

PATHFINDER[®]

ADVENTURE PATH



IRON GODS PLAYER'S GUIDE



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IRON GODS PLAYER'S GUIDE

Set in the harsh lands of Numeria, a realm where savagery and super-science exist side by side, the Iron Gods Adventure Path incorporates a number of science-fiction themes alongside its more traditional fantasy offerings. So while there'll still be dragons, orcs, magic swords, and potent spells, PCs in this campaign will also face robots, cyborgs, and aliens armed with technological weapons and gear—monsters, hazards, and wondrous prizes brought to Numeria thousands of years ago during a singular event known today as the Rain of Stars.

COMING TOGETHER

Regardless of any other choices you make when building your character, the campaign begins in the Numerian town of Torch, and assumes you're either a native or recent arrival to the town. Furthermore, the campaign assumes that you and the other PCs have already joined to form a party, although you have yet to have any adventures together. The campaign

traits in this Player's Guide give you reasons to be in Torch and to have joined with the other PCs. Note that while Iron Gods spends the entire first adventure, "Fires of Creation," in the town of Torch, it does not stay there—characters who have strong ties to the town and don't want to leave are ill-suited for the Iron Gods Adventure Path, which sees your PCs traveling throughout Numeria without returning to Torch for a significant reason once you leave town at the start of the second adventure.

Although technology plays a key role in the Iron Gods Adventure Path, your fresh, new, 1st-level character does not yet possess any of these ancient marvels of super-science. He may have heard stories of the wonders of Silver Mount, the terrors of the Felldales, or the strangeness of the metal gearsmen who serve the Technic League, but no character starts Iron Gods with any high-tech gear. This will, of course, change soon enough as you begin your adventures!

CHARACTER TIPS

You're ready to dive into the Iron Gods Adventure Path, but what kind of character should you play? What is the best choice of character that will fit into Numeria and its themes of a savage land scattered with super-science? Should you make a tribal Kellid fighting back against the Technic League's oppression, a foreign scholar hoping to unravel the mysteries of the otherworldly things found in Numeria, or a dungeon-delving opportunist eager to find a good score of treasure? The following hints, tips, and suggestions are designed to help you make some of these choices so that your character is best suited to exploring this land and taking on its many challenges. The following suggestions are far from exhaustive, and there are thousands of different character concepts that would work perfectly fine in this type of campaign. For more



discussion of characters in the Iron Gods Adventure Path, visit the messageboards at paizo.com and share your experiences with others who are playing through this campaign.

ALIGNMENT

The plot of Iron Gods makes no assumption about PC alignment. You should, of course, work with the other players in your group to ensure your character's personality and alignment fit with the others in the group, and as with most Adventure Paths, non-evil groups will fit into the plot line easier than evil groups who have less of an interest in helping out villagers in need of aid.

ARCHETYPES AND CLASS OPTIONS

The majority of the Iron Gods Adventure Path involves traveling through Numeria to delve ancient technological ruins and encountering the strange guardians that call those ruins home. All classes are suitable for the Adventure Path, but some classes have more thematically appropriate options. What follows are just a few archetype suggestions for characters in the Iron Gods Adventure Path.

One of the best resources for players in this Adventure Path is *Pathfinder Player Companion: People of the River*, which contains the Numerian liberator (barbarian) and galvanic saboteur (rogue) archetypes, as well as a number of useful traits.

Of the archetypes found in *Pathfinder RPG Advanced Player's Guide*, the archivist (bard), blight druid (druid), breaker (barbarian), and savage barbarian (barbarian) fit some of the themes of this campaign.

Pathfinder RPG Ultimate Combat contains the arcane bomber (wizard), archaeologist (bard), armored hulk (barbarian), pistolero (gunslinger), and spellslinger (wizard) archetypes, all of which are solid choices for this Adventure Path.

The clone master (alchemist), metal elemental (wizard), and stargazer (oracle) archetypes suit the themes of Iron Gods, and can be found in *Pathfinder RPG Ultimate Magic*.

If you want to play a character associated with the Pathfinder Society in some way, the seeker archetype (sorcerer and oracle) from *Pathfinder Campaign Setting: Pathfinder Society Field Guide* would fit well in the campaign.

Though limited to dwarves, the foehammer (fighter) archetype in *Pathfinder RPG Advanced Race Guide* possesses class features that would be helpful in this Adventure Path.

BLOODLINES, MYSTERIES, AND PATRONS

While there is no wrong choice of bloodlines for sorcerers and bloodragers, many of them in Numeria have the aberrant, destined, or elemental bloodlines. The starsoul and stormborn bloodlines from *Pathfinder RPG Advanced Player's Guide* both have thematic and mechanical benefits in this campaign. The impossible bloodline from *Pathfinder Player Companion: Champions of Balance* allows a sorcerer to have greater effect on constructs, and the

nanite bloodline in *Pathfinder Player Companion: People of the River* has close thematic ties to Numeria.

Oracles in Numeria often choose one of the following mysteries: battle, flame, heavens, or wind. In addition, the ancestor, dark tapestry, and metal mysteries found in *Pathfinder RPG Ultimate Magic* are good fits for the Iron Gods Adventure Path.

Witch patrons that would work well in this campaign include: agility, elements, fate, stars, time, and transformation.

ANIMAL COMPANIONS AND FAMILIARS

The following animal companions can all be found in Numeria: antelope, aurochs, badger, bear, bird, boar, dire bat, dire rat, dog, elk, giant weasel, horse, mastodon, moose, pony, ram, stag, viper, and wolf.

The following familiars are commonly found serving wizards and witches in Numeria: armadillo, bat, cat, centipede, fox, goat, giant flea, hawk, hedgehog, owl, pig, raccoon, rat, raven, scorpion, skunk, squirrel, flying squirrel, toad, viper, and weasel.

In addition to these suggestions, three new alien animals are presented in the bestiary of the first volume of the Iron Gods Adventure Path. Talk to your GM about these animals and see if they are a good fit for your character and campaign.

FAVORED ENEMIES AND FAVORED TERRAINS

The majority of the action in the Iron Gods Adventure Path takes place in urban environments and underground chambers. Good choices for favored terrains include underground and urban. Solid favored enemy choices include construct, humanoid (android), humanoid (human), undead, and even plant, though other creature types appear in the Adventure Path as well.

LANGUAGES

Hallit is the regional language of Numeria, and while most of the region's inhabitants speak both Hallit and Common, when dealing with barbarians or other characters living in remote locales, knowledge of Hallit will be invaluable. Other languages, particularly Orc, will also come in handy throughout parts of the campaign.

In addition, a unique language exists in Numeria—Androffan. This is the language spoken and written by the alien crew whose ship crashed into Numeria back during the Rain of Stars over 9,000 years ago. Androffan is spoken by robots and some members of the Technic League, and writings can be found in the technological ruins scattered throughout Numeria. Note that you can gain this language for free by taking the Numerian Archaeologist campaign trait. You can also learn Androffan by investing a skill rank in Linguistics. However, this rare language cannot be chosen as a bonus language granted by an above-average Intelligence.

WANT TO READ MORE?

A number of other books can help accent your Iron Gods campaign. With the abundance of technology in the Adventure Path, an entire book's worth of new rules is indispensable for running the campaign—the *Pathfinder Campaign Setting: Technology Guide* is an invaluable tool for this Adventure Path, and its contents are considered to be as essential a requirement as the *Core Rulebook*. The full contents of the *Technology Guide* are included free and online at paizo.com as part of the PRD, but if you're a player in the Iron Gods Adventure Path, you should consider avoiding reading these rules so as to lessen possible campaign spoilers.

FOR GAME MASTERS

To learn more about Numeria and its denizens and dangers, check out *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*. Additional robots are presented in *Pathfinder Campaign Setting: Inner Sea Bestiary*, and at least one new robot appears in every volume of the Adventure Path. When robots from *Inner Sea Bestiary* appear in the adventures, we'll reprint their full stat blocks for your convenience. To enhance handing out treasure, pick up *Pathfinder Cards: Iron Gods Item Cards*. For GMs that want to have more map options for their encounters, look into *Pathfinder Flip-Mat: Tech Dungeon*, *Pathfinder Map Pack: Starship Chambers*, and *Pathfinder Map Pack: Starship Corridors*.

FOR PLAYERS

For information on the people that live in Numeria and the surrounding region see *Pathfinder Player Companion: People of the River*. This resource also contains the campaign traits found in this player's guide as well as a number of feats, traits, and other rules elements suited for this campaign.

If you're planning on playing an android character, check out *Pathfinder Player Companion: People of the Stars* for more information than is presented in this player's guide. (Note that the other player character races presented in *People of the Stars* are not entirely appropriate for this campaign—if you wish to play one of them, you'll certainly need GM approval ahead of time.)

Because of its close ties to Iron Gods, *Pathfinder Campaign Setting: Technology Guide* provides a number of archetypes, feats, and spells that might be a good fit for your character in an Iron Gods campaign, but it has the potential to spoil some of the excitement of discovery for those playing in this Adventure Path. If you're playing in Iron Gods and still want to read the *Technology Guide*, talk to your GM first to make sure she's okay with that; she may decide to parcel out rules to players as needed, she might alter some rules to fit the group or the campaign, or she might prefer you left the technology rules to her altogether.

ANDROID CHARACTERS

Androids are defined by their class levels—they do not have racial Hit Dice. All androids have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Androids have swift reflexes and are very intelligent, but have difficulty relating to others.

Exceptional Senses: Androids have darkvision to a range of 60 feet and low-light vision. They also gain a +2 racial bonus on Perception checks.

Constructed: For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Emotionless: Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge: An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

Languages: Androids begin play speaking Common. Androids with high Intelligence can choose any languages they want (except secret languages, such as Druidic).

RACES

Any and all of the core player character races (human, dwarf, elf, gnome, halfling, half-elf, and half-orc) are appropriate choices for the Iron Gods Adventure Path. As in the majority of nations in the Inner Sea region, most of Numeria's inhabitants are human. While the majority of these humans are Kellid, other human ethnicities have moved into the area following the lure of unexplored technology and mysterious ruins. More exotic choices can be made with GM approval—in Numeria, the following races are common enough: aasimar, changeling, orc, and tiefling. Other races could work, but they may seem a bit too exotic or out of place for the adventures in Iron Gods for some groups. If your GM allows more powerful races like aasimars or tieflings, he may wish to allow less powerful choices the opportunity to bolster themselves using the race building options in *Pathfinder RPG Advanced Race Guide*, but keep in mind that this increases the baseline power of the PCs and the GM may need to adjust the encounters in the adventures somewhat.

THE TECHNIC LEAGUE

Because the Iron Gods Adventure Path takes place in Numeria, some players might want to create characters who are members of the Technic League. In Numeria, the Technic League are sadists and brutal manipulators of the government. In Iron Gods, they act as antagonists starting with the very first adventure. Player characters should not be members of the Technic League, nor should they aspire to join the League's ranks.



Of special note in the Iron Gods Adventure Path are androids—this race is more common in Numeria than elsewhere in the Inner Sea region, yet they still remain relatively rare. The sadistic Technic League views androids as little more than property, while other inhabitants of the region view all things technological with fear and suspicion, so android PCs may well find themselves particularly challenged by some encounters in the campaign ahead. The ability to disguise yourself as a human (if only via the Disguise skill) may come in handy. See the sidebar for rules for android PCs. These same rules can be found in *Pathfinder Player Companion: People of the Stars*.

In addition to androids, some players might want to make kasatha characters. Kasathas are not native to Golarion—indeed, they hail from a distant world in a remote galaxy. A small number of kasathas exist on Golarion, but they are few and far between. For story reasons, the Iron Gods Adventure Path assumes that there are no PC kasathas. You'll need your GM's permission to play a kasatha, because if you do, several plot elements woven throughout Iron Gods will need to be adjusted.

RELIGION

Numeria isn't the first place people think of when it comes to religion, but the inhabitants of this land worship a wide variety of deities. The following gods are most commonly worshiped by Numeria's people.

Abadar: Some of Abadar's faithful have tried to bring civilization into the rough lands of Numeria, but most of those who follow the Master of the First Vault reside in Numeria's more populous cities.

Brigh: The goddess of clockwork, invention, and time has many followers in Numeria. Most of these worshipers spend their time poring over salvaged machinery in hopes of better understanding the technology present in Numeria.

Desna: The Kellid people that call Numeria home have long revered Desna. Her clerics can be found in both the cities of Numeria and in its rough rural areas. Her focus

on stars and travelers fits in well with many of the themes of Numeria.

Erastil: As a god of family, farming, hunting, and trade, Erastil has many followers in Numeria. The town of Iadenveigh is particularly devout in their worship of Old Deadeye.

Gorum: The chaotic and brutal nature of Numeria has led many people to worship Our Lord in Iron. Some of these worshipers are native Kellids who come from more warlike tribes, while others stayed in Numeria on their journey to fight the Worldwound.

Iomedae: Crusaders traveling north to battle the demons of the Worldwound brought the worship of Iomedae to Numeria, and the faithful of the Inheritor seek to protect the downtrodden and instill justice and valor in the savage land of Numeria.

Nethys: Scholarly types coming to Numeria to unfold the mysteries of technology and catalog creatures from worlds beyond tend to worship Nethys.

SKILLS AND FEATS

There is no single skill that comes into play more often than others in the Iron Gods Adventure Path, so PCs should choose skills that generally aid in exploration—both physical exploration and the exploration of knowledge. Skills like Climb, Diplomacy, Knowledge (dungeoneering), Knowledge (engineering), Knowledge (local), Knowledge (nature), Perception, and Survival would all be useful skills to put ranks into.

Despite the wealth of feats available, no single feat stands out as a necessity for this Adventure Path. However, if a character wants to make the most of the technology they might find during the course of the campaign, they would do well with taking the Technologist feat. This feat appears in *Pathfinder Campaign Setting: Technology Guide* and is reprinted in this player's guide on page 9.

CAMPAIGN TRAITS

The following campaign traits tie characters to the Iron Gods Adventure Path. Each trait explains your link to Numeria, and gives you a built-in reason to be in the town of Torch when the adventure begins. If you're from Torch, you should pick one of the seven core races or android (see *Pathfinder Campaign Setting: Inner Sea Bestiary* or *Pathfinder Player Companion: People of the Stars*) as your character's race. If you're a recent arrival, feel free to choose a race from any Pathfinder product (subject to GM approval, of course). Deciding to be a local or a visitor to Torch has no other effect on character creation.

Several traits refer to technological items or the Technologist feat. Your GM has additional information on these rules options, which can be found in *Pathfinder Campaign Setting: Technology Guide*.

As a special note, each of the following campaign traits ties into a specific encounter or plot development in the first adventure of the Iron Gods Adventure Path—what that encounter or development might be, you'll find out as the story unfolds. It doesn't matter if you pick the same trait as another player; that just means that your characters will share a deeper bond as the adventure progresses.

The most important recent event in Torch is the loss of the town's eponymous feature. A strange violet flame has long burned atop the hill the town is built around, and these fires burn hot enough to allow the smelting of skymetal. This has given Torch a singular source of income. Smiths, metalworkers, and scavengers from miles around come to



Torch to use its flame to smelt and work with skymetals. Now and then, the flame has pulsed and blasted a beam of fire into the skies above town, during which time it isn't safe to be atop the hill, but until a week ago, the flame has never gone out. Now it has, and no one in town knows why. Without the flame, the town's primary source of income has been removed, and with a number of significant tithes to the Technic League coming due soon, the town's leaders are growing desperate to re-light the violet fires. One of Torch's most beloved leaders, the wizard Khonnir Baine, discovered strange activity in a number of hitherto unknown caves below the city's central hill, and even recovered a deactivated automaton now stored in his home behind his tavern, The Foundry. But when Khonnir returned to these strange caves to try to learn more, he vanished. The town

has grown increasingly desperate for answers, and now looks for the return of their missing wizard as well, but with so many other local and visiting adventurers having gone missing in the caves, fewer and fewer volunteers are stepping forward.

You and your new companions have come together to be these latest volunteers. While each of you likely has your own reasons for wanting to explore the caves below Torch Hill (as detailed in the campaign traits below), you know that what waits below will require teamwork to survive!

Against the Technic League: Although the Black Sovereign rules Numeria in name, it's the spellcasters of the Technic League who hold the real power. While their influence is certainly strongest in the capital of Starfall, their touch can be felt even here in Torch—the League takes a significant cut of the town's income as tithes every month. For some reason, you have a grudge against the Technic League. Perhaps your parents lost their jobs as the result of an act they took that displeased the League—you might even suspect the League was responsible for their deaths. Alternatively, you could just rankle at the League's open acceptance of slavery, their reputation for sadism and cruelty, or their penchant for hoarding and controlling technological wonders. Talk to your GM to refine the reasons why you hate the Technic League, but you're convinced that they are somehow responsible for putting out the town's torch and that evidence of their tampering can be found in the caverns below—if you can find evidence of the Technic League working against Torch's better interests, that could well be a step toward the town's independence from the League. Choose either weapons or spells. If you choose weapons, you gain a +2 trait bonus on all damage rolls made against targets you know are associated with the Technic League. If you choose spells, increase the save DC of your spells by 1 when you target such a foe.

Local Ties: You have ties to a prominent local in the town of Torch—the missing wizard Khonnir Baine. If you're a wizard, alchemist, or other scholarly type, he may have been your tutor or teacher. If you're of a more martial bent,

Khonnir could instead have been a friend or business associate of your mother, father, or patron. He may even have been your adoptive father, in which case you likely have a bond of friendship or rivalry with his adopted daughter Val (your GM has more information on her in this case if you wish to know more for your character's background). Your association with Khonnir has given you insight into how technology works. Choose Disable Device or Knowledge (engineering). You gain a +1 trait bonus on checks with this skill, and it is a class skill for you. In addition, you are treated as if you possessed the Technologist feat for the purposes of resolving checks associated with that skill. If you gain the Technologist feat, your trait bonus for the selected skill increases to +3.



Numerian Archaeologist: Numeria is a land ripe for archaeological exploration, since so many of the strange technological dungeons have been either avoided by the superstitious barbarian tribes or have been locked down by the Technic League, leaving many of them untouched and ripe for exploration. You've studied the strange language associated with these eerie technological ruins, and are eager to start exploring them—you suspect that Torch's namesake is in fact part of a larger buried ruin, and you hope to enter these ruins and learn their original purpose by exploring the caves below town. You gain Androffan as an additional language. In addition, you possess a knack for technological items; when you use a timeworn technological item, roll twice when determining any glitches the item might cause and choose which result to use as your actual result. Talk to your GM for more information about resolving glitches.

Robot Slayer: The strange automatons that plague the wilds of Numeria are a blight upon the world, and the idea that there could be countless more of these creatures lying in wait in the unknown ruins scattered throughout the region chills your blood. Khonnir's recovery of a deactivated robot from the caves below Torch worries you—not only could that thing wake up and run amok in town, but there may well be more lurking below! You want to explore the caves under Torch to determine if there is indeed a lurking robot threat below town. You gain a +1 trait bonus on attack rolls against robots and a +1 dodge bonus to AC against attacks made by robots.

Skymetal Smith: The fires atop Torch Hill have long been a boon to smiths and metalworkers, and your family is no exception. Whether you grew up in Torch or simply made several trips here with your parents to use the fire, this was to be your first time to use the torch for your own project. You managed to use the fires to craft a small weapon or piece of armor from skymetal, but not long thereafter the fires went out. The violet flames are as much a part of your upbringing as anything else, and their loss distresses you; you hope to find a way to rekindle the torch below the hill. You've long hoped to work with skymetal, and begin the game with a small metal bauble made of the skymetal of your choice—you made this item yourself. The item is nothing more than a valuable art object worth 100 gp. You can sell it to gain an additional 100 gp when creating your character, but if you keep it, your pride in its crafting grants you a +2 trait bonus on Will saving throws made against emotion and fear effects. You lose this bonus if you willingly sell or give up the item, but if it is destroyed or lost through no fault of your own, you retain a +1 trait bonus on such Will saves.

Stargazer: They say the strange technological ruins scattered throughout Numeria came from the skies several thousand years ago. The concept of life on other planets far beyond Golarion has always fascinated you, and you've long hoped to learn more about what life on those other planets

may have been like. You've heard stories about the strange alien creatures found in Numerian dungeons and hope to learn all you can about them—perhaps some of these aliens can be found in the caverns below Torch! You gain a +2 trait bonus on Knowledge checks to identify alien monsters' abilities and weaknesses. In addition, you gain a +1 trait bonus on Knowledge (geography) checks, and this skill is a class skill for you. You are treated as if you possessed the Technologist feat for the purposes of resolving checks to identify an alien creature using a Knowledge skill and for all Knowledge (geography) checks. If you already possess the Technologist feat, then your trait bonus on Knowledge (geography) checks increases to +3.

TECHNOLOGY PRIMER

Although your character doesn't begin the game with any high-tech gear, it won't be long before you start to encounter such while on your adventures. This brief primer informs you about the types of skills and other unusual rules you'll face as technological foes and gear grow more prevalent throughout the campaign.

TECHNOLOGIST

You are familiar with the basic mechanics of technology.

Benefit: You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist.

Normal: You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.



SKILLS

No new skills are introduced to the Pathfinder RPG to model how characters interact with technology—rather, existing skills are expanded to allow for such interaction. Additional rules for how skills interact with technology are listed below. Without the Technologist feat, a character is treated as untrained in the skill in question when using it on technology.

CRAFT (INT)

Those who wish to construct or repair technological items use the Craft (mechanical) skill in conjunction with the technological item crafting feats presented on page 6. Without the Technologist feat, Craft (mechanical) can still be used to craft less advanced forms of technology such as gears, hinges, and pulleys. Note that on Golarion, NPCs with the means of crafting technological items are extremely rare, and it is not assumed that PCs have access to such resources. GMs are encouraged to discuss such considerations with their players before allowing technological crafting into the game.

DISABLE DEVICE (DEX; AC PENALTY; TRAINED ONLY)

With the Technologist feat, you can use Disable Device to interact safely with explosive devices and disable technological devices and traps.

Arm Explosive: If you possess a detonator (see page 43), you can arm an explosive weapon as a trap. Connecting a detonator to an explosive requires a successful DC 10 Disable Device check. Failure means that the attempt fails, but you can attempt to arm the explosive again. Failure by 5 or more means the explosive is triggered as the detonator is installed. You can attempt to make an explosive difficult to disarm. To do so, choose a target disarm DC of 15 or higher, with a DC increment of 5. This becomes your target DC to set the explosive as well as the DC to disarm the explosive.

Disable Electronic Device: Disabling an electronically controlled trap or unlocking an electronically locked door is easier if you use an e-pick (see page 43). Without an e-pick, you take a –5 penalty on any attempt to use Disable Device on an electronic device.

Disarm Explosive: Disarming an explosive requires the character to succeed at a Disable Device check as if disarming a trap. The DC is usually 10, unless the person who set the explosive successfully did so with a higher disarm DC. A failure to disarm an explosive by 5 or more immediately triggers the explosive.

Special: A character can take 10 when using Disable Device to arm or disarm explosives, but cannot take 20.

Time: Arming an explosive device takes 1 minute or more, depending on the scope of the job. Disarming an explosive is treated as if the explosive were a complex trap, and takes 2d4 rounds to attempt.

LINGUISTICS (INT; TRAINED ONLY)

A character with the Technologist feat can attempt a Linguistics check to decipher certain complex messages that appear in Numerian ruins. Note that many of these messages are written in the native language of the crashed starship's crew, Androffan.

This language is spoken outside of Numeria only rarely, and even within its borders, the Technic League has tried (quite unsuccessfully) to keep it a secret language.



Androffan: This is the language spoken by the crashed ship's original human crew. Some robots in Numeria may also know it (either in addition to Common and Hallit or replacing these languages), depending on the robots' nature. Androffan cannot be chosen as a bonus language for high Intelligence without GM permission.

RESEARCHING TECHNOLOGY

A character can use the following skills to research technological subjects. Other skills may have research applications as well, subject to GM approval.

Heal: Used to identify and understand pharmaceuticals.

Knowledge (arcana): Although robots are constructs, Knowledge (arcana) cannot be used to identify robots or their abilities and weaknesses.

Knowledge (engineering): This is the most important skill with regard to technological subjects. Knowledge (engineering) can be used to identify a robot's abilities and weaknesses. Knowledge (engineering) is also used to identify and understand unknown technological objects in a similar manner to how Spellcraft is used to identify the properties of a magic item. The DC to correctly identify and understand an unknown technological object is equal to the object's Craft DC. An object with a Craft DC of 15 or less can be automatically identified and understood by someone trained in Knowledge (engineering) who also has the Technologist feat.

Knowledge (geography): Used for astronomy.

NUMERIA AT A GLANCE

Once the greatest of the River Kingdoms, Numeria today is a land of grim barbarians and dark magic, its fierce people ruled over by a cabal of tainted magicians devoted to artifacts they do not understand. These secrets are not of this world, brought to Golarion with the dramatic crash of a colossal metal mountain from the sky, which scattered pieces of itself across the country.

While its barren landscape leaves little for trade, Numeria is famous in more civilized southern lands as the primary source of skymetals, seven rare metallic alloys sheared from the metal mountain that fell from the sky. These alloys are all useful in the creation of unique weapons and artifacts, and each has its own distinct properties. Of these, adamantine is the most common, and word of the wonders of "Numerian steel" has long since spread to the farthest corners of Avistan and Garund.

Numeria's capital of Starfall is a grim and brutal place, a decadent mockery of the royal courts of the south. Here, the barbarian king known as the Black Sovereign reigns unchallenged, supported by the perverse sorcerers of the Technic League and their gearsman servants. In its filthy streets, strange metal men from the Silver Mount enforce the dictator's decrees, while those who revel (or pretend

to) in the king's carnal celebrations grow fat on the toil of others or become addicted to the vile, intoxicating liquids that seep from the wreckage of the Silver Mount.

TORCH AT A GLANCE

If your character is a native of Torch or has been a frequent visitor, she likely knows the following information about the town of Torch. Talk to your GM about more details of the town and its residents.

Torch takes its name from the violet flame that burns atop its central hill. The fires ignited spontaneously in 4602 AR, and for nearly a year they lanced into the sky, forming a purple column of fire that could be seen for miles around. At the time, the Technic League was experiencing a period of upheaval in Starfall, and its agents were unable to investigate the rumors of the column of fire to the south. By 4604, the flames had died down to a man-sized bonfire, leaving the top of the hill blasted and blackened. Several industrious locals soon discovered the flame's heat possessed two unusual qualities—it was hot enough to smelt skymetal ores and work with difficult materials like adamantine, and the fires themselves radiated a strangely directional heat. A chunk of wood thrown a dozen feet over the fires would instantly burst into flame, yet a piece of paper set a foot from the bonfire's edge wouldn't even smolder. This unique combination of traits made the fire a perfect forge. After a few sudden flare-ups resulted in the tragic incineration of several smiths and their partially completed forges, the townsfolk learned how to interpret the flares and flashes that presaged such an eruption. Rather than build permanent structures around the fire, they came to rely upon portable workshops transported up the hill via wagon or carriage, so that when the fire began one of its unpredictable surges, the smiths could retreat to safety to wait for the blast of fire to recede.

In this way, Torch has sustained itself. By the time the Technic League sorted its internal politics out and sent representatives to investigate in 4612, its agents found a burgeoning village growing around the base of the hill. After a cursory examination of the fire, representatives from the Technic League met with the village's leaders and worked out a deal—as long as Torch sent a monthly tribute of gold north to Starfall, the Technic League would not maintain an official presence in the region. In this way, the League turned what could have been competition (since at the time it still lacked the resources to effectively manage a remote site) into a source of income. Over the decades that followed, Torch grew steadily, yet has never truly prospered, because the Technic League constantly revises the amount of the tribute it requires. Frustrations with and resentments against the Technic League rightly have grown in Torch, yet the League's been careful to never tax the town to the point of rebellion, keeping them in an uncomfortable but relatively stable place between freedom and oppression.

TORCH

LOCATIONS

1. Iven's Livery Stable
2. General Store
3. Silverdisk Hall
4. The Marrymaid
5. The Copper Coin
6. Garrison and Armory
7. Olandir Estate
8. Otterbie Manor
9. Weeping Pond
10. Crowfeather Palace
11. Market Square
12. Foundry Tavern
13. Tempting Tonics
14. Seven Tears Farms
15. Town Hall
16. Chapel of the Wanderer
17. Temple of Brigh
18. Evercandle Inn
19. Boarding House
20. Warehouse District
21. Torch Guildhouse
22. Dolga's Foundry
23. Junkyard
24. Black Hill

