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GENERAL INFO

This campaign is firstly a survival campaign emphasizing the lack of resources on the party. There is also the limiting factor of magic. There are magical deadzones and places called twisters which warp magic in unpredictable ways.

Players are thrown into The Prison for committing a crime against the Empire, very little is known as fact to the common person about The Prison though there are several rumors about the place but cannot really be confirmed.

There will likely be a lot of downtime for the party as they travel about trying to initially survive, and gather resources to survive the upcoming Flood. Which means lots of opportunities for crafting and community building.

Eventually they can settle in a town and start building their own kingdom, or they can try to find a way to escape back to the surface for some ulterior motive.

The Surface Empire

The Human Empire first came to power 600 years ago and has since expanded to cover most of the main continent, slowly assimilating all in their way. They were harsh and strict showing high favoritism to the higher races, and treating the lower races as slaves. Many races are now extinct from genocide on the main continent because of Human greed for power. However the last two Sovereigns, Chaundler and Eigen has shifted away from that bloodlust. They realize in order to expand their territory further off the main land into the world beyond they will need the help of the other races.

About 150 years ago, Chaundler made the move towards a fauxdemocracy where races are "equal" and those who committed crimes were given a trial by their peers. These trials were often rigged with threats and bribes, clearly innocent people being executed and murderers getting off free with many questions asked.

About 80 years ago at the end of Chaunders life, the Empire discovered a magic portal leading to a HUGE underground cavern. The first initial explorers where not heard from and they assumed it to be a one way portal, so they sent in a top military group consisting of several very experienced magic users and fighters. Though they were able to communicate with this group some, the magic was very distorted and eventually after a few years of not figuring a way out the portal was "converted" into a prison.

This allowed an easy way to deal with criminals and members of society who were useless and unproductive. Since the cost of keeping them was the transport to the portal. About 50 years ago there was a revolt with how many people were being convicted and basically given a death sentence even though they were "guilty" of minor "crimes." In response to this Sovereign Eigen implemented different types of sentencing with varying levels of equipment people would be given to survive.

The Empire has a strong hold on the justice system and can swing any case in their favor. They tend not to get involved in minor squabbles between the common people. These cases not of interest to the Sovereign are done by legitimate trial by peers with little sway on either side.

Sentences

Reformatory

People that have committed minor misdemeanors such as a bar fights, public drunkenness, involuntary property damage are sent to a local Reformatory. Here they are put into a bare cell and fed awful food for a certain amount of time relating to their crime. Once they have served time they are then released back into society. (Basically like a normal penitentiary)

Level 1 Conviction

People that have been sentenced to Reformatory multiple times without showing any signs of becoming a productive member of society are given this sentence. People who are medical hazards are also given this sentencing.

Given a survival kit and allowed to take in whatever they own up to 200g

Level 2 Conviction

People who have caused a decent damage to private or public property accidentally are given this sentence. This could be from an over the top barfight, or an accidental home laboratory fire that spread to others houses. This level also includes those who have stolen. This can be as minor as stealing a piece for food from a bazaar vendor as long as there is proof to convict. Other ways of earning this level of conviction is through public slander of the Empire. This is relatively easy to prove and only requires an employee of the Empire and two other witnesses (which can also be employees) to put their word forth. This can also be disproved by the same method.

Given a survival kit; choice of leather, studded leather, Lamellar cuirass, hide, scale mail, Four-mirror armor; choice of any simple or martial weapon under 40g, Choice of Limited spell component pouch or Light wooden shield

Level 3 Conviction

People who have cause purposeful large destruction of somebodies property such as arson, or intentionally destroying a vendor stall are sentenced here. Large scale stealing and stealing from the Empire also falls under this level. Lastly conspiring against the Empire, e.g. hiding a fugitive, trading with known terrorists will earn a person this sentence.

Given Survival kit; choice of leather, FRAGILE studded leather, Lamellar cuirass, hide, FRAGILE scale mail, FRAGILE Four-mirror armor; choice of any simple or martial weapon under 20g or choice of any simple or martial FRAGILE weapon under 40g, Choice of Limited spell component pouch or Light wooden shield

Level 4 Conviction

Those convicted of murder and those convicted of terrorism are under this category. Terrorism includes fighting against the Empire, sabotaging Imperial equipment, slowing Empire expansion among other things.

Given Lesser Survival Kit; Choice of Leather, FRAGILE studded leather, or hide armor; Choice of simple or martial weapon under 15g or choice of simple or martial EXTRA FRAGILE weapon under 30g.

Level 5 Conviction

This is the highest state and only given to serial/mass murders, those who commit treason (e.g. giving

out secrets, betraying the Empire) and murdering an Imperial agent.

Given a water skin and 2 days' worth of rations

*Survival Kit (*included in Lesser)*

- Backpack*
- Bedroll*
- Bell
- Building tools (Hammer, Saw, Nails, ect.)
- Candle X3
- Chalk*
- Charcoal*
- Earplugs*
- Fishhook*
- Flint and Steel*
- Oil 1lb
- Rations x5*
- Rope 30ft*
- Rope 20ft
- Shovel*
- Signal Whistle
- Sling*
- Tindertwig x3
- Tindertwig x2*
- Torch x3*
- Torch x2
- Twine 50ft
- Utility Knife*
- Wandermeal (10 meals)*
- Waterskin*
- Waterskin

(Extra) Fragile Weapons and Armor

Any time you confirm a critical failure with a fragile weapon it gains the broken condition. Extra fragile weapons are broken on a single natural 1. Fragile armor is broken whenever someone confirms a critical hit, however you only take normal damage for that hit (Exceptions apply).

Limited Spell Component Pouch

Any time a spell is cast with with a nonpriced spell component pouch there is a 10% chance the component is missing (this can be checked for before spells are prepared). From then on that spell component is permanently missing until replaced. For every two times the spell is cast the percent increases by 5%

Organizations

This is open to you. You can pretty much create any organization you want for your backstory. They will probably get tied into the game at some point. Create your character into something that you would love to play through and it could very well happen.

Important NPCs

Sovereign Eigan: Eigan began her reign about 50 years ago and her life looks to be coming to an end. She is human and about 90 years of age, though she looks more like someone in their 70s, which doesn't say much since that is still very old.

Agent Francis: He oversees all prisoner transportation. He is a relatively nice guy and usually tries to have a conversation on the ride with the convicts. He also oversees the equipment partitions before the convicts are throw in making sure everyone has what they want as best he can, though is strictly follows the customs of each level. However, Francis is not a person to be tested, he is not afraid of giving a few injuries to those who get out of line, even going so far as to break a few bones if necessary.

OTHERS: Make your own NPCs that may make an appearance later on. They may have gone down into the prison before you, or are coming after, or even be awaiting your return from below. Help me tell you a story you want to hear and be involved in, the more you want to interact with the people surrounding your character the more attached you become and the better story I can tell.

The Realm Below

The Rumors: Every few years there is a flood where horrors come in great numbers to feast upon the convicted. To date no one is known to have escaped. Magic functions strangely or doesn't work at all under the ground which is why it is so hard to get information to the surface and making it impossible to escape. The Prison was created by Sovereign Chaundler as an easy solution to getting rid of all who opposed him.

The facts: Magic to the surface is heavily distorted, the only magic know to work reliably are sending type spells. This has been the only way to communicate to people of the surface and then it isn't reliable due to only pieces being coherent to the receiver. There is native fauna and plant life below, how it got there is up for debate. There is a supply of water down below, again its origins are highly debated, There are light sources from bioluminescent mushrooms that grown in abundance in certain areas of the cave.

Resources: Certain resources don't exist down below and people have used substitutes to good effect, while some have no known substitutes. Other resources are rare and thus much more expensive, while some are even more bountiful than the surface. This also includes spell components and other expendable resources for classes.

Magic: Arcane magic uses magical currents that flows around the world, the cavern below the surface is sometimes outside the normal flow of magic causing deadzones, other times magic gets twisted up into a highly concentrated area, and magical effects can get very distorted. Divine magic is a direct connection to the gods above who are granting some of their power. However, the connection to the

gods is much weaker down below for some reason and sometimes the gods don't respond to their followers, other times you may get the wrong god granting you power through some strange mistake or misunderstanding.

RACES

Humans

Humans only came into power in the last 600 years on CONTINENT. Extremely power hungry and hostile Humans have taken land from the other civilized races to create large cities and fertile farms. Only recently however have then be a lot more tolerant and even accepting of other races. Under Sovereign Eigen Human rule has expanded faster than her previous five Sovereigns, mostly due to her policies dealing with nonHumans.

Humans are the most populous civilized race in the region. In The Prison there are relatively less of them compared to monstrous races, though they still are the most populous.

Elves

Elves used to rule the land before the Humans started taking everything over. They have an innate dislike of Humans but have relented to the fact that Humans aren't leaving anytime soon. Since Sovereign Eigen's new policies have come into effect more and more elves are moving into the city to take advantage of the comfortable living arrangements and to avoid undue prosecution of being a drain on society.

Elves are also not as long lived as in standard fantasy, living only slightly longer than Humans, with an average lifespan of 100 years. Their children mature at the same rate as Humans as well.

Gnomes and Halflings

Prior to the Human era of history these races were nomadic and excelled at trading. Even before Sovereign Eigen came to power they had already integrated into Human society as politicians and traders. These two races have integrated so seamlessly that interracial marriages are not uncommon.

Dwarves

Dwarves and Humans have a cordial relationship. Prior to Sovereign Eigen's rule were hired to help build cities or undertake other massive construction projects in Human cities, and then were returned to their homes and not welcomed to live in what they built. Recently Sovereign Eigen has actually been encouraging Dwarves to settle in the cities to help make better weapons and stronger buildings.

Half-Orcs and Half-Elves

With Humans expanding their territory at such a fast rate interracial breeding was a non-question. At first they were considered dirty and given all the bad jobs around the city. Now it is not uncommon to find forth and sometimes even fifth generation half breeds in the city, even in prominent positions.

Aasimars and Tieflings

Tieflings are mostly found in the noble houses whereas Aasimars are usually found in middle class families, though a few can be found in prominent positions in the hierarchy. Seeing Tieflings populating so many noble houses has spurred unspoken rumors among the other races that the reason Humans

have come into power so quickly is due to pacts with powerful fiends long ago.

Tieflings are more common than Aasimars on the surface, though nearly equal in number in The Prison, due to Aasimars having an obscenely high conviction rate compared to any other race.

Catfolk, Ratfolk and Other Civilized Races

The less common civilized races have been assimilated in Human society as they expanded. Though they are not unwelcome, the other races have not mixed in with society and often keep to the selves working and staying out of trouble. Each having their own little distinct district in the major cities.

Orcs, Goblins and Other ‘Noncivilized’ Races

Originally conquered as slaves and used as such for nearly 500 years, they have been freed under Sovereign Eigen. Though most still work for coppers a week, several of the smarter ones have successfully started their own businesses. They still face an uphill battle for identity and are usually grouped all grouped as Laborers by most Humans regardless of their actual race.

Shifters

There are a very few shifters in the world, they are not natural and are experiments of the Empire within the last 50 years. Generally keeping their secrets to themselves after the Empire has abandoned them, there are few cases known to the public. Those that are known have already been killed, mistaken for lycanthropes.

STATS:

Humanoid Type (Shapechanger Subtype)

Medium Size

Base Speed: 30'

Attribute Modifications: +2 Dex, +2 Wis, -2 to Cha

+2 racial bonus to Acrobatics and Climb.

Low-Light Vision

Shifting (Su): A shifter can tap into her lycanthropic heritage to gain short bursts of power.

At character creation, a shifter chooses one of the following traits. Once chosen, this trait cannot be changed. Natural attacks while shifting qualifies as a natural attack for prerequisites, as does special powers or movement rates, even though they are not always available. However, the benefit to attributes does not count for such prerequisites. If a feat requires a Strength of 13, you must have a Strength of 13, without shifting, to qualify.

Beasthide: +2 racial bonus to Constitution and +2 natural armor bonus to AC.

Cliffwalk: +2 racial bonus to Dexterity and gains a Climb speed of 20'.

Dreamsight: +2 racial bonus to Wisdom and affected by the *Speak with Animals* spell. Shifters with this

trait also gains +2 racial bonus to Handle Animal and Wild Empathy checks even when not shifting.

Gorebrute: +2 racial bonus to Strength and gains a natural attack (gore) for 1d6 (bludgeoning).

Longstride: +2 racial bonus to Dexterity, are always considered to have a running start when jump while shifted, and a +10' racial bonus to your land speed.

Longtooth: +2 racial bonus to Strength and gains a natural attack (bite) for 1d6 (piercing).

Razorclaw: +2 racial bonus to Strength and gains two natural attacks (claws) for 1d4 (slashing). These claw attacks always involve the hands and thus cannot be used anytime the hands cannot be used.

Swiftwing: +2 racial bonus to Dexterity and gains a fly speed of 30' (clumsy). This fly speed is provided by the arms and hands transforming into wings, which means anything that is held or wielded is automatically dropped. Likewise, the shifter cannot take actions that involve her hands, including attacks.

Truedive: +2 racial bonus to Constitution and a swim speed of 30'. Shifters with this trait also can hold breath for 4x Constitution score even when not shifting.

Wildhunt: +2 racial bonus to Constitution and the scent ability. Shifters with this trait also gain +2 racial bonus to Survival even when not shifting.

Winterhide: +2 racial bonus to Constitution, a +1 natural armor bonus to AC and cold resistance 5. Shifters with this trait also gain a +2 racial bonus to Fortitude saves to resist environmental effects of extreme cold.

Natural attacks while shifting qualifies as a natural attack for prerequisites, as does special powers or movement rates, even though they are not always available. However, the benefit to attributes does not count for such prerequisites. If a feat requires a Strength of 13, you must have a Strength of 13, without shifting, to qualify.

Shifting can be activated once per day as a free action that does not provoke and lasts for a number of rounds equal to 2+the shifter's Con modifier (After Shifting). It can be ended prematurely as a free action and is automatically ended anytime the shifter goes unconscious or dies.

Shifter Feats (Many monster feats listed can be taken by shifters and count as a Shifter Feat)

For each Shifter Feat taken by a shifter, add 1 round to the duration of your shifting ability. These additional rounds stack with other increases to the duration of your shifting ability.

For every two Shifter Feats taken, add 1 to the number of times you can shift per day.

Shifters must still qualify for these feats normally.

Automatic Languages: Common. Bonus Languages: Elven, Giant, Gnome, Goblin, Halfling, Orc and Sylvan

Favored Class Options:

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Druid: Add +1/4 to the druid's total number of Wild Shape per day.

Fighter: Add +1 to the fighter's CMD when resisting reposition or trip.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

Rogue: Add +1/5 of a new rogue talent.

Witch: Add +1/6 of a new witch hex.

Age:

Adulthood: 20 years

Intuitive: +1d6/Self-Taught: +1d8/Trained: +2d8

Middle Age: 40/Old: 60/Venerable: 80

Base Height & Weight:

Height: 4' 7" (male) or 4' 5" (female)

Weight: 100 lbs (male) or 85 (female)

Modifier: 2d8 / Weight Modifier: x7

Shifter Feats

Shifter feats are only available to shifters and often only to those with the appropriate shifter trait. Almost all of the shifter feats also add rounds to the duration a shifter's shifting ability. These additional rounds stack.

Beasthide Elite [Shifter]

Prerequisite: Shifter with the Beasthide shifter trait

Benefit: The natural armor bonus provided by the Beasthide shifter trait increases to a total of +4.

Cliffwalk Elite [Shifter]

Prerequisite: Shifter with the Cliffwalk shifter trait

Benefit: The climb speed provided by the Cliffwalk shifter trait increases by another +10'.

Dreamsight Elite [Shifter]

Prerequisite: Shifter with the Dreamsight shifter trait

Benefit: While shifting, you gain a +5 racial bonus to Perception and can see invisible creatures and objects as if you were under the effect of the *See Invisibility* spell. This is considered part of your shifting and cannot be dispelled or suppressed unless your entire shifting is dispelled or suppressed.

Extended Shifting [Shifter]

Prerequisite: Shifter, at least 1 other Shifter feat

Benefit: Add 3 rounds to the duration of your shifting ability. These additional rounds stack with other increases to the duration of your shifting ability.

Special: This feat can be taken multiple times. Each time it is taken, its effects stack.

Extra Shifter Trait [Shifter]

Prerequisite: Shifter

Benefit: Choose an additional shifter trait from the list detailed in the shifter race description. When you shift, you take on all shifter traits except the racial bonus to your attribute from the shifter trait chosen by this feat. For example, if you took Longstride as your primary shifter trait and choose Razorclaw as your shifter trait granted by this feat, when you shift, you would gain a +2 racial bonus to Dexterity, a +10' bonus to your land movement, are always considered to have a running start for jumping and would have two natural attacks (claws) for 1d4 damage. You would not gain the +2 racial bonus to Strength. The swiftwing and truedive shifter traits are mutually exclusive. You may not choose one if you already possess the other.

Gorebrute Elite [Shifter]

Prerequisite: Shifter with the Gorebrute shifter trait

Benefit: You gain the **powerful charge** special ability, but only for the gore attack provided by your Gorebrute shifter trait. The total damage is your powerful charge ability is twice the normal amount of damage from your gore attack.

Great Bite [Shifter]

Prerequisite: Shifter with the Longtooth shifter trait, +6 BAB

Benefit: The critical range on your bite attack from your Longtooth shifter trait improves to x3. This does not stack with other effects that increase the critical multiplier, but does stack with other effects that increase the critical range.

Great Rend [Shifter]

Prerequisite: Shifter with the Razorclaw shifter trait, +4 BAB

Benefit: You gain the **rend** special ability, but only if you successfully with both claw attacks granted by your Razorclaw shifter trait. This usually equates to an additional 1d4 + 1-1/2 Str modifier damage.

Greater Shifter Defense [Shifter]

Prerequisite: Shifter, Shifter Defense, three other shifter feats.

Benefit: While shifting, the damage reduction provided by the Shifter Defense feat improved to a total of DR: 4 / silver.

Healing Factor [Shifter]

Prerequisite: Shifter, Con 13

Benefit: While shifting, you gain the **regeneration (1)** special ability. Damage caused by silver overcomes this regeneration. Since going unconscious causes any shifting to prematurely end, this

regeneration cannot help you if you go below 0 hit points unless you are normally capable of acting in such circumstances.

Longstride Elite [Shifter]

Prerequisite: Shifter with the Longstride shifter trait

Benefit: The bonus to your movement rate granted by your Longstride shifter trait increases to a total of +20'.

Longtooth Elite [Shifter]

Prerequisite: Shifter with the Longtooth shifter trait

Benefit: Your bite attack deals 1 Con damage on successful hit while shifting.

Razorclaw Elite [Shifter]

Prerequisite: Shifter with the Razorclaw shifter trait

Benefit: You gain the **pounce** special ability, but only when using the two claw attacks provided by your Razorclaw shifter trait. Both of these claw attacks use your full base attack bonus and both gain the +2 benefit from charging. If you have the rend special ability and successful hit with both claw attacks, the rend damage is also applied.

Reactive Shifting [Shifter]

Prerequisite: Shifter, Improved Initiative

Benefit: You can use your shifting ability as an immediate action, even when flat-footed or surprised.

Shifter Acrobatics [Shifter]

Prerequisite: Shifter with either the Cliffwalk, Longstride or Swiftwing trait, 5 ranks in Acrobatics

Benefit: While shifting, you gain a racial bonus to your Acrobatics skill equal to the number of Shifter feats that you currently have, including this one.

Shifter Agility [Shifter]

Prerequisite: Shifter with either the Cliffwalk, Longstride or Swiftwing trait

Benefit: While shifting, you gain a +1 dodge bonus to AC and a +1 untyped bonus to Reflex saves.

Shifter Defense [Shifter]

Prerequisite: Shifter, two other shifter feats

Benefit: While shifting, you gain damage reduction equal to DR: 2 / silver.

Shifter Ferocity [Shifter]

Prerequisite: Shifter, Wisdom 13

Benefit: While shifting, you gain the **ferocity** special ability. This will allow you to remain conscious if brought below 0 hit points.

Shifter Magnetism [Shifter]

Prerequisite: Shifter, wild empathy class feature

Benefit: You gain a racial bonus to your Handle Animal skill and wild empathy checks equal to the number of Shifter feats that you currently have, including this one. This bonus applies even when you not shifting.

Shifter Instincts [Shifter]

Prerequisite: Shifter

Benefit: While shifting, you gain a +2 competence bonus to Initiative and a +1 competence bonus to Perception and Sense Motive checks.

Shifter Savagery [Shifter]

Prerequisite: Shifter with either the Gorebrute, Longtooth or Razorclaw shifter trait, +6 BAB, ability to rage

Benefit: While shifting and raging simultaneously, the critical threat range of all of your natural attacks increase to 19-20 and the base damage improved by two steps, as if your size had increased by two size categories. This increase to the threat range does not stack with any other effect (such as Improved Critical), nor does the base damage increase stack with any other source that does not actually increase your size category. This leads to the following progression: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

Shifter Stamina [Shifter]

Prerequisite: Shifter with either the beasthide, truedive or wildhunt shifter trait, Endurance

Benefit: While shifting, you are immune to nonlethal damage and any fatigue or exhaustion effect is suppressed. When your shifting ends, any fatigue or exhaustion effect that has not already expired during your shifting affect you normally.

Shifter Stealth [Shifter]

Prerequisite: Shifter with either the Cliffwalk, Longstride or Swiftwing trait, 5 ranks in Stealth

Benefit: While shifting, you gain a racial bonus to your Stealth skill equal to the number of Shifter feats that you currently have, including this one.

Swiftwing Elite [Shifter]

Prerequisite: Shifter with the Swiftwing shifter trait.

Benefit: The fly speed provided by your Swiftwing Elite shifter trait improves to a total of 40' and the maneuverability improves to good.

Truedive Elite [Shifter]

Prerequisite: Shifter with the Truedive shifter trait

Benefit: The swim speed provided by your Truedive shifter trait improves to a total of 40'. Also, you do not take penalties for fighting underwater.

Wildhunt Elite [Shifter]

Prerequisite: Shifter with the Wildhunt shifter trait

Benefit: While shifting, you gain blindsense 30'.

CLASSES

Alchemists

Above: Alchemists are commonly employed by the Empire to create cheap potions to heal as well as to increase production on various tasks. Many own their own shops/labs to try and find new and better ways to create potions.

Below: Alchemists are much harder to find underground since there is a lack of supplies to create their potions. Many Alchemists take up a new profession once underground. Several join with the druidic sects underground because they tend to have a small supply of common ingredients. There are a lucky few who have adapted their practice to use what materials they can scrounge from the underground.

Recommendations: Due to the lack of resources early in the campaign this class will be extremely challenging to play, but may be a boon to a party later on once established.

Barbarians

Above: Barbarians are extremely rare on the surface, mostly because they are quickly throw into The Prison for some outburst or another.

Below: As a conjugate to the above, Barbarians are fairly common below due to being thrown down there so very often and join one of the established barbarian tribes. Most tribes do some amount of raiding on other settlements, though there are a few that tend to keep to themselves.

Bards

Above: Theater is the most common form of entertainment in the Empire and many of the tropes travel from city to city. The bigger cities usually have at least one stationary troupe. Bards tend to stay away from anything mentioning the Empire or ancient civilizations as those topics tend to get their fellows a case of disappearing.

Below: Bards are welcomed in most areas and settlements. They are one of the few classes that do well economically since entertainment is scarce and in high demand.

Cavaliers

Above: Almost all Cavaliers have a military background, though a few are athletes that participate in the Garganmoth games every few years to show off their skills.

Below: Not many trained military officers make their way down into The Prison, mostly due to being smart enough not to mention anything about the dictatorship being run by the Sovereign. Those that do end up do end up down below sometimes get recognized if they are prominent. Most end up adapting their skills towards domesticated Giant Spiders and Giant Lizards.

Recommendations: Mounts likely won't be accessible early on in the campaign, so several class features will be collecting dust until such a time that mounts are accessible. But perhaps riding a giant spider is worth the wait. So make sure you are able to survive the early game well enough to get to that point.

Clerics

Above: The Empire has allowed religion to exist under strict circumstances, which more or less forces many clerics to become healers. Those that wish to be more involved with their god and carry out their will must do so secretly for fear of repercussions.

Below: Clerics are also a well-respected class that can fit in anywhere due to their innate healing. However they are much farther from their gods so sometimes they won't respond (they are still affected by the magical deadzones that populate The Prison). Unlike the surface people are much more openly pious and several settlements revolve around certain faiths.

Druids

mostly against the empire, have set up an underground network for people.

Thrive below but keep to themselves, prefer to be imprisoned away from oppressive empire, help out certain settlements who return the favor

Fighters

Above: People fight everywhere, in the military, in the bars, in competitions. The world belongs to fighters (metaphorically).

Below: See Above.

Gunslingers

Above: The Empire has put a lot of research into creating a triggered explosive powder but has not revealed its secret to the world yet. Most people that a gun shoots out a small round metal ball at high speeds, but they do not know why or how it does so. Guns are strictly military issue and used to keep the "peace."

Below: Guns are scare down below, but not unheard of. The rare wielder of such a weapon is generally respected for fear of the damages it can cause. Explosive powder is extremely hard to come by and is hoarded by settlements lucky enough to have some.

Recommendation: Since supplies are hard to find, a secondary weapon is likely necessary. A smart gunslinger will be able to make use of her environment though.

Inquisitors

Above: Inquisitors are find themselves commonly out of a job due to the Empire's tyrannical ways of enforcement. Some work in the bounds of the law, while others secretly move behind the scenes.

Below: Inquisitors are slightly more common below ground, but the link to the gods is weak and as such they have a harder time upholding their faith because sometimes their faith isn't there for them.

Maguses

Above: Maguses are elite military trained combatants. It is rare for one to be seen in the major cities due to usually being out on special operations for the Sovereign. Not much is known about what they do and those that do talk to them don't get much information out of the encounter.

Below: Even more rare that seeing them in the city is seeing them in The Prison, and those that are found are instantly assumed to have committed treason against the Empire.

Monks

Above: Monks have slowly assimilated into the current culture of the Empire. They used to be in remote locations away from prying eyes and civilization but Human expansion has changed all of that. Those that didn't put up a fight were welcomed. Those that did not are no longer around.

Below: Fighting against the Empire is a surefire way to get thrown into the Prison, and that is how most monks ended up down there. Usually the entire clan was thrown in there and they tend to stick together.

Ninjas

Above: Another of the Empire's elite forces. They are similar to Maguses except without the innate magical talent.

Below: See Magus

Oracles

Above: Oracles are one of the more free classes on the surface since they tend to not be affiliated with any politics like other divine casters. That being said they still populate the churches as well as the government and everywhere in between.

Below: Though Oracles don't need a divine connection like other casters, they still need to touch into the arcane magic to be able to cast at will and are subject to both divine and arcane magical effects from the world, but to a lesser extent than others.

Paladins

Very rare above since the empire has such a strong lock on interpreting the law. And even then they are highly hypocritical.

Usually fighters that have converted to a faith down below

Rangers

Similar to the druid but more open in protest of the empire also more along the lines of diplomats for the druids in the settlements

Favored enemies: Human, Humanoid (general), aberration, animal

Rouges

Above: Typically Rogues are scouts or guides for the various areas. The iconic thieving rogue is very uncommon due to a highly law abiding regime. But that does not mean there aren't those skilled enough

to get away with such things.

Below: Rogues are much more common down below, especially because of the dim light and darkness everywhere giving them the edge in surprise. Thieves are also fairly common due to a generally lawless environment.

Sorcerers

Above: Sorcerers are people with extremely high emotions capable of controlling the magical force and bending it with those emotions. Generally feared for their explosive personalities and fits of destruction many are unjustly shunned by society for their gifts. Few of the more powerful one are recruited by the Empire for testing.

Below: Sorcerers generally find themselves the most powerful magic class in The Prison due to not needing nearly as many resources as the other magical classes since they bend magic by sheer force.

Summoners

Above: Sorcerers that displayed an acute understanding of magical beasts were sought after by the Empire. From there they were trained to attune their magical abilities to summon creatures from all over and keep them under control. The Empire also experimented with bonding these creatures to a host, though many died in the process a few lived and now have a beast connected to their very nature.

Below: Summoners are even rarer than Maguses and Ninjas because of the Empires investment in them. The few cases are people naturally gifted in the way of summoning and these are few and far between since there are no real mentors to train them in the world above.

Recommendations: Since the Eidolon is itself partially magic as well as bonded by a magical link they are also effected similarly to how regular magic is.

Witches

Above: Witches are all but nonexistent in the Empire. The Empire sees them as a threat since they spend so much time in isolation and are usually unwilling to help them in their quest for expansion. Only recently have they not been exterminated on sight when discovered in their hidden abodes. Now they are being captured and studied by the Empire, trying to learn their secrets of magic.

Below: Witches are found in the dark corners of the caves sometimes, and often times people never return from seeking them out. There are a few stable places of magic in The Prison and this is where witches tend to set up home since their magic relies so heavily upon preparing their spells and then casting them.

Recommendations: Witches not only have to cast magical spells but also have to communicate with a higher power through their familiar to gain spells. Most familiars will not be going into the cave with their master since they will have been confiscated by the Empire. To make things slightly easier on the Witch. The Familiar will keep $\frac{3}{4}$ of the previous days spells stored so the witch will have some spells to prepare in case she cannot communicate that days to gain new ones. Hexes are innate supernatural magical effects and thus are less a subject to the magic distortions of The Prison.

Wizards

Above: Wizards are the most common form of magic users on the surface world due to the vast knowledge the Empire has surrendered to the public about magic. Many are on good terms with the Empire because they know that they will be without a spellbook should they ever be convicted.

Below: Contrary to the situation above, wizards are few and far between. Since it takes such a long time to gather the resources to make another spellbook and then even more to fill it up to something worthwhile many wizards retire into another roll that can help out in settlements that offer them protection.

Recommendations: Wizards will be without a spellbook and limited spell components. Keep that in mind as you create your character and try to find possible solutions to this problem.

Psionics

Psionics will be played like magic. Though not nearly as common as magic, psionics are known well enough that the common person has at least heard about the abilities and it is more than a rumor at this point.