Hi there. My name’s John and I design games. Before I begin, I should probably explain what all this is about.

I had a conversation with a certain Wolfgang Baur about an ongoing column in his magazine *Kobold Quarterly*. I made a suggestion and he seemed to like it.

Growing up, I was always a big fan of Roger Moore’s “Ecology of the…” series in *Dragon Magazine*. I liked the almost anthropological approach of looking at each race from top to bottom. An attempt to make them as authentic as possible. After I read any of those articles, I always had the same desire: I wanted to make a character.

So, in talking with Wolfgang, I wanted to do something similar. An anthropological look at the “standard races” of the world’s most popular roleplaying game… but do it with a twist. Instead of reinforcing the genre, what if we took a look at each of the races through a kind of dark lens. If you’ll forgive me, “through a wicked mirror.” Not anything that would change the races beyond recognition, but give them a different feel. A different taste. A different style.

Wolfgang liked the idea and I enlisted the help of Jess Heinig to make sure I could navigate the tangled maze of game mechanics.

Jess and I tackled five races: halflings, humans, gnomes, dwarves and elves. I wrote them up and sent Jess some suggestions for mechanics. (The sole exception here is the gnomes. Jess wrote those bad boys up all himself.) He looked at my suggestions, chortled loudly and said, “No, you don’t want this, you want *this*!” And that’s when Jess reminded me why I recruited him in the first place.

Well, the series was a success and we got a whole ton of feedback on the five races. A few years later, I thought the same series would go well with *Pathfinder*. The mechanics were similar, but different, and I could add more detail to the sketches I provided for *KQ*. But I needed someone who was familiar with *Pathfinder*. That’s when I found Jill.

The youthful and exuberant Gillian Fraser jumped on the opportunity, grabbed it with her teeth and would not let go. I was breathless trying to keep up. We sent our results to Mr. Heinig who sent us feedback and we made significant changes based on his keen insights.

And here is the result of our efforts. The first chapter details the oatmeal of fantasy: the human race. Take a taste, but watch out! We threw some hot sauce in there. Yeah, we’re *those* kind of people.

— JW
And this is the Reign of Men. When all are king. Not subject to any gods or tyrants, men choose their own destinies. Free to wreck or ruin our own lives or to lift ourselves up from the muck and sing songs that no voice has ever sung.

And this is the Reign of Men. We are free. And so shall we always be.

Established by a line of warlords in the earliest days, the Reign of Men has transformed itself many times. Once a tyranny, now something very different. When the new races speak of men, they use the word, “Kingdom.” This is both accurate and misleading. While men do have a King, their own word best translates as “reign” or “rule.” Not the Kingdom of Men, but the Reign of Men.

Men have always been here. They are the Old Race. Newcomers—such as the elves, haffuns and uvandir—bring their strange ways, but men and their Kingdom have always been here. From the first fires of creation to the moment when the heat of those flames die, men will be here. First to step from the fire, last to walk into the darkness.

Five centuries ago, the Kingdom of Men suffered a plague of philosophers, all asking questions of liberty and social duty. The movement transformed the Kingdom and inspired a young and newly-crowned king—Mantias Colevale—to change the way men were ruled. Some called him, “the Philosopher-King,” and others ridiculed him, calling him, “the King of Mans.” But the laws Colevale passed forever changed the direction of the Kingdom, creating something the world had never seen before.

Now, to be human is to be part of something larger. A citizen of a government elected and empowered by the people. Each man has both liberty and responsibility. He has what the philosophers called courage: the ability to recognize you are not the most important thing in the world. As such, men do not serve themselves: they serve the Reign. While human achievement is always self-satisfying, satisfaction is not the end goal. “What betters the Reign?” is the prime question. The King serves the Reign. His magistrates serve the Reign. The citizens serve the Reign. And the Reign provides them freedom to pursue happiness.

At least, that is what was true. These days, the bones of the Kingdom are old and beginning to brittle. The blood is thin. And where the word courage was once shouted from the rooftops, it is now a chorus in a song: repeated over and over again from habit. True, there are those who still remember the passion of the philosophers and their transformative magic, but those days are long gone. The selfish reward themselves while the needy suffer with naught. Houses dedicated to vice and wickedness are on every street corner, their luring voices calling to the weak. And the King sits on the throne a bitter and broken man. Where is the courage of men? Where is the glory of the Reign?

Not all is lost. The courage of men remains, although it may be asleep in their hearts. There are those who carry it still, inspiring others through their deeds. Stories spread of young men and women who may yet ignite the quiescent fire. Even now, tales of their deeds are told throughout the Kingdom by voice and printer’s ink. Some even speak of a second Reign when men will rise up as they did before.
Rise up and take hold of their own destiny. Rise up and claim what is theirs. Rise up and reign.

**THE ELEVATION OF MEN**

“If we only contemplate on what we are, we will never see what we may become. Philosophy is the beginning of action, not the whole of it.”

— Valir Severin, *The Philosophies*

Humans are bound not by a common faith, but by a common philosophy: that all men may become more than they are. They do this through rigorous training, insight and learning. The Reign of Men builds schools and universities to bring wisdom and enlightenment to all men and women.

While other races seek knowledge and power from external entities, humanity looks for power from within. Will, self-determination and dignity are the virtues of men and these virtues provide them with powers the other races can only describe as “magical.” But men would claim these abilities are the exact opposite of magic; instead, the abilities taught to children in human schools and universities only tap into latent power within the human spirit.

**UNIVERSITIES**

Each town and village has at least one building dedicated to knowledge and learning: a university. A place where men go to cure their curiosity. Universities also serve as common houses to shelter the poor and sick.

Universities are populated by *philosophers* (sometimes called “travelers” or “seekers”). These scholars bring books with them wherever they go, teaching and learning both, bravely baring the fragile light of knowledge to a dark and haunted world. These philosophers are not simply book-bound clerics, but men and women trained to find and fight wickedness and evil, to protect those who cannot protect themselves. They can be found everywhere in the Reign of Men, armed not only with knowledge, but also with armor, shield and sword.

**CLERICS AND PALADINS**

With the absence of gods, men have no clerics and no paladins. Instead, they have the *philosopher* and the *palatine*. While clerics and paladins draw power from appeasing an external source of power, the philosopher and palatine draw power from their own will. The power to heal, the power to remove curses, the power to put down the risen dead. All of this comes from *will*, not obedience and submission to a “higher power.”

Philosophers seek to unravel the mysteries of the universe. The palatines, on the other hand, are warriors granted special powers by the Senate to enforce the Senate’s Law throughout the Reign.

The divine powers of philosophers and palatines come from the same inner strength that drives the rest of humanity, but for these individuals, that power is beyond the reach of most men.
**Human Pride**

When the other races speak of humans, instead of “human will,” they often invoke “human ego.” Instead of “human pride,” they talk about “human hubris.” It is no secret humans are a proud race, but that pride can get the best of them from time to time. Tales of humans rushing into danger with no thought to their own safety or well-being. Courage or hubris? It is fine line that men walk.

**A Human’s Life**

This next section details the life of a human in the Reign of Men. We look at youth, adulthood and old age.

**Youth**

Most human children are born in a village or city university with assistance from a trained philosopher. A human child spends his youth attending that same local university learning how to read, write and count. It is important to note that human children receive a preliminary education regardless of social standing. The Reign of Men puts a high value on educating its citizenry. After five years in training—around the age of ten—his parents decide his trade.

This is where the life of a young human can branch off in three different directions. He could become a scholar, a soldier or a tradesman.

As a scholar, the child’s parents buy a “scholarship” with a university. Scholarships cost a great deal: more than a peasant family earns in an entire lifetime. But as a scholar, the child enters the university and spends the next ten to twelve years studying natural philosophy, the arts, metaphysics, magic theory, zoology, history and all the other sciences. When he finishes his education, his typical choice of employment is usually as a philosopher at a university. He can either find employment himself or rely on the contacts he made within the scholarly community. Some philosophers become adventurers, selling their knowledge and skills to the highest bidder. Others become advisers to nobility.

As a soldier, the child enters the service of a local military. His parents receive a small reward from the local government for volunteering their child. In the military, he learns the trade of a soldier. He learns how to use arms and armor, how to survive in the wilderness, how to become self-sufficient and how to obey orders. Soldiers are usually given one year to prove their worth. Those who do not prove themselves are removed from service. If he proves his worth, he is assigned to one of the Great Cities. Soldiers can gain great distinction while in the service of a City. Some even become local heroes.

Lastly, a child can gain apprenticeship in one of the many Guilds. There are hundreds of Guilds in the Reign of Men. Carpenters, draughtsman, coopers, masons, shipwrights, etc. A child’s parents present their son or daughter to a Guildsman in hopes of acceptance. The Guildsman pays handsomely for the child’s service and the child becomes the Guildsman’s apprentice. For the next ten years, the child learns the skills and knowledge necessary to master his craft. If he fails in his service, the Guildsman forfeits his bargain and the child is let go. But if he proves himself, he becomes a Master Guildsman in his own right. He may open a shop of his own—from his master’s shop, of course—and sell his skills and merchandise.
ADULTHOOD

At some point in his adult life, a man gets married. For centuries, mankind practiced arranged marriages, but that quaint tradition died long ago. Men and women choose their own husbands and wives. Marrying the one you love is the standard among men; children are no longer forced into lifetime contracts with other children they’ve never met.

Most human families live in large houses where generations have been born, grown old and pass away. Grandparents, their children and their grandchildren live under the same roof, and those grandchildren are present when their grandparents pass away.

Those who have lost families or cannot maintain additional family members turn to the universities for help. Universities care for the old, the sick and the dying in the most humane way possible.

OLD AGE

Men are the shortest-lived of all the races, their natural lifespan extending to sixty to seventy. Most men die before then; the average lifespan of a human is around forty to fifty. When men grow old, they retire to the local university where they rest and teach the young, sharing the experience of their lives. The university cares for them and helps prepare them for the end of their lives.

At least, that’s the ideal. In many parts of the Reign, the universities are filled with the old and infirm. There aren’t enough funds to fulfill their needs. So many of the old die on the streets. Some families have the resources to care for a dying family member, but the poor have no such privilege.

Some Senators fight for more funds to be diverted to universities, but the sound of a greater threat deafens their requests. Many are shouting about the possible threat of the orks to the north or the elves in the forests. And who knows what the dwarves are digging for in their massive mines. Meanwhile, the elderly pass away from the world. Alone and cold.

THE SENATE

The Reign of Men is made up of ten Great Cities. Each City is its own independent entity, its own independent state. However, all Cities must acknowledge the ruling authority of the Senate.

Each City sends ten Senators to the capital city of Nevarnare (never-nah-ray). Every ten years, the Cities hold elections to determine who will represent their interests in the Senate.

The Senate negotiates border disputes between the Cities, passes laws that affect all the Cities and serves as a place to negotiate trade.

The Governor of a City (see below) can recall a Senator for re-election. The Governor must hold a vote; if fifty percent of the people approve, the Governor recalls the Senator. The Senator must then run a new election against the Governor. If the Governor wins, he becomes the new Senator and a new Governor is elected. This is an uncommon circumstance, but it has happened—in some Cities more than others.

In recent times, City journals (newspapers) have commented on the seeming control the Guilds have on certain Senators. When
election time comes, many Guilds put up their own candidate to serve the interest of the Guild... rather than the interest of the people.

**The Army of the Republic**

The Law prevents Cities (or citizens) from maintaining armies. Instead, the Reign has its own army, the Army of the Republic, drawn from the citizenry.

The Army is divided into Legions. Each Legion represents the men and women of a single City. Legions are divided into Centuries: one hundred soldiers.

The centurions of the Army of the Republic are not part time soldiers. They train in the morning, they train in the afternoon and they train at night. Their job is to protect the Reign from foreign threats and to assist in putting down domestic ones.

The Army has no general, and cannot be marched, unless the Senate elects a general. Until then, only smaller units—usually centuries—may be dispatched to deal with issues requiring the Army.

Becoming the General of the Army of the Republic is a distinguished honor—an honor that lasts a lifetime. However, with the lack of foreign threats, there is little need for a General. Peace treaties with the elves, dwarves and other races have made some Senators question the need for a standing army. “Let the Cities defend themselves!” Denedor Vru, the Senator from Shavay once announced on the floor. He was quickly shouted down by other Senators who reminded him of what happened the last time Cities were allowed armies of their own.

Civil war.

**Wildmen**

For some men, liberty means casting away all the trappings of society. Living in the wilderness, fending for yourself, free from any constraints. The citizens of the Reign call these men fools. Dulzha. “Wildmen.”

These men who embark on what they see as a journey of self-reliance have accepted the term as a mark of pride. One such fool, Jayk Vlanna, lived in the wilderness for twenty years. After his death, Jayk's brother published his journal, *Confessions of a Fool*. “Go on and live in your comfort and compromise,” Jayk Vlanna wrote, “I will live free.” Vlanna's journal not only inspired an entire generation of young men and women to “go wild,” but also provided a kind of guide to living in the wilderness, providing those who felt the call to live the life he lived. On his own terms, without comfort and without compromise.
Calendar

There are two human calendars. The first has been voted out of common usage by the Senate one hundred years ago but it still used by many of the agrarian villages. The second calendar, the Sanden Calendar, consists of ten months—or “moons”—each with thirty days and begins on the spring equinox. The end of the year—and the remaining days—are taken up by a year-end festival called Uvali (which simply means “festival”).

- Moon of the Falcon
- Moon of the Elk
- Moon of the Serpent
- Moon of the Spider
- Moon of the Bear
- Moon of the Fox
- Moon of the Wolf
- Moon of the Wasp
- Moon of the Boar
- Moon of the Rat
- Uvali Festival

Economy

While Cities have used their own coins for centuries, a recent decision by the Senate has formalized currency in the Reign. Now, all Cities use the same standardized coins. Also, the Senate introduced “bills,” giving the merchants of the Reign paper currency as well.

Previously, each City minted coins and each City had its own standard for weight and value. As per the usual human preoccupation with the number 10, the Reign of Men has created a decimal economic system.

- 10 copper coins = 1 silver coin
- 10 silver coins = 1 gold coin
- 10 gold coins = 1 bill
- 10 bills = 1 note
- 10 notes = 1 crown

Although the Senate has officially ordered all currency to be converted to the new system, the old coins still manage to show up every now and then. In fact, many old coins are considered more valuable than the new currency.

And with the advent of paper money, forgery has become more of a problem than ever. Originally, paper currency was supposed to remove the inconvenience of carrying coins, but it caused a rash of forgeries that nearly wrecked some City’s economies. Now, “papers” (bills, notes and crowns) are only carried by official Guild couriers, thus ensuring their security.
THE GUILDS

The most powerful economic and political force in the Reign of Men is not the Senate or the Governors. It's the Merchant and Craftsman Guilds.

The first Guild was the Architect’s Guild, which served to protect the secrets of the architect’s trade. It included architects, masons, carpenters and all the other tradesmen and craftsmen involved in the construction and maintenance of buildings. Members were sworn to keep their trade’s secrets upon pain of death. And not just death, but grisly, bloody death.

Inspired by the Architect’s Guild, other trade organizations formed in much the same manner for the very same purpose. Brewers, coopers, ship makers, cobbler’s, apothecaries and even courtesans created their own Guilds.

These days, Guilds all but control every level of human politics. They own Governors and Senators alike, ensuring the only laws that are passed are laws that protect the Guilds. When they run into an official they can’t bribe, they just run a Guidsman against the standing officer. Voters are bribed as well. Those that can’t be bribed are intimidated. Those who can’t be intimidated... well, politics is a bloody business, isn’t it?

CITY-STATES

The Reign of Men currently includes ten Great Cities, which also act as independent states. These are the hubs of human civilization. Each city has its own standing militia for protecting its outlaying villages and farms. Each city also sends ten Senators to the capital of Nevarnare to voice the concerns and wants of its people.

THE GOVERNOR

The center of city control rests in the hands of the Governor. Governors are elected officials. Their terms last six years before they must run for re-election.

The Governor’s duties involve the day-to-day details of city administration. He assigns others to various positions of authority, which puts a lot of power—and wealth—in his hands. Want to be a judge? Bribe the Governor. Want to be a tax collector? Bribe the Governor.

But a Governor would be foolish to only assign positions of authority to those who pay him. Every six years, he faces re-election. If the people are unhappy with his administration, he could soon find himself without a job.

The Governor is also responsible for addressing citywide issues, collecting taxes and maintaining its infrastructure. If a building crumbles after an earthquake, it is the city’s responsibility to rebuild it. If the streets are in disrepair, the city’s engineers are responsible for repairing them. The Governor evaluates which repairs are necessary and how much of the budget to devote to them.

Finally, the Governor is the city’s chief legislator; he makes new laws and revokes old ones to address the city’s current problems. And while he is also responsible for enforcing those laws, his chief lieutenant—the Captain of the Watch—is the man who directly handles that responsibility. Unfortunately for the Governor, the Captain is the only other public official who is not appointed, but is elected by the people.
The Captain of the Watch

One of the most coveted positions in a human city is the Captain of the Watch. Responsible for the city’s security, the Captain is in charge of the men and woman who maintain the city’s security. The Captain also decides which laws to enforce and which crimes to prosecute (yes, he is not beholden to prosecute all crimes). The City Watch is divided into districts and each district has its own chief officer, or Sergeant. Sergeants are most directly involved with the people and often serve as the face of the district’s Watch. A common phrase among the cities goes, “Sergeants do the dirty work while the Captain just washes his hands.”

While the Captain is not appointed by the Governor—serving a term of six years—the Captain’s Watch is only as powerful as the Governor allows them to be. Because the Governor decides on the city’s yearly budget, he can approve a large Watch or a small Watch—depending on the relationship he has with the Captain. However, Captains can appeal to the people if they feel they do not receive sufficient funds from the Governor. Such appeals can end a Governor’s term quickly.

In recent years, many Governors have run elections with a hand-picked Captain of the Watch as a running mate. This ploy has worked in some cities, but not all of them. There is an understanding among the public that a Governor and Captain who do not get along creates a delicate balance of power.

Until recently, no citizen could hold more than one title, but a recent Senate vote overturned that law. With the ever-growing human population—and bureaucracy—the vote was almost unanimous. However, a small number of Senators brought up the possibility of furthering corruption within the system. Multiple titles meant conflicts of interests, nepotism and other problems. These concerns were shouted down by the majority who saw the passage of the new law necessary to maintain the Reign.

Alderman

Cities are divided into districts and each district has an alderman to handle the day-to-day problems and issues. Originally, each city had ten aldermen, but as cities grew, the need for more aldermen grew.

Aldermen are appointed by the city’s Governor and serve as long as the Governor does. If the people remove a Governor from office, the new Governor reviews the current staff of aldermen and makes changes as he sees fit.

The chief responsibility of an alderman is the collection of taxes at the end of the year. He has a number of officers—tax collectors—who assist him with this duty.

The Cities

Listed below are the Ten Great Cities of the Reign. Each is distinct from the others with its own dialect, its own traditions and history. To be human is also to be from a City. Just as men are proud of their heritage, they are doubly proud of their native City.
The City of Nevarnare

Governor: Riscale Fols
Population: 2 million

It is the largest City in the Reign, double the size of the next-largest City (Shavay), claiming over two million residents. Some have called it “the City of Bureaucrats” considering the staggering amount of paperwork needed to keep the place running. And, if truth be told, the strain is starting to show. There are too many people doing too many things, jumping through too many loopholes. Parts of the City are falling apart faster than the architects can repair them. Sewage is starting to become a problem as well with outbreaks of disease in the poorer parts of the City and the wealthy only paying to patch the problem rather than fix it.

Still, Nevarnare is the shining light of the Reign. At its core is the Senate—a structure that holds the greatest minds of mankind. At least… well, maybe… perhaps…

Let’s just say the Senate has seen brighter days. Most Senators are wealthy opportunists who pay little regard to the needs of their Cities but instead create opportunities to fill their own pockets. I did say, “most,” but not “all.” There are still some who see their position as an obligation and a duty. But these Senators are rare and the sound of their voices addressing the Senate proper is even rarer.

The City of Ajun

Governor: Rische Tomsson
Population: 890,000

Ajun is the oldest City in the Reign. The City is a living museum filled with mankind’s oldest structures. Also, there are more universities in Ajun than in all the other Cities combined. It is both a living reminder of what man once was and a symbol of what men may become.

Families from all over the Reign send their children to Ajun to gain an education. Because of that, Ajun has an ever-shifting population: there are almost always more students in Ajun than citizens. Because of its diverse population—students from Cities all across the Reign—Ajun is mankind’s most cosmopolitan City.

One important tradition of Ajun is something the populace calls “the philosopher’s march.” At the end of the week, instructors and students leave the universities behind and head to the taverns to discuss “real philosophy.” They drink, eat and talk until the early morning. Instructors leave their laurels (symbols of prestige in the universities) behind and engage the students as equals, hoping to be challenged by pointed questions. More money is spent on this night than the rest of the week and the weekly event draws spectators from all over the Reign.
THE CITY OF ASHCOLMB

Governor: Balan Vre

Population: 750,000

While none of its residents ever use the phrase, outside its walls, the rest of the Reign calls Ashcolm, “the City of Shadows.” The last five Governors were assassinated. The current Governor, Balan Vre, is missing an eye from a failed attempt to take his life. “All politics is blood,” the historian Donnington True once wrote. “And in Ashcolm, that’s doubly true.”

Ashcolm was originally founded by a line of sorcerers—the Voir family—who established the City as a place to safely (and secretly) research the power of their blood. Perhaps it was the very character of the Voir bloodline that created the aura surrounding Ashcolm. Treason and treachery loom over the streets and buildings. Murder is commonplace. It is not a place for the timid or weak. Only the ruthless survive the politics of Ashcolm.

The most profitable (legal) export from Ashcolm these days are the jewels being pulled from the mines in the Qyvanay (quinn-van-nay) Mountains. Of course, there is also plenty of coin in smuggling those jewels under the noses of the City’s Watch…

Uvan Dru, one of Shavay’s Senators, called his home, “the City built on letters.” All messages—official and personal—go through Shavay, and because those messages need to be carried, that means all messengers go through Shavay as well. Shavay’s messengers, commonly known as “roadmen,” are regarded as heroes. Stories and songs of courageous roadmen carrying letters through the wilderness can be heard in every tavern.

The City of Shavay was named after Shavay Dis, a man who served fifteen years as a King’s Knight. He served the King as “the Knight of Letters,” a kind of herald and courier. After he retired, he turned his knowledge and experience into a private service, and eventually, his own Guild. Shavay’s Roadmen have created a transcontinental system to carry messages from one side of the Reign to the other. A letter may pass through the hands of a dozen Roadmen before it reaches its destination, but all of Shavay’s men swear an oath to ensure both a letter’s security and their speed of delivery.

THE CITY OF TOMKIN

Governor: Auntie Rose

Population: 490,000

The smallest City in the Reign of Men, Tomkin is also the closest to Everwood, the largest elven forest in the Known World. And while it may be the smallest City, it boasts the largest marketplace in all the Reign. Because of its location, Tomkin grows some of the best produce and men come from every City to trade. The market has an odd social structure completely controlled by women called “aunties.” The pecking order goes all the way up to the woman who runs the market, “Auntie Rose,” the woman who also happens to be the City’s Governor.
Auntie Rose has created in Tomkin a City unlike any other. She invites the other races into the walls of her City and trades with them openly. The place is filled with elves, uvandir, gnomes and even orks and goblins. Vines grow up the walls from the nearby forest, nearly merging the two entities together. Some call it, “the Forest City.” That isn’t far from the truth.

Antie Rose spent the majority of her time in office erasing centuries of laws she viewed as useless and over-regulatory. “Let there be one law,” she said at her last election. “And let that law be this: ‘Protect each other.”’ Her running mate retorted, “The way she’s erasing laws, it won’t be long until that is the only law.”

He lost that election.

Tomkin is, in many ways, the most free City State. It’s economy is not as strong as other Cities, but it has earned its reputation as “the City of Orphans.” All those who are lost come to Tomkin. Antie Rose would have it no other way.

The City of Vanta

Governor: Tamin Avente

Population: 750,000

The philosopher Jenesh Crue wrote, “To vote in Vanta, you must bring a sword. Otherwise, they will assume you are from somewhere else and turn you away.” While it sounds like idle banter, Crue’s story is actually true. All citizens of the city are required to learn the sword, the spear and the shield. And when a Vanta citizen comes to vote, he proves his citizenship by bringing his weapon with him.

The citizens of Vanta live in the north most City in the Reign. That means they must deal with orks, trolls, ogres and all the other “lesser races” who reside in the North. They elect Governors and Senators who understand the necessity of martial training and who understand Vanta’s unique situation. The Cities in the South do not have to worry about the dangers of the North, and when the Senate decides whether or not to spend funds on Northern patrols, those Southern Senators will always vote against it. Vanta needs men and women who understand the world isn’t just art and culture. Sometimes, it’s blood and steel.

The City of Tamerclimb

Governor: Usav Vanir

Population: 500,000

The Reign of Men boasts two Mountain Cities. The first is Tamerclimb, named after the western mountain range where it rests. There is only one road to the City and it is not an friendly road. Men and women from all over the Reign come to answer a spiritual call. “The Call of Tamerclimb.” It is here, in this secluded and sacred place, that the palatines are trained.

Tamerclimb is smaller than most of the other Cities and it is not suited for visitors. There are no elegant taverns for travelers, no theaters and no brothels. There are merchants and craftsmen, however, and all of them are devoted to a single cause. The cause of justice.

Tamerclimb is not the only City that produces palatines, but it is the place where all palatines must go at some time during their life. They cannot resist the call. To stand in the Great Hall, to hear the songs of their brothers and to bleed in the Hall of Swords.

Sooner or later, all palatine make the climb...
When man first settled in Tamerclimb, they encountered a species of horse unlike any man has ever seen since. Men called them *uffred* (from the sound the horses made) and while they did not understand their language, it was clear from the very beginning that this species of horse was intelligent.

Many hundreds of years later, men and the uffred have become fast allies. Living in the fields below Tamerclimb Mountains, they run free and live in harmony with man. The uffred allow men to ride them, but only men of *their* choosing. Those who are so honored bond with their steed in a secret ritual known only to those who have undergone it. Most of these men are palatines, but there are a few who have also been found worthy.

The City of Millford

**Governor:** Tarkin Vanor

**Population:** 400,000

The second mountain City of Millford is on the other side of the Reign: far to the East. It is the newest of the Great Cities and one of the oldest. Millford was once a proud jewel in the Reign, but it fell to corruption, disease and chaos. Several expeditions set out to reclaim Millford, but only the latest, led by its current Governor, Tarkin Vanor, has showed any degree of success.

While most of the original architecture still stands, much of the City lay in ruin. Only sixty percent of the walls stand. Horrors from the wasteland are a constant threat—and have ruined previous attempts to reclaim the City. But Vanor brought with him rugged men and women who were willing to sacrifice to rebuild something great. These are not philosophers or scholars. These are people who know how to live without the protection of walls. The people of Millford are hard... and they aren’t afraid to show it.

<table>
<thead>
<tr>
<th>City</th>
<th>Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Milford</td>
<td>Survival &amp; Profession (Trapper)</td>
</tr>
<tr>
<td>Nevarnare</td>
<td>Diplomacy &amp; Perform (Oratory)</td>
</tr>
<tr>
<td>Ajun</td>
<td>Sense Motive &amp; Knowledge (Philosophy)</td>
</tr>
<tr>
<td>Tomkin</td>
<td>Handle Animal &amp; Profession (Merchant)</td>
</tr>
<tr>
<td>Vanta</td>
<td>Intimidate &amp; Profession (Soldier)</td>
</tr>
<tr>
<td>Tamberclimb</td>
<td>Ride &amp; Knowledge (Law)</td>
</tr>
<tr>
<td>Shavay</td>
<td>Perception &amp; Profession (Roadman)</td>
</tr>
<tr>
<td>Jinix</td>
<td>Sleight of Hand &amp; Profession (Smuggler)</td>
</tr>
<tr>
<td>Ascholmb</td>
<td>Appraise &amp; Bluff</td>
</tr>
<tr>
<td>Vinnick</td>
<td>Linguistics &amp; Knowledge (Arcana)</td>
</tr>
</tbody>
</table>
Vanor’s success can also be attributed to the treaty he made with the orks living just a few miles from the City. Only a few were present when he spoke to the leader of the tribe, but those who saw the exchange say the story is worth hearing.

**The City of Vinnick**

**Governor:** Wayson Flann  
**Population:** 560,000

Near the center of the Reign of Men are the rich fields of Vinnick where the best wines in the Reign are bottled and shipped out to the other Great Cities. But Vinnick boasts more than just great wines; it also boasts the most prestigious wizard’s college in all the Reign.

In fact, two things support nearly all of Vinnick’s economy: magic and wine. Merchants devoted to acquiring all the little things a wizard needs to make his magic work. Herbs, tiny pearls, small sacks of bat guano, empty spell books. All these things can be found on the streets of Vinnick. There are entire stores devoted only to staves and wands—imported from the finest trees in Everwood Forest and carved by the greatest craftsmen, of course. Walk down one street and you can find a man crushing iron to powder. Children surround his shop and watch and cheer.

And, of course, the City is always filled with wizards. Apprentices, journeymen and masters making their way through the City’s streets, arguing about politics and metaphysics, drinking wine and otherwise trying to chase away the doldrums of academic life.

**The City of Jinix**

**Governor:** Joran Bron  
**Population:** 300,000

Of all the Cities in the Reign of men, Jinix is the one most men try to avoid. Jinix was hit hardest by the Plague and has yet to fully recover. The Governor, Joran Bron, is a corrupt man who has become consumed by his own indulgences and his people have done little, if anything, to remove him. The Senate has considered removing Bron from office, but they must pass a law giving themselves the power to remove a Governor from power. Needless to say, not many Senators are willing to cross that line.

Because of its lawlessness and corruption, Jinix has become known as “the City of Thieves.” It is a well-deserved title. Street gangs run the City now and the threat of crime is a constant reality. The only thing keeping Jinix’s economy intact is its export of vices: black tobacco, witch grass, blood wine and other less than scrupulous indulgences.

On paper, Jinix is the poorest City in the Reign, but that’s only on paper. Most of Jinix’s exports are illegal in other parts of the Reign, but that does not slow down trade. In fact, if truth be known, more money comes in and out of Jinix than any other City (except the Capital). But all of it slides between palms, under tables and otherwise smuggled in and out of Jinix’s walls.
THE NOBLE CLASS

Once the forefront of human culture, the nobility have become something of a romantic artifact. Many men and women still hold title within human culture: barons, counts, dukes and marquises still exist, still hold land and still bestow their titles onto their children. Their castles still dot the landscape and they still maintain their domains. But their authority has been stolen away by the Senate and the merchant Guilds… a fact the nobility may not be happy with, but must accept.

Nobles are little more than landlords these days. Perhaps it is the warm comfort of nostalgia that keeps the Senate from doing away with nobility completely. Whatever the reason, nobles are permitted to hold any title they see fit and their titles still maintain a little influence. Nobles mostly control the regions of land outside the Great Cities. These are lands the Senate pays little attention to and allows the nobility to maintain their antiquated authority.

Barons, counts and other nobility are still afforded a great deal of respect in their respective territories, but once within the walls of the Great Cities, that authority ends and the Senate’s authority begins. The noble class knows this, and thus, maintains a healthy distance from the Cities and their Governors. Instead, they remain in the countryside, locked behind the walls of their castles.

Let’s take a look at the nobility of the Reign, starting from the bottom and going all the way to the top.

BARON

In the Reign of Men, the lowest noble is the baron. So called because he is the governor of a “barony.” In the Old Days, a barony was defined as, “the parcel of land which could be seen from the tallest tower in the castle.” (This led to all sorts of problems when two castles could see the same land.) Eventually, after much bloodshed, the land was divided into distinct baronies, but these lands were not equal: some baronies were much larger than others, giving some barons more power, and thus, more control over the lives of others. In fact, some baronies were larger than counties (see below), making a few barons more powerful than the lords they served.

A baron swore fealty to the King, promising a loan of men and arms when called upon. He was responsible for the gathering of taxes, maintaining the King’s Roads and paying his “debt of duty,” which usually included a yearly tax of food and other resources.

Today, barons are no longer responsible for the gathering of taxes; that duty has fallen on the Senate’s officers. But because of a loophole (or oversight) in the law, barons are still charged with maintaining the King’s Roads. (This led to Lady Quin forming the first “noble courage,” which you’ll read about in a moment.) But barons are landowners, and thus, may collect rent from those who live upon their lands. Because barons are men, all of them are different. Some are kind, some are cruel. Some are cold-hearted and others are generous.
Count

In the Old Days, a count was an individual specifically charged with commanding portions of the King’s Army. He was given a large parcel of land, a county, to feed and train his soldiers.

While a count had more land than a baron, he was also directly accountable to the King in most matters. That led to most counts being nothing more than subjugates of the King’s will while their “lesser fellows,” the barons, were fairly independent and did not draw the King’s attention—so long as they maintained their payments of taxes.

A count was in charge of a county: a track of land directly controlled by the King. Counties still exist within the Reign of Men and counts still serve as the primary official within their boundaries, answering to the King when things go wrong. As landowners, they collect rent from their tenants and pay taxes to the Senate and the King. Thus, the phrase, “a count’s wealth,” which means, “one who appears to have much, but in fact, has very little.”

Duke

The title of duke was reserved for family members of the current King. The King may, if he so desires, assign anyone he wishes to the title of Duke, although traditionally, the title was only given to immediate family members.

There are only five duchies in the Reign of Men: Sandbourne, Willingsgate, Farthershore, Craigscleff and Villainshire. These five duchies eventually became eclipsed by the Cities that grew up within their borders, making the title of duke nearly useless. Of the five duchies remaining, only one has been filled…

Iscona Ursen: the Duchess of Iscona

The current Duke of Villainshire is the King’s younger sister, Iscona. She resides in the castle that overlooks the Great City of Vanta. The other castles remain empty until a new King is elected and brings with him more siblings. Or, until he remarries and the King and new Queen have a child (the King’s only son was killed serving in the King’s Courage).

Iscona has political ambitions of her own, but she has always been overshadowed by her brother. She has gathered some support for the next King’s Election but many have told her that her brother will win if she runs against him. And so, the Duchess of Iscona must find a way to make sure her brother doesn’t run in the next election…

dukes and Cities

| Sandbourne | Jinix |
| Willingsgate | Ajun |
| Farthershore | Shavay |
| Craigscleff | Tamerclimb |
| Villainshire | Vanta |
The King of Men

Unlike all other nobles, the title of “the King of Men” is an elected position. The people elect the King who serves a term of ten years. If he is popular enough, he may win subsequent elections and maintain his title indefinitely. Over the centuries, his power has faded—stripped away by the Senate—but he still maintains an important role in human politics.

The King may veto any decision made by the Senate. His veto may be overturned by a three-fifths majority re-vote, but this is often difficult in the fractious Senate.

The King may also introduce laws to the Senate. He does this on a specific day—the fifteenth day of the Moon of the Elk—and any laws he introduces are voted upon by the Senate.

The King is also allowed to create knights: men and women he has given the authority to “mete the King’s justice.” There are many degrees of knighthood—each with its own duties—and while this title is largely ceremonial, winning the honor brings fame, glory and one thousand gold pieces.

Because of an obscure clause in the description of the King’s authority, he is also allowed “one hundred magistrates who may travel the land to protect the weak and bring justice to the wicked.” Many Kings often overlooked this clause, but lately, a trend of creating bands of knights willing to put themselves in harm’s way to serve the King has become quite fashionable.

Finally, the King has his own personal guard who protect him and his family.

Jadna Ursen, the King of Men

The current King is a mountain of a man named Jadna Ursen. A northerner and a widower with two grown children, he spent his youth as a King’s knight and served as a Senator for one term. When he entered the race, he was seen as a dark horse, but won the crown with little money a bit of luck and a lot of charisma. He has served seven of his first ten years. He is a popular King, although the Senate thinks less of him than the people. He has twice forced laws upon them they disapproved of but could not reject because of his popularity.

His one hundred knights—the King’s Courage—are nearly as famous as he is. The leader of his Courage, Vanessa Lynde, is the subject of countless theatricals, stories and songs. Rumors of a romance between the knight and her widower King are so ubiquitous, the truth of the matter has become almost meaningless. Lynde is responsible for twenty groups of five knights each. She has served as the “King’s Knight” for three of the King’s seven years. She was the first of the King’s Knights to recruit non-humans into the ranks; a decision that has proven highly controversial in some parts of the Reign.

Recently, Ursen has noticed numbness in the fingers of his right hand. The numbness spread to his arm and has transformed into a dull pain. He has secretly consulted philosophers and doctors, but no one can identify the cause. He has kept his illness secret, for if the Senate were to learn of it, they would surely use it against him.
A Noble’s Courage

Twenty years ago, the Lady Quin took advantage of her wealth and put together a small band of soldiers with the sole command of “Keep my lands safe.” The band of men and women did just that, carrying Lady Quin’s banner wherever they went, protecting villagers and townsfolk from ogres, cultists and other dangers. Eventually, they dubbed themselves, “Lady Quinn’s Courage.” The idea caught on and others started adopting the tradition.

Twenty years later, most Lords and Ladies have their own Courage. The band of heroes carries the banner of their sponsor and carries out their sponsor’s will. But not all Courages are as noble as Lady Quin’s. In fact, some are notorious for their abuse of power.

Rivalries between Courages created a yearly event—during the Uvali Festival—where they participate in contests of skill and prowess. “The Test of Courages” is one of the most popular events at the Festival, bringing viewers from all over the Reign.

Languages and Dialects

Men have their own language—human—as well as a number of dialects.

Each City has its own dialect: a unique way of speaking that includes accent, body language, slang, jargon and other distinctions. You can always tell where a human is from by his dialect.

Humans know the dialect of their own City. Each rank of the linguistics skill gives a human one additional dialect for free (including the other language you learn).

Using the correct dialect in a City improves the attitude of any NPCs by one rank.
**Human Racial Traits**

- +2 to Strength, Constitution or Dexterity and +2 Intelligence, Wisdom or Charisma.
- Medium: Humans have no special bonuses or penalties due to their size.
- Movement: Base speed of 30ft.
- The Will of Men: Gain +1 racial bonus to all Will Saves. At 5th, 10th, 15th and 20th character level, gain an additional +1 bonus. Men are creatures of will; their will carries them through a harsh world of politics and physical dangers.
- Improved Teamwork: Humans count every member of their party as having the same Teamwork Feats they have. No matter size of the group, humans know how to work with others, even if they aren’t human.
- Rally: Whenever a human threatens a critical on an attack roll they can make a Charisma Check DC 10 + CR of target. If successful, all allies within 30ft gain a +1 rally bonus to attack and damage for the next round. For every consecutive threatened critical during the same combat, add +1 to the bonus. Humans can drive others to new heights of determination through shouts of inspiration and encouragement.
- Skillful: Choose one skill that permanently counts as a class skill. Additionally, gain a +2 racial bonus to that skill. The bonus gains an additional +1 every four character levels. Humans pursue a wide range of careers and live in a multitude of conditions, and as a result learn to excel in many different skills.
- Hometown: Humans pick one city in the Reign to be their hometown. Each hometown has two “city skills.” If a human has a bonus of at least +4 in one city skill, they gain one bonus feat. If they have a bonus of at least +4 in both city skills, they gain two bonus feats. Check sidebar for which skills are related to cities. Every city in the Reign is known for producing a certain kind of person. When a human matches up with the ideals of their hometown they start with a leg up.
- Hometown Advantage: When humans are in the city they were born in they gain a +2 racial bonus to all Social rolls. Additionally humans gain +2 Favored Terrain (Hometown). Humans know their hometown like the back of their hand. Every street, every common merchant and all of the people are easily recalled from days of childhood.

Language:
Humans begin play speaking Common and Human (Hometown Dialect). Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- Hometown: Humans pick one city in the Reign to be their hometown. Each hometown has two “city skills.” (See pg. 15.)
New Feats

Human Knowledge Feats

Love of Knowledge

You pursue *philosophia*, the love of knowledge.

**Prerequisites:** Human, any Knowledge skills 4 ranks total.

**Benefit:** You may make untrained Knowledge skill checks, even if you do not have any ranks in the Knowledge skill, regardless of the DC of the skill check. Once per day per four character levels (minimum of once per day), you may ruminate on a subject for 2 minutes in order to take 20 on a Knowledge skill check. As usual, you may only take 20 if you are not under stress or threat and have uninterrupted time to consider the question.

**Normal:** You may only make untrained Knowledge skill checks if the DC is 10 or less. You may not take 20 on Knowledge skill checks.

Human Teamwork Feats

Human Tactics

Humans know how to fight well with others, and in time, they can teach others to fight well with them.

**Prerequisites:** Human, Profession (Soldier) 5 Ranks

**Benefit:** As a standard action, you can grant one teamwork feat to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two character levels you possess. Allies do not need to meet the prerequisites of this bonus feat. You can do this a number of times a day equal to your Wisdom Bonus.

Human Rally Feats

Saving Rally

Some humans can inspire more than just inspire a better attack.

**Prerequisites:** Human, Diplomacy 6 Ranks or Intimidate 6 Ranks

**Benefit:** When you threaten a critical hit, instead of using the Rally ability you can use the Saving Rally ability. Saving Rally affects an ally who has failed a Will saving throw during the encounter and is still under the effects of the failure. Make either a Diplomacy or an Intimidate Check; the result counts as a new saving throw result for the ally against one effect; your choice of which effect to attempt the save against. This cannot be used on yourself.

Extended Rally

The more intense your words the further they can reach.

**Prerequisites:** Human, Saving Rally, Base Attack Bonus +10, Diplomacy 10 Ranks or Intimidate 10 Ranks

**Benefit:** You can extend the range of the Rally ability to 60ft. If you use the Saving Rally ability instead you can affect a number of extra targets equal to your Charisma Bonus.

Sorcerer’s Rally

Hearing the right words can help the magically gifted to new heights.

**Prerequisites:** Human, Extended Rally, Spellcraft 5 Ranks, Diplomacy 13 Ranks or Intimidate 13 Ranks
**Benefit:** When you threaten a critical hit, instead of using the Rally ability, you can use the Sorcerer’s Rally ability. Sorcerer’s Rally allows you to select one ally with caster levels and make a Spellcraft Check DC 10 + their Caster Level. If successful, add your current Rally Bonus * 2 to their caster level for the next round.

**Insiprational Rally**

With the right words, people can be called to act.

**Prerequisites:** Human, Sorcerer’s Rally, Diplomacy 17 Ranks

**Benefit:** When you threaten a critical hit instead of using the Rally ability you can use the Inspirational Rally ability. Inspirational Rally allows you to select one ally and one enemy they can attack without moving within 60ft of yourself. Make a Diplomacy Check DC 10 + CR of the selected enemy, if successful the ally makes an attack against the enemy. They gain a moral bonus to attack and damage equal to your current Rally Bonus * 3 for the attack. Melee, Ranged, Touch and Ranged Touch attacks can be used with the power.

**Menacing Rally**

The terror you can inspire in your enemies is frightful.

**Prerequisites:** Human, Sorcerer’s Rally, Intimidate 17 Ranks

**Benefit:** When you threaten a critical hit instead of using the Rally ability you can use the Menacing Rally ability. Menacing Rally allows you to make an Intimidation Check DC 10 + CR of your target, if successful all enemies within 60ft take a penalty to all attack and damage equal to your current Rally Bonus * 3 for the next round. Penalties from Menacing Rally do not stack; only use the highest current penalty.

**The Triumph of Men**

Men are Exceptional and do Exceptional Deeds.

**Prerequisites:** Human, Inspirational Rally or Menacing Rally, Diplomacy 20 Ranks or Intimidate 20 Ranks

**Benefit:** When you threaten a critical hit instead of using the Rally ability you can use The Triumph of Men ability. The Triumph of Men allows all humans, including yourself, who are allies to regain ¼ of their maximum hit points + your current Rally Bonus * 4 and removed any conditions that they wish to remove. This can only be used once per day.

**Human Hometown Feats**

**Home Away From Home**

While a human may have been born in one city, it's possible they grew up or have lived a long time in a different city.

**Prerequisites:** Human, Knowledge (Chosen City) 7 Ranks, own home in the Chosen City

**Benefit:** You gain the benefits of Hometown Advantage in the Chosen City. This feat can be taken multiple times but only Cities in the Reign of Man can be your Chosen City.
New Cleric Archetype: Philosopher

The philosopher replaces the cleric in the Reign of Men. Having no gods, humans look to themselves for strength, drawing upon their own will to change the world around them. The philosopher represents man’s quest for knowledge. He uses his intellect and reason to challenge the mysteries around him, shining a fragile light in a dark world.

Requirements: Human

Alignment: Any

class skills

The philosopher class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (law) (Int), Knowledge (nobility) (Int), Knowledge (philosophy) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 5 + Int modifier

class features

The following are class features of the philosopher.

Focus: Instead of a holy symbol a philosopher has a focus, a normally mundane item with which she can channel through. It can be any mundane item that holds sentimental value to her such as a fan passed from mother to daughter or a lucky coin. When using the focus add a +1 bonus to the DC of philosopher spells.

This ability replaces the need for a holy symbol and the aura ability.
**Meditations & Insights:** Instead of spells philosophers have meditations, mechanically they work the same. Also instead of orisons philosophers have insights; again mechanically they work the same. If a philosopher takes the humanity or philosophy domain she starts with one bonus insight.

This ability modifies spells and orisons class features.

**Godless Domains:** Philosophers can select any two domains, regardless of deity or alignment restrictions. This is subject to GM discretion. Philosophers can also choose from the Humanity and Philosophy domains.

This ability replaces the domains class feature.

**Humanity Domain**

**Granted Powers:** Your understanding of humanity and all of its merits and flaws allows you to influence other humans to your will.

*Brotherly Bond (Sp):* As a standard action, you can gain a +2 humanity bonus to all Charisma based checks when interacting with humans. All non-hostile humans who would normally start lower on the Attitude Chart start at Friendly. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Disbelief (Sp):* At 10th level, you can cast *true seeing* as a swift action, with a DC of 10 + 1/2 your philosopher level + your Wisdom modifier. The total number of minutes of this effect per day is equal to your philosopher level. The rounds do not need to be consecutive, and you can dismiss the effect at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds its save to resist the effect.

**Domain Spells:** 1st---bless, 2nd---eagle's splendor, 3rd---dispel magic, 4th---tongues, 5th---righteous might, 6th---eagle's splendor, mass, 7th---holy word, 8th---holy aura, 9th---heal, mass.

**Philosophy Domain**

**Granted Powers:** Your knowledge of philosophy is not just a basic understanding of facts and ideas; it is a way of life.

*Second Thought (Sp):* As a standard action, you can re-roll any Knowledge check when you dislike the result of. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Clarity (Sp):* At 14th level, you can ignore magical effects that control your actions or influence your mind. The total number of rounds per day is equal to your philosopher level. The rounds do not need to be consecutive, and the effect automatically happens as an immediate action. You become aware that you are magical effected. Each round you are affected consumes 1 round of its duration.

**Domain Spells:** 1st---comprehend languages, 2nd---calm emotions, 3rd---invisibility purge, 4th---imbue with spell ability, 5th---atonement, 6th---owl's wisdom, mass, 7th---scrying, greater, 8th---antimagic field, 9th---astral projection.
**New Paladin Archetype: Palatine**

The palatine replaced the paladin in the Reign of Men. Having no gods to worship, men call upon the power of their own will. The palatine is the embodiment of that ideal. Focused, disciplined and devoted to justice and honor, the palatine represents what is best in men.

**Requirements:** Human

**Alignment:** Any

**class skills**
The palatine class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (law) (Int), Knowledge (senate) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**class features**
The following are class features of the palatine.

**The Power of Will (Su):** At 2nd level, a palatine gains a bonus equal to her Charisma modifier (if any) to Will Saves. Each ally within 10 feet of her gains a half her Charisma modifier (if any) to Will Saves.

This ability replaces the divine grace class feature.

**Noble Uffred:** At 2nd level, the palatine gains the companionship of an uffred in her crusade against evil. This mount functions as a druid’s animal companion, using the palatine’s level as her effective druid level. Uffred use the heavy horse stats but have an Intelligence of 8; they understand human speech but cannot speak in return.
At 11th level, the mount gains the celestial creature advanced simple template and becomes a magical beast for the purposes of determining which spells affect it.

At 15th level, a palatine’s mount gains spell resistance equal to the palatine’s level + 11.

Should the palatine’s mount die, the palatine may not gain another mount for 30 days or until she gains a palatine level, whichever comes first. During this 30-day period, the palatine takes a –1 penalty on attack and weapon damage rolls.

This ability replaces the lay on hands class feature.

Man’s Vigor (Ex): At 3rd level, a palatine is immune to all non-magical diseases. As a swift action they can grant this ability to an ally within 10 feet of them. A palatine can use this ability once per day at 3rd level, and one additional time per day for every three levels beyond 3rd, to a total of six times per day at 18th level.

This ability replaces the divine health class feature.

Relief (Su): At 3rd level, and every three levels until 12th level, a palatine learns new reliefs. As a standard action a palatine can use any reliefs she currently knows but only one at a time. A relief can remove a condition caused by a curse, disease, or poison without curing the affliction; such conditions return after 1 hour. A palatine must be adjacent to the target to use reliefs on them. Each day she can use this ability a number of times equal to 1/2 of her palatine level plus her Charisma modifier.

At 3rd level, the palatine knows the following reliefs.
Fatigued: The target is no longer Fatigued.
Shaken: The target is no longer Shaken.
Sickened: The target is no longer Sickened.

At 6th level, a palatine learns the following reliefs.
Dazed: The target is no longer Dazed.
Diseased: The palatine’s relief acts as remove disease, using the palatine’s level as the caster level.
Staggered: The target is no longer Staggered, unless the target is at exactly 0 hit points.

At 9th level, a palatine learns the following reliefs.
Cursed: The palatine’s relief acts as remove curse, using the palatine’s level as the caster level.
Exhausted: The target is no longer Exhausted.
Frightened: The target is no longer Frightened.
Nauseated: The target is no longer Nauseated.
Poisoned: The relief acts as neutralize poison, using the palatine’s level as the caster level.

At 12th level, a palatine learns the following reliefs.
Blinded: The target is no longer Blinded.
Deafened: The target is no longer Deafened.
Paralyzed: The target is no longer Paralyzed.
Stunned: The target is no longer Stunned.

This ability replaces the mercy class feature.
Channel Positive Energy (Su): This ability functions like normal but a palatine spends relief uses instead of lay on hands uses to use channel positive energy.

This ability modifies the channel positive energy class feature.

Meditations: Instead of spells palatines have meditations, mechanically they work the same. She starts with one bonus 1st level meditation.

This ability modifies the spells class feature.

Bonded Weapon (Sp): This function a normal divine bond but the bond must be with a weapon. Instead of celestial spirits the palatine has to name her weapon. She channels her will through the weapon by invoking its name. A palatine cannot add flaming, flaming burst or holy to her bonded weapon.

This ability replaces the divine bond class feature.

Rally Feat: At 14th level, a palatine gains a bonus rally feat even if she does not qualify for it.

This ability replaces the aura of faith class feature.

Champion of the Reign (Ex): At 20th level, a palatine fully realizes her inner power and exactly what she can do with it. As swift actions she can grant the following bonuses to all allies within 30 feet. Allies gain a +5 hope bonus to all Saving Throws, they are immune to all status conditions and all threatened critical automatically succeed. A palatine can use this ability for a number of rounds a day equal to 1/2 of her palatine level.

This ability replaces the holy champion class feature.

Approved Classes for the Reign of Men

<table>
<thead>
<tr>
<th>Class</th>
<th>Yes</th>
<th>No</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbarian</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Bard</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Cleric</td>
<td>archetype</td>
<td></td>
</tr>
<tr>
<td>Druid</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Fighter</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Monk</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Paladin</td>
<td>archetype</td>
<td></td>
</tr>
<tr>
<td>Ranger</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Rogue</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Sorcerer</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Wizard</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Alchemist</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Cavalier</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>Gunslinger</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Inquisitor</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Magus</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Oracle</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Summoner</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Witch</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Antipaladin</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Ninja</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>Samurai</td>
<td>no</td>
<td></td>
</tr>
</tbody>
</table>
The War

www.johnwickpresents.com/thewar
Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions:

(a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) "You" or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of such Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.