

PLAYERS GUIDE: EXPLORATION EXTREME, LIVE AT NALAAM!

This document provides information to supplement the provided Player's Guide. Specifically, it contains [rules for creating characters](#), [variant rulings](#), [information on the world of Lanjyr](#), and [information for playing the game](#).

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INTRODUCTION TO THE ADVENTURE

In the streets of Nalaam, the *decadent playground*, money and mana flow freely. Under the loose libertarian rule of a cabal of powerful wizards, the infamous den of inequities harbour many crimes and cruelties the rest of the world forbids. Only criminals who cause material, mortal, or psychological damage are expected to repay their dues in equivalent coin. And unfortunately, you committed a crime you could not afford. In order to pay back your debt, you have been charged to explore the tunnels beneath the city itself. And to generate revenue to repay your crimes, the entire expedition will be broadcast via powerful magics to a live audience at the city's Colosseum! Do not fear, you will not be doing it alone: you will be accompanied by fellow criminals and an arcanotechnological 'camera' crew. Can you unearth the secrets of the decadent playground while earning your freedom, perhaps even becoming a celebrity in the process?

This one-shot adventure will take place in the Pathfinder 1E setting in the continent of Lanjyr, the setting of the *Zeitgeist: The Gears of Revolution* Adventure Path. You will not need to be fully acquainted with the world, though a brief introduction is [provided below](#). Please note that this adventure may contain spoilers for the *Zeitgeist: The Gears of Revolution* Adventure Path and the *Live Exploration*

Extreme! Starfinder Society scenario.

CHARACTER CREATION

For this adventure, you will be required to make a **third level** player character using the rules below. Other than the options below, all other character features must be legal for Pathfinder Society play (though, this is not a Pathfinder Society game). To identify legal options for Pathfinder Society, I encourage you to use [Archives of Nethys](#) and select only feats, archetypes, etc. with the symbol that denotes Pathfinder Society legality and avoid character features that omit the symbol:



Figure 1: Aboleth Deceiver is a Pathfinder Society legal feat, whereas Abeyance is not. Thus, Abeyance cannot be used by characters for this adventure.

SOURCES

All Pazio Pathfinder 1E publications, except for *Planar Adventures*, can be used to create characters. Other than this player guide, no other third party materials can be used. Due to [severe restrictions on planar magic](#), players are discouraged from select spells, class abilities, and the like that focus on planes. For example, the **summoner** class should not be selected. If you have any questions, please contact the GM.

CHARACTER ATTRIBUTES

Characters are made with a 20 point buy.

RACES

The following races are available for play: Humans, Gnomes, Halflings, Dwarfs, Half-Orcs, Orcs, Goblins, Kobolds, Tieflings, and Half-Elfs. Two unique races described in the world setting section are available for play: [Deva](#) and [Eladrin](#).

TRAITS

Your character may only take one trait and it must be from this player guide. No other traits or drawbacks can be taken, and thus character features such as the feat “additional traits” provide no bonuses. Although it’s not necessary, your party may benefit from a diversity of traits.

The trait you select should capture a particular type of crime your character has committed. If you are interested in a different form of crime, either use the trait “The Wildcard” to provide bonuses that fit your character’s history, or work with your GM to make a new trait.

TRAIT: THE THIEF

You learned quickly that you have only what you can hold—but you gain whatever you can take.

Benefit: You gain a +1 bonus to steal combat maneuver checks. Additionally, when you succeed in a steal combat maneuver, you may move up to half your speed as a free action. This movement does not provoke attacks of opportunity.

“Weaselling out of things is what separates us from the animals...Except the weasel.”

TRAIT: THE ARSONIST

Your familiarity with explosives lets you whip out the right concoction for any occasion.

Benefit: You can draw an alchemical weapon stored on your person as a swift action. When using alchemical weapons that deal fire damage you deal 1 additional point of damage.

“Inflammable means flammable? What a city!”

TRAIT: THE FRAUDSTER

You have found the best way to survive in life is to ensure you are not around for the aftermath. Fortunately, you learned to harness the idle mana of Nalaam long ago.

Benefit: Once per combat encounter, you leave an illusory afterimage of yourself in a square you occupied as part of a move action. This double is created through illusion magic from the shadow subschool and is partly real. The illusory double cannot move from its designated square but otherwise reacts and manoeuvres as directed by you. The double cannot attack, but it can menace opponents and distract them, and thus counts as an ally for the purpose of determining flanking. If struck, the illusion dissipates.

“Authorities say the phoney clergy cardinal can be recognised by his high-top sneakers and incredibly foul mouth.”

TRAIT: THE MURDERER

You kill for business or pleasure. Regardless, you always find yourself equipped to shuffle others off their mortal coil.

Benefit: All weapons that you throw return to you as if it had the *returning* weapon special ability. In a similar manner, ammunition fired from bows, crossbows, and firearms reappear on your person in 50% of instances.

“I told ya we should’ve bought more than 3 bullets.”

TRAIT: THE BUSINESSPERSON

You have found the most profitable ventures are contracted in blood.

Benefit: The first time you search a body after each combat encounter, you find 1d4 random 1st-level potions. You automatically identify each of these potions upon touch.

“I’ll keep this short and sweet. Family, Religion, Friendship. These are the three demons you must slay if you are to succeed in business.”

TRAIT: THE ACADEMIC

Perhaps you are a scientist of fraudulent data, a lawyer without qualifications, a disgraced philosopher, or the worst criminal imaginable in Nalaam: an inaccurate economist. Regardless,

you always seem to find the words to escape trouble.

Benefit: You gain one bonus language. Additionally, you may use your Intelligence, Wisdom, or Charisma modifier when making Acrobatics checks in addition to your Dexterity modifier.

“Well, we have hearsay and conjecture...Those are kinds of evidence.”

TRAIT: THE TECHNOLOGIST

As a safecracker, explosives expert, or just an elaborate schemer, you always seem to have some outlandish invention you can pull out at the last second to succeed in unlikely situations.

Benefit: Twice per session, you can force the GM to reroll any attack roll or force an ally to reroll a saving throw (before results are known). When using this ability, describe a device you're attempting to use to thwart a foe's attack—for instance, when attacked by a shocker lizard's shock, you might pull out a specially grounded lightning rod from that time you tried to power an invention by harnessing a thunderstorm!

“Brace yourselves gentlemen. According to the gas chromatograph, the secret ingredient is... Love!? Who's been screwing with this thing?”

TRAIT: THE FAMILY MAN

When you joined the classy crime syndicate known as “The Family”, you were assured of your protection from the law. But something went wrong, and one botched mission later, you are now on a reality show. Nevertheless, you treat your allies as family, and trust your syndicate to secure your release.

Benefit: If you are aware of an ally who has died or been knocked unconscious in this combat encounter, you enter into a frenzy, gaining a +2 bonus to attack rolls and damage rolls until the end of the combat encounter.

“Is it wrong to steal a loaf of bread to feed your starving family?... Well suppose you've got a large starving family. Is it wrong to steal a wagon-load of bread to feed them?... And what if your family don't like bread? What if they like Elfaivaran absinthe...”

TRAIT: THE DOCTOR

Through gross negligence, deliberate misconduct, or unhinged tendencies, you engage in risky

medicinal practices. On the rare occasion, they pay off.

Benefit: Whenever you cast a cure spell, as a free action, you may alter the spell in the following manner (a cure spell is any spell with “cure” in its name). When delivering the cure spell to a living creature, you: (1) roll double the amount of dice that you would usually roll to heal, and (2) deal damage equal to half of the die that you rolled when healing (rolled separately). For example, cure light wounds would read: “When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage +1 point per caster level (maximum +5), and deal 1d8 points of damage. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage.”

Witnesses are immediately aware of the implications of the spell. Usually because the altered cure spell is accompanied by some obvious threat of danger, such as the manifestation of an ungodly surgical device.

“The coroner? I'm so sick of that guy!”

TRAIT: THE WILDCARD

You can use this trait to denote any crime you wish. Though note, in Nalaam, most goods and services can be brought legally, such as usually-illicit substances, all forms of entertainment, etc.

Benefit: You gain +2 bonus to one of your skills and +1 bonus to a different skill of your choice.

DIVINITY AND MAGIC

There are some setting-specific restrictions on deities and the nature of magic. I encourage players considering spellcasting classes to read the relevant [world setting section](#).

LANGUAGES

All PCs know the language of *common*. PCs originating from the human land of Risur gain primordial as a bonus language. You can find more information on languages in the [world setting section](#).

ALIGNMENT

Players can make characters of evil alignments, and should consider it depending on their character's past crimes. But characters and players should obey the [player-versus-players restrictions](#), read the section on [respecting players](#), and be sensitive to consent around the table. As a wise aardvark once proclaimed, "and I say HEY! what a wonderful kind of day: where you can learn to work and play and get along with each other."

STARTING GOLD AND ITEMS

You begin with 3,000 GP. You are encouraged to spend gold before the session. If you require further shopping, you will have an opportunity early in the session.

VARIANT RULES

Zeitgeist will be played with the Pathfinder 1E system, and the following variant rules:

ROLLING AGAINST PCs

In this adventure, player-versus-player combat and player-versus-player thieving will be heavily discouraged. More 'social' rolls, such as Bluff, Diplomacy, Intimidation, and Sense Motive cannot be made against other PCs. Instead, players should decide how their PC would behave in their situation. For example, if one PC lied to another, no Bluff or Sense Motive checks are made. The PC lied to can accept or disbelieve the other PC at their own discretion.

THE WORLD OF LANJYR

This adventure takes place in the continent of Lanjyr. Compared to Golarian, Lanjyr differs in two major ways. Firstly, the world is slightly more technologically advanced, and as such, firearms are more common. Secondly, there are few planes linked to the world of Lanjyr and travelling to these planes is difficult. A primer for the setting is provided below, but if you seek more information, contact the GM.

HUMANS AND THE GREAT NATIONS

Humans rule three of the five great nations of the continent Lanjyr. Their ascendance in the past two thousand years toppled a mighty eladrin empire and has provoked belief in doomsday millennialism among many dwarves.

ELADRIN, DEVAS, AND THE GREAT MALICE

Long ago elves known as the eladrin built an empire of magical wonders. Then five hundred years ago the death of the eladrin goddess Srasama caused nearly every eladrin woman to perish. Those few who survived were often claimed as trophies by human conquerors, though a handful of free matriarchs head their own family lines in the ruins of the old empire.

Mortals present at the death of the eladrin goddess have continually reincarnated in the following centuries as devas, as if a sliver of Srasama's divine spark has granted them a semblance of immortality.

TIEFLINGS, TECHNOLOGY, AND DEAD MAGIC

When the eladrin goddess died, an entire other nation became a dead magic zone, and some in that land were marked by a curse, turning them into tieflings. In the centuries since, however, the tieflings have come to rule that nation, and in the last few decades they have begun a revolution of industry and mighty science almost as powerful as the magic they lack.

DWARVES, DOOMSDAY, AND NIHILISM

The major dwarven nation is bleakly resigned to an imminent doomsday, when ancient horrors will claw free from glaciers and engulf the world in a frigid death. Adherence to duty is so ingrained in their culture, however, that the dwarves continue to toil in their forges even as they prepare for the world's end.

SAVAGES, PRIMITIVES, AND PEACE

Freed from the yoke of toppled dragon tyrants, the youngest of the great nations formed from an alliance of several monstrous races which now live in an uneasy peace as their rulers seek to force the disparate peoples into the modern age.

NALAAM, THE DECADENT PLAYGROUND

Centuries ago, a cabal of archmages founded a libertarian paradise named Nalaam on a untapped pool of magical mana. The city, an independent city state, sits high in the Penance Peaks on the border of Crisillyir, a pious human nation. The towers that pervade the city architecture all host elaborate designs, showcasing the supernaturally-strong rock

quarried here. The greatest tower of the city is the Grand Casino, a spire of endless games of chance and skill, which generates immense wealth for the archmage lords of the city. Beneath its shadow, throngs of people ply business and pleasure out of polished marble caves and atop bizarre structures built in the shapes of arches, trees, even dragons.

Money is king here. Every crime is punished by fine, and those who cannot pay their fine are required either to work (at surprisingly reasonable rates) to reimburse those harmed by their actions, or to battle in the city's Colosseum, earning money based on how well they entertain the crowds. Most police patrols here include a wizard, taking advantage of the powerful mana that attracted so many magic users.

PIETY AND THE PLANES

The heavens possess an undeniable hold on the world's religions, its people, and its very structure. In Risur, skyseers believe that the movements of the night stars foretell the future and direct the fate of the world. More enlightened scholars study distant planes of elemental and temporal power to understand how the flow of their energies affects the fundamental nature of reality. The eladrin people have begun to withdraw into the fey lands of the Dreaming, and the bishops of the high church of the Clergy invoke condemned spirits from the dead-lands of the Bleak Gate to frighten sinners into worship.

The Astral Plane, the Elemental Planes, and the Far Realm exist only as postulations, and there are countless other theories on the nature of reality. No one in this world has ever travelled to these planes, and even travel between the known worlds of the night sky is brief, with summoned beings never remaining more than a few minutes.

DIVINITY AND MAGIC

The gods of Golarian do not exist in Lanjyr. If you want to run a class on worshipping a deity (e.g., cleric), mechanically, pick a Pazio Pathfinder Deity which you'd like to follow. You won't be following the god, but rather their ideals and portfolios. There are a few known divine influences in the world of Zeitgeist, and

if you would like to follow these, please consult the GM.

Only two types of magic are wholly off-limits: **long-duration flight**, and **long-duration planar travel**.

The nature of the elemental planes that feed energy into the world makes it impossible for magic to create permanent flight. Powers that grant flight for never last more than five minutes, though flight with wings is fine, as long as the creature is Medium sized or smaller. There are no flying carpets or airships. Since the reported extinction of dragons, flying creatures do not grow any larger than an eagle or condor.

Likewise, despite theories that suggest it should be possible to travel to distant planets via mighty rituals, all attempts to visit any foreign world never last longer than a few rounds before the traveler is shunted back to this plane. It is possible to wander into the fey land of the Dreaming or the Bleak Gate and return, but even these trips are usually only possible when the moon and stars align properly, and getting back can be even more difficult than going in the first place.

Mechanically, this means that **no creature can ever leave its home plane for more than five minutes**, barring unique circumstances that are beyond the control of player characters. Though some sophisticated plane-hopping options may exist, travelling to another world is never as simple as casting a single spell.

Teleportation magic is restricted by gold. Areas of heavy concentration of gold can block or disrupt teleportation, whereas a ring of gold prevents teleportation entirely. For example, a creature wearing a golden ring cannot teleport.

DEVA



Figure 2: The deva Avvakir Votyakov has won the last 283 annual *Friend of Flint* awards. Art by the incredible Jae.

Devas were those people—mostly human—who were present at the defeat of the goddess Srasama. The divine energy released by her death granted them a sliver of immortality, and now whenever they die they reincarnate into a fully-grown adult form, reappearing within a few days somewhere generally three miles from where they died.

A reincarnated deva has vague recollections of her previous life, and often will easily connect with the people and places of her former life if given the chance. But she might just as easily find herself adopting a new life and training in new skills. Even then, though, sometimes she will have flashes of one of her former lives.

Physically, devas resemble their original race, but with unearthly beauty and an uncanny stillness. Their skin is covered in geometric patterns of light and dark. Some of noteworthy power will occasionally manifest insubstantial and wholly decorative wings or extra pairs of arms, though they can conceal these with practice and concentration.

It is rumoured that some deva sages have discovered the secret of maintaining their memories and personality upon reincarnation, but that they hide the knowledge since few are worthy of such immortality. Magic to raise the dead is rare, but if used on a deva within a few days of her death it can restore her and prevent reincarnation.

Devas gain the following traits.

+2 Wisdom, -2 Constitution, +2 Other:

Devas are insightful, but their bodies tend to be frail. When they reincarnate they usually discover some new knack, represented by a +2 bonus to the player's choice of Strength, Dexterity, Intelligence, or Charisma.

Type: Devas have the humanoid type and the deva subtype.

Medium: Devas are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Devas have a base speed of 30 feet.

Low-Light Vision.

Deathless Calm: Devas gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, fear effects, negative energy effects, and spells or spell-like abilities of the necromancy school.

Memory of Past Lifetimes (Sp): Devas can use guidance three times a day as a swift action, but they can target only themselves. The caster level is equal to the deva's character level.

Shards of the Past (Ex): A deva gains a +2 bonus on any two skills and these become class skills.

Languages: Devas begin play speaking Common. Those with high Intelligence scores can choose from the following: any human language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, and Terran.

ELADRIN



Figure 3: The eladrin Auryn of the Royal Homeland Constabulary, a security agency that defends Risur. Art by [Natalie Behle](#).

The eladrin race branched off from common elves in the ancient past, developing an empire that straddled the real world and the fey lands of the Dreaming. For over a thousand years they had their own rises, falls, and petty squabbles while generally not interacting with the human nations of Lanjyr. Then came the holy wars known as the Victories, which ended with the death of Srasama, the eladrin goddess who represented the three stages of womanhood. Nearly every eladrin woman died in an event known as the Great Malice, which shaped the course of history ever since. Today most eladrin live in enclaves in the ruins of Elfaivar, hidden in demi-planes that can only be accessed by those with their innate fey magic. These enclaves protect the precious few women left in their race, who are vastly outnumbered by the men even now, since eladrin live for centuries. But a few eladrin wander the world, either outcasts or adventurers who aren't interested in dwelling on the tragedies of the past. Physically similar to normal elves, the fey origin of the eladrin becomes clear whenever they use magic: their entire eyes glow faintly with

the color of their irises. Every eladrin possesses the inherent power to step briefly into the Dreaming, allowing them to bypass enemies and difficult terrain before reappearing in the real world. As such, almost every town guard in the world carries a gold ring in case he needs to apprehend an eladrin and keep him from teleporting away.

Eladrin gain the following traits.

+2 Dexterity, +2 Charisma, -2 Constitution:

Eladrin are agile and possess strong personalities, but tend to be physically frail.

Type: Eladrin have the fey type. This grants them low-light vision.

Medium: Eladrin are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Eladrin have a base speed of 30 feet.

Bolstered Will: Eladrin gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if an eladrin fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the eladrin has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Eladrin Lore: Eladrin gain a +2 racial bonus on Knowledge (history) and Spellcraft checks.

Fey Step (Su): Once per day, an eladrin can teleport to a space he can see within 30 feet as a move action. This movement does not provoke an attack of opportunity. The eladrin must be able to see the space that it is moving into. The eladrin cannot take other creatures with it when it uses this ability (except for familiars).

Languages: Eladrin begin play speaking Common and Elven. Those with high Intelligence scores can choose from the following: Celestial, Draconic, Gnomish, Goblin, Orc, and Sylvan.

LANGUAGES

PRIMORDIAL

Risuri speak Primordial, derived from the ancient speech of the original fey titans who ruled the land. However, with the recent technological advances, some Common terms have entered everyday Primordial vocabulary. These terms embody technological concepts without a clear analogue in nature. Examples include: 'tension', 'productive', 'earn', and 'force'.

DRUIDIC

Druidic is not typically spoken. Druidic language is conveyed through inconspicuous signage, such as the obscure arrangement of small stones at a fork in the road. To the non-speaker, these signs are passed unnoticed. To the druid, the forest speaks the legacy of all those who pass before it. There are rumours of druids capable of speaking Druidic, which manifests as the sound of nature itself: the crackling of lightning, the rustling of trees, and the running stream.

PLAYING THE GAME

RESPECT FOR PLAYERS

When playing, please be respectful of the players around you. Try to avoid misogyny, racism, transphobia, ableism, slurs, etc. Although these forms of discrimination may be present within the game world, there is no place for slurs and hate out of character at the table. Additionally, within the session, please refrain from discussions of non-consenting sex and torture. Violations may be called out at the table, either by the GM or players. If you have any issues, please feel free to raise it with the GM.

Please be punctual. Try to arrive on time and prepared for the session. Although meta-conversations and conversations about life, etc. are fine, please do not derail the entire session with irrelevant talk.

If you are ever uncomfortable about or during sessions, please speak out or contact the GM. If you feel you cannot do either, you are welcome

to have another player speak on your behalf. You can always step away from the table if you feel you have no other option, and there will be no hard feelings.

FEEDBACK FOR GM

You are encouraged offer the GM feedback via Discord messages, both about what you enjoy and what you would like to see improved.

PROGRAMS

The game will be run using FoundryVTT with Discord used for voice chat. A link to the table will be provided before the session.

Discord Text Channels

Name	Description
announcements	Used to declare the next game session or other critical information.
info	Houses information about the game and Lanjyr.
general-chat	A general channel for players to chat.
loot	A record of in-game loot.
game-notes	Houses information specific to game sessions (i.e., handouts).
qs2u	Questions asked to players each week.
fatal-footstep	A between-session text channel to role play as characters. Typically, the setting will be <i>The Fatal Footstep</i> —a tavern in the Central District of Flint. Occasionally, NPCs will be present. The location may be changed to be congruent with the PCs current location.
ask-a-gm	Player questions for the GM.