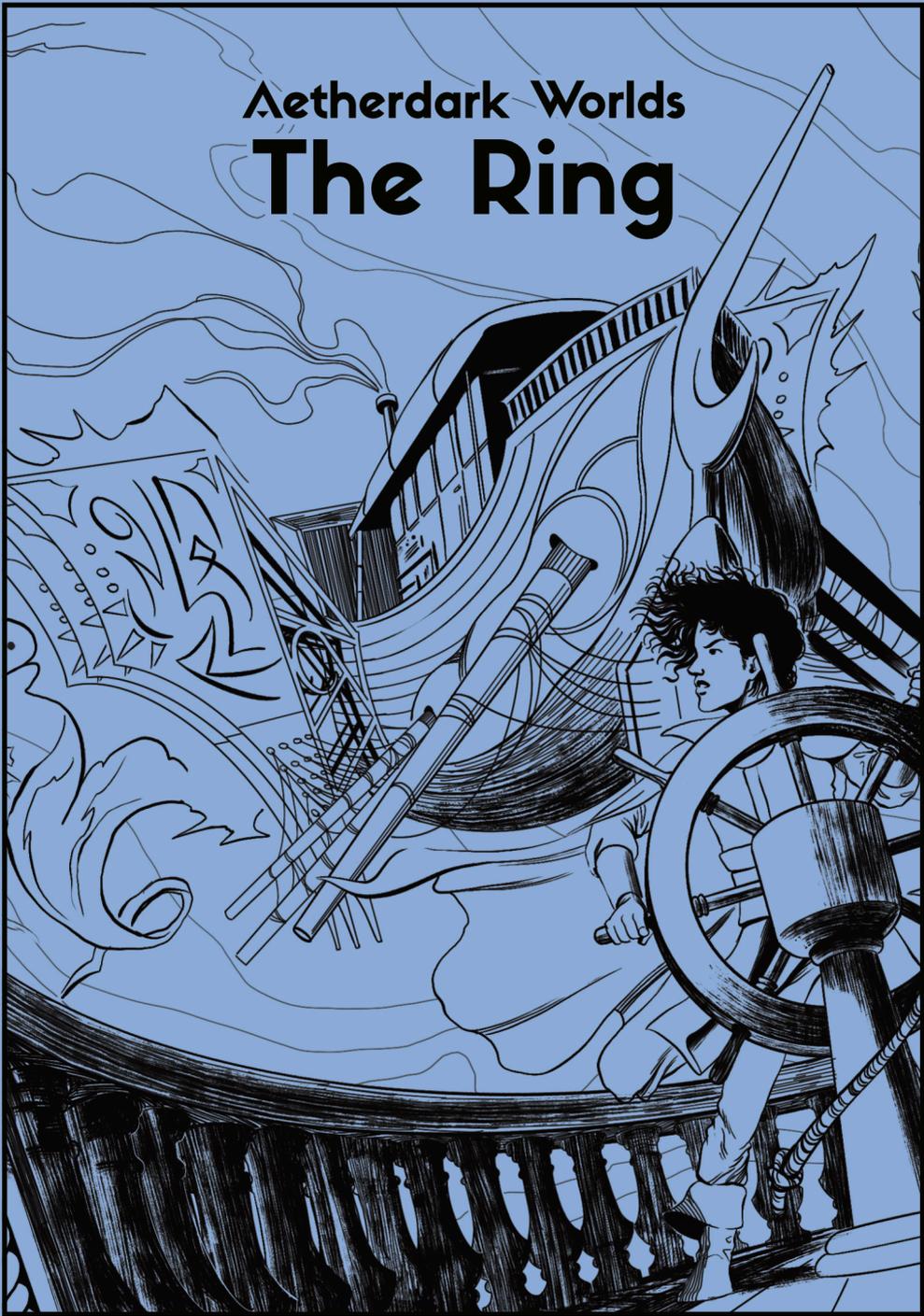


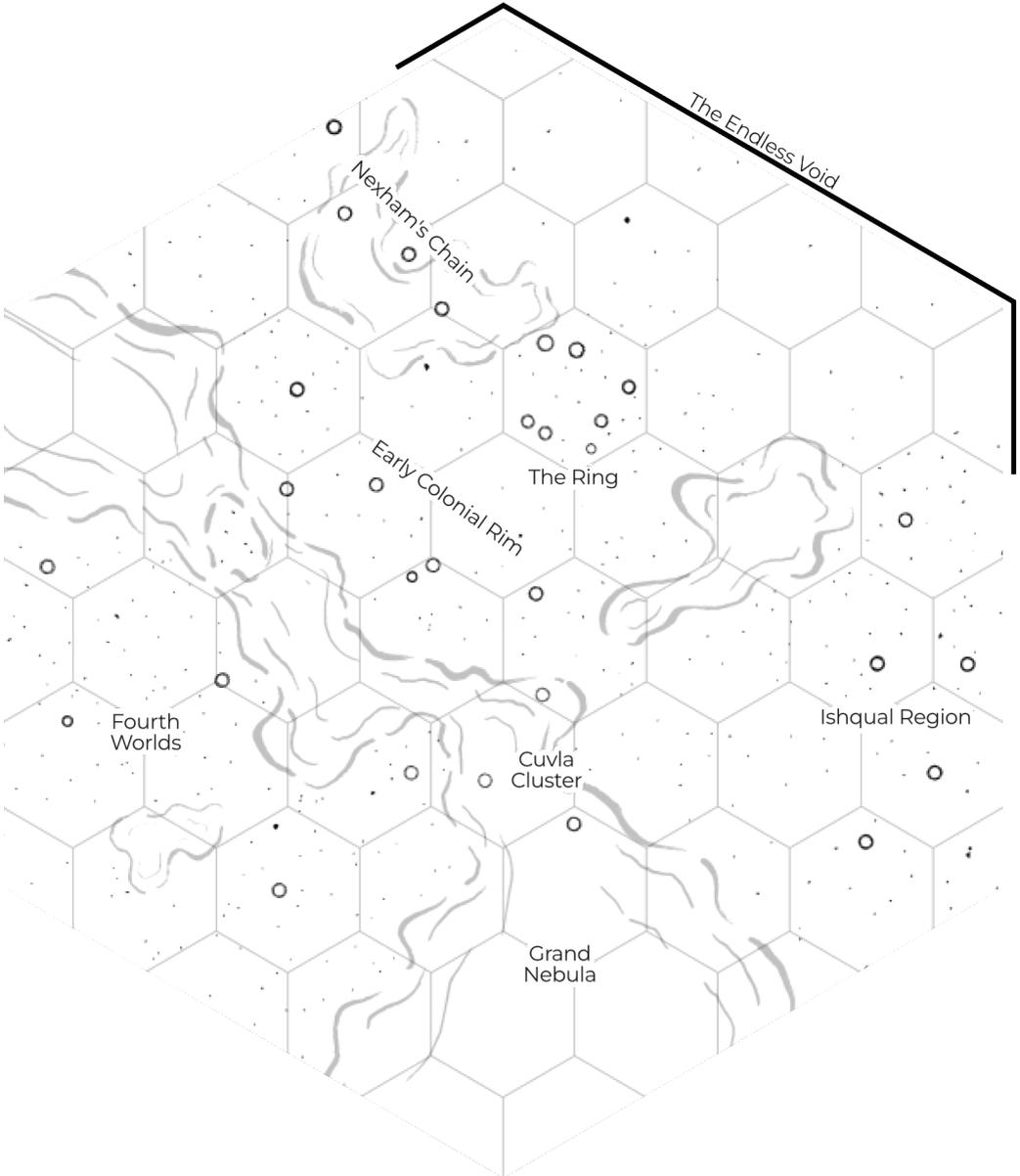
Aetherdark Worlds
The Ring



Ringspace

Sector Map

(1 hex = 336 mi / 1 per week per shift at regular speed)



The Ring

Regional Map

(1 hex = 48 mi / 1 per day per shift at regular speed)

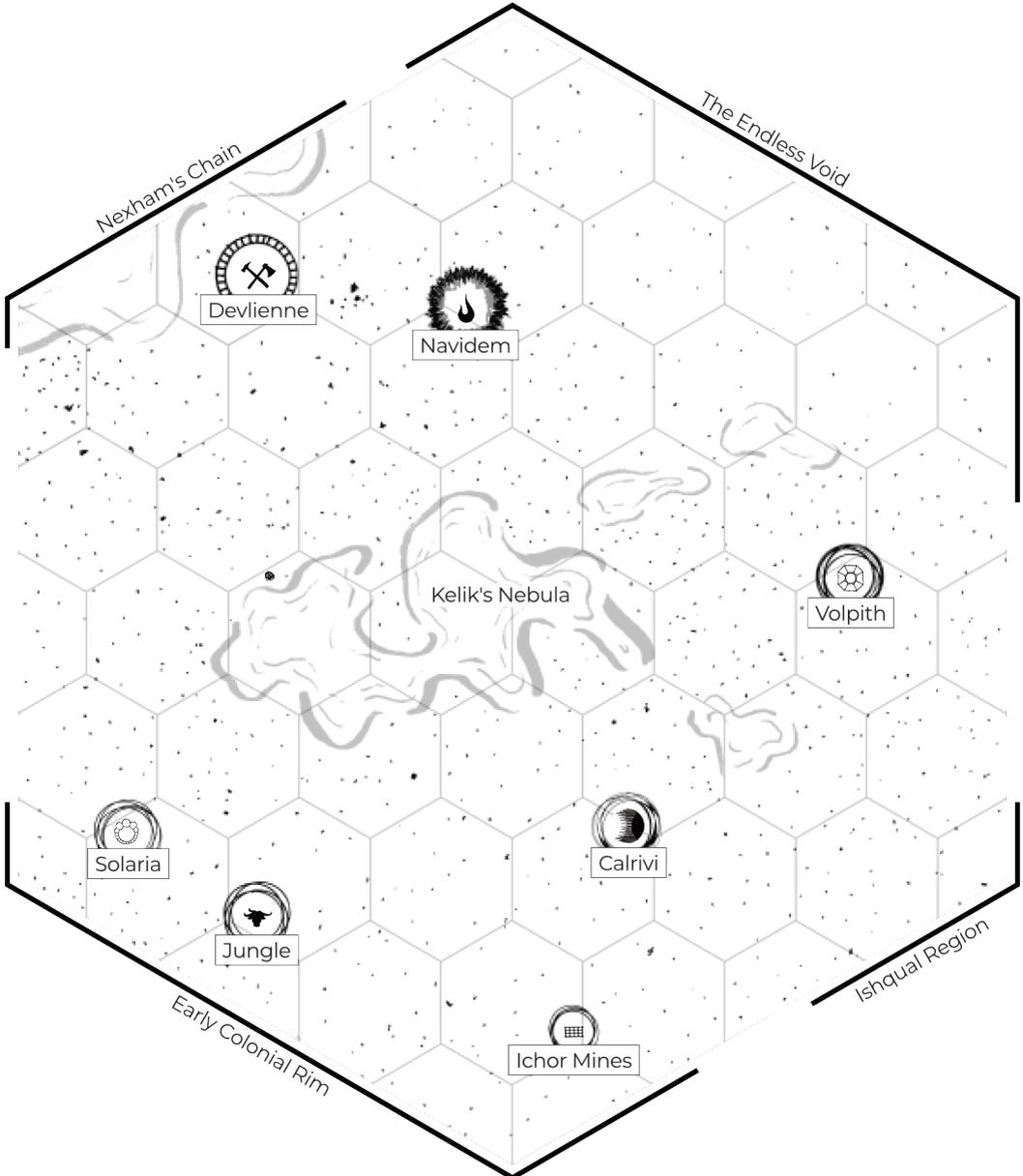


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Rogue Navidem

Overview

A Broken World. Navidem is a city on a shard of rock in the midst of a cloud of burning ash, all that's left of a ruined world.

Firelight. There is no sun. The flame nebula lights and warms the surface at all hours.

A Maze of Tunnels. Originally a regular, surface-bound city, Navidem expanded down.

No Dominant Gravity. A ship's local gravity is not overwhelmed, allowing dreadnoughts to safely dock. This also permits the construction of levitrans and arcane elevators. Levitation and flight spells are cast at advantage.

Arcane Effluvia. Dimly-glowing bluish-purple dust and grime, a byproduct of the aethership industry, poisons everything. The best is used for spell-bottles, but there is still toxic excess all through the city, especially in the tunnels.

Demographics

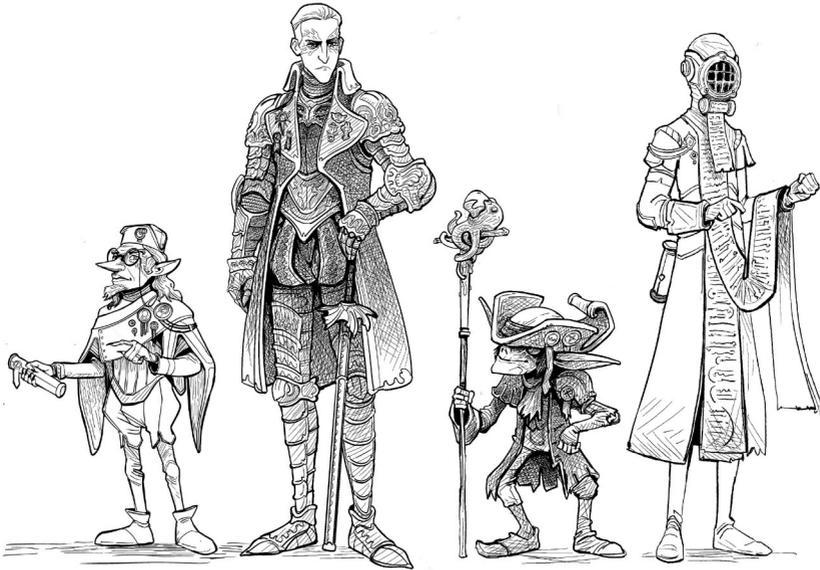
Dominant Ancestries. Migrants from every corner of the ring. Humans, elves, and goblins, the pre-cataclysm residents, dominate the aristocracy.

Demographics. 3 million people. 25,000 wealthy in the upper city, 1¾ million laborers in dense housing topside or in the tunnels, 1¼ million fresh migrants and homeless poor, mostly in the tunnels.

Trade

Trade. Finishing of magical goods, spell-bottles, and aetherships are the only local industries. Arcane effluvia is produced, but it is used locally. Reships goods to and from all of Ringspace.

Aetherships. Produces ships using arcane jets, twinned arcane jets, incantation, crystal sails, chained stars, necrofurnaces, and oil-slick kraken/barnacle hearts. Can manufacture all sizes of ships.



Culture

Mannerisms. Tend to crowd together. Love small arguments.

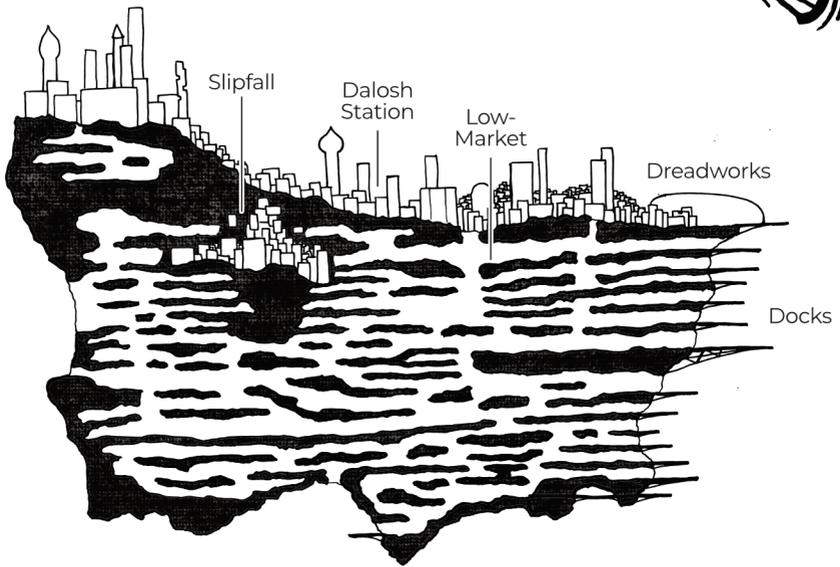
Clothing. Badges or show-weapons signaling a social club are expected. Fashion is diverse, pulled from across Ringspace.

Food. The wealthy import all their food, while the poor eat mostly mushrooms and animals polluted with arcane effluvia.

Combat. Many people are in a club that trains in a martial art. Police are all equipped with chainmail and maces with guild insignias.

Social Clubs. Being a member of a social club is core to a person's identity. An affront to someone may trigger a response from that person's entire club. Social clubs often mix social classes.

Irreligious. The Navidemi know, for a provable fact, that the deities of their world died along with most of their world, while they managed to survive without any aid from those deities. They are not interested in some new pantheon trying to move in.



Burning Remnant

What remains of a burst sun, a cloud of burning ash encircles Rogue Navidem, limiting safe entry to a few routes and making docks unsafe to construct on most sides of the city.

Dalosh Station

Exploiting Navidem's partial gravity, speedy levitrans from here run on elevated rails between several key points.

Docks

Fourteen levels of massive docks support a steady flow of aethershops, capable of hosting thousands at a time.

Dreadworks

Although it has some official name, everyone refers to the massive building that constructs the Admiralty's dreadnoughts as the Dreadworks.

The Heights

Still owned by wealthy nobles and merchants, the heights are entirely towers and mansions, with private parkland between.

Low-Market

The densest crowding of merchants in Ringspace offers access to the major traders and dealers of all manner of goods.

Anything valuable enough to be worth the time can be bought and sold here. Common goods are handled elsewhere.

The market extends down into the tunnels several levels, where it began as a black-market hub.

The Promontory

Too unstable to build on and not the property of any single noble, the promontory is a beautiful, open-air park looking out into the burning remnant.

Slipfall

When a chunk of the world broke away a century ago, the mourning didn't long prevent progress. Built on "new" land, no noble had a clear claim, and the result was a relatively lawless space that still houses many mob leaders.

Major Navidemi Groups

The Admiralty

The Navidemi Navy is managed by twelve admirals elected from the ranks of twenty-year retirees by the current marines and officers.

This has resulted in a skilled, loyal navy with well-maintained ships, and only a few violent purges to stamp out corruption.

The Deputal Council

Elected by those rich enough to own a portion of what it controls, the Council manages the levitrams and ports.

It hasn't gone to war with the admiralty in almost 60 years, nor with any local leaders in 20 years.

The Judicial Conclave

Although Navidem is a single city, it has no one government. Initially, each patch of ground had its own laws. By now, all but Slipfall have signed treaties to unify their laws under the conclave.

Notable Rulers

Duke Dalosh. Funder of enterprises she in no way manages, Dalosh was already wealthy when an employee invented levitrams. She throws famous parties.

Duke Telak & Duchess Telak.

This couple consolidated broad swathes of Navidem before their falling out. The ensuing war was costly, but theirs are still the fifth and sixth largest territories.

Count Deyim. A wealthy and powerful man, Deyim runs a mercenary crew and is rumored to be a vampire.

Boss Jinak. The mob boss that runs most of slipfall, Jinak has some legitimate trade interests, but mostly runs interworld crime, especially smuggling.

Zidelq. Current head of the pirates' guild, Zidelq expanded the organization to also support a variety of bounty-hunting and mercenary work.

Navidemi Social Clubs

Rite of Passage. Joining a club is seen as the first step into adulthood.

Focus. A club is usually centered around a particular region; a craft or profession; a political movement; a sport or martial art; or a form of entertainment. People are rarely in two clubs of the same sort.

Granting Aid. People in need turn to their club before their family. Club-members offer shelter and assistance, although asking for too much too often can result in expulsion, one of the most embarrassing things a Navidemi can suffer.

Knowledge. Within their field, clubs tend to be the most knowledgeable organizations in Ringspace. A typical Navidemi social club will have more books and experts on its focus than a university in any other world.

Guilds/Companies. Despite stricter charters, guilds and companies are treated like clubs.

Notable Clubs & Guilds

Explorers. The Intrepid Explorers' Association and Resolute Explorer's Club discover as many new worlds as the rest of the Ring combined.

Policing Guild. Most Navidemi lords hire their enforcers from this guild. Its reputation for efficiency has led to it being hired to protect cities in other worlds, and has made it central to Navidemi colonial expansion.

Pirates' Guild. The law is that, if you can make dock fees, you're welcome. Crimes committed elsewhere are not honored, even in Navidemi colonies. Due to this, a pirates' guild formed. Its expansion into bounty hunting and mercenary work makes it a central hub for adventurers.

The Aetherspace Companies. Massive merchant-consortiums that sign Navidem-wide treaties granting them exclusive colonial rights in a newly-discovered world.

Random Social Clubs

Central to life in Rogue Navidem are the social clubs that form the core of most public life. The bonds here are strong, and a club membership is more like a family name in other worlds.

A random Navidemi will have two or three club memberships, while nobles and wealthy merchants will have four or five.

Random Navidemi Social Clubs

d20	Adjective	d4•10	Noun	d4•10	Noun
1	Historical	1•0	Sailors	3•0	Carvers
2	Curious	1•1	Jugglers	3•1	Arcanists
3	Aethereal	1•2	Wayfarers	3•2	Borders
4	Licentious	1•3	Auctioneers	3•3	Bluegrinder
5	Lugubrious	1•4	Painters	3•4	Heritage
6	Hopeless	1•5	Arcanifexes	3•5	Stonemasons
7	Resolute	1•6	Courtesans	3•6	Liberation
8	Noble	1•7	Pirates	3•7	Chirurgeons
9	Migrant	1•8	Dicers	3•8	Dabblers
10	Civil	1•9	Whitesmiths	3•9	Masons
11	Astral	2•0	Finesmiths	4•0	Longbow
12	Unspoken	2•1	Navy	4•1	Measures
13	Intrepid	2•2	Mercenaries	4•2	Dreadnought
14	Compassionate	2•3	Reformers	4•3	Constitution
15	Dockside (d20)th	2•4	Diviners	4•4	Keel
16	Upper (d20)th	2•5	Redsmiths	4•5	Arena
17	Lower (d20)th	2•6	Couriers	4•6	Compass
18	Parkside	2•7	Merchants	4•7	Unification
19	Coreway	2•8	Blacksmiths	4•8	Spicers
20	Firestar	2•9	Explorers	4•9	Cooking

Navidemi Names

Although most people in Rogue Navidem have names from their cultural origin, those aren't used much. Instead, most go by a nickname they were given shortly after formally joining their first social club, using a title referring to their primary club as a surname, so someone might be "Nari Borderlines".

Common Navidemi Nicknames

d6•10	Nickname	d6•10	Nickname	d6•10	Nickname
1•0	Nari	3•0	Esh	5•0	Wabz
1•1	Daqul	3•1	Iltr	5•1	Kahm
1•2	Kareet	3•2	Raqdi	5•2	Bawn
1•3	Sakhil	3•3	Kalt	5•3	Koldi
1•4	Misq	3•4	Tarit	5•4	Jind
1•5	Shej	3•5	Loqeb	5•5	Tish
1•6	Pishl	3•6	Makeed	5•6	Tzag
1•7	Qatin	3•7	Qoor	5•7	Tenk
1•8	Naqi	3•8	Mursh	5•8	Aowt
1•9	Kimit	3•9	Audr	5•9	Rehb
2•0	Rajok	4•0	Banki	6•0	Dren
2•1	Shrez	4•1	Khux	6•1	Xlur
2•2	Istel	4•2	Tind	6•2	Naum
2•3	Tado	4•3	Xandi	6•3	Sek
2•4	Maush	4•4	Kuth	6•4	Jesk
2•5	Chlo	4•5	Azeda	6•5	Chaush
2•6	Nemi	4•6	Raed	6•6	Noshk
2•7	Jeq	4•7	Ilan	6•7	Jert
2•8	Giroj	4•8	Das	6•8	Qili
2•9	Muzin	4•9	Ajanj	6•9	Biht

d20 Navidem Individual Carousing Events

-
- 1 You wake up on the deck, confused to be there. Gain 2 XP.
-
- 2 You're in jail for 1d6 nights on account of insulting the merchant who pays the local constabulary. Gain 2 XP.
-
- 3 You wake up in the caverns, arcane effluvia crusting onto your cheek, 15% of your wealth gone. Gain 3 XP.
-
- 4 You seem to recall agreeing to fund some inventor's latest idea, at the low cost of 10% of your wealth. Gain 3 XP and an arcanifex ally.
-
- 5 You're blamed for a dock catching fire. Fined for 10% of wealth. Gain 3 XP and banned from dock-section (1d20).
-
- 6 You awaken in a damaged arcanifactory. Pay 5% of your wealth for repairs. Gain 4 XP and an arcanifex enemy.
-
- 7 There's a tiny silver knife (50 gp) stuck in your leg, with a distinctive insignia on it. Gain 4 XP. Return the knife for a 50/50 chance of a wealthy enemy/ally.
-
- 8 You agreed to help a migrant get back to her home. Gain 4 XP, a luck token, and a passenger.
-
- 9 Drunkenly arguing with a haggler saved a buyer from a scam. Gain 5 XP and a wealthy merchant ally & enemy.
-
- 10 An explosion in the adjacent arcanifactory somehow didn't scratch the tavern. Gain 5 XP and a luck token.
-
- 11 You got involved in an argument over colonial rights. Gain 5 XP and an ally in (50/50) the colonial company or rebellion.
-
- 12 On a dare, you checked if a sealed tunnel was infested with aetherica rodentia. It was not. Gain 5 XP and a luck token.
-
- 13 You won a high-stakes game of wizard's and thieves against a wizard who calls the game theft. Gain 6 XP, an 80-100 item from your treasure table, and a skilled arcanist enemy.
-
- 14+ You appear to be in the inner sanctum of a club of some sort, valuables in-hand, Gain 6 XP and a 90-100 item from your treasure table, if you escape.

d20 Navidem Crew Carousing Events

1	The crew wakes up on-deck, without bedding. Gain 2 XP.
2	1d6 crew are locked up below Dalosh station for 1 week for blocking a levitram line. Gain 2 XP.
3	For some reason, the deck is covered in hardened arcane effluvia. Gain 3 XP and spend 1d6 days chipping it away.
4	The crew wakes up on the dock, in the way. Gain 3 XP and a dockmaster enemy. Pay 10% of wealth in fines.
5	The entire crew bought jaunty hats. Gain 3 XP and spend 5% of wealth.
6	Judging by the little badges pinned to everyone's lapels, the crew joined a political campaign. You even donated 5% of wealth. Gain 4 XP and a social club ally.
7	Gambling got out of hand, but nobody could prove the accusations of cheating. Gain 4 XP, 5% additional wealth, and a pirate-captain enemy.
8	The crew got invited into a revel and trashed the place. Gain 4 XP and a social-club enemy.
9	The crew joined a bar-crawling social club and got chased off by the constabulary. Gain 5 XP and a social-club ally.
10	Someone decided to "decorate". Gain 5 XP and spend 5% of wealth on luminescent paints used to grafitti the ship.
11	The crew "decorated" someone else's ship after a drunken disagreement. Gain 5 XP and a pirate-captain enemy.
12	Everyone ended up drunk below-decks with nobody keeping watch. Thieves are currently on-deck. Gain 5 XP.
13	The celebration ambled through the low-market, and now there's more cargo on the ship. Gain 6 XP and 2 random cargo from the primary exports table (AD 239) .
14+	This is a nice ship, but it is not your ship. If you're quick, you can probably just leave with it. Gain 6 XP. The ship is the largest manageable of a Pirate Hunter, Modern Frigate, or Dreadnought.

Navidemi Arcanistry

Navidemi arcanifexes are always testing new experiments. Rarely do they find something that can be reliably mass-produced, but weird magical objects and bits of faintly-glowing jewelry are common.

d12 + LV Random Navidemi Arcanifex Products

1	Vial of effluvia that changes color when shaken (5 gp)
2	Rainbow-illuminated party mask (10 gp)
3	Glowing red tooth veneers (25 gp)
4	Glass pendant with luminous violet effluvia (25 gp)
5	Spoon that can't accidentally spill soup (30 gp)
6	Silver ring with glass channel of luminous purple (30 gp)
7	Luminescent green hair-dye (35 gp)
8	Silver armlet set with luminous green vials (40 gp)
9	Vial of luminous blue tattoo ink (45 gp)
10	Mantle that gives forceful shoulder massages (50 gp)
11	Violin that lets off rhythmic lights when played (60 gp)
12	Charm bracelet with vials in a twelve-color rainbow (65 gp)
13	Wand that leaves fleeting green marks in the air (75 gp)
14	Shoes that slide across stone like skates on ice (80 gp)
15	Windup dragon with glowing eyes and maw (90 gp)
16	Breastplate with a glowing-green griffon emblem (100 gp)
17	Clips that make hair drift artfully about (115 gp)
18	Luminous blue stone that floats above a shoulder (150 gp)
19	Chess set that plays against you (160 gp)
20	Tongue-ring that doubles a voice's reach (175 gp)
21	Gold mask that shifts along with the face beneath (200 gp)
22	Boots that play orchestral music to your pace (225 gp)

Rare Spell-Bottles

Efforts to develop new spell-bottles are always underway. Though most cannot be produced reliably enough to be widely used, strange spell-bottles are often for sale in extremely small batches.

Canned Silence

Tin that makes no sound when tapped or dropped.

Fired by a **bombard**. Range of **far**.

Silence. Mutes sound throughout the struck ship.

Divination Bottle

Bottle filled with flickering reflections of dark futures.

Fired by a **bombard**. Range of **far**.

Divination. Gives a portent of the ship's next motions, granting ADV on SPD and MVR checks made against that ship for 1 round.

Fabrication Blast Tube

Glass tube filled with gravel.

Fired by a **bombard**. Range of **far**.

Stony Growths. Struck ship gains +1 AC and suffers -2 SPD and MVR for 1 day or until growths are chipped away (15 damage to remove a growth).

Snatch-Bottle

Swirling silver mists fill the glass.

Fired by a **bombard**. Range of **far**.

Hostile Teleport. Teleports 2d6 random crew from the target to the attacking ship.

Vibrant Spray Canister

Tin that leaks light at the edges.

Fired by a **bombard**. Range of **far**.

Illumination. For 1 hour, target glows, staying a valid target for an additional range category past **sight** (past **far** in nebulae).

The Navidemi Herald

d12	Region	d12	Region
1-2	Navidemi Headlines	7	Ichor-Mine Headlines
3-4	Devlienne Headlines	8-9	Calrivian Headlines
5	Solarian Headlines	10-11	Volpithi Headlines
6	Bisonian Headlines	12	Ringwide Top News

d20 Navidemi Headlines

1	Tailors Arrive in Droves Ahead of the Dalosh Levitation Gala
2	Latest Dreadnought Set to Launch, Don't Miss the Show
3	Arcanifex-Club Cartel Accuses Arcanists of False Standards
4	Actually Aether Rats? Passage Sealed for Cave-In on 17-Down
5	Emissaries from Ring-Rivals Demand Piracy Conclave
6	Massacre In the Colonies! Rebels or Beasts?
7	Mysterious Magics: 4th-World Town Goes Missing
8	Don't Drink! 5-Down Flooded With Glowing Water
9	War to Resume? Telak Accuses Husband of Slander
10	Stevedores Threaten Strike! Dock-9-12 Damaged in Riot
11	Unifiers Propose Six-Week Ringfair Near Promontory
12	Pink? Residue-Glow From Dreadworks No Longer Violet
13	Carnivorous Fungus? Reports From Down-8 Say It Can Walk!
14	Parkside Heritage Club Ends Migrant Rally, 7 Buildings Burn
15	Investigation: Pirates on Frigate Navy Claims Was Scrapped
16	Recent Clash With Devlienner Patrol Risks Escalation
17	Shock! Survivor of Quaggic Disaster Points Finger at Calrivi
18	Quake Panic? Claims of Rumble in Slipfall Worry Residents
19	Contracts at Risk? Low-Market Pick-Pockets Altering Papers
20	Massive Ashfall! Is the Flame-Nebula Unstable?

d12 Devlienne Headlines

- 1 Duel Scheduled! Thrangt Hildrsdatter Accused of Falsity
- 2 Aerial Survey Claims Caldera Resembles Throne Legend
- 3 Uprising? Serfs Demand Migration Rights Past Seventh Child
- 4 No Copies Left! Kesht Indenture-Contract Archive Burned
- 5 Disaster! Incanted Dreadnought Fails: 50 killed, 600 injured
- 6 War on the Highroad! Farms Burn as Snaer and Hildr clash
- 7 Blight! West-Shore Rice Failures Force Colonial Tax Increase
- 8 True Contender? Upstart Army Unbroken Near Gremheen
- 9 Unknown Threat! Vacant Farms in Near-Rim Mountains
- 10 Dragon Sighted! Should Such a Rare Beast Be Hunted?
- 11 Dueling Fatalities Rise. Why Isn't Armor Worn?
- 12 Stymyr's Heir Slain in Duel! Inheritance in Question

d12 Solarian Headlines

- 1 Three Suns Ahead of Orbits. Day-Cycle Shifting?
- 2 Ixkat'atlis incursion into tribal mountains raises worries
- 3 Shredded Forests Near Hrulekh! Colossal Lion Rumored
- 4 Alignment: Thirteen Suns in Ixkat'atlis, Three in Camall
- 5 Construction Near Camall. New Temple Ship?
- 6 New Quarry? Sunstone Formation in Deep Wilds.
- 7 Senatorial Union! Sunlit Diamond for Camallian Bride
- 8 Explorer Nawn Dead? Dire-Studies Notes Rumored to Survive
- 9 Camallian Observatory: Om Brighter, Ur Dimmer
- 10 Stampede! Dire Wildebeest Migration Starts
- 11 Short Season? Drought Threatens Crops Throughout Camall
- 12 Solarian Colony Violates 4th-World Company-Rights

d6 Bisonian Headlines

- 1 Barbarian brawl sparks questions of gullet security
- 2 Smuggler with hold of Grit seized. Port inspections increase.
- 3 Tooth-top race across all eastern molars scheduled
- 4 Navidemi contracts for palette-shops pulled. Trade war?
- 5 Trans-Gullet Expedition Planned: Adventurers Overrun Bars
- 6 Talks Collapse! Gang Leaders Walk Away, Fighting Resumes

d6 Ichor-Mine Headlines

- 1 How Did They Enter? Songbirds Now Dangerous Mutants
- 2 Ichor-Cask Bursts! 19 Dead; 11 Docks Closed Indefinitely
- 3 Smuggling Crackdown Hits Major Navidemi Trading Club
- 4 Devastation! New Artery Bursts, Drowns Mining Crew
- 5 Aetheling Stuv Snaerson to Visit, Survey Star-Shard Mines
- 6 Fraud Accusations Roil Claims Office

d12 Calrivian Headlines

- 1 Imperial Decree: Black Boots for Navy Only
- 2 Colonial Chaos: Bottle-Break Riots in Suvit
- 3 Famous Trapper Vanishes On Hunt. Scalebacks Suspected
- 4 New Restrictions on Foreign Ownership Target Navidem
- 5 Slipfall Loans & Deposits Opening Calrivian Branch
- 6 Race! Necro-Frigate Designers Prep Compete for Favor
- 7 Duke Kemrus Out. Duke Losathsi In. Title Retired?
- 8 Bottlery Disaster! Residents Near Academy Flee Spectres
- 9 Fake Scales? Recent Accusations Due to Clever Disguise
- 10 Imperial Decree: Conscription Age Down for Elves & Dwarves
- 11 Too Far! Brutality in Isqual Stalls Production
- 12 Seven-Minute Flare! Wild Growth Imminent

d12 Volpithi Headlines

-
- 1 Doppelgangers Infiltrate the Crater. Three Still On the Loose

 - 2 Cult Destroyed by Ruby Blast. Immortality Research?

 - 3 Failed Twin-Jet Damages Inventor's Reputation

 - 4 Lost Secrets! Inheritor Rumored Missing From Cult

 - 5 Contact Made With New 4th-World Plane

 - 6 Negotiated Secrets Exchange to End Bloody Conflict

 - 7 Steam-Mechanist Cult Splits. Will The Divide Turn Violent?

 - 8 Solar Secrets? Cultist Flees Solaria, Claims Light-Magics

 - 9 Ruby Risk! Three Strikes in One Week Keep Ships Grounded

 - 10 Public Secrets! New Closed-Cycle Steam Turbine on Display

 - 11 Privateering to Resume? Club-Cult Truce Talks Turn Violent

 - 12 A New Patron? Strange Lights Over Crater Raise Suspicions

d12 Ringwide Top News

-
- 1 Massacre! Volpithi Barrage Kills Captives Along with Pirates

 - 2 Unjustified! Calrivi Impounds Navidemi Trade Vessel

 - 3 Rebels Regrouped? Captured Courier Carried Communiques

 - 4 Plague? 4th-Worlds Colony Quarantined; No Explanation

 - 5 False Flag! Devlienne, Volpith-4 Trade Piracy Accusations

 - 6 Worldbeast!? Reports of Entity in Grand Nebula

 - 7 Unified Strike? Volpithi & Navidemi Stevedores Coordinate

 - 8 End Times! Massive Flares From Avaiho & Nerishan

 - 9 New Cluster? Explorer Claims Worlds Found in Nebula

 - 10 Dark Lord? Solarian Prophet Rallies Forces Against the Suns

 - 11 Fire Nebula Shifting! Navidemi Entry Channel Narrows

 - 12 Distant Powers? Unknown Fleet Reported In 4th-Worlds

Potential Navidem Conflicts

Unbridled Greed

Navidem is a mercantile empire, using money and trade to enforce its will on the astral sea.

Abroad, it keeps friendly local rulers in power, so long as the company granted exclusive rights continues to profit.

At home, its arcanifexes churn out endless wonders on the backs of the downtrodden lower classes, the arcane effluvia that runs off of the processes poisoning everything below.

Most of The Ring resents one city having so much power. The locals still see Navidem as the best world out there, but labor uprisings have started agitating for change.

Illegal Privateers

Most nations consider Navidem's lack of action against the pirates' guild to be an intentional evasion of the Fourth Treaty's ban on privateers, part of an underhanded maneuver to profit while its navy enforces the ban on others.

Legacy of War

There have been four Ringwars, and in all of them Navidem has been on the winning side.

The list of people that hold grudges against the Navidemi for what they did during war is long, and while most of those people are not able to start a war in retaliation, they are capable of striking back in other ways.

Navidemi Adventure Hooks

Explorers Wanted

Let it be known that, (1) in exchange for maps or guidestones leading to a world that is in collapse, (2) upon the completion of an expedition by the Admiralty of Navidem (3) accompanied by representatives of an authorized exploratory club that (4) was not associated with the delivery of maps or guidestones which (5) confirms that the world so discovered has (6) not been previously charted by the Admiralty of Navidem, a reward shall be paid.

New Worlds. Any of the explorers' clubs will welcome someone who has discovered an uncharted world. Rules on AD pg 133 suggest how XP for this can be awarded.

Ruined Worlds. Acutely aware of the decay of their world, the wealthy of Navidem have a standing bounty of 3,000 gp for anyone who can discover another world that is in the process of collapsing, and another 9,000 for an assessment that explains that collapse.

Gang Troubles

Qesh Fiver decided we're not worth the penny, and now Droj and Krosk are squabbling over the passageway.

Local gangs are fighting. As nobody around is important enough to petition the Deputal Council, the bystanders are looking to hire some adventurers who are up to the task.

Heisting

Did you hear Loqat's got an enchanted telescope he's flaunting next weekend?

Loqat Redsmith is hosting a party to watch an upcoming fireburst in the burning remnant from atop his tower.

For a modest fee, a broker could provide an invite to some enterprising adventurers who want to steal a particularly fine telescope at the significant risk of a wealthy merchant's anger.

Peace Talks

The Brykesh Syndicate is holding talks with Garvel and Nance Dicer this weekend.

As traditionally neutral ground, and the place all prior Ring-Treaties have been negotiated, Navidem is the nexus of peace talks of all sorts.

Adventurers are hired during peace talks to investigate rivals and defend against investigations, offering either a careful heist or a defense against intruders in a city setting.

Infestation

We just sealed the whole cavern, but if you can clear it out, we'd be right-grateful.

A swarm of rodentia aetherica has overrun a factory down in the tunnels, thriving on the excessive arcane effluvia that encrusts the walls. For the wealthy owners, that old factory wasn't worth repairing, much less fighting for, but the locals want to repurpose the space.

Devlienner Mediation

All of my brothers are eager to prove themselves worthy, and no proper warrior can be caught challenging that, so we need an outsider threat to ensure the family rallies instead of fracturing.

An Aetheling death left his heirs squabbling to the point it might risk the family as a whole.

To rally the family against outsiders, a younger sibling wants some adventurers to attack the family compound, to threaten them without killing any of the direct heirs.

Solarian Spelunking

My employer heard of your exploits and believes you could aid in mapping a cave system near her manor.

Solarian Baroness Ur'Wyn'Ger'Ra is hoping foreign adventurers won't know the stories of gargantuan scorpions that keep her from sending her soldiers to clear ancient copper mines.

Bisonian Security

We got halfway through construction when a gang war ruined all our protection and left our investments at risk.

A new aetherport-casino on the Long-Bison's palate is seeking protection as it finishes construction, either directly or by getting the local gangs in-line.

Ichor-Mine Volatiles

The stevedores' guild claims this new vein is too risky, but we've already got buyers lined up.

A rich batch of ichor is potentially explosive. The owners need it carted out of the mines and shipped to Navidem to sell.

A Calrivian Orchard

Trees all in a row, but Calrivi would say he owns them.

Calrivian spicers spotted what looks like the remnant of a pre-Calrivi orchard in the deep-jungle. If they can get in and out discreetly, the profits from evading Calrivi's excise will be worth the risk.

A Bounty in Volpith

Wanted: The Murgel Gang, for the theft of an ancestral crown. Last seen in Volpith. 1500_℞ ringweight coins for the return of the crown, another 150_℞ for each of the eleven thieves alive or with proof of death.

Posted at the pirates' guild and several mercenary clubs, a gang of thieves fled with a crown. They shipped through Volpith and out into the colonies, where they believe they can use the crown's magical properties to seize power.

Colonial Supplies

We don't know if it's pirates or monsters or what else, but our supplies aren't making it into the Cuvla Cluster. The settlements will be running short, soon.

Several supply runs into the Cuvla cluster disappeared silently. The colonial-companies are doing their own investigation, but they're interested in hiring outside investigators as well.

Navidem Ancestries

From Everywhere

Rogue Navidem is the most traversed port in Ringspace. A character from Navidem could have any possible original ancestry.

Navidem Migrant

The docks of Navidem bustle with migrants from every known world, all seeking a place in the Ring's richest city.

Any first- or second- generation Navidemi is not yet polluted by arcane effluvia.

You know the Common language and one additional language appropriate to your ancestry of origin.

Another Heritage. Gain the traits of your ancestry of origin.

Navidem Native

Exposure to the arcane effluvia constantly washing from Navidem's arcanifexes pollutes the blood, a curse that persists for generations after leaving.

This shows as violet veins, clearly visible through the skin.

You know the Common language.

Arcane Pollution. Draw on your contaminated blood to empower a spell. If you would fail a spellcasting check, you may suffer 1d4 damage and add that to the check's result.

Devour Magic. Try to consume magical energies. Roll 1d4. Suffer that much damage and subtract that from the check of a successful spell that targeted you, or add it to your check to resist or break a harmful magical effect.

Navidemi Backgrounds

Characters from Rogue Navidemi generally don't know any magic, but they are all familiar with it. Although true wizards are rare, lesser practitioners such as arcanists are common.

Although few can afford to leave the city for another world, most jobs revolve around shipping. All Navidemi have some experience with aethershops.

d20 Navidemi Background

- 1 **Aethershipwright**, helping lay keels and raise ships
- 2 **Arcanifex**, cutting the precise patterns used in arcane jets
- 3 **Author**, scrawling fantastical tales for the local rag
- 4 **Blacksmith**, crafting tools from iron
- 5 **Constable**, patrolling streets and investigating crimes
- 6 **Courier**, running messages through the caverns
- 7 **Grifter**, running scams and confidence games
- 8 **Laborer**, struggling in the factories
- 9 **Marine**, fighting for Navidemi's place in the Ring
- 10 **Merchant**, negotiating trade deals in the low-market
- 11 **Mushroom farmer**, sporing outflows and cutting growths
- 12 **Navigator**, plotting courses from astral charts
- 13 **Orphan**, raised by older children on the streets
- 14 **Pickpocket**, working the markets and docks for coin
- 15 **Pirate**, earning coin from violence on the astral sea
- 16 **Ratter**, hunting and cooking aetherwarped rats
- 17 **Refugee**, crossing the stars to escape war
- 18 **Sailor**, working merchant cargoes through the stars
- 19 **Stevedore**, loading and unloading, dockside
- 20 **Streetkeeper**, cleaning arcane effluvia and lighting lamps

Navidemi Enemies

Expert Marines

Unlike most worlds, Navidemi has not turned to conscription to fill their ships. Instead, Navidemi has made its marines wealthier than any other working class background, attracting skilled and dedicated sailors.

Skilled Retirees

The reputation of Navidemi marines ensures the retirees find good work as mercenaries, and most Navidemi trade vessels have a few on-board.

d4 Navidemi Crew Events

- 1 **Form up.** The crew and allies in the key-fight gain +2 AC the next 2 rounds.
- 2 **Fire a Siege Weapon.** Cause 1d10 damage in close of a target in the key-fight.
- 3 **Preparation.** Next round, gain ADV and take 1 additional crew action.
- 4 One sailor joins key-fight

Navidemi Arcanifex

Civilian arcanifexes proudly display their arcane credentials with a pin of their certifying club, alongside a violet pin displaying an arcane dart.

AC 10, HP 3, ATK 1 club +0 (1d4) or 1 spell +1 MV near, S +0, D +0, C -2, I +1, W +0, Ch +0, AL N, LV 1
Arcane Dart (INT spell). DC 11.
1d3 damage to a target in far.

Navidemi Arcanist

Clad in neat, violet uniforms, upholding the tradition of the inventors of the arcane jet.

AC 13 (mage armor), HP 9, ATK 1 dagger (close/near) +1 (1d4) or 1 spell +2 MV near, S +0, D +0, C -1, I +2, W +1, Ch +0, AL N, LV 2
Arcane Bolt (INT spell). DC 11.
1d4 damage to a target in far.
Arcane Push (INT spell). DC 11.
Target creature in close is pushed to near or until they collide with a creature or object.

Navidemi Captain

Dark, gold-trimmed violet marks an arcanist who worked their way through the marines.

AC 14 (mage armor), **HP** 23, **ATK** 2 longsword +4 (1d8) or 1 spell +4
MV near, **S** +2, **D** +2, **C** -1, **I** +3, **W** +0, **Ch** +1, **AL** N, **LV** 5

Form Up. If in close with an ally that also has form-up, gain +2 AC.

Arcane Bolt (INT spell). DC 11.
1d6 damage to a target in far.

Arcane Push (INT spell). DC 11.
Target creature in close is pushed to near or until they collide with a creature or object.

Befuddle (INT spell). DC 13. One target's INT drops to 1 for 1d4 rounds.

Navidemi Elite

Gold trim on an azure tabard marks a marine sergeant with years of experience in battle.

AC 17 (platemail + shield), **HP** 13, **ATK** 2 longsword +4 (1d8) **MV** near, **S** +3, **D** -1, **C** -1, **I** +1, **W** -1, **Ch** -1, **AL** N, **LV** 3

Form Up. If in close with an ally that also has form-up, gain +2 AC.

Navidemi Marine

Azure tabards over fine steel chainmail mark one of the finest navies.

AC 15 (chainmail + shield), **HP** 8, **ATK** 1 shortsword +2 (1d6) or 1 crossbow +2 (1d6) **MV** near, **S** +1, **D** +0, **C** -1, **I** +1, **W** -1, **Ch** -1, **AL** N, **LV** 2

Form Up. If in close with an ally that also has form-up, gain +2 AC.

Navidemi Retiree

Age lines their face, showing more experience than weakness.

AC 15 (chainmail + shield), **HP** 7, **ATK** 1 longsword +3 (1d8) **MV** near, **S** +2, **D** +0, **C** -2, **I** +1, **W** -1, **Ch** +0, **AL** N, **LV** 2

Navidemi Sailor

A polished enamel pin advertises the sailing club that certified their skill in the aether.

AC 10, **HP** 3, **ATK** 1 club +0 (1d4) **MV** near, **S** +0, **D** +1, **C** -1, **I** +1, **W** -1, **Ch** -1, **AL** N, **LV** 1

Navidemi Ships

Powerful Ships

Navidemi focuses on every ship being the best, rather than purely building large numbers of vessels. Although this makes them fearsome and valuable, they also have a reputation for being difficult to operate and maintain.

Perhaps most famous are their pirate hunters, with twin jets to speed their bladed prows towards their prey.

Ships of the line are now almost entirely dreadnoughts, with row upon row of bottles ready to storm down on enemy navies.

Countless older Navidemi ships remain, their quality making them eternally popular with pirates and smaller merchants.

Navidemi Aetherport Tug

An archaic design, unchanged despite the decades because it works, and because modern outrunners get damaged banging against ship walls.

AC 8, Hull 5, Spd -2, Mvr +0, RAM none (1d3 siege), Size 1



Overpowered Jets.

Gains ADV on attempts to move an attached or locked ship or object.



Sailors and stevedores handle heavy ropes and guide ships to dock, provided they have their paperwork in order.

Key Crew 4 navidemi sailors, 1 navidemi retiree, **LVs** 6

Navidemi Aether-Trader

A tall, functional ship, its well-made timber facade painted in a trade-group's colors.

AC 9, Hull 80, Spd +0, Mvr -1, RAM none (8d3 siege), Size 8

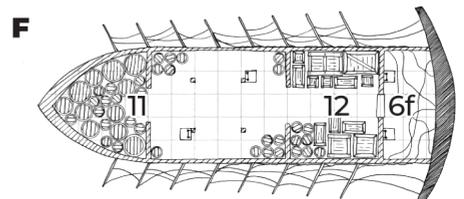
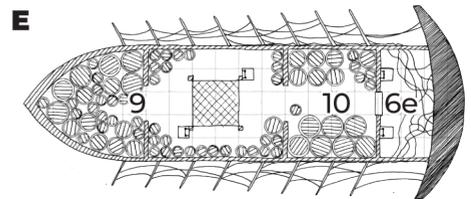
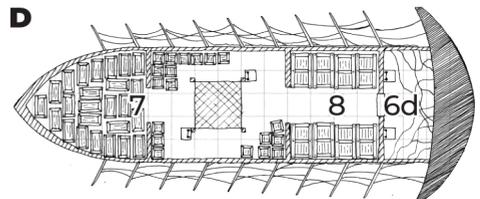
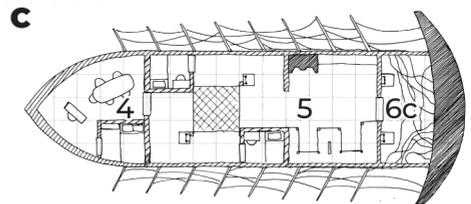
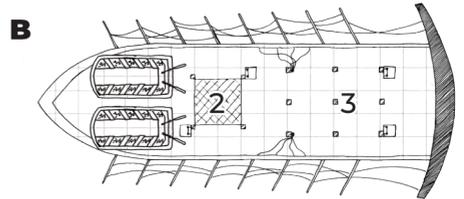
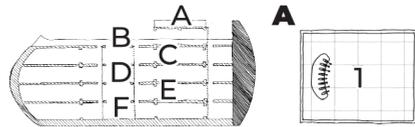
Boats. 2 Cargo Skiffs.

A minimal crew of Navidemi, migrants from everywhere alongside a few old hands.

CRW 30 navidemi sailors, **AC 10, ATK 1 clubs +0 (1d4), Key Crew 6** navidemi retirees, **LVs 12**

d12 Aether-Trader Decks

- | | |
|----|-----------------------|
| 1 | Control levers |
| 2 | Boats & cargo lift |
| 3 | On-deck cargo storage |
| 4 | Cabins & supplies |
| 5 | Galley & provisions |
| 6 | Arcane jet chambers |
| 7 | Upper fore cargo hold |
| 8 | Upper aft cargo hold |
| 9 | Mid fore cargo hold |
| 10 | Mid aft cargo hold |
| 11 | Lower fore cargo hold |
| 12 | Lower aft cargo hold |



Navidemi Dreadnought

The largest ships to ever cross the aether, all fear the triple-rows of bottle-batteries. The massive mithrite runic blocks pour out a torrent of crisp, amethyst flame like no other.

AC 19 (cold iron), **Hull** 298, **Spd** -3, **Mvr** -5, **RAM** none (16d3 siege), **ATK** 6 lightning bottles (far) +5 (2d20 siege + conductivity) or 6 firepots (near) +5 (2d10 casualties + fires), **Size** 16

Conductivity. Lightning bottles attack at ADV against ships with metal armor, or DISADV if aiming past a large metal object.

Fortifications. Ranged attacks roll casualties at DISADV. Boarding from near is at DISADV.

Boats. 6 cargo skiffs.

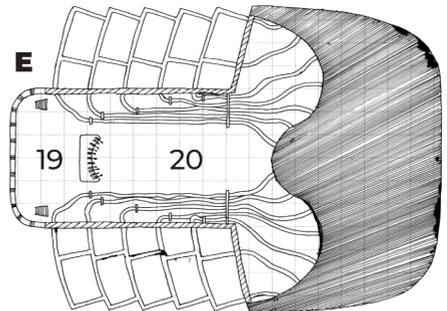
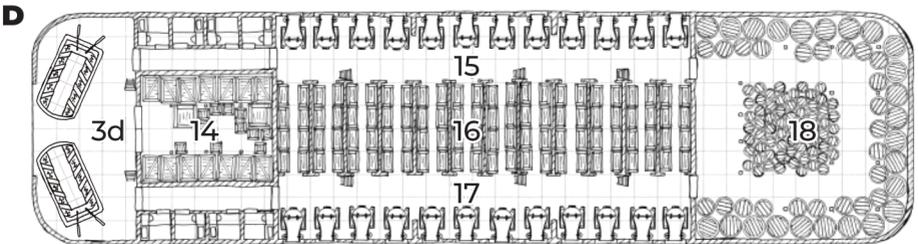
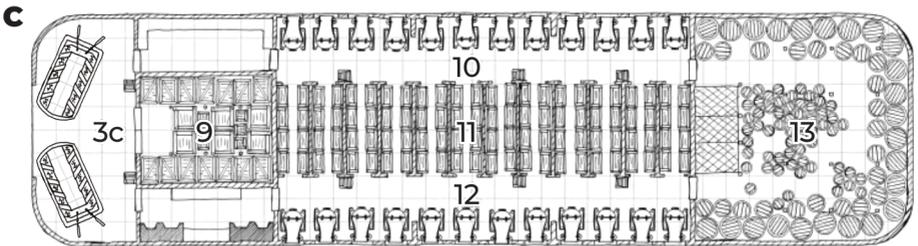
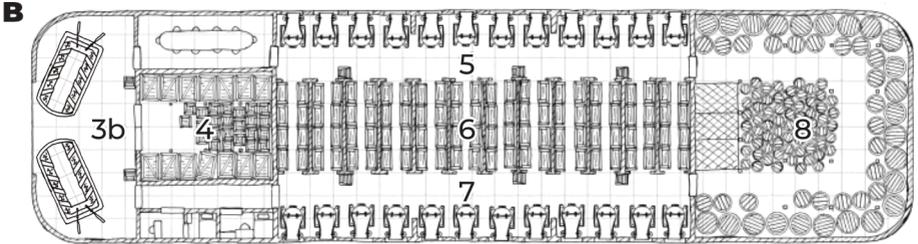
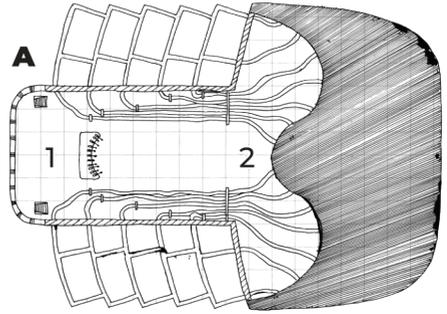
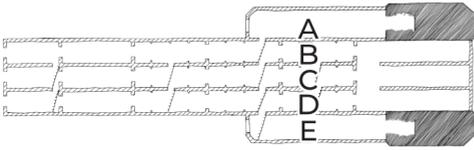
The finest marines serve on dreadnoughts, their uniforms crisp, holding to orderly ranks.

CRW 300 navidemi marines, **AC** 15, **ATK** 4 short swords +2 (1d6), **Key Crew** 16 navidemi elites, 3 navidemi captains, **LVs** 63

Well Trained. Ignore the first time the crew's morale is tested each combat.

d20 Dreadnought decks

1	Main steering
2	Upper arcane jets
3	Loading & launch bays
4	Supplies, cabins & hall
5	Upper starboard battery
6	Upper bottle magazine
7	Upper port battery
8	Upper cargo bay
9	Supplies, galley, & shop
10	Mid starboard battery
11	Mid bottle magazine
12	Mid port battery
13	Mid cargo bay
14	Supplies & cabins
15	Lower starboard battery
16	Lower bottle magazine
17	Lower port battery
18	Lower cargo bay
19	Supporting steering
20	Lower arcane jets



Navidemi Modern Frigate

Gleaming copper, showing its pride as the latest Navidemi design. Sharp, amethyst flames blaze along the back half of the hull and out behind.

AC 13, **Hull** 45, **Spd** +6, **Mvr** +4, **RAM** none (5d3 siege), **ATK** 2 lightning bottles (far) +4 (1d20 siege + conductivity) or 2 firepots (near) +4 (1d10 siege + collateral + fires), **Size** 5

Conductivity. Lightning bottles attack at ADV against ships with metal armor, or DISADV if aiming past a large metal object.

Fortifications. Ranged attacks roll casualties at DISADV. Boarding from near is at DISADV.

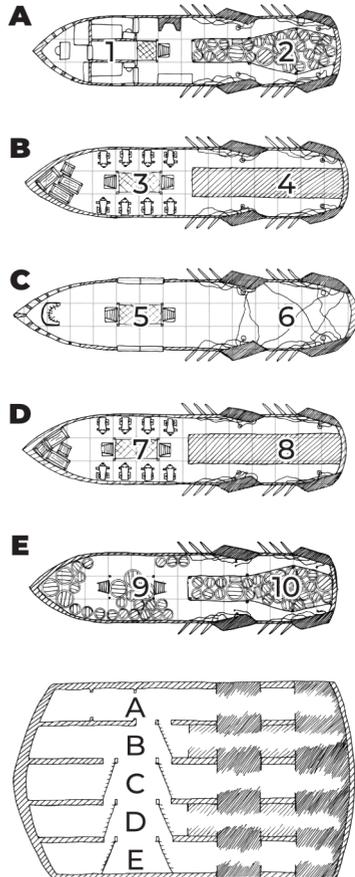
d8 Modern Frigate Decks

1	Cabins & galley
2	Upper cargo hold
3	Upper bottle battery
4	Upper cabinet magazine
5	Control levers & lifts
6	Arcane jet chambers
7	Lower bottle battery
8	Lower cabinet magazine
9	Fore lower cargo hold
10	Aft lower cargo hold

Neat azure uniforms over fine chainmail, fighting in clean, orderly ranks.

CRW 40 navidemi marines, **AC** 13, **ATK** 2 longswords +3 (1d8), **Key Crew** 6 navidemi elites, 1 navidemi captain, 1 navidemi arcanist, **LVs** 25

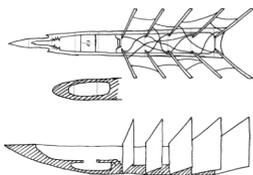
Well Trained. Ignore the first time the crew's morale is tested each combat.



Navidemi Naval Courier

A massive chain of jets with space for a few people and a load of mail.

AC 15 (lacquer), **Hull** 8, **Spd** +14, **Mvr** +5, **RAM** none (1d3 siege), **Size** 1



Skilled warriors guarantee the security of the mail they carry.

Key Crew 6 navidemi retirees, **LVs** 12

Fast Courier Prices. A typical fast courier covers 100 miles per day for the low, low price of 5 gp per day for a letter or 25 gp per day for a gear slot of objects on a standard route. It's 1,000 gp if you're hiring a whole courier to run a custom route.

Navidemi Pirate Crasher

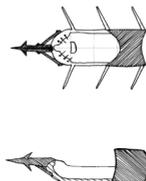
A now-obsolete courier's hull has been turned into a swift, spike-tipped weapon of war.

AC 10, **Hull** 8, **Spd** +2, **Mvr** +2, **RAM** blade (1d20 siege, 1d2 casualties), **Size** 1

Barbs. Ships rammed by the crasher require three successful checks to break **lock**.

Pirates hide behind heavy shields, hoping they survive until the main ship arrives.

CRW 8 pirates, **AC** 15, **ATK** 1 daggers -1 (1d4), **Key Crew** 3 pirates, **LVs** 3



Navidemi Pirate Hunter

Row upon row of arcane jet plates send the ship cutting through the aether at stunning speed, racing blade-first towards its prey.

AC 19 (copper), **Hull** 15, **Spd** +13, **Mvr** +5, **RAM** blade (3d20 siege, 3d2 casualties), **ATK** 1 lightning bottles (far) +3 (1d20 siege + conductivity) or 1 dust storm canisters (far) +3 (1d0 siege + stinging_sands), **Size** 3

Conductivity. Lightning bottles attack at ADV against ships with metal armor, or DISADV if aiming past a large metal object.

Stinging sands. DC 12 WIS or CON to perform any action on next round.

Ramming Speed. If winning an opposed SPD check by 10 or more, roll double the damage dice on ram attacks that round.

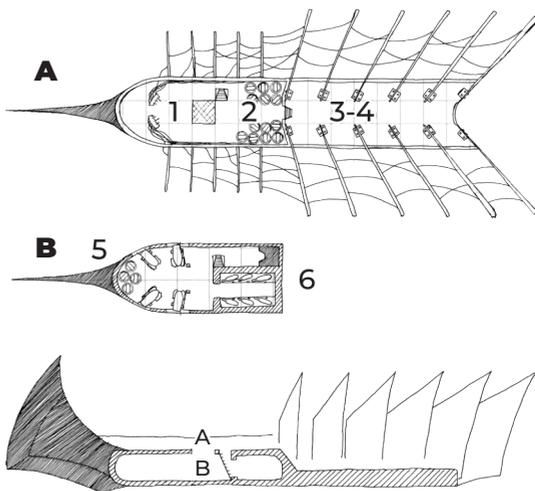
Chain hauberks are decorated with brass icons of the pirates they've sunk.

CRW 12 navidemi marines, **AC** 13, **ATK** 1 longswords +3 (1d8), **Key Crew** 3 navidemi elites, 1 navidemi captain, **LVs** 14

Well Trained. Ignore the first time the crew's morale is tested each combat.

d6 Pirate Hunter Decks

1	Control levers
2	Cargo storage
3-4	Runic panels
5	Spell-bottle battery
6	Magazine & galley



Navidemi Pirate Warship

Battered with age, but still more than the needs of most.

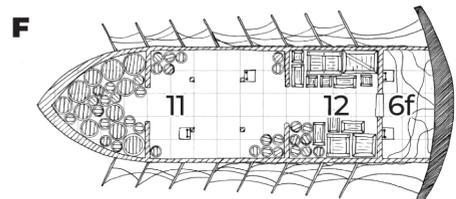
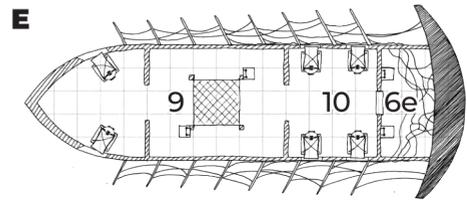
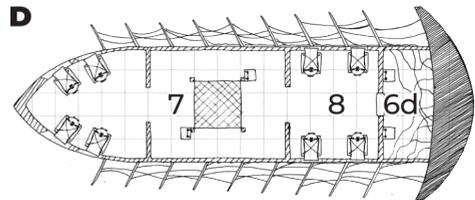
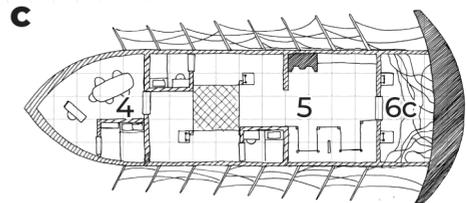
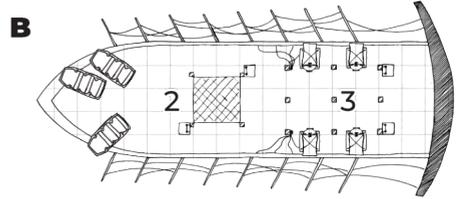
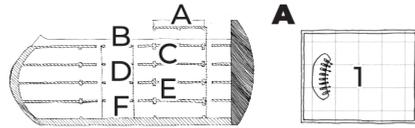
AC 15 (steel), **Hull** 80, **Spd** -3, **Mvr** -1, **RAM** none (8d3 siege), **ATK** 4 arcane ampules (far) +2 (1d12 siege), **Size** 8

Cruel pirates with mismatched weapons and armor.

CRW 80 pirates, **AC** 11, **ATK** 2 cutlasses +1 (1d6), **Key Crew** 8 seasoned pirates, 1 pirate captain, **LVs** 21

d12 Pirate Warship Decks

1	Control levers & watch
2	Boats & cargo lift
3	On-deck cargo storage
4	Cabins & supplies
5	Galley & provisions
6	Arcane jet chambers
7	Upper magazine
8	Upper bottle battery
9	Mid magazine
10	Mid bottle battery
11	Lower magazine
12	Lower bottle battery



Ichor Mines

Overview

A Mangled Corpse in a Shattered Prison. The Dead God is a hydra-centipede with seven neck stumps and one remaining head. A cage of star-crystal bars contained the beast, but several bars are broken. The shards of one bar are driven through the beast's last head.

Mining Rights. The Dead God is vast, offering an endless supply of valuable materials, all of which have been claimed. Anyone landing without a valid claim will be attacked.

Demographics

Dominant Ancestries. A random mixture of ancestries from elsewhere in Ringspace work in the ichor mines, but exposure to ichor and starshards has warped most of them into Ichor-Mutants.

Demographics. There are about five thousand miners and thrice as many people supporting them in the Dead God's Prison.

Trade

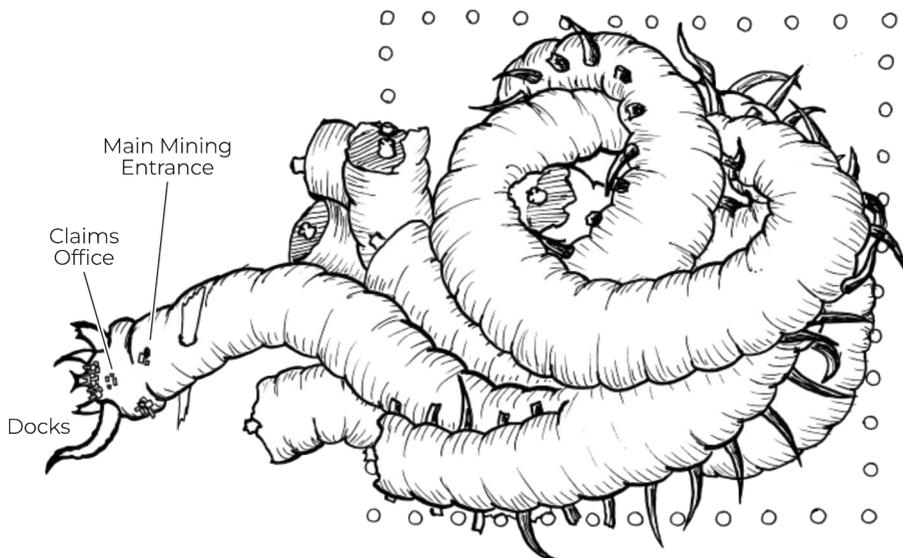
Trade. The only exports from The Dead Gods Prison are: ichor, starshards, and godbone. As nothing but godstuff is present and food grown in that is toxic, all food and clothing is imported.

Culture

Mannerisms. Very gestural while speaking. A local sign-language has developed, as speaking in the mines is risky. Otherwise, people retain the mannerisms of their original culture.

Clothing. Anyone actually doing mining wears an elaborate waxed-canvas mask with glass eyepieces and moist cotton over the mouth and nose, trying to reduce the toxic exposure.

Weaponry. Miners are forbidden weapons, but they all have heavy hammers and picks. Guards and overseers are armed and armored, ready to deal with someone driven mad from excessive ichor exposure.



Claims Office

The groups that mine the beast and its prison are at each others throats, but they all support the claims office. The claims office keeps a record of all claimed mines and manages the docks.

Sneaking past the claims office will get a bounty put on your ship and your life.

The Skull

Of yet, nobody has found a way through the skull, but they keep trying. Surely a god's brain will have alchemical value.

Ichor Mines

Tunnels through the beast's meat are dug deep, seeking still-wet veins to tap and extract top-quality ichor from.

Starshard Bars

The prison's bars are far easier to work on than natural stars, so there are always operations cleaving starshards away.

Dockside

More a collection of brothels and bars than a city, the dockside region is where workers relax between shifts.

d20 Ichor-Mines Individual Carousing Events

- 1 You wake up on the deck, confused to be there. Gain 2 XP.
- 2 You spend 1d6 days litigating a nonsense charge. Gain 2 XP and lose 30% of wealth (50%) or win the case (50%).
- 3 You drunkenly crashed a dock-transit cargo skiff into a crystal-mine. Gain 3 XP and pay 15% of your wealth in fines.
- 4 The revelry spread to the claims office and left some records in disarray. Gain 3 XP and pay 10% of your wealth in fines.
- 5 You wake up in a dry vein near the surface with 10% of your wealth spent. Gain 3 XP.
- 6 You paid to see the starcrystal mines, but you could have gotten as close on your ship. Gain 4 XP and pay 5% of wealth.
- 7 You led a song insulting the enforcers. Gain 4 XP and a crystal-miner ally.
- 8 You get someone to drunkenly brag about how they illicitly got their claim license, which was thus revoked. Gain 4 XP and an ally in the claims office.
- 9 A knife-throwing competition left ichor seeping up in the middle of the street. Gain 5 XP and a luck token.
- 10 You lead a wild party out onto the open carapace of the head. All the enforcers were there, and nobody is doing any work for a day. Gain 5 XP and a foreman enemy.
- 11 You were introduced to suit-huffing, where they pump ichor-fumes under a waxed hood. Gain 5 XP and a luck token.
- 12 You won a bet against a claim-foreman, winning a longer break for his crew. Gain 5 XP and ichor-miner allies.
- 13 A warehouse explosion sprayed ichor everywhere. You ran in and snatched some loot while everyone was panicking. Gain 6 XP and two bottles of ichor-extract.
- 14+ You drank ichor-distillate and had a relatively good reaction. Gain 6 XP, a random mutation and the Your Corruption Has Already Begun trait (112).

d20 Ichor-Mines Crew Carousing Events

-
- | | |
|-----|---|
| 1 | Wake up on-deck, without bedding. Gain 2 XP. |
| 2 | On account of a massive brawl, size crew are locked up below the claims office for 1 week. Gain 2 XP. |
| 3 | The beer was tainted with ichor-residue. Gain 3 XP. Size • d6 crew are ill for a month. |
| 4 | Some crewmembers were tricked into mining contract. Gain 3 XP and spend 10% of total wealth buying them out. |
| 5 | Celebrations ended up blocking a dock. Gain 3 XP and a dock-master enemy. |
| 6 | The crew got obsessed with godbone trinkets carved from scrap. Gain 4 XP, spend 5% of wealth, and each crewmember gains a godbone carving, all together worth what was spent. |
| 7 | Had a game of sheg ball (volpith rules, not devlienne) on the carapace. Gain 4 XP and a luck token. |
| 8 | Led a drinking game which drew in the enforcers of a rival mining concerns. Gain 4 XP and an enforcer ally. |
| 9 | Held a huge cargo-skiff race with all the dockhands. Gain 5 XP and dock-hand allies. |
| 10 | Beat an entire mining crew in a crew-wide drinking contest. Gain 5 XP and a luck token. |
| 11 | Got a crowd of workers drinking and dancing with the enforcers and foremen of the same mine. Gain 5 XP and be owed a favor by an ichor-mine foreman. |
| 12 | The crew and some locals figured out how to hotbox an entire deck with ichor-fumes, giving everyone a glorious trip. Gain 5 XP and a luck token. |
| 13 | The crew put out a huge warehouse fire and were paid a fee for their services. Gain 6 XP and 1,000 gp. |
| 14+ | A dockwide celebration got all the stevedores drunk. They accidentally loaded a cargo of unrefined ichor onto your ship. Gain 6 XP and the cargo, unless someone notices. |

Potential Ichor-Mine Conflicts

Let Dead Gods Lie

The worlds of The Ring have decided that the Dead God is safe to cut apart, but there are many who feel otherwise.

If the forces that believe meddling could awaken a worldeater get a chance, they would gladly start a war to end exploitation of the great corpse.

It Is Dead, Right?

More concerning than people fighting for fear of the Dead God awakening is if it actually does awaken.

What the centipedal hydra would do were it to return to life is unclear, but it's safe to say that it would be bad.

Seizing the Mines

Ichor and arcane effluvia are key to cheap and swift construction of aethershops and spell-bottles. The Ichor Mines and Rogue Navidem are the only major sources of those.

Tensions are always high as most expect the next Ringwar to begin with an attempt to seize the mines.

Worked to Death

As competition has reduced profits, claim owners have increasingly cut corners to make more money. The workers in the mines are dying more often, and are given less opportunities to leave.

Attempts at organizing are brutally quashed, but the risk of a major uprising is ever-present.

Ichor-Mine Adventure Hooks

Claim Jumping

Look, I just record the claims. The Vibrant Ichor Extraction Corporation hasn't renewed their claim, so I'm not recording anything.

An opening like this doesn't come along often, so if I were a half-mad adventurer like yourself, I might head down.

Two weeks back, the owner came for a visit. She hasn't been seen since. Nor have any of the miners.

Laying a claim requires physical control of the site when the claim is made, so whoever can first clear out the vein and pay the fees will be the proud owner of a valuable ichor-mine.

Mine Guards

The mercenaries didn't arrive, so right now we've got miners scraping a leg-joint in the fortieth segment with no protection. All we need is someone to bridge the next two days.

Mining is never safe, especially in the depths. Protecting a bone-mine for a few days can be very dangerous.

The Organic Cult

We sent a crew down to investigate the Marbota claim. Three days on, they ain't back.

A team of deep miners has gone missing, and now the enforcers sent to find them haven't come back.

It turns out they found a still-functioning gland and started worshiping it and using the strange secretions it releases to empower themselves.

Ichor-Mine Ancestries

Ichor Mutant

Those who live on the Dead God's Corpse are slowly warped by the ichor being mined.

You know the Common language.

From Elsewhere. Roll an additional heritage from elsewhere in Ringspace, gaining its trait as normal.

Poisoned by the Corpse of a Dead God. Extracting ichor from the corpse and starshards from the cage has warped you. Gain a random Ichor Mutation (113).

Your Corruption Has Begun. When making a check to resist the influence of a corrupting being such as a demon on your mind or soul, roll at DISADV.

Ichor-Mine Backgrounds

d12 Background

1	Cook , trying to give the workers food that's safe to eat
2	Deep miner , cutting ever-deeper to find new veins
3	Dockworker , loading and unloading aethershops
4	Enforcer , ensuring none of the workers steal anything
5	Foreman , keeping the mines orderly and operating
6	Godbone miner , slowing hewing free shards of bone
7	Ichor distiller , carefully mixing and boiling the deadly fluid
8	Ichor miner , breaking up clots to let ichor slop into vats
9	Smuggler , trying to get god parts past port inspections
10	Starshard faceter , aiming massive chisels at weak points
11	Trader , importing basic goods to sell to the workers
12	Tunnel urchin , stealing food and ichor from workers

d10 Ichor Mutation

1 **Shatterspines.** Brittle, bone spines grow swiftly from your body. You may deal 1d6 damage to a creature after it strikes you. You cannot use this ability again until you rest.

2 **Oozing Ichor.** Ichor oozes from your pores, viscous and slick. Gain ADV on checks to escape someone's grip or slide through a cramped space.

3 **Detachable Cyclops-Eye.** You have but one, large eye. You can remove your eye and still see out of it, so long as it's in the same world and plane, or within **sight** in the aether.

4 **Omni-Directional.** Five eyes are spaced equally about your head. You can see in all directions at once and cannot be surprised.

5 **Breakaway Shell.** Brittle, crystalline patches form across most of your skin. Gain +3 AC until you suffer damage. Regain this after a rest.

6 **Prehensile Tongue.** Your mobile tongue can stretch as long as your arm. Can be used as a third limb. It is very weak and cannot attempt STR checks. Must taste whatever it holds

7 **Sensitive Antennae.** Delicate antennae extend from your forehead, twitching at the slightest breeze. You always know if a creature enters or leaves close, and if you enter or leave close with a creature or obstacle.

8 **Overgrown.** You are far larger than normal, your body bloated and uneven. Gain +1 HP every level.

9 **Blemmyes.** You have no head, instead having an oversized face near the top of your torso. When you are struck by a critical hit, ignore the lowest damage die rolled.

10 **Ooze.** Your flesh is slightly soft, and shifts about as if you don't have proper bones. You can squeeze through any hole you can fit your head into without slowing down. If you die while above level 1, return to life 1d3 rounds later at half your previous level (round down), with marginally-jumbled memories and slightly less height.

Ichor-Mine Enemies

Laborers From Elsewhere

No one comes from The Dead-God's Prison, there are only transient workers who leave warped and dangerous.

Dead-God Enforcer

A thug in a uniform, face hidden by the an armored mining-mask to keep the toxins at bay.

AC 13 (chainmail), **HP** 10, **ATK** 1 mace +2 (1d6), **MV** near, **S** +2, **D** +0, **C** +0, **I** -1, **W** -2, **Ch** -1, **AL** N, **LV** 2

Ichor Miner

Lumpy skin and irregular limbs show the start of strange mutations. A waxed-canvas hood with glass eyepieces covers their head.

AC 11 (gambeson), **HP** 4, **ATK** 1 heavy pick +0 (1d10) **MV** near, **S** +2, **D** +0, **C** +0, **I** -1, **W** -2, **Ch** +0, **AL** N, **LV** 1

Ichor-Mutant Smuggler

They look like a normal, ichor-suited miner carrying a canister of ichor, but their body has too normal of a shape for a resident.

AC 11 (gambeson), **HP** 14, **ATK** 1 heavy pick +1 (1d10), **MV** near, **S** +1, **D** +2, **C** +0, **I** +1, **W** -2, **Ch** +1, **AL** C, **LV** 3

Hurl Stolen Ichor. 1/day. Hurl canister of ichor, hitting an adjacent near-radius circle. Targets suffer 1d6 damage each round until a DC 12 INT action safely cleans the ichor off of them.

Rodentia Ichorica

A narrow-mouthed rodent with a long snout and a segmented, insectile body.

AC 11, **HP** 2, **ATK** 1 bite +1 (1 + insidious venom) **MV** near, **S** -3, **D** +1, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** C, **LV** 1

Insidious Venom. After 2d6 rounds, the target suffer 2d4 damage.

Rodentia Ichorica Armatis

A giant rat, body covered in a thick exoskeleton, twin heads displaying long, ugly teeth.

AC 13, **HP** 12, **ATK** 2 bites +3 (1d4)

MV near, **S** +0, **D** +1, **C** +2, **I** -3, **W** +1, **Ch** -3, **AL** C, **LV** 3

Second Head. The first time the armored ichor-rat is reduced to 0 HP, regain full HP but only have 1 bite ATK.

Tunnel Rogue

Warped and strange, gait irregular, bones bending impossibly, antennae sprouting from the brow.

AC 12, **HP** 2, **ATK** 1 knife +0 (1d3)

MV near, **S** -1, **D** +2, **C** -1, **I** +0, **W** -1, **Ch** -1, **AL** C, **LV** 0

Filch. 50/50, from a target in close take 2d20 gold or an item in a random gear slot that is not being held.

Worshipful Ichor-Thrall

Neck growing into segments, head gaining bulbous insect eyes and mandibles, searching hungrily for a meal.

AC 13, **HP** 16, **ATK** 2 bite +3 (1d4 + dripping ichor) **MV** near, **S** +3, **D** -1, **C** +2, **I** -3, **W** -2, **Ch** -3, **AL** C, **LV** 3

Dripping Ichor. 1 CHA damage. A target reduced to 0 CHA becomes a worshipful ichor-thrall.

Worshipful Ichor-Tyrant

Four insectile necks ascend from the mostly-human shoulders. Rather than legs, it's torso continues flexibly downwards, moving about on countless human hands.

AC 15, **HP** 16, **ATK** 4 bite +7 (2d6 + dripping ichor) **MV** near (climb), **S** +4, **D** -1, **C** +3, **I** +0, **W** +2, **Ch** +1, **AL** C, **LV** 9

Extra Heads. If reduced to 0 HP, regain full HP with 1 less bite ATK, until none remain.

Dripping Ichor. 1 CHA damage. A target reduced to 0 CHA becomes a worshipful ichor-thrall.