is effectively one giant techno-magical construct, floating high above Cidalac's western coastline on a combination of mechanical fuels and arcane energies. The city is entirely self-sustaining, with all necessary energy generated within its form and all maintenance and repairs being carried out through magical or mechanical functionalities integrated into the city itself. In the minds of many, Maytar is not so much a settlement as a hyper-advanced construct, which many estimate will last until the end Vandara itself.

Whether or not Maytar's leaders and citizens intend for the city to last forever is certainly up for debate, but the community is very clear about why Maytar exists. In the center of the city is a grand obelisk forged of adamantine, with a single phrase etched in every language spoken on Vandara: "To

provide light where there is darkness, harmony where there is strife, and strength where there is weakness." Maytar was founded on the hopes of scholars, people who believed that the future of the planet depended on the expansion of knowledge and understanding to all of its inhabitants. This endeavor requires expanding the shores of understanding, the pursuit of new scientific and magical discoveries which would enhance the capacity of Vandara and enable its residents to not only endure but to master a complex and deadly universe. However, such mastery is not beneficial if it is confined to a select few, and so Maytar is dedicated to making the secrets and intricacies of the universe known to all who wish to learn them.

Covering much of the great city are the grand academies, built with the city's founding to carry out its lofty ambitions. Students of all nations and backgrounds travel to Maytar to study from the incredible mages, engineers, and psionicists who teach there, learning the arts of magic, psionics, akasha, and the less esoteric disciplines from the greatest minds Vandara has to offer. Cidalac goes to great lengths to acquire the most skillful and knowledgeable professors for its schools, and many veterans retire from globe-spanning careers to find lofty positions at these Academies. The entire economy of Maytar revolves around these schools, with many companies providing lodging, materials, or other necessities to the teachers and students, some of whom begin their education at ages as low as a few days. The cultures of students vary heavily between individual schools, some being ruthless and elitist while others emerge as paragons of social

evolution and inquiry. The fact that students often come from rival nations such as Taurun and New Estaria only intensifies the political tensions among learners on the island, and teachers are sometimes forced to intercede when scuffles between academy students grow too volatile. Compounding upon this issue of competition and turmoil is the fact that the schools of Maytar are a direct gateway to one of the most powerful groups in all of Vandara: The Conglomeration of Notables.

As per the meritocratic ideas of Cidalac, the great city of intellectuals is also home to the most powerful and important individuals in the entire Empire: The Conglomeration of Notables. In the earliest Cidali cities, government was comprised of a democratic circle of "high citizens", wealthy and educated individuals who governed the city is a democracy amongst themselves. The Conglomeration of Notables represents the natural evolution of this concept, an organization of the greatest minds in Cidalac cooperating to rule over the empire. Although the Conglomeration has no clear leader or figurehead and prides itself on its egalitarianism, power structures permeate the organization, with many wealthy families holding positions for generations on end. Although some diversity exists on the Conglomeration (there are several dwarves, androids, and even Biofaun in the 100 seats), cronyism is rampant in the nomination process, and the Conglomeration is known by its members as being one of the most corrupt and political entities in all of Vandara. Nonetheless, the virtues of intellectualism and excellence that it represents have rendered it above most criticism.

Maytar is looked up to as a vision of Vandara's future, a world guided by intellect and mutual gain where ideological and social enmities have been put aside for the good of all of the planet's residents. This mentality is, ironically, exactly what makes the city's prominent role in shaping policy and brokering global power so controversial, either because Vandarans do not share the idealistic visions of the Conglomeration or because they believe that Cidalac and the Conglomeration that leads it are active enemies of any such global resolution. Some say that Maytar would be relegated to irrelevance without the innumerable guns and spells of Cidalac trained to protect it. Nonetheless, much of the world considers it fortunate that the Empire is willing to share its intellectual wealth with Vandara rather than turn it upon them.

PROMINENT CLASSES

Wizard, Vizier^{AM}, Technomancer, Psychic, Arcanist^{ACG}

NEW ESTARIA

CAPITAL:

Allora (Population 5 million)

MAJOR RACES:

AIs^{TG}, Androids, Robots

LANGUAGES:

Synthic, Common

It is hard for many young Vandarans to believe that New Estaria was an abandoned wreck of an island nation when the Qlippoh War finally subsided, what with its glittering cities and tremendous economy. New Estarian scholars venture far and wide to spread their scientific discoveries, and every variety of consumer good is produced in vast quantities on its shores. Numerous powerful companies are based on the island, shipping their goods across White, Black, and Gray Oceans alike at unrivalled prices. One would think that Vandarans would be pleased to have an isle of such abundance as a cornerstone of global markets, but the opposite is true. In the minds of many, it would better for the world if Estaria had never been retaken, if the shining metropolis of Allora was never rebuilt, if the synthetic peoples did not have a domain to call their own.

For hundreds of years, Estaria has been a continent associated with technological progress, its numerous natural resources and lack of enemies creating the optimal conditions for artistic and mechanical ingenuity. It's people, likely having migrated from Taurun or Valtross long ago, were master sailors, developing naval tactics and designs which are still implemented today in many countries. Although the nation did not possess many intelligent magical races such as Fey and Dragons, Estaria did have its share of magical beasts which could be studied for their magical properties, and it was from these that the Estarians constructed began to model magic in ways that let them create artificial races such as the Elves. In time, these innovations only spurred more wealth and more discovery, and centuries later the first Artificial Intelligences were synthesized on Estarian soil. Before long, Estarian robots and androids were being produced in immense quantities, Estarian code forming the backbone of computer science across Vandara. Although Estaria lacked for military power, its industrial capacity and technological utility were immense, and the island's merchant-princes were savvy enough with diplomacy to discourage any attacks upon the country by more powerful contemporaries.



Alas, not even the greatest diplomats could contend with the qlippoth, which crashed upon the island and mercilessly tore through its inhabitants. Lacking the force of arms to protect itself, Estaria turned its factories into a war machine and its large population of android and robotic servants into soldiers, reprogramming their servile minds with a will to fight and directing the artificial citizens towards the battlefield to be reduced to scrap metal. Although this worked fine for more primitive AIs, the merchant-princes severely overestimated the compliance of the Androids, and before long the synthetics were not only refusing orders but actively revolting against the human and elf residents of Estaria. Using their own synthesized AI known as Liberator, the androids turned the robots against humankind and bestowed upon them a

will to rival their own. Rather than face this issue, the humanoids of Estaria fled across the ocean to Cidalac and Valtross, certain that the synethic rebels would be washed away by the Qlipperh tides.

When the humans and elves left, however, the qlippoth seemed more interested in following their exodus rather than obliterating the synthetics, and while the country of Estaria was completely razed its artificial denizens were able to survive in small pockets. These individuals continued the fight with the few factories they were able to repair, and actually managed to reclaim some territory from the Qlipperh on their own. When the Cidali and Tauruni forces converged upon the island to purge the invaders, they were shocked to discover how much territory the synthetics had already retaken. Entire cities had been rebuilt by the artificial

peoples, and several were being governed by AIs of previously unknown intellect. This synthetic citizenry, however, was not willing to surrender its hard-won nation so easily and proclaimed that the island was now their nation of New Estaria. On this soil, the new leaders proclaimed, synthetics would not be the mere tools of other races but rather an independent and autonomous race which would forge its own destiny.

Not long after this statement was made, outbreaks of the Liberator AI occurred across Vandara, leading to more and more robots leaving their masters behind and travelling to the promised land of New Estaria. Other nations protested, but as they did not know the military capacities of this new nation many kept quiet and permitted the synthetics to escape their bondage. From these masses the synthetics constructed a civilization, which proved immensely productive under the guidance of hyperintelligent AIs known as the Suzerain Codes. Within a decade, New Estaria's manufacturing ability made it a global power on par with Cidalac, Taurun, and Balyn. When the time came for the Twelve Injunctions to be created, several notable Androids and Suzerain Codes were permitted to take part in the discussions, and actually helped implement certain measures at the expense of certain other rights.

As robots and androids have far fewer material needs than any other races, New Estaria has effectively transcended the state of scarcity which defines every other Vandaran economy. What the nation already possesses in terms of resources is more than enough to sustain its artificial population, and many of the resources which would be expended on biological needs are instead divested towards further technological research and development. Although the synthetics are not permitted to study arcane magic (and other forms of magic are still relatively unknown to them), the engineering capabilities and psionic understanding possessed by many synthetics has enabled New Estaria to replicate many amenities of more magically-versed nations. The nation's tremendous productivity can also be attributed to the Suzerain Codes, who wield absolute power over the nation's economic activity and whose immense intelligence has yielded nothing but economic prosperity for the island nation. Most synthetics trust these AIs to handle the affairs of such scale, and the rare few who wish for economic autonomy are given free passage to more liberal nations. Rarer still are the synthetics who would of their own free will actively challenge or usurp the Codes, for these AIs are quite skilled

at either appeasing these insurgents or simply eliminating them.

Although New Estaria has embraced the nonviolence and soft power of its predecessor, it is no stranger to using force to pursue its aims. Many robots and androids were expressly designed for combat, after all, and the Suzerain Codes feel that it would be a waste of their abilities to repurpose them. Hence, these militant synthetics have been turned into a sort of global police force, seeking out and punishing those who would bring harm or subjugation upon synthetics. Inevitables have become a particular favorite tool of the magically-inclined amongst these "enforcers", both because of the outsiders' unwavering commitment to justice and their mechanical makeups. New Estaria still lacks any sort of official military, however, relying predominantly on diplomacy as its predecessor state did.

Peace is difficult for a nation so recent and so controversial, however. Many powerful Elves claim Estaria as their homeland and want nothing more than to take it back. Numerous others across Vandara have their own qualms with this synthetic state, either because their enterprises previously relied upon the servitude of robots or because they fear the possibilities of synthetics surpassing or even dominating organics. For all of these reasons, a large cold war has sprung up between New Estaria and the rest of the world, a war fought in the shadows with covert agents and exceptionally skilled hackers whose battles take place in the information grids of the Network as often as they do in the physical world.

As prosperous and notorious as New Estaria has become since the end of the Qlippott War, its environment remains as barren as it was during the conflict's peak. With little need for farming or any sort of ecological maintenance, the synthetics have devoted little effort to cleaning up the environment or rebuilding the shattered Estarian ecosystem. For this reason, pollution is rampant in many parts of the island, and even many urban areas are uninhabitable for anything organic. The synthetics do care somewhat for appearances, though, and make sure that any visitors to the island enjoy a properly sanitary experience.

PROMINENT CLASSES

Mechanic, Cryptic, Operative,
Investigator^{ACG}, Vizier^{AM}



TAURUN

CAPITAL:

Norugel (Population 2 million)

MAJOR RACES:

Tieflings, Devils, Humans, Dwarves

MAJOR RELIGIONS:

Moloch, Nabolor, Caynoch, Shoran

LANGUAGES:

Infernal, Common

There are stories that the name Taurun was bequeathed not by the people who have long called it the Fatherland, but rather by the nation's enemies, the peoples of Valtross, Estaria, and Cidalac who have long fought with this continent's denizens. Taurun, as the legend goes, translates from ancient Elven to mean "The Hated", and although this claim is debated by most historians it fits with Taurun's perceptions throughout history. Long have the peoples of this country been

considered powerful enemies to all others, fighting under the banner of a saint, a tyrant, and now an Archdevil. In peace and in war, Taurun has always been a superpower, an entity that all must consider in their global ambitions.

Taurun in its early days is often compared by historians to Valtross, and indeed the two lands held much in common. The differences began to emerge with the conquests of Saint Aline, a virtuous leader whose lofty ambitions and military skill proved enough to bring together the warring nations of the southern continent. The disparate human populations unified by her vision, Aline became the first champion of order to bring Taurun under control. For the first time in Vandara's history, humanity had a force of justice that it could believe in, and this age of peace and unity lasted until Aline's death amidst her conquests into Valtross. Aline's example has persisted nonetheless in the minds of the Tauruni people, leading them to seek comfort in power, absolutist leaders where other nations have rebelled. This militarism had made them plenty of enemies in neighboring nations, however, and though Aline was praised worldwide her Fatherland found no such appreciation.

After Aline, the second champion to dominate Taurun was the seer-king Oluz, a brutal warlord of unknown origin who brought the disparate lords of the nation to heel. Flaunting himself as the new Aline, Oluz harnessed a mix of magical might and political acumen to rally the country once more under a single banner. It was under Oluz that Taurun became known by this name, and in his shadow that the Tauruni learned to respect authority deeply. Oluz's magic enabled him and his heirs to become omnipresent, capable of identifying enemies from across the country and disposing of them within hours. Historians have dubbed this lengthy age one of unbridled tyranny, spitting in the face of the enlightened values Aline and the Cidali were always said to represent. Such abilities, however, secured the seer-kings' reign, and the line of Oluz remained in power as the Empire of Cidalac crashed upon Taurun's coast with intent to conquer. To the dismay of the population, the house of Oluz surrendered its vast assets to the heavily-armed foreigners, giving Cidalac free reign to exploit the masses for all the labor and wealth they possessed.

Even after so many years of authoritarian rule, the Taurun people would not submit to foreigners' dominion of their Fatherland. Rallied by this profound act of betrayal and joined by many of the Oluz's former followers, the people's military



known as the Crimson Army rose up against Oluz and his Cidali compatriots. "The Tauruni people have had enough of self-interested despots and grand theives who call themselves nobles" decreed an Archmage who led the revolts, "From this day forward our nation shall be one of equals, its fate and its riches belonging to everyone who calls it the Fatherland." Such sentiments spread rapidly across the brutalized nation, with contempt not only for Oluz but also his upper class of followers reaching a fever pitch. Although vast and formidable, however, the Crimson Army could not stand against the superior weaponry and magic of

Oluz and his Cidali allies. It was in this time of desperation that the revolutionary mages turned to ancient diabolic texts in search of power, finding their savior in the Archdevil known as Moloch. For ten years, hellfire spilled forth across Taurun as the mighty fiend led armies both fiendish and mortal across Taurun and laid claim to the many mechanisms of dominion which had for so long been turned against the populous. When the smoke finally cleared, Cidalac was driven from the continent, Oluz's monuments lay as rubble, and Moloch ruled supreme over all of Taurun from his Forge-Citadel in Molokain.

Gone are the days when great leaders or visionary icons were deified in Taurun. In the modern age, the state itself is the ultimate deity, worshipped through constant labor and slavish dedication to the industry of Taurun. In exchange for this service, Moloch ensures that every loyal worker is fed and sheltered, the government's mages and devils harnessing their magic to provide for the nation's substantial population. Gone are the class structures and dreams of advancement which have so long defined society, replaced now with two simple classifications of loyal and dissident. The devils, Moloch's servants brought to Vandara by mages and the archdevil alike, carry out the will of the state, keeping the population's noses to their work and ruthlessly punishing those who speak or act against Moloch's vision. As the most powerful and intelligent being in Taurun, Moloch has taken it upon himself to guide Taurun to industrial perfection, free of the individuality and greed which have so long brought grief upon the lowest peoples. As more infernal energy floods into the nation and the laws grow increasingly strict, Moloch continues to downplay his role as the supreme authority, insisting that he is but a dutiful servant of the greater interests of Taurun. With no foreseeable way to return to hell, however, Moloch seems deeply invested in transforming this nation into a recreation of his infernal realm.

Although everyone in Taurun is fed, clothed, and sheltered at the expense of their freedom, such production makes up less than half of Taurun's overall economy. The majority of Taurun's resources are committed to military industry, a sign to the world that Moloch's reign has not dulled the military spirit of Aline's era. Materials are harvested from Taurun's rich mines, and many structures from before the Qlipper War are built from Stone and Metal from other planes. Although Taurun lacks the technological sophistication of Cidalac or Balyr, they more than compensate in volume, producing unrivaled numbers of guns, tanks, and other weapons both mundane and magical. Infernal knowledge has also led to several unique Tauruni developments, including the atom bombs which devastated Dorukalad. These armaments, as well as Taurun's colossal army, proved to be huge assets during the Qlipper War. The rest of the world was willing to put aside their political and moral qualms if Moloch proved capable of holding back the alien hordes, and although not every battle was a success the archdevil's forces proved invaluable

to the planetary war effort. Taurun emerged from the conflict as one of the most influential nations on Vandara, much to the fear of everyone else.

Dominated by factories, Taurun's wilds have receded into near-nonexistence, the few remaining pieces of arable land turned towards the cultivation of crops. Black smoke fills the air over much of the continent, and the bedrock of the nation itself is said to be paved with infernal masonry. The beasts and fey have all been driven north by the Archdevil's forces, and all creatures either serve Moloch or perish. The southernmost lands of Taurun are an exception to many of these rules, being a territory where the Qlipper still hold their ground and where all vestiges of industry have been abandoned. Perhaps Moloch could have reclaimed the area by this point, but currently it serves as both a training ground for elite Tauruni soldiers and a punishment for those who have defied the stat most egregiously.

Moloch's regime is opposed almost universally from a humanitarian perspective, with Cidali, New Estarian, and Freemen speakers alike condemning the destruction of freedom and human spirit in the name of the Tauruni god-state. Cidalac in particular has severed all trade with Taurun since the war's end, and the two nations frequently make displays of aggression which many fear will lead to an apocalyptic conflict. In spite of everything, Moloch remains a demigod of conflict and industry, and the world must respect his vision or else face his wrath.

The people of Taurun know next to nothing about this, however, for Moloch maintains a tight grip upon the spread of information through his state. His absolutist regime does not wield absolute power, however, for against all odds the churches of Xaray, Wesmir, and Ristymal have infiltrated the nation to undermine the Archdevil's ambitions. For all of Moloch's talk of unity and loyalty, insurrection dwells in the hearts of Tauruni humans and tieflings alike, with many amongst them dreaming of a day when they will be free to ask questions and to determine their own lives.

PROMINENT CLASSES

Magus, Soldier, Wizard, Cleric, Technomancer

CHARACTER OPTIONS

The following chapter contains additional options for characters in the Vandara Setting.

ARCHETYPES AND CLASS FEATURES

CLASS TEMPLATE: ARCFORGED CHAMPION

In a nation which values both tradition and innovation, the most respected or feared soldiers often carry the veneer of both. Arcforged Champions are divine paragons who pilot powerful mechs in battle, serving gods of good and evil alike with their immense strength.

Arcforged Champion is a class template suitable for the paladin and antipaladin^{APG} classes. When converting a character to an Arcforged Champion, the character loses or changes the following class features.

ANTIPALADIN

- Does not gain Smite Good
- Must select weapon bond for fiendish boon at 5th level
- Does not gain Aura of Vengeance at 11th level
- Does not gain the Unholy Champion class feature at 20th level

PALADIN

- Does not gain Smite Evil
- Must select weapon bond for divine bond at 5th level
- Does not gain Aura of Justice at 11th level
- Does not gain the Holy Champion class feature at 20th level

CLASS SKILLS:

An Arcforged Champion adds Engineering and Piloting to their list of class skills (or Fly and Knowledge (Engineering))

BONDED MECH:

Starting at 1st level, the Arcforged Champion gains a mech as described in "Mech Rules and Body Types"^{ATE}

MACHINIST'S TOUCH (SU):

When using Channel Positive Energy, Lay on Hands, or any other class ability which would heal creature, an Arcforged Champion may heal objects and constructs as if they were living creatures. When using Channel Negative Energy or Touch of Corruption, an Arcforged champion may harm objects and constructs as if they were living creatures.

PLANAR ARSENAL:

When an Arcforged Champion uses divine bond or fiendish boon to enhance a weapon, she may enhance all of her mech's slotted weapons simultaneously with a single use of the effect.

PLANAR AI (SU):

At 11th level, the Arcforged Champion forges a mystical bond with their mech. The mech gains Intelligent Vessel as a bonus enhancement (or another enhancement if it already has Intelligent Vessel), and the mech's base AI is replaced with a special planar AI created in the outer planes. A planar AI's intelligence, wisdom, and charisma scores are equal to $10 + \text{half the Arcforged Champion's level}$, and is of the same alignment as the Arcforged Champion. An Arcforged Champion can communicate telepathically with their planar AI from any range (even across planes).

While the planar AI inhabits a mech, all of the mech's attacks count as the same alignment as the Arcforged Champion for the purpose of overcoming damage reduction (for example, a lawful good Arcforged Champion's mech counts as lawful and good for the purpose of overcoming damage reduction). In addition, the mech's hardness increases by 2 against any effect which is not good-aligned (for evil Arcforged Champions) or evil-aligned (for good Arcforged Champions).

If a planar AI is somehow destroyed, an Arcforged Champion can reform it in 30 days or can gain a new one when they level up.

CHAMPION'S CHARIOT (SU):

At 20th level, an Arcforged Champion's mech becomes an awesome beacon of the pilot's conviction. The mech gains a constant *Unholy Aura* (for evil Arcforged Champions) or *Holy Aura* (for good Arcforged Champions) spell-like ability. In addition, it can use *Plane Shift* as a spell-like ability a number of times per day equal to the Arcforged Champion's charisma modifier (minimum 1).

NEW ARMORISTS^{OP} ARSENAL TRICKS

Armorists can select from the following Arsenal Tricks

ADVANCED ARMAMENTS:

The Armorist gains the ability to call more advanced armor and weaponry. When using Summon Equipment to call weapons which would have an enhancement bonus, the Armorist may reduce the enhancement bonus of their summoned weapon in order to call a weapon worth a number of enhancement bonus points equal to the value of enhancement bonus sacrificed from the Soulnknife's Emulate Technological Melee WeaponATE or Emulate Technological Ranged WeaponATE soulnknife blade skills table.

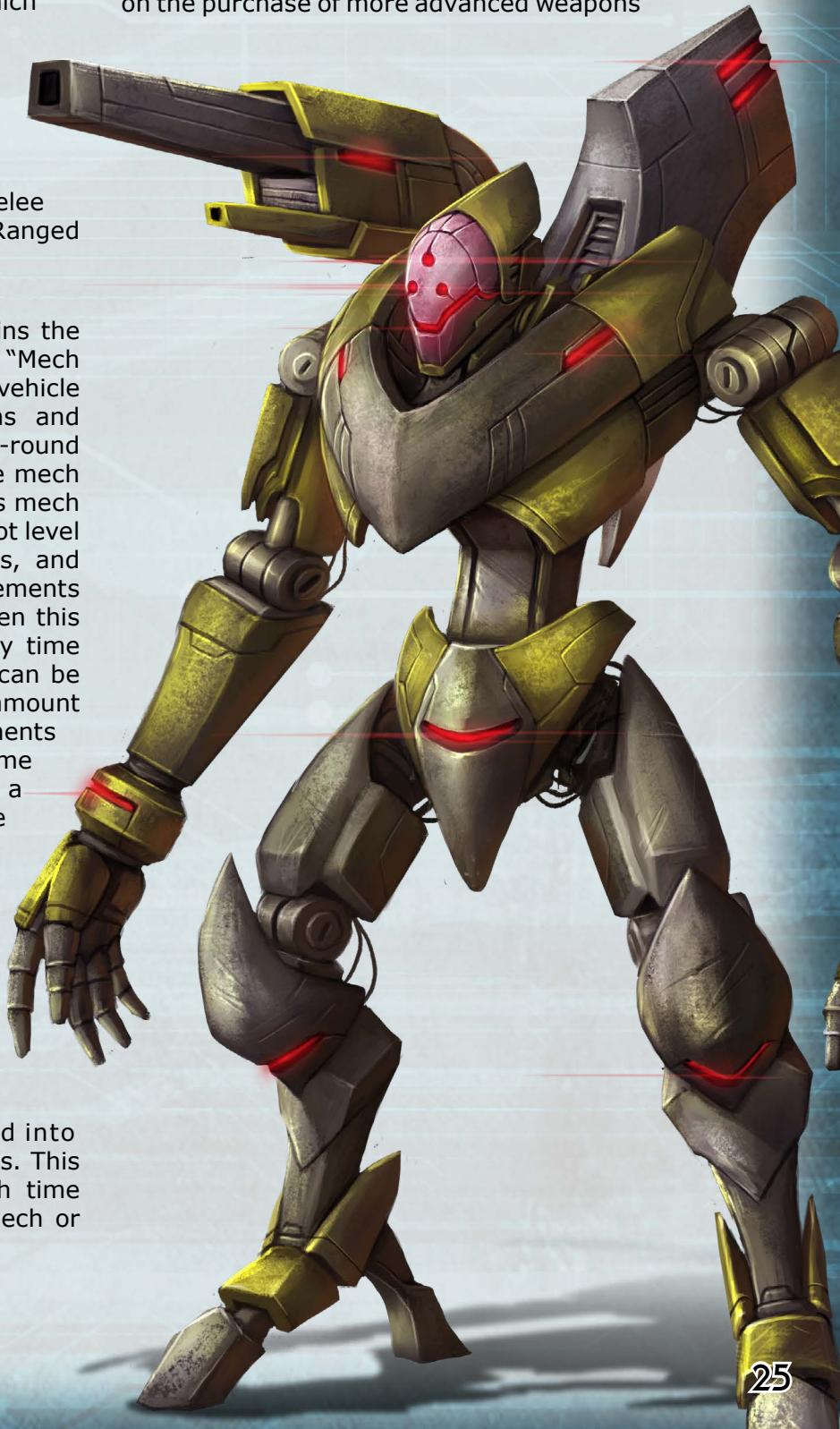
MYSTIC PILOT:

By spending a spell point, the Armorist gains the ability to call a unique mech (as detailed in "Mech Rules and Body Types") or companion vehicle (as detailed in "Technological Companions and Vehicles") by spending a spell point as a full-round action. The armorist immediately enters the mech or vehicle as part of the action to call it. This mech or vehicle uses the Armorist's level as the pilot level for the purpose of determining its abilities, and options such as base form and mech enhancements for the mech or vehicle are determined when this trick is selected and can be changed every time the Armorist gains a level. These features can be changed in a process that takes the same amount of time as modifying a mech's enhancements or body type normally, during which time the mech or vehicle cannot be utilized. If a mech or vehicle is destroyed, it cannot be called again for 24 hours. A called mech or vehicle remains for 1 minute per level or until destroyed, whichever comes first. A called mech or vehicle can be made into a piece of bound equipment, causing it to continue to exist for as long as the Armorist is piloting or working on it. When an Armorist summons equipment while piloting their mech or vehicle, they may choose to have the equipment they summon be automatically slotted into their mech or vehicle's open equipment slots. This trick can be selected multiple times, each time allowing the Armorist to choose another mech or vehicle that they can call with this trick.

OVERCLOCKED ARMAMENTS:

(Requires Armorist level 10th, Advanced Armaments)

When using Advanced Armaments to call technological weapons, the armorist may spend an additional spell point to increase their summoned weapon's enhancement bonus by 2. If they do, they must spend this additional enhancement bonus on the purchase of more advanced weapons



from Advanced Armaments. For example, a 12th-level Armorist could use this ability to summon a +3 rail gun, but not a +5 chainsaw.

RAPID RECONFIGURATION:

(Requires Armorist level 6th, Mystic Pilot)

By spending a spell point as a standard action, the armorist may exchange a number of mech enhancements possessed by a mech or vehicle they are piloting equal to 1/3 their armiger level with others that the mech or vehicle meets the prerequisites for. This change lasts for 1 minute per level.

TABLE: SOULKNIFE EMULATE WEAPON ENHANCEMENT BONUS REDUCTION

Weapon Level	Enhancement Bonus Reduction
1-3	+0
4-5	+1
6-9	+2
10-12	+3
13-15	+4
16	+5
17	+6
18	+7
19	+8
20	+9

A Soulknife cannot emulate a weapon whose level exceeds their soulknife level

PATHFINDER ARCHETYPES

The following class archetypes are designed for use with the *Pathfinder Roleplaying Game* rules. They include archetypes for both standard *Pathfinder* classes as well as classes using alternative rules such as *Akashic Mysteries*, *Path of War*, *Spheres of Power*, and *Ultimate Psionics*.

MORPHOMECH RENEGADE (VIGILANTE^{UI} ARCHETYPE)

Although the production and use of mechs is primarily controlled by powerful nations, there exist a number of rogue pilots who have learned to construct and pilot mechs to great effect. These pilots, known for calling and customizing their mechs with psionic abilities, often operate in secret as criminals or vigilantes in the streets of Balyn.

BONDED MECH:

Starting at 1st level, the morphmech renegade gains a mech as described in "Mech Rules and Body Types. This replaces the vigilante talents gained at 2nd, 6th, 10th, 14th, and 18th levels.

PILOTING FOCUS:

A morphmech renegade does not gain the benefits of his vigilante specialization while piloting a mech or vehicle.

PILOT'S ENTRANCE (SU):

Starting at 5th level, whenever the morphmech renegade assumes his vigilante identity, he may call his mech to his location as part of the action used to change identities. The mech appears as soon as the change is complete, and the morphmech renegade may enter his mech as a free action. This ability does not work if either the mech or the morphmech renegade is in an area where teleportation does not function. This ability replaces Startling Appearance.

MORPHIC MECH (PS):

Starting at 11th level, the morphmech renegade gains the ability to use *Reconfiguration*^{ATE} as a psi-like ability a number of times per day equal to half his vigilante level. The manifester level of this effect is equal to his morphmech renegade level, and he may augment the power however he wishes. This ability replaces Frightening Appearance.

TURBO MORPH (PS):

At 17th level, the morphmech renegade may expend two uses of his *Reconfiguration* psi-like ability to use the ability as a swift action. Alternatively, he may expend three uses to use *Mechanical Combination*^{ATE} as a psi-like ability with a manifester level equal to his vigilante level. This ability replaces Stunning Appearance.

TECHNOPATH (SYMBIAT^{SOP} ARCHETYPE)

Few fully grasp the tremendous paradigm shift heralded by the genesis of AI; for the first time in history machines operate as intellectual equals rather than simple tools. Although understanding the wired consciousness is difficult, skilled individuals known as Technopaths have learned to harness the networks of artificial thought all around them to enhance their abilities and awareness.

TECHNOPATHY (SU):

A technopath gains the Mind and Technomancy Spheres as bonus magic talents at 1st level and gains Program Puppeteer as a bonus feat. This replaces Mental Powers.

TECHNOLOGICAL INSIGHT (EX):

A technopath is well-versed in the functions of machinery, and gains a bonus on Knowledge (Engineering) checks and Craft (mechanical) checks equal to $\frac{1}{2}$ his level. This ability replaces ESP.

MACHINIST'S PSIONICS:

A technopath gains the following psionics at the listed levels

Fluid Assets: At 1st level, a technopath may have any sprites they have created transfer to any targets within range as an immediate action. The sprites can still act normally after being transferred in this way. This ability replaces telekinetic Manipulation.

Optimize: At 6th level, the technopath can cause a piece of equipment to grant a +2 bonus to attack rolls and damage rolls to any attacks made with it and to increase any bonuses it grants to AC and saving throws by 2. The technopath may affect an additional target at 9th level and every 3 levels thereafter, to a maximum of 5 targets at 18th level. This ability replaces Telekinetic Edge.

Cybernetic Network: At 11th level, the technopath can interlink the senses of himself and other creatures around him. All allies within 60 feet of the technopath share any of the following abilities that the technopath possesses: Evasion, Uncanny Dodge, Improved Uncanny Dodge, and Improved Evasion. This ability replaces Psionic Fortress.

Omnalink: At 16th level, the technopath can tap into the minds and senses of a vast number of entities to triangulate the positions of everything in his environment. The technopath becomes aware of everything within medium range as if they had blindsight which could sense through any material. He is also considered to have line of sight and line of effect on anything that he perceives with this ability. At 18th level and every 2 levels thereafter, the technopath can choose to grant this ability to one ally that he can perceive. This ability replaces telekinetic colossus.

COUNTERMEASURES (EX):

At 3rd level, a technopath gains a +1 bonus on saving throws against technological effects and a +1 dodge bonus to AC against attacks from technological weapons and constructs. These bonuses increase by +1 every three symbiatic levels thereafter. This ability replaces Trapsense and Pushed Movement.

ZOOMER

(VOYAGER^{PAV} ARCHETYPE)

Drivers and pilots take a wide variety of forms across Vandara, and some have learned to harness their psionic abilities to become masters behind the wheel.

CLASS SKILLS:

The zoomer gains Piloting and Computers (or Ride and Fly, if using Pathfinder skills) as class skills.

DIMINISHED MANIFESTING (SU):

The zoomer's psionic abilities are weaker than those of most other voyagers. The zoomer does not gain talents at 1st level, nor does she gain an additional power known at 2nd level and every three levels thereafter (5th, 8th, 11th, etc.).

This replaces the talents class feature and modifies the zoomer's powers known.

COMPANION VEHICLE (EX):

The zoomer gains a companion vehicle, treating her class level as her pilot level.



Ace Behind the Wheel (Ex): When making a ride, fly, or piloting check to maneuver a vehicle, the zoomer can expend her psionic focus to roll twice and take the higher result. If the zoomer could take 10 on the check, she can choose to use this ability to take 10 with one die and roll the other die (using the higher result). This ability replaces trap foresight.

SPEED DEMON (SU):

While she is psionically focused, the speed of any vehicle or mech the zoomer is piloting increases by 10 feet. At 3rd level and every 5 class levels thereafter, this bonus increases by 10 feet. The zoomer may expend her psionic focus to double this bonus for one round. This ability replaces accelerate, but counts as accelerate for the purpose of meeting prerequisites (for example, the Faster and Faster feat applies a bonus to this ability rather than to Accelerate).

GHOST DRIVER (SU):

At 3rd level, the zoomer can choose to use her companion vehicle's location in place of her own location for the purpose of determining range with her parallel actions. In addition, once per round as a free action, the zoomer can move her companion vehicle a distance up to 15 feet + 5 feet per 3 additional class levels past 3rd level. This movement provokes attacks of opportunity as normal. This ability replaces afterimage but counts as afterimage for the purpose of meeting prerequisites (for example, the Independent Action feat would allow the zoomer to move their companion vehicle in place of moving their afterimage). Any parallel actions which would normally apply to the afterimage (such as Keep Watch) instead apply to the companion vehicle.

PSIONIC RIGGER (EX):

In addition to the bonus feats that she can select from either the Voyager Knowledge or Gunfire Training, the zoomer can select the following feats in place of powers of the corresponding levels

1st and 2nd: Technologist, Vehicle Expert, Extra Mech Enhancement, Psicrystal Affinity

3rd and 4th: Mech Piloting, Psi-Core Upgrade, Craft Companion Vehicle

AUTOMATIC MODE:

At 11th level, the zoomer must select the following parallel action as one of her advanced support parallel actions

Autofire: The zoomer's companion vehicle is capable of defending itself. As a parallel action, the voyager's companion vehicle may make an attack with one of its weapons at a -2 penalty.

STARFINDER ARCHETYPES

The following class archetypes are designed for use with *Starfinder Roleplaying Game* classes.

INDUSTRIAL PRIEST (TECHNOMANCER ARCHETYPE)

Subverting the typical functions of divine magics, Industrial Priests infuse the energies of the gods into their equipment. Their blessings come in the form of deadly energies and their proselytizing in the form of magically galvanized steel.

SPELLCASTING:

Rather than arcane, an industrial priest's spells are considered to be divine spells. An industrial priest ignores suffers no arcane spell failure chance and employs her spell cache as a divine focus component when casting spells that would require such a component from divine casters.

This ability alters spellcasting.

DIVINE CAPACITOR (SU):

In place of the normal spells which can be selected with Cache Capacitor, an industrial priest selects among the following spells. If any of these spells would be discharged or broken due to the industrial priest's actions, it reactivates after one minute.

6th level: Detect Chaos/Evil/Good/Law, Magic Weapon, Sanctuary

12th level: Align Weapon, Consecrate (centered on self, treated as shrine), Desecrate (centered on self, treated as shrine), Life BubbleS, Spiritual Weapon

18th level: Greater Magic Weapon, Magic Vestment, TonguesP, Wrathful Mantle

This ability replaces Cache Capacitor

INDUSTRIAL LORE (EX):

An industrial priest's techlore bonus applies to Craft, Engineering and Mysticism checks rather than to Computers and Mysticism checks.

This modifies Techlore.

DIVINE BLAZE (SU):

At 8th level, the industrial priest gains the ability to immerse her attacks in the power of her deity. Whenever the industrial priest deals energy damage with a weapon or spell, she may spend a resolve point to have half of that damage be untyped holy (if she is good or neutral) or unholy damage (if she is evil or neutral) rather than the normal energy type.

This ability replaces the magic hack gained at 8th level.

MACHINE VOICE (ENVY ARCHETYPE)

To think of diplomacy and exchange as the actions of strictly biological creatures is not only shortsighted but limiting. Some Envoy, many of whom are mechanical beings themselves, aim to use their communication abilities to bridge the gap between biological and artificial intelligences.



DIPLOMAT OF THE ARTIFICIAL (EX):

A machine voice gains expertise in Computers rather than Sense Motive at 1st level and does not gain an additional skill expertise at 1st level. This ability modifies expertise.

Machine Communalism (Ex): At 1st level, the machine voice gains the ability to affect constructs with mind-affecting effects and morale bonuses as if they were not immune. This ability replaces the envoy improvisation gained at 1st level.

CUSTOM RIG (EX):

At 1st level, the machine voice gains the custom rig class feature of a mechanic of her machine voice level. This improves to an expert rig at 7th level, an advanced rig at 13th level, and a superior rig at 19th level. This ability replaces the expertise talents at 7th and 19th levels as well as the skill expertise gained at 13th level.

REMOTE UTILITY (EX):

Starting at 6th level, a machine voice may attempt Computers and Engineering skill checks at a range

of 30 feet. At 8th level and every 2 levels thereafter, this range increases by 10 feet. A target of this ability (or a creature attending or observing the target) can attempt a Perception or Sense Motive check ($DC = 10 + 1\frac{1}{2} \times$ your envoy level + your Charisma modifier) to determine that you are the origin of this activity. This ability replaces the envoy improvisation gained at 6th level.

CODESPEAK (EX):

At 11th level, the machine voice gains the ability to interface directly with artificial intelligences. This functions as a constant *Telepathy* spell, save that it only functions on constructs. This ability replaces the expertise talent gained at 11th level.

SCHOLASTIC TECHNICIAN (TECHNOMANCER ARCHETYPE)

Quite a few technomancers are engineers and mechanics first, acquiring knowledge of magic to further their pursuits in these fields. As such, they view magic as a collected set of skills and learn it as such. Others, however, are wizards who have forsaken their arcane studies to learn the techniques of machinery, and as such have learned to process magic in more holistic ways.

SPELLBOOK:

A scholastic technician must prepare her spells ahead of time and can know any number of technomancer spells. The scholastic technician receives the same number of spell slots per day as a magus of her technomancer level and receives bonus spells per day if she has a high Intelligence score. She must choose and prepare her spells ahead of time by choosing a time each day for 1 hour of quiet contemplation while she studies her spellbook.

At 1st level, the scholastic technician's spellbook contains all 0-level technomancer spells plus three 1st-level technomancer spells of her choice. She also selects a number of additional 1st-level technomancer spells equal to her Intelligence modifier to add to her spellbook. At each new technomancer level, she gains two new technomancer spells of any spell levels she can cast (based on his new technomancer level) for his spellbook. At any time, she can learn technomancer spells from scrolls or other written sources and add technomancer spells she finds to her spellbook.

This ability alters cantrips and spellcasting and replaces Spell Cache

SPELL RECALL (SU):

At 5th level, the scholastic technician can draw upon her vast collection of arcane knowledge on demand. With a swift action, she can recall any single technomancer spell that he has already prepared and cast that day by expending a number of resolve points equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. This ability replaces the magic hack gained at 5th level.

IMPROVED SPELL RECALL (SU):

At 11th level, the scholastic technician's ability to recall spells becomes more efficient. Whenever she recalls a spell with spell recall, she expends a number of resolve points equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action she can prepare a spell of the same level that she has in her spellbook. She does so by expending a number of resolve points equal to the spell's level (minimum 1). The scholastic technician cannot apply metamagic feats to a spell prepared in this way. The scholastic technician does not need to reference her spellbook to prepare a spell in this way. This ability replaces the magic hack gained at 11th level.

NEW MAGIC SPHERE^{SOP}: TECHNOMANCY

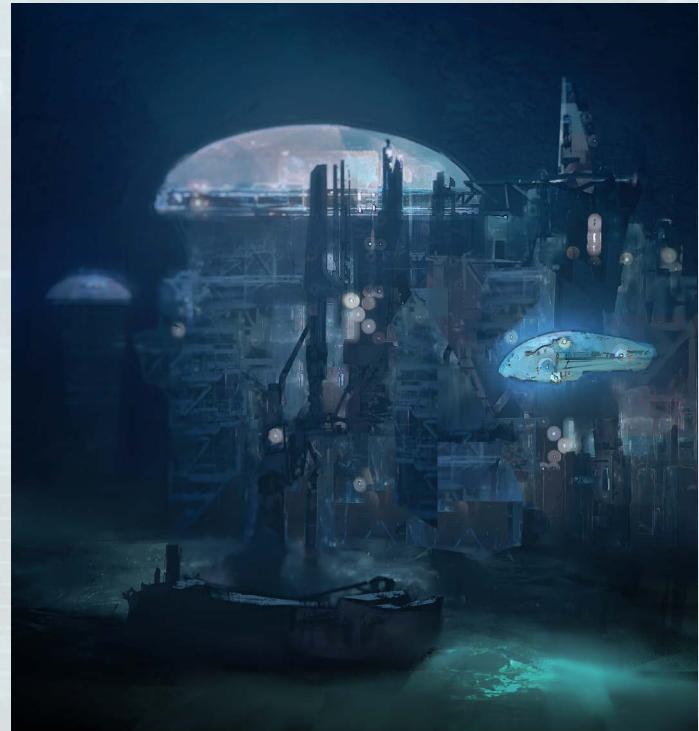
The Technomancy Sphere allows characters using the *Spheres of Power* rule system to better interact with the technologically advanced World of Vandara setting.

You may create magical programs which can alter the functions of technology

SPRITE

As a standard action, you may generate a technological entity known as a "sprite" inside a construct or technological item within close range (hereafter referred to as a host). A sprite lasts as long as you concentrate, although you may always spend a spell point to allow a sprite to persist for 1 minute per caster level without concentration. While a sprite exists within a host, you may have it execute one of the following actions (known as programs) once per round:

Drain: The sprite siphons power from its host, depleting 1 charge if it is an item. The host or the host's wielder may attempt a fortitude save (DC 10 + 1/2 caster level + casting ability modifier)



to negate the effect. If the host is a construct, it instead takes a -1 penalty on attack and damage rolls for one round, although it may also attempt a fortitude save to negate this penalty. The penalty and number of charges drained increase by 1 for every 5 caster levels possessed, to a maximum of 5 at 20th level.

Interfere: Rather than executing a program, a sprite can negate the action of another sprite inhabiting the same host. A sprite can take this action even if it is not your turn, but if it chooses to interfere on an action it cannot take any other actions (including trying to interfere with other sprite actions beyond the first) this turn. If you have a sprite in a host, you are automatically aware of all other sprites within the host

Power: The sprite generates a modicum of electricity, granting the host a single charge if it is an item. If the host is a construct, the host gains a +1 bonus on attack rolls and damage rolls for 1 round. The number of granted charges as well as the bonus to attack and damage rolls increase by 1 for every 5 caster levels possessed, to a maximum of 5 at 20th level.

Transfer: The sprite moves from whatever host it currently inhabits to another host within close range.

Talents marked with (program) grant your sprites a new program which they are capable of using each round.

TECHNOMANCY TALENTS

ANALYZE (PROGRAM)

The sprite evaluates its host, searching for patterns and weaknesses. You gain a bonus on all skill checks made to interact with the host equal to half your caster level (minimum 1) for 1 round. For a construct host, this could mean bonuses to bluff and acrobatics checks against the creature. For an item host, this could mean bonuses to Engineering checks made to repair it or Computers checks to hack it.

BOOST (PROGRAM)

The sprite may cause all attacks made using the host or made by the host to deal 1d6 additional points of damage for one round. This bonus damage increases by 1d6 for every 5 caster levels you possess, to a maximum of 5d6 at 20th level

CHARGE VAMPIRISM

Whenever a sprite uses Drain, one of your sprites increases the number of charges granted by their next use of Power by the number of charges depleted with Drain. The effects of this talent do not stack with themselves, and the additional charges are lost if none of your sprites use Power within 1 round of a sprite using Drain.

CONCEALED SPRITE

Your sprites are not immediately noticeable to other sprites. When a sprite enters a host, you may roll an MSB check and apply that check to the creators of all other sprites in the host. On a success, these other casters are not aware of your sprite. Whenever your sprite executes a program, all other casters with sprites in the host are allowed an MSB check against you to become aware your sprite after it executes its program.

CONSUME SPRITE (PROGRAM)

When one of your sprites is inhabiting the same host as a sprite created by another caster, it may attempt to consume this sprite. Roll an MSB check and apply that check to the creator of the targeted sprite. On a success, their sprite is destroyed. If you spend a spell point, the sprite may attempt to consume as many other sprites in its host as you wish, in which case you roll an MSB check and eliminate the sprites of every caster you succeed against

COPIOUS CHARGE

When one of your sprites uses Drain or Power, you may spend a spell point to increase the number of charges drained or granted to amount equal to your caster level. A successful saving throw halves the number of charges drained rather than negating the effect.

DISTANCE TRANSFER

When using transfer or creating a sprite, a sprite can enter a host within Medium range. If you spend a spell point, it can move to a host within long range.

GREGARIOUS SPRITE

A sprite may Interfere once per round while still being able to execute a program, or may interfere twice per round rather than executing a program. If you spend a spell point, a sprite may interfere any number of times in a round for 1 round but is unable to execute any other programs.

MALFUNCTION (PROGRAM)

The sprite attempts to block the functions of its host. If the host is a technological item, it ceases to function for 1 round (as if it had no charges). If the host is a construct, it becomes dazed for 1 round. A successful fortitude save (DC 10 + 1/2 caster level + casting ability modifier) by the host or its wielder negates this effect. If you spend a spell point, an item host and its wielder are not allowed a save and a construct host is still staggered for 1 round on a successful save.

OBSTRUCT (PROGRAM)

The sprite sets up a barrier against other sprites attempting to enter for 1 round. When another sprite attempts to enter a host with a barrier, attempt an MSB check against the caster of that sprite. On a success, the sprite fails to enter the host and returns to its previous host (if the sprite did not have a previous host, it is instead destroyed)

PERSISTENT SPRITE

When you create a sprite, the sprite remains for 2 rounds after you stop concentrating.

RAPID TRANSFER

When a sprite uses Transfer, it can execute another program during the same turn

REACTIVE SPRITES

Whenever a host is destroyed, you can spend a spell point to have any sprites within move to other hosts within range.

SABOTAGE (PROGRAM)

The sprite causes a series of mishaps inside its host, damaging it. The host takes 1d6 points of damage per 2 caster levels, with a successful fortitude save (DC 10 + 1/2 caster level + casting ability modifier) by the host or its wielder negating the damage. If you spend a spell point, the host instead takes 1d6 points of damage per caster level and still takes half damage on a successful saving throw.

SPRITE LEGION

When creating a sprite, you may create 2 additional sprites for every spell point you spend. All hosts for these sprites must be within range, but each sprite can inhabit different hosts and execute different programs each round.

SPRITE TRIANGULATION

You automatically know the locations of all of your sprites' hosts. Any host or host wielder you cannot see still has total concealment (50% miss chance) against you, and you still suffer the normal miss chance when attacking targets that have concealment. You are still denied your Dexterity bonus to her AC against attacks from hosts and host wielders you cannot see.

TENACIOUS SPRITE

When an enemy sprite attempts to Interfere with your sprites' actions, roll an MSB check against the caster of the enemy sprite. On a success, their sprite fails to interfere with yours.

ALTERNATE DIVINATION

If a character possesses both the divination and technomancy spheres, they may divine for the following information

DIVINE TECHNOLOGY

You may divine the presence of advanced technologies or technological creatures. If divining technology, you detect the location of all technological equipment within medium range as well how many sprites are contained within each object. If divining for technological creatures, the ability functions as divine undead, save that rather than undead it divines technological constructs and creatures with cybernetic enhancements.

INCANTER^{SOP} SPHERE SPECIALIZATION

TECHNOMANCY

IRREPRESSIBLE SPRITES (SU):

At 1st level, your sprites become more difficult to interfere with. Whenever a sprite would interfere with the function of one of your sprites, you may attempt a magic skill bonus check against the MSD of the creator of the interfering sprite. On a success, the sprite cannot interfere with your sprite's action. At 20th level, you automatically succeed at these checks.

WARNING SPRITE (SU):

At 1st level, you gain a +1 insight bonus to AC against attacks made by any creature or any weapon that is a host for your sprites. This bonus increases by 1 at 5th level and ever 5 levels thereafter, to a maximum of +5 at 20th level.

UNIFIED ENERGY (SU):

At 8th level, you gain the ability to power your sphere abilities. As part of using an ability that would require the expenditure of spell points, you may substitute charges from a technological item you are holding for spell points at a rate of 5 charges per spell point. Charges bestowed upon an item as a result of a sphere ability cannot be used for this ability.

PRODIGY^{COS} IMBUE SEQUENCE

TECHNOMANCY

PROGRAM SLICE (IMBUE)

Every time the prodigy hits with an attack, she may generate a single sprite which enters the target or

one of the target's pieces of equipment. This sprite lasts until the combo is finished and cannot transfer to another host.

SYSTEM OVERLOAD (FINISH)

As a standard action, the prodigy may generate a number of sprites equal to the number of links in her sequence. These sprites last for one round and cannot be concentrated on.

ADVANCED TALENTS

AI TRANSFORMATION

Prerequisite: Technomancy sphere, 10th caster level or higher

In a process which takes 1 hour and 2 spell points, A willing creature's psyche, with all of the abilities and experiences that it contains, is transformed into an artificial intelligence and encoded into a storage device. Such a device, such as a compact AI core or robot which your artificial intelligence will inhabit, must be present at the time of casting, as must be the creature from which you are copying the information. An unwilling robot is allowed a will save (DC 10 + 1/2 caster level + casting ability modifier) to avoid being taken over by the new AI.

The AI created by this talent possesses the same intelligence, wisdom, and charisma scores as the creature from which it is made, and possesses all of the base creature's skills, supernatural abilities, saves, feats, and class features (including the ability to manifest powers). The AI's CR is equal to the base creature's effective class level. The AI gains no additional skills, feats, languages, or special abilities from the Artificial Intelligence creature type. The AI is free-willed, and you have no control over its actions. However, being a replication of the mind of another creature, the AI is normally inclined to act in the same way and possess the same alignment as the creature it was created from.

Like most AIs, those created by this power lack a physical composition, and cannot act without a host body that they can inhabit. This host must be either a computer system of some sort or a robot the AI is controlling.

Once the transfer is completed, the original creature's mind ceases to function. The creature cannot be raised or resurrected so long as the AI created by this power exists.

AI TRANSFORMATION. GREATER

Prerequisite: Technomancy sphere, AI Transformation, 15th caster level or higher

When using AI Transformation, you may alter its effects in the following ways:

If you spend 2 additional spell points, the original creature's mind does not cease to function, effectively creating an AI replica of the original target.

If you spend 1 additional spell point, you may transform the mind of a deceased creature into an AI. The body from which the mind is being transferred must have a reasonably intact brain in order to be affected.

If you spend 1 additional spell point, you can create an AI inside a host which already has an AI within it, effectively merging the two AIs into a single consciousness. The composite AI has the higher of the two Intelligence, Wisdom, and Charisma scores of its component AIs, and retains the special abilities of both. Either AI can attempt a will save (DC 10 + 1/2 caster level + casting ability modifier) to negate the merging.

AUTOPilot (PROGRAM)

Prerequisite: Technomancy Sphere, 10th caster level or higher

The sprite gains the ability to control a mech or vehicle that is its host. The sprite causes the mech or vehicle to perform a single standard or move action. If two sprites are operating inside the host, they can operate together to cause the host to perform a full round's worth of actions (including a full attack). If the vehicle or mech is being controlled by another, they are allowed a reflex save (DC 10 + 1/2 caster level + casting ability modifier) to negate the forced action.

ETERNAL SPRITE

Prerequisite: Technomancy sphere, Lingering Sprite, 10th caster level or higher.

When creating a sprite, you may spend 2 spell points to increase its duration to permanent.

EXPEL AI (PROGRAM)

Prerequisite: Technomancy sphere, Consume Sprite, 10th caster level or higher.

The sprite attempts to force an AI out of their shared host. The AI must succeed at a will save (DC 10 + 1/2 caster level + casting ability modifier) or else be forced out of the host. If there are any other potential hosts for the AI within medium range, the AI may attempt to enter them as normal. If the AI cannot enter any host, it is destroyed. This program requires the caster to spend a spell point

NEW BOONS^{SOP}

TECHNO-MIRACULOUS:

Your abilities are not grounded in the volatile whims of magic but rather in a separate but similarly-powerful realm of physical laws. Those who do not understand the mechanics of your powers are helpless to resist them. Casters automatically fail any attempts to counterspell or dispel your abilities unless they possess this boon, the Technomancy sphere, or the Harmonic Counter feat

This ability cannot restore warped or transmuted items, but it can still repair damage done to such items.

HARMONIC COUNTER

Miracles both magical and mechanical buckle before your might

Prerequisite: Counterspell^{SOP}

Benefit: You can attempt to use any of your Counterspell feats on technological equipment as if it were magical equipment. Treat a technological item's MSD as if it were 11+the item's level or the item's craft DC -5.

HARMONIC RESILIENCE

Powers and Spells alike fail to penetrate your defenses

Benefit: Any spell resistance or immunity that you possess also applies against psionic powers that allow power resistance, and vice versa.

HEAVY WIELDING

You've learned how to handle some rather impressive armaments

Prerequisites: Strength 15

Benefit: You may wield a two-handed weapon of your size as if it were a one-handed weapon. If you do, you take a -2 penalty to attack rolls with the weapon.

MAGICAL LOREKEEPER

You understand the workings of magic to the point where many tricks are easily adaptable

Prerequisites: Skill Focus (Mysticism) (or Skill Focus (Spellcraft) if using Pathfinder skills)

Benefit: You gain the ability to learn spells which are not on your class list through certain means. When learning a spell from an item such as a staff, scroll, or page of spell knowledge^{ACG}, you may learn it even if it is not on your class list so long as it can be cast by another class using the same tradition of magic (arcane, divine, or psychic). For example, a wizard with this feat could learn the bladed dash^{ISM} spell from a scroll as it is on the bard and magus spell lists, but could not learn etheric shards^{OA} in this way as it is not on the spell list of any arcane spellcaster

PROGRAM PUPPETEER (DUAL SPHERE)

Your sprites enable you to manipulate artificial minds

Prerequisites: Mind Sphere^{SOP}, Technomancy Sphere

Benefit: You may treat any construct which is acting as a host of one of your sprites as having a living mind for the purpose of being able to affect it with your Mind Sphere abilities, ignoring their

NEW DRAWBACKS^{SOP}

EXPOSED MATRIX:

Your magic takes the form of visible constructs around your body which can be targeted for attack. For every spell you have active, a matrix of energy forms somewhere on your body that has a number of hit points equal to your caster level and can be targeted by sunder attempts. A creature can identify the spell effects corresponding to each matrix with a successful spellcraft check (DC 10 + 1/2 your caster level). If a matrix is sundered, the corresponding spell effect immediately ends.

INCOMPATIBLE ENERGIES:

Your technology-fueled abilities mean that you cannot obstruct magic in the way most others can. You automatically fail at attempts made to dispel or counterspell the abilities of casters who do not possess the Techno-Miraculous boon unless you possess the Harmonic Counter feat. You must possess the Techno-Miraculous boon to select this drawback.

NEW TALENTS^{SOM}

EQUIPMENT SPHERE

Heavy Weapon Training (Discipline)

You gain proficiency with all heavy weapons.

FEATS

ARTIFICER'S HEALING (DUAL SPHERE)

You restore "life" to your damaged devices

Prerequisites: Life Sphere^{SOP}, Technomancy Sphere

Benefit: You may use any Life Sphere ability which restores hit points to a creature on broken or damaged objects, restoring hit points to them as if they were creatures. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points.

PROGRAM PUPPETEER (DUAL SPHERE)

Your sprites enable you to manipulate artificial minds

Prerequisites: Mind Sphere^{SOP}, Technomancy Sphere

Benefit: You may treat any construct which is acting as a host of one of your sprites as having a living mind for the purpose of being able to affect it with your Mind Sphere abilities, ignoring their

immunity to mind-affecting effects. In addition, you can place sprites in living, intelligent creatures as if they were constructs.

SOUL KEEPER

You subsume the metaphysical essence of your victims

Prerequisite: Outsider type

Benefits: Whenever you kill a creature, you absorb its soul into your body. You gain a +1 sacred or profane bonus (chosen when taking this feat) to attack rolls and saving throws for 1 round after you kill a creature, and these bonuses are increased by 1 if the creature you killed was another outsider. In addition, if somebody attempts to resurrect a creature you killed, they must succeed at a caster level check (DC 8 + 1/2 your Hit Dice + your charisma modifier) or else the spell fails.

TRADITIONS

The following casting traditions^{Sop} and mixed traditions^{Cots} have been implemented to accommodate some of the more unusual types of magic in Vandara and to offer distinct flavor to the magical and martial abilities of characters of various nationalities. Note that not all characters of this nationality are required to possess these traditions, and indeed not all spellcasters or soldiers who fight in these nations' armies will use these specific styles. Rather, many of these traditions are intended to embody the values and philosophies of these groups in times of conflict.

AKASHIC

Many traditional mages would balk at the idea of calling Akasha a form of magic, but this unique tradition of technological armament has certainly become a potent force for reshaping reality. Powered by a complex arsenal of cybernetics and a keen understanding of machinery, Akasha has become a favored weapon for those who lack the faith for magic or those who desire to found their world-manipulating abilities on a well-understood base of information.

Drawbacks: Exposed Matrix, Incompatible Energies

Boons: Techno-Miraculous

ASHFIELDER

Martial Training: Equipment: Armored Defense

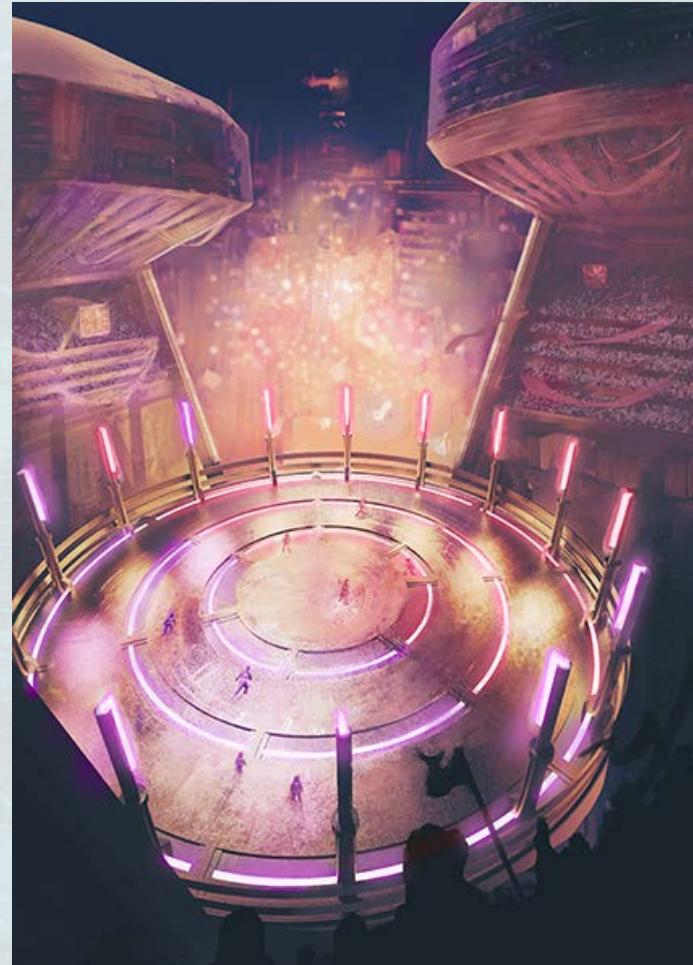
Craftsman (any one)

Athletics Sphere

Scout Sphere

Bonus Sphere: Life

Drawbacks: Unnatural Remedy (Life)



BALYN

Martial Training: Equipment: Mechanical Savant

Scoundrel Sphere

Scout Sphere

Trap Sphere

Bonus Sphere: Alteration

Drawback: Unnatural Transformation
(Alteration, Cybernetics)

CIDALI

Martial Training: Equipment: Firearm Training

Athletics Sphere

Scout Sphere

Warleader Sphere

Drawbacks: Skilled Casting (Culture, Diplomacy, or Mysticism), Witchmarked

Boons: Metamagic Expert

EIGENEL

Martial Training: Equipment: Arcane Armor,

Pikeman's Training

Spear Dancer

Shield Sphere

Drawbacks: Draining Casting, Galvanized

Boons: Fortified Casting

ESTARIAN

Martial Training: Equipment: Elvish Heritage
Alchemy Sphere (Formulae Package)
Duelist Sphere
Trap Sphere
Drawbacks: Extended Casting
Boons: Easy Focus

FREEMEN

Martial Training: Equipment: Peasant Training
Athletics Sphere
Barroom Sphere
Guardian Sphere
Bonus Sphere: Alteration
Drawback: Lycanthropic (Alteration)

MARITONI

Martial Training: Equipment: Armor Training x2
Trap Sphere
Bonus Feats: Spell Trap
Bonus Sphere: Death
Drawbacks: Deathful Touch (Death), Prepared Caster, Witchmarked
Boon: Embodiment (undead, human, or construct)

QLIPPOTH PSIONICS

When the qlippoth brought ruin upon Vandara, they also brought with them a strange and complex form of bending existence to their will. Although this force known as psionics has been deemed technological and thus potentially comprehensible to mortals, it remains poorly understood and mysterious in ways that the familiar trappings of magic simply art. Many delve deep into the studies

of psionics with the vague promise that they may one day understand the source of their power, in the meantime asserting their authority over Vandara using the same force which has brought it great ruin.

Drawbacks: Magical Signs, Incompatible Energies
Boons: Techno-Miraculous

SAJAC

Martial Training: Equipment: Armor Training
Firearm Training
Heavy Weapon Training
Variable: Barrage or Guardian Sphere
Bonus Sphere: War
Drawbacks: Inspirational Caster

TAURUNI

Martial Training: Equipment: Armor Training
Heavy Weapon Training
Gladiator Sphere
Variable: Guardian Sphere or Berserker Sphere
Bonus Magic Talent: Protection Sphere
Drawbacks: Aligned Protection (Law or Evil), Draining Casting, Magical Signs
Boons: Deathful Magic

VALTROSSI

Martial Training: Equipment: Armor Training
Variable: Any one Equipment Talent that you meet the prerequisites for
Beastmastery Sphere
Variable: Berserker Sphere or Warleader Sphere
Drawbacks: Galvanized, Wild Magic
Boon: Empowered Abilities

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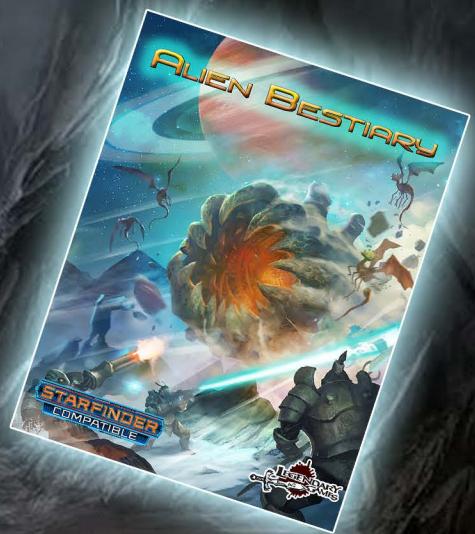
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