

Twin Empires

Player's Guide

Version 1.01

A Pathfinder RPG Sourcebook

By Thurston Hillman

The Fate of Nations is in Your Hands

War is on the horizon.

Two great empires now stand on the brink of the greatest conflict in recent memory.

Soon the Twin Empires will march to war

The end draws near.

Are you ready?

Introduction

Greetings readers, and welcome to the official player's guide to the *Twin Empires* campaign path. If you're reading this, then my goal of tricking at least one person to be interested in this campaign path has worked!

Inspiration

The idea of writing this campaign path came from a combination of things. First off, I blame Ryan Nock and ENworld's *War of the Burning Sky* adventure path. Thanks to Mr. Nock I received good insight into the effort that goes into making such a large adventure path... not that it did much good in stopping me from trying. Along with Ryan, I'd have to thank ENworld's Russell Morrissey who most of you probably know as Morrus. Because of Russell's support, I was given the greatest sendoff to 3.5 possible in the *War of the Burning Sky* adventure path. So if there are two people I can blame at the onset, it would be them.

Originally this setting started off as a player requested campaign setting. We had just finished running a well known campaign setting, and I pitched the idea of doing something 'homebrew' to the party. Luckily they were more than willing to give a custom campaign a shot. So the basis for most of the setting material herein comes from that campaign,. So special thanks goes to the players in that campaign, as without them I wouldn't have the inspiration to do this!

A Path by Any Other Name

So why go with Pathfinder? Well I'm not going to expound on the debate about Pathfinder VS. 'Other Systems', and instead will simply leave it at my enjoyment of Pathfinder. When I ran the original campaign that led up to this, it was with the Pathfinder alpha rules, and we all had a blast with it. Essentially it was my attempt at running something non-setting specific and running it with Pathfinder; in the process I found out how broken Deep Gnomes are at low levels, no matter the game system!

Another reason I've gone ahead and chosen Pathfinder is because this is NOT a Pathfinder campaign setting product. There are two main reasons for this...

1: I like not being sued, and letting people play with their own IPs.

2: I wanted to offer players something different from the Pathfinder campaign setting while still using the Pathfinder system.

Having run through Pathfinder adventure paths in the past (and currently running the *Second Darkness*), I'll be the first to admit that there are some layout choices that I've borrowed. Each adventure presented in the series comes with associated documentation regarding areas/people/things associated that that specific adventure. When bundled, I hope to offer the 'optional' content as a separate file from the actual adventure, making it more accessible to players. In the pilot adventure expect to see articles detailing the Church of Xemen, Orcish Pirates, and more!

Nothing is Free

Let me be honest in saying that this entire campaign path is more a labor of love than anything else. It's being put together basically by me and the thoughts of a few close friends and colleagues. So yes, it is a free product available for everyone to partake of and spread around. If I get a few more people gaming out of this little side project, then that's cool, but otherwise it's just something I've decided to share.

That being said, I can't promise any kind of hard-line dates for releases, though I plan on trying my hardest to have some semblance of a schedule. My goal is to provide a quality product that people will enjoy, and hopefully get repeated use out of, beyond just the adventure material. Having been in a situation where I've been waiting on adventure content to be released while your players are cawing at you to continue, I understand and will do my best to get material out in a respectable timeframe. Considering how much I'm getting paid to do this (*read:* nothing), I figure that's an acceptable promise.

So Sum It All Up for Me

Alright... What you hold in your digital hands is a copy of the *Twin Empires* campaign path *Player's Guide* (say that ten times fast). Contained herein is all the information needed

by players who will be playing in the campaign path. Possible background seeds, location information, basic history, new feats, equipment, and more is all contained in this small document. Don't feel that you're cheating by reading this, if you're actually going through this, then as a player you're doing your Game Master a huge favor! He should thank you for it. Tell him I said that.

In this book you'll find full details on the island of Tyra; what is assumed to be the native home of each player's character, along with information on the informal capital of the island; the village of Tyra'Ashai. Information is presented on every class and race, and how to best fit them into the campaign path, as well as optional rules to use such as feats and new equipment. More than anything this is simply a primer to get you in the mindset for the campaign, and prepare you for the full scope of the *Twin Empires*.

The "Cunning Plan" is to present additional player content in each adventure. Thus the Pilot Adventure *Mark of the Hunted* will have an associated file with content for all you players to digest. However the main goal of this adventure path from a player perspective is twofold; test the Pathfinder RPG, and (most of all) have fun while doing it!

So, I leave you players with a heartfelt thank you for reading through this. I hope you get as much enjoyment out of playing this campaign as I have had writing it.

-Thurston 'Ratboy' Hillman

Twin Empires: Player's Guide

A series of islands separates the powerful nations of Lamore and Valaheim; this archipelago is known as the Chain of Tears. Players beginning the *Twin Empires* adventure path are natives to one of these islands; the island of Tyra. Information presented in this companion is given from the point of view of a Tyran native and thus reflects the likely knowledge of the players.

Contained within this document is all information the players should need to create a character within the setting. Also presented is basic information on all available races and classes and how to best fit them into the campaign.

Races of Tyra

Humans

Of all the races living on the island of Tyra, none are more populous than humans. Long standing oral traditions indicate that the original settlers of the island were an offshoot of a Lamore expedition that decided not to return home. The facts of this story are quite foggy and many inhabitants of Tyra believe they are instead offshoots of a Valaheim expedition that came to the island around the same time. About half the island's human populace actually bother to care about their heritage, meanwhile the other half do not consider themselves of either descent.

Humans fill every required role on the island of Tyra, and as such they can be found on almost all corners of the island. Most humans congregate in the fishing village of Tyra'Ashai, while a lesser number live out in the wilds attempting to eek out a living as hunters and trappers, or secluded hermits. Amongst the citizens of Tyra'Ashai, humans make up the majority and it has typically been a human who holds the rank of Elder amongst the citizens of the island.

Dwarves

Long believed to have arrived with the original human settlers, the handful of dwarves who came to the island of Tyra have grown into a tight knit community of their own. Creating a hamlet adjacent to the docks of the island, the Dwarves are a proud yet small clan who speak

highly of their heritage. Able to trace their roots back to the original dwarves who settled on Tyra, the Dwarves have long since forgotten who they traveled with to Tyra.

It is dwarves who typically handle trade with outsiders, as they maintain the single port on the island. Over the past centuries, Dwarves have come into contact with various merchants seeking to acquire items from the island in exchange for their mainland wares. This contact has led a small group of Tyran dwarves to adopt the merchant god Xemen as their patron, a religion that has found itself welcome amongst most other races of the island as well.

Elves

Since before human settlement of the island a group of elves had laid claim to Tyra. Self-exiled from their homelands, these elves began a practice of self-purification hoping to expel their darker urges. By the time others arrived on Tyra, the elves had long since erected a stone monastery from which they lived and trained in e solitude.

Seeing the newcomers as a test, the elves at first barred themselves off from those who came to the island. This act of seclusion only endeared the people to the mystery of the elves, and many began petitioning the monastery to be allowed entrance. As time passed, the elves began accepting students, and soon enough they had inadvertently become as much a part of the island culture as any of the other races. In the present day, students of the Lone Ripple monastery come from all races, though the masters of the order are direct descendants of the original elves who came to the island.

Current generation elves of Tyra have essentially been polluted by the other races of the island. This has led to various young elves abandoning the monastery in other pursuits. While this has caused some commotion amongst the elder elves of the island, they understand that their children will need to choose their own path in life. Also, since other races have been accepted into the monastery, there is no lack of new initiates.

Gnomes

Following the establishment of the elves, humans and dwarves on the island of Tyra, trade slowly began between the island and neighboring nations. During the initial years of

bustling trade, many different ships came to the island in search of precious materials and items to bring back home. Onboard some ships was the occasional gnome, and these curious folk were astonished to learn that they had no kin living on the island. What started with one settling gnome soon changed to a dozen, and within years there were at least four full families of gnomes on the island.

Since by the time gnomes began settling on Tyra, all essential roles were filled, gnomes took on the roles of entertainers and assistants. It was in fact a gnomish family that put on the first island wide festival involving the use of illusions, fireworks, and song. Now gnomes of Tyra are often found with their noses in a little bit of everything, though the majority of their race still heeds the calling of entertainers and professionals.

Halflings

Stowing onboard the same ship that brought both the humans and dwarves to Tyra was a small group of Halflings posing as cooks. As food supplies began to dwindle and the stranded settlers were paralyzed with fear of the unknown forests that surrounded them, it was the Halflings who bravely trotted into the unknown of the island. Days later, the Halflings returned burdened with food and drink, covered in sweat, blood and dirt. The humans and dwarves pleaded for a share, and the small Halfling community began trading for 'shiny' things of interest. Thus began the tradition of the Halfling hunters of Tyra.

Honing their skills from father to son and mother to daughter, most Halflings on Tyra have basic hunting experience. It is the Halflings who have trained the small Half-Orc population, teaching the larger race to become as adept at hunting and tracking as they are.

Today Halflings are viewed by all races of Tyra as providers, with humans and dwarves in their eternal debt. Few Halflings own actual residence on the island, and tend to sleep out in the wilds or simply shack up with friends or well wishers when needed.

Half-Elves

Despite their best efforts, the elven masters of the Lone Ripple monastery were unable to prevent the union of a human and elf. The consequences of that initial union are lost, but it did not stop other unions from occurring over the years. Younger generations of elves soon began to ignore the dictates of their elders, and more unions occurred until eventually half elves were commonplace on Tyra.

Unlike other areas where half races tend to receive the worst of both worlds, Tyran half-elves enjoy benefits from both their lineages. Those who devote themselves to the Lone Ripple monastery are considered to be strong of mind by both human and elven ancestors, while those who seek other paths are simply viewed as following their own path.

Half-Orcs

Of all the races of Tyra, Half-Orcs have the smallest population. Originating on the eve of a raid by Dread Orc pirates, several women were taken by the raiders that came ashore. Those who survived this hellish ordeal soon produced offspring from the non consensual union. Thus were born the half-orcs of Tyra.

Over half the infants were drowned or left in the wild to die. Many of those left in the wild were picked up by roving Halfling hunters, who spent the years training them to become hunters and trappers like themselves. Several other half-orcs were inducted into the Lone Ripple monastery under the tutelage of the elven masters. Finally, a small number of half-orcs were raised amongst the general populace of the island, forced to endure feelings of sympathy or outright hatred.

Designer Notes

One Island Seven Races

How can a small island like Tyra be so multi-cultural? It's a cheat really. The information here is meant to allow any race to have a built in explanation for the campaign path. It is highly unlikely that such an island really would exist, but in a world filled with Dragons and Dungeons it's not impossible.

Classes of Tyra

Barbarian

While there are few such births amongst the small populace of Tyra, occasionally a child will display feral tendencies no matter the efforts of the parents. These children often run away in the middle of the night never to return, instead becoming one with the wild of the island. These are the barbarians of Tyra, a small group who have accepted their more chaotic nature, and live on the fringes of society.

Barbarians of Tyra do not typically associate with one another, and thus have no defining culture. Instead the barbarians of the island are viewed with a silent awe by the people, their ferocious strength and power something to be feared and respected. During the last pirate raid, many of these relatively unknown barbarians emerged from the forests and brought death upon the raiders in great number, only to disappear once they were done.

Some of these wild warriors have been known to trade furs and food on rare occasions. Some have even gone so far as to offer their services for protection and transportation, though these offers are rare and only to the most trusted of individuals.

Bard

There have always been minstrels amongst the citizens of Tyra'Ashai, though the origins of the magically inclined bards are traced back to the first gnomish immigrants to the island. It was the gnomes who brought their own brand of sorcery and song to Tyra, and this style was eventually passed onto others who learned the secrets that the gnomes brought with them.

In modern times, the bards of Tyra tend to live within the relative comforts of Tyra'Ashai or seek adventure amongst the deeper regions of the island. Few traveling bards remain on Tyra for long, and many seek to travel the world just as their forefathers did before settling on the island. Those who remain amongst the people are treated well enough depending on the skill of their performances. Since there are many festivals amongst the islanders, bards are often in short supply and their skills are haggled for amongst some of the more prominent families of Tyra.

Cleric

The majority of clerics residing on Tyra belong to the faith of Xemen. A large number of Xemite clergy are dwarves, though there is no racial discrimination within that church. Other religions do crop up from time to time, with a handful of people attempting to relay the importance of their specific religion to the people of the island, but Xemen always remains dominant. Those that do find the calling of another god are often wandering priest attempting to preach their religion to those of the island, accepted by the Xemites because they are no threat to trade on the island.

Clerics belonging to the faith of Xemen likely spend the majority of their time around the port of Tyra, as that is home to the primary temple of Xemen on the island. These clerics often find themselves put to work doing various tasks; specifically anything that will bring further trade to the island of Tyra.

Druid

With the continued acceptance of the Xemite church amongst the locals of the island, barter and trade soon became the cornerstone of Tyra'Ashai and its surrounding communities. While most enjoyed the atmosphere that Xemen's teachings provided, there were some who looked for a more communal gathering. After harsh discussions regarding the crop season, a group of unsatisfied locals left the town and formed their own commune on the opposite end of the island. From this group came the druids of Tyra; a tight knit circle of like minded people who desired to live in union with one another and the nature that surrounded them.

While maintaining relations with the other inhabitants of Tyra, at one point the druids attempted to violently defend the wildlife and flora on what they considered 'their side' of the island. This action prompted a trade embargo by the church of Xemen, an act that crippled the small enclave of druids. Now the druids of Tyra are a scattered lot that seeks to undo what damages they can on their island. Despite appearances from the church of Xemen, there still exists a state of resentment between the druids of Tyra and the church.

Fighter

Despite the fact that fighters are relatively commonplace in most lands, there are very few

fighters amongst the people of Tyra. Typical fighters of the island are those who live in the town of Tyra'Ashai and put their services to work with heavy lifting or a membership in the loosely managed town militia.

The local militia is a small group of toughs who spend their day doing errands for the leadership of the town, their militia position meaning very little. Since it has been years since an attack on the island, the militia has recently fallen into a state of torpor and few members have even seen real combat. Weapon and armor training is almost exclusively the purview of commander Thorad; leader of the local militia and unofficial leader of Tyra's defenses. Thorad attempts to keep the militia on task and ready for conflict at a moment's notice, but can't help but fall into some of the same complacency that has come over the rest of his militia.

Monk

Belonging exclusively to the Lone Ripple monastery, the monks of Tyra are considered to be the wisest and most combat oriented people of the island. Every acolyte of the monastery is trained in the deadly hand to hand combat martial arts known as the Crashing Waves (meant to represent the crashing of fists on a person like wave to the shore), a technique specially developed at the monastery.

At some point in their training, the acolytes are released amongst the general populace where their skills are put to use by the inhabitants of the village, or other areas of Tyra. These sojourns are often brief, lasting only a few weeks or at most a few months, though on rare occasions acolytes who prove themselves especially worthy are denied entry back to the monastery. This act may appear as punishment, but it is instead a final test for the acolyte who then must travel abroad and teach others what he has learned from the monastery.

Paladin

Despite the religion of Xemen controlling the hearts of Tyrans, there are few holy warriors of the Xemite church on the island. Those who are paladins, are likely Xemites who have studied battle tactics, thus they are not truly members of the official Xemite order of paladins; the Liquidators.

Tyrans who follow the road of the paladin often devote themselves to the god Canaan; lord of

good and the seas. These jovial paladins battle against the Dread Orc pirates, the scourge of the Chain of Tears. Canaan paladins are often sought by captains in defense of their ships. Paladins of this god reside on the island for the eventuality of a pirate attack, or as a break on a ship bound journey.

Sometimes, though quite rarely, paladins of other deities have found themselves on Tyra. Adventurers, exiles, or simply wanderers; these paladins are treated like any newcomer to the island and are expected to pull their weight. Whilst these outsiders are given shelter and treated fairly, they are constantly watched by the temple of Xemen for any suspicious activities. For the Xemites trade cannot be interrupted, especially over religious problems.

Ranger

Originating from the Halfling hunters who stowed away with the original human and dwarf settlers of Tyra, the rangers are a deadly group who hunt and trap animals for the survival of the island. Typically trained from a young age, rangers from Tyra often endear themselves to an animal companion who shares in their hunts. It is not considered unnatural for such a person to show up in Tyra'Ashai with a wolf or bear at his side looking to exchange goods.

Beyond the typical hunters, the rangers of the wild often act as intermediaries between druids and barbarians and the rest of the island. In this capacity rangers sell their services as scouts to the various factions of the island, assisting whoever needs a fleet of foot and mobile surveyors. A contingent of such rangers is held on retainer by the Elder of Tyra'Ashai for the express purpose of spotting incoming pirate raids.

Rogue

As there are very few of the traditional thieves/pickpockets on Tyra, the role of the rogue is represented primarily by the dashing scoundrel. Many youths of Tyra are imprinted with images of gallant and dashing swordsman or duelists from distant lands who fight off the villains and save the princess in the end. Thus every generation there is always one or two children who thinks themselves the hero, and believes they will one day leave Tyra and make better of themselves.

The impulses of these upstart youths are almost universally quashed after years of living on the quaint island. Those who decide to leave the island tend to never return, and if they do, they often return with grandiose tales to inspire the next generation of youth to do as they once did.

Sorcerer

While sorcerers existed long before the original settlers came to Tyra, the bloodlines surfaced even more frequently on the tropical island. People who had even the smallest drop of 'different' blood were suddenly manifesting powers in the middle of the day. These manifestations soon led to the large sorcerer enclaves of Tyra; bands of like minded and powered people who trained with each other as best they could.

With no official schooling, the sorcerers of Tyra are radical sorcerers in their own way. Raised with a carefree attitude, the magical abilities of these people is casually monitored incase it develops into dangerous tendencies, though this rarely occurs. Sorcerers who do prove too deadly to be allowed free reign on the island are either sent away on one of the occasional trading vessels that docks, or simply disappear. Many sorcerer adepts attempt to hold their

powers in check for fear of one day being visited by monks of the Lone Ripple, who will 'take them away'.

Wizard

Throughout the generations on Tyra, there have always been recluses who seek to distance themselves from society and thus hide within the deeper regions of the island. It comes as no surprise that many of these recluses were wizards of great power looking to spend their remaining years in peace and contemplation. It's also no surprise that young hotheads have often intruded on their perceived domains and attempted to befriend such wizards. Most times these meetings end poorly, with the youngster rebuffed (or disintegrated); though on more than one occasion a youth is apprenticed by a wizard and taught the arcane arts.

The current 'head wizard' of the island Arugus Gal has taken to teaching students. One step short of a full academy, Arugus has at least a dozen students that he trains in different arts. The old wizard is much more social then his contemporaries and though he speaks little of his actions in the outside world, he is more then willing to discuss current politics or deep mysteries of the arcane arts.

Phantasm Pantheon

<u>Deity</u>	<u>Alignment</u>	<u>Portfolio</u>	<u>Domains</u>	<u>Favored Weapon</u>
Avoca	CN	Love	Charm, Healing, Trickery	Punching Dagger
Beorn	LN	Metalwork	Earth, Fire, Protection, Rune	Flail
Berethos	CE	Evil, Traitors	Chaos, Destruction, Evil, Madness	Bastard Sword
Caanan	LG	Sun, Oceans, Seasons	Good, Water, Weather, Sun	Trident
Enediel	LE	Magic	Knowledge, Law, Magic	Sickle
Fyris	LG	Wanderers, Good	Good, Travel, Nobility	Rapier
Hurst	CG	Battle, War	Glory, Good, Strength, War	Warhammer
Lucia	LN	Rangers, Hunting, Sport	Animals, Strength, Law	Shortspear
Melora	CG	Hope, Luck, Bards	Knowledge, Liberation, Luck	Short Bow
Merreck	LE	Darkness, Thunder, Rulership	Darkness, Evil, Knowledge	Doubleblade
Negiogo	NE	Death	Artifice, Death, Evil	Crossbow
Nevis	NG	Children, Life	Healing, Liberation, Plant	Scythe
Xemen	N	Merchants, Trade,	Community, Healing, Travel	Mace

Tyra, the Lost Island

Tyra Island <i>*Image of Island Flag*</i>
Capital: Tyra'Ashai
Languages: Common, Dwarven, Elven
Population: ~1500 (70% Human, 15% Dwarf, 5% Elven, 3% Halfling, 2% Gnome, 2% Half-Elves, 3% Other)
Government: Oligarchy
Area: 165 km^2

Amongst the Chain of Tears are dozens of islands, each varying in size, each with their own unique flora, fauna, and history. The majority of these islands are desolate and unpopulated, some volcanic, and some occasionally emerging from the sea after years of being submerged. Tyra is unique amongst those of the Chain, in that it has survived countless millennia without being lost beneath the waves, or being assaulted by some other natural disaster.

Roughly five centuries ago, a group of human and dwarven settlers mounted an expedition to explore the as of that time, unexplored Chain of Tears. Several islands were catalogued by the group before they were beset by bestial Dread Orc raiders. A battle on the sea began, and ended with the settlers forced settlement on the only nearby island; Tyra. A completely foreign land, Tyra proved to be amenable to living with an abundance of wildlife and crop life that the settlers could cultivate.

Following their settlement, the newcomers came in contact with a group who had lived on the island for untold time; these were the elves of the Lone Ripple monastery. While not openly hostile, there were cold relations between the two groups for the first few decades, until the monastery began accepting students from the ranks of the settlers.

Today Tyra has established itself as a small trade hub for those ships brave enough to travel along the Chain of Tears. Merchants from both the nations of Lamore and Valaheim trade their wares at the small coastal town of Tyra'Ashai, though such trade is still infrequent with only a handful of ships passing through every odd month. The people of Tyra are not saddened by the sluggishness of their ports, and instead prefer the of privacy and distance they are given by both nations. It is a dark thought in the back of most Tyrans minds that one day Lamore or

Valaheim may stake their claim to the sovereign island nation.

The Land

Travelers to Tyra often see little more then the sturdy stonework port and the village of Tyra'Ashai, though that is normally enough to impress most who come. The island posses a natural tropical beauty filled with vivid colors in all things; pearly white beaches, jade colored trees filled with multicolored fruit, eroded cliff faces that shine of precious metals, and even vibrant woods used to construct the simple houses that dot the isle. Those who have been to Tyra often refer to it as the "Jewel of the Chain", though to those live there it is simply home.

An impressive jungle forest covers the majority of the island, with a wide beachfront dominating the northern border. A mastercraft port is run by Xemite dwarves who handle all trade negotiations on Tyra, and a path connects the port to the sole town of Tyra'Ashai. The town is little more than a large conglomeration of wood and stone buildings based around a stream that flows back to the port and into the sea. The area encompassing and surrounding Tyra'Ashai is a verdant field left untouched by the jungle forests and kept that way by the thirsty axes of woodsman.

Beyond the civilized regions of Tyra is a vast expanse of tropical forest filled with varied wildlife, the occasional group of hunters, and strange fauna. Those seeking to venture into the forest often bring extra sources of illumination, as even during the day, the treeline can obscure all traces of light in some of the deeper areas of the jungle. To the southwest of the island travelers will find the monastery of the Lone Ripple, a grouping of stone edifices surrounded by a large stone wall on all ends. The monastery is hidden amongst the trees; only a small barely visible dirt path connects it with Tyra'Ashai.

The northeast of the island is a large rocky outcropping. Not quite the size of a proper mountain, this area winds up into the domineering cliff faces along the north of the island. Massive rock formations overlook this section of Tyra, with wind blowing through the lower regions sculpting them into unique patterns.

Important Locations

Scattered amongst the jungle and rocks of Tyra are several places of note. Since the island is by no definition massive, the localea of the island are all commonly known by the inhabitants. Even visitors recently arrived in Tyra can find information on these locations in short order as their discussion is commonplace when Tyrans chat with newcomers.

Monastery of the Lone Ripple

Hidden amongst the trees of the island stands the impressive walls of the Lone Ripple Monastery. Intricately carved with ancient elven symbols, the walls of the monastery are said to ward out evil and unwanted spirits. Within the walls resides a close grouping of stone carved buildings, able to adequately house upwards of 100 people at any one time. None of the edifices within the Monastery grounds are taller than the walls surrounding them, giving an aura of mystery to the monastic order and the acts that take place inside.

The Wailing Cliffs

Built along the rocks of northeastern Tyra, the Wailing Cliffs are considered a haunted place by the inhabitants of the island. It is said three hundred years ago, a Lamore magister came to Tyra and fell in love with a local fisherman. When the forces of Lamore came to reclaim their wayward daughter, the magister fought them in a fierce magical battle that sculpted the rocks and cliffs to how they look today. In the end, the woman tossed herself into the relentless waves below instead of returning home.

Merrywell Hunter Retreat

Run by the successful halfling Bogins Merrywell, the Hunter's Retreat is a secluded building that houses hunters who come in search of wild game on Tyra. Made famous by Bogins infamous scrap with the 'Tyran Terror'; a local folk legend, the Retreat is usually filled with visitors from distant lands. Bogins maintains a small staff of about six to look after the building and tend to the tenants, while he personally leads expeditions out into the jungles. For a nominal fee of fifteen gold pieces a night, people can stay at the Retreat and join Bogins on his extravagant hunts.

Port of Xemen

Originally dubbed the Port of Tyra, the major trade hub of the island was renamed during the

period of Xemite acceptance. A well built stonework port, the Port of Xemen was designed by the earliest converted dwarves. The port doubles as a continual temple to Xemen, with an official temple bank located along the shoreline. Though only a satellite branch of the church, the port is still able to trade exotic goods and dispense greater wealth than the town of Tyra'Ashai. The current manager of the port, as well as titular head of the local church of Xemen is Regulator Brandt, a boisterous dwarf who spends more time trading at the port than managing temple affairs.

Sealed Cave

Ages ago, a sinister presence took root on the island of Tyra. A depraved group of cloaked wanderers arrived on the island and holed themselves up in a natural cave complex. When regular citizens began to go missing, the Tyrans rallied into a great mob and stormed the cavern, only to find a charnel house. What truly happened in that cavern has been lost to time. Now only a massive boulder blocks entrance to the sealed cave, though its exact location remains a mystery.

Tyra'Ashai

Tyra'Ashai
Village , Oligarchy (village elder)
AL: NG
GP Limit: 200gp; Assets: 1000gp
Demographics Population 783 Type Mixed (70% human, 14% dwarf, 5% half-elf, 4% gnome, 3% Halfling, 2% half-orc, 1% elf, 1% other)
Authority Figure Andos Belor , NG male human expert 2/adept 4 (Elder of Tyra'Ashai) Commander Thorad Mercer , LG male human fighter 4/ expert 1 (Militia Commander)

With the exception of the Port of Xemen, Tyra'Ashai is the only major settlement on the island of Tyra. The village is a tropical paradise to travelers; a trade hub for hunters and merchants, a foot stop for wandering entertainers, and home to almost half the inhabitants of the island. It is a simple village that has spent the past several centuries trying to remain out of the sight of expanding empires.

Bordered to the north by immense cliffs that protect the village from fierce winds, the south and western borders of Tyra'Ashai are halted by the expansive jungle of the island. Those seeking to enter or leave the village typically do so by means of a simple path that leads out towards the eastern Port of Xemen. Various small houses and hostels dot the edges of Tyra'Ashai, housing those who enjoy the seclusion of the island while still being comfortably close to civilization.

Village Overview

Primarily made up of crude buildings, most edifices in Tyra'Ashai are built out of a mishmash of stonework, wood, and foliage taken from the surrounding jungles. A typical house is built up of four stone slabs with wooden planks filling any gaps, and dense foliage packed on the roof. To the north a series of intricate stonework houses have been built into the cliff face, giving the village a vertical level to it. The cliff housing is accessible through one main tunnel that connects into the various living places within.

Bonfires light the city at nighttime, though they are kept at a distance from any flammable buildings. Smaller oil lanterns can be found hanging from most buildings, secured and well protected incase of stormy weather. During the daytime, most lights are doused as the sun provides ample lighting for the whole island. Many houses in the village have large entryways and openings to allow for light, though they can be quickly boarded up in case of storm.

Streets are exceptionally long, with no real structure for the placement of buildings. Most streets are nothing more than well traveled paths, as buildings are placed at random intervals throughout the area of Tyra'Ashai. Since many buildings come and go as storms descend on the island, newer buildings are erected wherever the earth permits at the time. The exception to this erratic placement is the Elder's house which has always been located at the 'center' of the village, though with the expansion of the village in odd directions it is no longer the true center. The stonework buildings of the cliffs often act as shelters during particularly dangerous storms, and are given a slightly wider berth from newly constructed buildings to prevent debris from colliding with them.

Government

The titular governor of Tyra'Ashai is Andos Belor, twenty-sixth in a long line of Elders that have watched over the daily governances of Tyra'Ashai. Andos has ruled the city for the past thirty years, inheriting the position when his father passed on after a battle with a particularly nasty flu virus. Having come into the position almost a decade before expected, Andos has performed admirably; ensuring that all the citizens of Tyra'Ashai are looked after to the best of his abilities. Now in his mid sixties, Andos has begun grooming his daughter Christiana for the position of Elder.

Where Andos is the loving father of the community, Thorad Mercer could be considered the stern uncle. Though only in his forties, Thorad is a gruff man who gives off none of the friendly personality that Andos exhibits. Instead Thorad spends his time training men as commander of the local militia. With the recent tensions between Lamore & Valaheim, Thorad expects to see a rise in pirate activity along the Chain of Tears, and wants the city to be prepared for a raid. Though he believes no

attack is coming, Andos has consented to Commander Mercer's training increase, but has still put several strictures in place to give the militia leave time. Because of the difference in opinion, Andos and Commander Mercer remain on curt terms.

Stuck somewhere in the middle of the Tyra'Ashai government is the aloof Arugus Gal; premiere wizard of the island. Gal is often consulted with by both Mayor Belor and Commander Mercer, though the politically minded wizard is sure not to give his favor to either of these men. Gal sees the island of Tyra as his retirement home from a life he no longer desires, and thus only dabbles in politics. With the recent debate over pirate raids, Gal has weighed in on the matter, trying to convince Mayor Belor and Commander Mercer that the true threat would lie in an attack from Lamore or Valaheim. In truth Arugus knows that an attack from either nation would spell the end for Tyran independence.

Defense of the village falls to both Commander Mercer and Arugus Gal. Mercer's militia comprises the bulk of the fighting forces, with Gal's students acting as a powerful backup force. Both forces have occasionally worked together on training exercises organized by Commander Mercer, though they have never been tested in true battle. Arugus remains confident in the ability of his students to repel any 'foolish raiders' who would seek to attack Tyra'Ashai.

Living in Tyra'Ashai

There's a common saying amongst the local populace that "anyone can live in Tyra, but they have to be willing to work". Many come to Tyra hoping to discard their former lives and make new ones, only to find the difficulties of living so far from real civilization. Almost half of the wanderers who come to Tyra end up returning home due to the hardship the island presents. This fact says a lot about the current inhabitants of Tyra'Ashai, all of them hardworking individuals who strive to eek out a living as best they can.

To live in the village one must have a profession to make their living. Typical tradeskills involve craftsman, hunter, farmer, or professional trader. While not a true 'skill' professional trading is made lucrative by the 'gray market' presented by the Port of Xemen. Since many items of Lamore

craft are banned from sale in Valaheim (and vice versa) the trade of these goods can make people rich in short order, though in these cases the Church of Xemen imposes a heavy tariff for use of Xemite 'holy ground' to make such business arrangements. Because of the charges the Church of Xemen places on gray trading at the port, many people are simply able to live respectable lives instead of lavishly rich ones.

With the exception of craftsman, most tradeskills are put to use outside the actual village of Tyra'Ashai. Hunters search the depths of the jungle for fresh game, farmers plow open fields and fruit crops as best they can, and the traders spend their days at the Port of Xemen. During this 'working day', the Craftsmen spend their time within Tyra'Ashai making their wares and doing building construction as required. At sundown, everyone is expected to return to the village and the formal business day ends. Nights in Tyra'Ashai mainly consist of family gatherings, small and informal parties and the occasional guest come to share stories of the outside world.

Domestic policing is handled on a need basis, with the local militia doubling as a police force. Often the only need of policing is for the largest militiamen available to step in to stop a brawl, but occasionally serious matters do occur. When investigations are needed, Commander Mercer and his militia are used to their fullest abilities. Punishment in Tyra'Ashai is severe, with most crimes resulting in deportation from the island. The cost of deportation is taken from the offending party's possessions before they are removed from the island and sent to their choice of Lamore or Valaheim. In cases such as murder, where deportation would not be politically sound, the offender is solemnly taken to the Wailing Cliffs where they are tossed into the sea below.

Important Sites

Below are several of the important locations within the village of Tyra'Ashai.

Elder's House: A large dwelling residing near the center of Tyra'Ashai, this mansion-like building houses the town's current elder; Andos Belor, his daughter Christiana, and her two children. Visitors are greeted by Mayor Belor's assistant Markus, a small toad like man who insists on knowing every detail of a visit before

he permits anyone to speak with the Mayor. Once they pass Markus' scrutiny, visitors are brought to the Mayor's personal study for required discussions.

Militia Barracks: Currently the Militia Barracks of Tyra'Ashai is a messy domicile filled with scattered boxes and unused weaponry. Few members of the Militia actually sleep in the building, though at least one member can always be found here watching over the village's weapon stockpile. Any member of the Militia can spend the night in this building free of charge, as one of the perks for being a member of the group.

Arugus' Tower: In actuality not a tower at all; Arugus' Tower is instead a two story house (a rarity in Tyra'Ashai), that doubles as a teaching ground for the wizard's students. Gal holds classes on a variety of topics, some magical, others not, on the second floor of his house. The 'tower' has become a sort of college for the natives of the island, where they can come to learn much of the outside world from the talkative Arugus Gal.

The Sliced Pineapple: Aptly named, the *Sliced Pineapple* is the premiere inn/tavern of Tyra'Ashai. Run by the industrious gnome Wiffleball Shuttlecock, the *Sliced Pineapple* makes the majority of its business off late night parties. One of the major attractions for the *Pineapple* is the presence of a spiced Pineapple based liqueur called the 'Tyran Dream'. In seasons when visitors are lax, Wiffleball increases the extravagance of his parties, and in many cases his rooms become filled with people who can no longer stumble home.

Leon's Gambling Hall: When citizens are not spending their time drinking their lives away at the *Sliced Pineapple* they can usually be found stopping by Leon's Gambling Hall, normally called Leon's. The establishment is run by Leon Schmidt, a native of Valaheim. Leon runs the hall without the formal sanction of the Church of Xemen, the cause of this was his refusal to construct the hall on the Port as the Church had requested. His tiff with the Church aside, Leon runs a professional establishment that is filled every other day. Clerics of Xemen have a strict embargo on the Gambling Hall and refuse to spend money at any of the tables, though many still frequent the hall for the occasional drink and to try to convince Leon to change his mind.

Kiosk of Xemen: A satellite branch of the main church located at the Port of Xemen, the small kiosk in Tyra'Ashai lets the followers of Xemen remain close to their god when at home. A one room building, the Kiosk is manned by Assessor Xiana. Xiana is a lesser acolyte of the church who does her best to appease everyone she meets, though she oft comes off as clumsy and thus she was stationed at the kiosk as opposed to the Port.

The Statue of Canaan: Facing towards the Port of Xemen at the border of Tyra'Ashai stands a twenty foot stone statue of the god Canaan. Originally constructed as a memorial for a past Dread Orc pirate attack, the statue now serves as a religious symbol that people pay homage to in hopes of good seasons. Paladins of Canaan often come to the base of the statue to pray before heading out to sea.

Designer Notes

Xemite Dominance

As you can probably tell there is a lot of emphasis on the Xemite religion in this guide. We've listed other gods should players have the desire to play a cleric that is not from the church of Xemen. Other gods will be further detailed in future articles, but for now it is perfectly acceptable (and in character) to pick a deity and play them as you see fit. It is easily explained at a priest in a community as remote as Tyra may be misinterpreting the edicts of their god's church.

Distant Nations

The following is a brief overview of the nations surrounding the island of Tyra. This information contains general history, and any information that players in the *Twin Empires* adventure path would know.

The Magical Empire of Lamore

West of the Chain of Tears resides the mighty empire of Lamore. Formed over twelve centuries ago by an assortment of unaligned nations, Lamore began more as a coalition than a true empire. During the rise of the dark Protoviles, Lamore turned to its arcane spellcasters for support against their enemies. More and more spellcasters were pressed into service against the enemies of Lamore, and eventually this led to a successful coup by the archmage Teremus. Leading his people in their war against the Protoviles, Teremus laid the foundation of the current empire of Lamore.

By Teremus' own decree, Lamore has been run by a group of nine powerful wizards. Each of these High Magisters represents a particular school of magic, with the ninth wizard thought to be a Universalist with knowledge of all schools. The Council of High Magisters maintains anonymity and membership is inherited as the Magisters pass on. Each of the High Magisters governs the internal affair of his own school, with matters of state being decided on by a vote of the council. Every school is believed to consist of at least one specialized order of wizards, such as the Necro-Knights or the Foretellers.

Lamore is regarded for its near despotic style of leadership, with all members of society answerable to the overseeing mages of their respective city. Wizards have absolute authority on all matters, with diviners being used to oversee judicial matters, and necromancers used for public enforcement. Other schools of magic are put to use in public manners, such as conjurers and transmuters assisting in agricultural or construction work, evokers used for demolition, and illusionists used for entertainment. Whispers talk about enchanter's having their powers used to quell outspoken members of society, and those who do not agree with the actions of the High Magisters.

The capital city of Lamore is the spiraling city of Temputh. Built around the ancient tower of the

archmage Teremus, when the wizard seized power he demanded that his servants come to him, and that he should not be expected to move his seat of power. Today, the city boasts a metropolitan size with any amenity a man could think of. With the assistance of their large wizard population, the city has some of the most varied architecture in the world, and one of the most diverse populations known. Another well known fact about Temputh is that it contains several stable portals to other planes, making it a powerful interplanar trade hub as well as the capital of an empire.

Considered the sister city of Temputh; Neudolos is the largest port city in Lamore. Based along a vast coastline, the city is half a living place while the other half is a perpetual ground of ship construction. Within the past hundred years, the empire of Lamore constructed a vast flying stonework plate that is known as a Skyscape. The first of these Skyscapes; Skyscape I, was used for observational purposes as well as a resting place for the wizards of Lamore. The second Skyscape was lost during its test flight, apparently crashing into the sea. In recent years, the construction yards of Neudolos have completed work on Skyscape III, which has become an entertainment spot for the wealthy and powerful of Lamore. Both Skyscape I and III travel the entirety of the empire, and rarely remain in one location for an extended period of time.

Free Republics of Valaheim

Valaheim is a conglomeration of three (nominally four) nations under a single banner. Situated across the sea and the Chain of Tears to the east of the empire of Lamore, Valaheim is oft considered the dynamic opposite of Lamore; a free state with little emphasis on magical abilities and more appreciation for hard work and technology.

Made up of the nations; Centrus, Mulbo, Erilia, and the mostly destroyed nation of Valta, the Republics of Valaheim operate under a single sanctioned leader known as the Representative. Most decision making is left up to individual nations, with major decisions being left in the hands of the powerful Oversight Committee (A senate built from political leaders of each nation). The alliance of these nations is more a matter of convenience for if they were not

united, each member would be easy prey for the expanding Empire of Lamore.

The formation of the Valaheim Republics came shortly after the fall of the Protovile Fhazu. The constituent nations went back to their respective borders and enjoyed a relative time of peace, before the shadow of Lamore extended its hand. Following the disappearance of their archmage lord; Teremus, more radical elements of Lamore decided to attack the devastated kingdom of Valta. Valta had bore the brunt of the fighting during the Protovile War and by the war's end they only retained their capital city of Karidia and the desolate wasteland continent of Celemus. Seeing Valta's defeat as a first step towards invasion of their own lands, Centrus, Mulbo, and Erilia joined forces against Lamore and prepared to send forces to garrison Karidia. Before any joint battle took place, the invasion force of Lamore was somehow defeated at Karidia and the magical nation pulled its forces back.

Following the attack on Valta, the other nations signed a historic treaty that solidified the creation of the Valaheim Republic. Named after the original Representative Valaheim of Mulbo, the Republics have endured the past three centuries with little to no meddling from outside powers.

The current Representative of the Republics, Representative Helbrecht; has been quite vocal about his anti-Lamore views, and has gone so far as to revitalize the previously lackluster Valaheim military. Steamships, flintlocks, and tempered alchemical items have all seen a boom in business during the decade of Joshua's leadership. Though few desire a war between the two nations, many adventurers are keen on acquiring the finely crafted items of Valaheim smiths at the lower than average costs created by this military buildup.

Designer Notes The Whole Wide World
<i>There's more to this particular world than just the three small continents discussed above. For purposes of Tyran knowledge, the only reliable information players will have relates to these areas. The Twin Empires path takes place entirely within this area, and thus until further material is printed, heroes will likely only hear rumors and myths about the lands beyond. In essence 'Here be Dragons' is the word for now.</i>

Character Options

Presented below is a full list of all extra options available to characters within the *Twin Empires* campaign path. As with all optional content, these options should be discussed with the Game Master before being taken.

Feats

Lone Ripple Strike [Combat]

By focusing your muscles you are able to unleash a devastating strike at the expense speed.

Prerequisites: Improved Unarmed Strike, Flurry of Blows special ability

Benefit: In lieu of making a regular unarmed Flurry of Blows attack, you may instead opt to unleash a Lone Ripple Strike. The strike is a single attack made with the same modifiers as a Flurry attack, except the damage is made at two damage categories larger.

For example, a monk that deals 1d8 points of unarmed damage would deal 2d8 with a Lone Ripple Strike. The maximum damage made by a Lone Ripple Strike is 5d8, which would require a base of 3d8 points of unarmed damage. Additional Lone Ripple Strikes may be made by spending two *Ki* points instead of the regular one.

Designer Notes

Kung Fu, The Legend Continues

It's been suggested that the Lone Ripple strike could be used as an alternate class feature. This is certainly something Game Master's and players can discuss. Though it is presented as a feat in this booklet to preserve the core Pathfinder rules.

Stance of the Shifting Tide [Combat]

With quick and precise movements in the midst of combat you become as though you were made of water.

Prerequisites: Dodge, Lone Ripple Strike, Base Attack Bonus +6

Benefit: When initiating a Flurry of Blows or Lone Ripple Strike you may spend a *Ki* point to gain 20% concealment for all attacks against you. This miss chance remains in effect until you have a round in which you do not initiate a Flurry of Blows or Lone Ripple Strike.

Xemite Accent

You have mastered the well known trade accent of Xemite priests. This accent masks your actual personality in most social situations.

Prerequisites: Cleric of Xemen

Benefit: You may use your wisdom bonus in place of charisma bonus for Bluff and Diplomacy skill checks. If your charisma bonus is equal to or higher than your wisdom bonus, you receive a +1 bonus on Bluff and Diplomacy checks.

Xemite Holdings

Having donated to the church of Xemen, you are able to call in favors during the oddest of circumstances.

Prerequisites: Cleric of Xemen, Xemite Accent

Benefit: While within the confines of a Xemite temple you may donate up to 10x worth of gold pieces or items of equivalent wealth. Any amount over this limit is lost.

At any point thereafter you may commune with Xemen, a ceremony that lasts one hour. During the communion, you must create a list of non-magical items with equal cost to half the amount you had previous given to the temple. After the communion, a wandering merchant appears within 2d6 hours bearing the requested goods. The wandering merchant will appear in any locale on the planet, though cannot be summoned into extra-planar zones. If attacked the merchant (and all gear brought with him) immediately disappear. Should you or any of your allies participate in the attack you will lose all benefits from this feat until you have made a payment to the church of Xemen worth at least 3000 gold pieces.

At 10th level and higher, you may select any magic potions with a value of 400 gold pieces or less.

Designer Notes

Where Does it Come From?

Obviously the Xemite Holdings feat is quite powerful under the right circumstances. It should be left to Game Master's to determine situations where it can be used, and when it cannot. If the player's are making a trek through a dry desert and the Game Master wishes to emphasize the need for rationing and survival, then he may temporarily disallow the use of this feat. As with all feats presented herein, if a Game Master does not think the feat is appropriate, players should not be allowed to select it.

Superior Net Folding [Combat]

Having spent much time handling nets, you are able to quickly fold them after use.

Prerequisites: Exotic Weapon Proficiency Net, Base Attack Bonus +1

Benefit: You may fold a net in 1 round instead of 2 rounds. You may also spend a move action to hastily fold a net, which lowers the penalty of using an unfolded net from -4 to -2.

Normal: Folding a net normally takes 2 full rounds.

Fisherman's Friend [Combat]

Learning the intricacies of fighting with a melee weapon and net, you are able to exploit this deadly weapon combination.

Prerequisites: Exotic Weapon Proficiency Net, Base Attack Bonus +6

Benefit: Following a successful attack with a net, you may take an immediate five foot step and make a single melee attack against the entangled target.

Exotic Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Crossbow, Valaheim Repeating	200gp	1d8	1d10	19-20/x2	100ft	8 lb	Piercing
Crossbow, Valaheim Hand	200gp	1d4	1d6	19-20/x2	30ft	5 lb	Piercing
Crossbow, Valaheim War	600gp	2d4	2d6	19-20/x2	60ft	20 lb	Piercing
Crossbow, Valaheim Precise Shot	1000gp	1d8	1d10	18-20/x2	120ft	10 lb	Piercing

Items

Various items have made their way to the island of Tyra. Most imports have come from either Lamore or Valaheim, though traders from distant lands occasionally come through with their own goods.

Crossbow, Valaheim Repeating: Produced en masse in the nation of Valaheim, the nation's version of the repeating crossbow is an improvement on models seen elsewhere. While not quite having the range of heavier crossbows, the Valaheim Repeater packs all the punch of its larger brother.

Crossbow, Valaheim Hand: Just as the Valaheim repeating crossbow is an improvement on regular repeating crossbows, so to is the Valaheim hand crossbow to regular hand crossbows. Meant for duelists, the hand crossbow is also weapon of choice for street gangs and assassins.

Crossbow, Valaheim War: Also known as the scatter-bow, the Valaheim War Crossbow is a bulky crossbow fitted with large clips of bolts. Each clip contains four bolts that are hurled on each shot of the crossbow, inflicting impressive wounds on the wielder's enemies.

Crossbow, Valaheim Precise Shot: The ultimate in Valaheim produced crossbows; the Precise Shot is typically reserved for specialist ranged units, and well financed mercenary groups. With a series of finely tuned targeting sights, the Precise Shot is meant for a single shot single kill style of combat. The only limiting factor for these weapons is the small industry for crafting them, and the massive price tag associated with them.