

A green bottle of Goldmine Vineyard wine stands on a wooden surface next to a large pile of gold coins. The coins are scattered across the surface, with some showing the 'GP' logo and others showing a star. A black feather lies across the bottom of the pile of coins.

APOGEE PLAYER'S GUIDE

by Brett Witty

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Part I

Welcome to Apogee!

INTRODUCTIONS

A MESSAGE

To the candidate,

You have been recognised by your peers as excellent. The best. You are the pinnacle of whatever minor community you came from. Your skills were wasted there.

Apogee is the majestic centre of the world, and a worthy training ground for your deep potential. You are to get on the river-ship "The Dire Badger". You will reach Apogee on Oathday, the second of Pharast. Present this letter as your payment to the ferryman.

Make your way to Eligere Tower before noon for induction. Until induction and standards are met, you will not be a trainee of the elite Apogee Guard.

If you make it, I will be your commanding officer. My sergeant, Olin Bordo, will take care of your simple matters. He will ensure that you are accommodated and perhaps reimbursed.



Lieutenant Kujawa,
Apogee Elite Guard

To the captain of the Dire Badger,

Deliver the bearer of this to Penumbra Docks, under the authority of the Apogee Elite Guard. Contact me for payment.

Sgt Olin Bordo

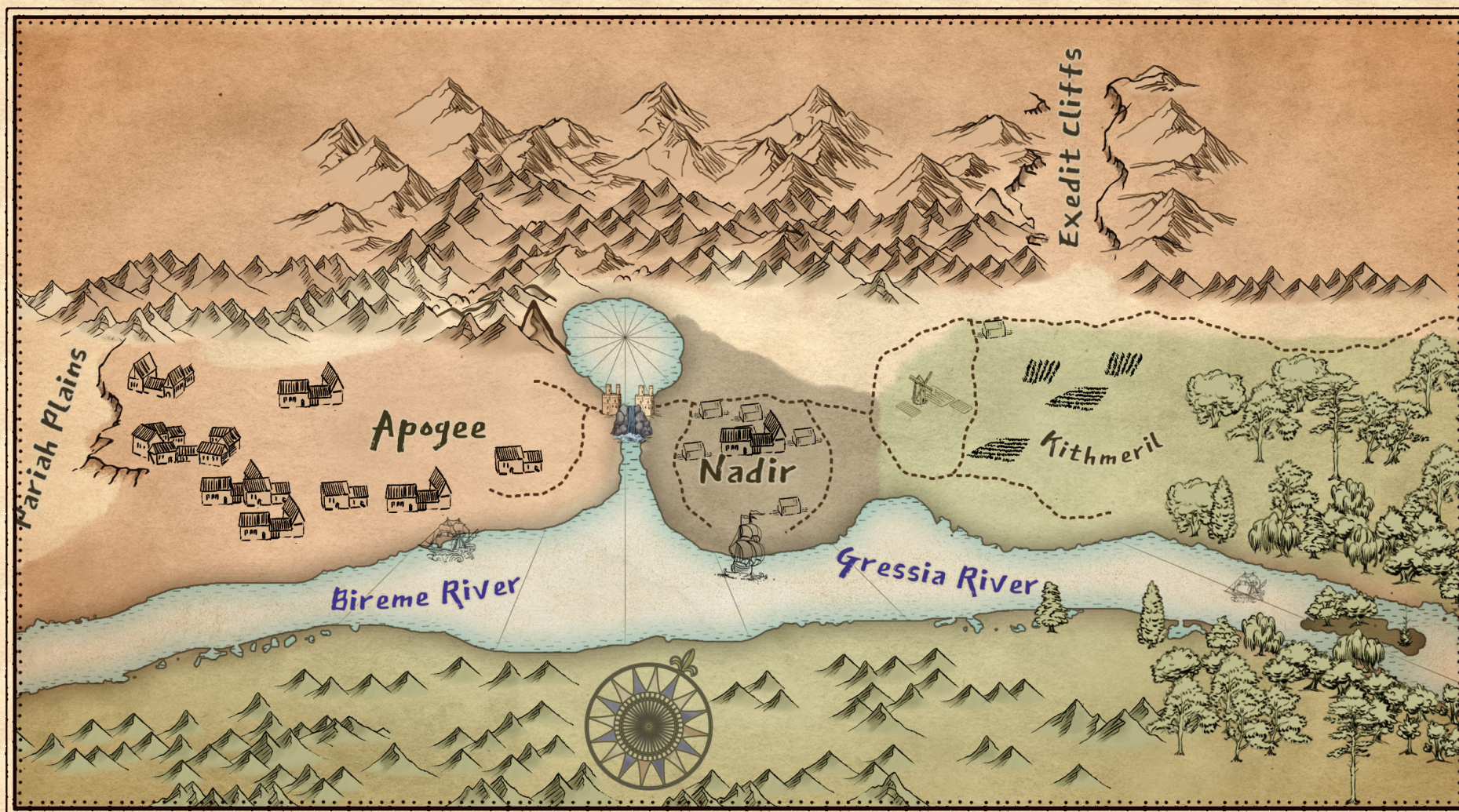
Second-in-command to Lt Kujawa

THE CAMPAIGN

The city Apogee is the main stage for the heroic adventure path of the same name. It is the most elite, most prosperous point of civilization in the known world. You have been invited to join their elite guard, a path that may eventually see you as the revered champions of this illustrious metropolis.

This guide will give an overview of the realm, help you create heroic characters appropriate for the campaign, and provide hints about what to expect.

GROMMET KARVER'S MAP



SETTING

REGIONS

Apogee is situated around Lacunae Basin, a large, elevated, circular lake. This basin is fed by Silverstar Falls coming off the Fulcrum Mountains to the immediate north. Apogee lines the west of Lacunae Basin, while Nadir covers the southeast side. The basin flows as a waterfall under the Bridge of Fraternity going between Apogee and Nadir. It then flows into the mighty Gressia River which forks east towards the coast, and southwest towards the Jade Sea as the Bireme River. The Gressia River-Bireme River junction is almost as wide as Lacunae Basin, but is treated as a wide river by the locals due to its strong currents.

APOGEE

Apogee consists of the urban metropolis west of Lacunae Basin, bending south-west near the Western Plains to the north, at the Fulcrum Mountains.

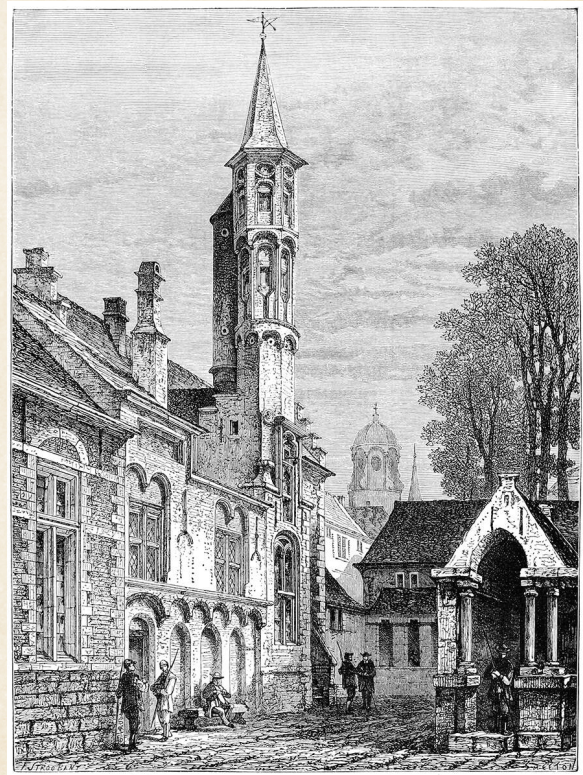
PENUMBRA

Penumbra consists of the lower suburbs of Apogee - both elevation-wise and economically. Compared to Nadir, the citizens here are quite well off. They tend to be related to commercial ventures coming out of Penumbra Docks, serving the Western Plains.

UPPER APOGEE

The wealthiest, most talented and most powerful residents of Apogee live in Upper Apogee, below the Fulcrum Mountains and next to the Lacunae Basin. The guilds, university and cultural centres exist here. The economic

elite live in Fulcrum Heights at the base of the mountain range.



FULCRUM

Fulcrum describes a few geographical locations. The mountain range from the north terminating at Lacunae Basin is known as the Fulcrum Mountains. The upper-class suburb perched on the bluffs at the base of the closest mountains are called Fulcrum Heights.

On an island in the Lacunae Basin just adjacent to the mountains is Fulcrum Asylum. This repurposed castle ruins imprisons the worst of criminals and reprobates from Apogee and Nadir. Clerics there attempt to rehabilitate the prisoners to make them productive members of society. Locals often just call this asylum "Fulcrum".

EXEDIT CLIFFS

The Fulcrum Mountains also continue north-northeast from Lacunae Basin, into the bluffs beyond, eventually turning into deep canyons. The beginnings of the canyons are the Exedit Cliffs, a wide gap between the mountain range, where miners bring their ore through the farmlands to the northeast of Apogee. Apogeeans

PEOPLE OF APOGEE AND NADIR

Those who live in Apogee or the larger protectorate are called *Apogeeans*, or more rarely, *Penumbrans*. Those particular to Nadir are *Nadirans*.

Newspapers have experimented with *Apogeæ*, *Apogees* and *Nader*. It hasn't caught on.

do not venture too deeply into the canyons as ancient, dangerous beasts still hunt there.

NADIR AND THE GREATER APOGEE PROTECTORATE

NADIR

Apogee has a sister city called Nadir. It is immediately across the Basin from Apogee, so some locals consider it to just be a sub-region of Apogee. The Apogee Council maintains it is a separate city, although there is a lot of trade and goodwill passed between the two cities.

Nadir is known for being significantly poorer than Apogee, and is a source of much crime. The criminal gangs tend to live in Nadir. The Bridge of Fraternity is the main conduit between the two cities, and is the primary way Apogee keeps out the riff-raff.

KITHMERIL

The hilly plains to the north of Nadir and south of Exedit Cliffs are the primary farmlands supplying Apogee and Nadir. This area was named after the ancient pixie folk who once lived in the sparse woodlands where farmlands now stand, or who retreated to The Shifting Woods to the east.

Folks of Kithmeril are not usually considered citizens of Apogee, nor Nadir. The usual term is that they fall under the larger "Apogee Protectorate", which includes Pariah Plains and Gladwin Ponds.

WATERWAYS

THE BRIDGE OF FRATERNITY

A massive stone bridge spans the waterfalls joining the Lacunae Basin and the Bireme and Gressia Rivers. It also metaphorically joins Apogee and Nadir as brothers. The width suggests openness and the stone represents solidarity. It is, however, the only way to get between Apogee and Nadir by foot or cart.

LACUNAE BASIN

The Lacunae Basin is a giant, somewhat circular lake at the base of the Fulcrum Mountains. It is fed by the Silverstar Falls and drains into the

Bireme and Gressia Rivers. Part of the mountains have collapsed into the basin, forming the Fulcrum Sink and the small peninsula to Fulcrum Island.

At the south-east end of the basin is Silverstar Junction, a small set of docks adjacent to the closest equivalent of an upper-class area for Nadir. Apogee high-rollers often take a boat cruise from East Apogee to Silverstar Junction for gambling and ribald behaviour.

The east of the basin is the northern end of Nadir which eventually thins out to become the west side of Kithmeril.

APOGEE FALLS

Apogee Falls (aka Lacunae Falls) join the Lacunae Basin to the sea via the Bireme and Gressia rivers. The falls pour freely under the Bridge of Fraternity.

GRESSIA RIVER

The Gressia River is part of the giant forked river extending from the Apogee region. Gressia River starts unofficially at the Scrimshaw Docks of Nadir, past Nadir itself and parts of Kithmeril, through The Shifting Woods, past Gimbagmash swamp and then eventually out to the sea of the Mithral Archipelago.

The base of the Gressia River is a large expanse of water. Traffic between southern Apogee and Nadir skirt around two concrete arches in the middle of the lake. Trade (and some piracy) exists between Apogee and Nadir through this channel.

BIREME RIVER

The Bireme River is the sister river to the Gressia. It flows along south Penumbra, past the Pariah Plains down to the Jade Sea. Travellers along the Bireme River are often traders to or from the oriental empires of the Jade Sea. Few raw resources are traded along this route, but finished and fine goods are extremely common.

SILVERSTAR FALLS

Falling from the Fulcrum mountains are the Silverstar Falls. They feed the Lacunae Basin. Apart from tourist boats drifting past the base, the falls are mostly inaccessible due to the vaulting nature of the mountains.

DOCKS

There are three major docklands in the Apogee region. Two connected by the Bireme/Gressia Rivers are Penumbra Docks and Scrimshaw Docks in Nadir. This is a common trade route between the two cities, if not over The Bridge of Fraternity.

Silverstar Junction is a set of docks off of Lacunae Basin. They have a (distant) line of sight to the majestic Silverstar Falls, but are mostly a place for Apogees to land privately and unmolested in the upper-class region of Nadir. The junction connects to several smaller docks on the Apogee side.

THE EAST

The Gressia River wends its way East, past Kithmeril, The Shifting Woods, Gimbagmash ("Bloodfly" Swamp) and eventually flowing out to the Mithral Archipelago from the fishing village Flit.

To the south of Gimbagmash is the Gorgoda Estuary where Apogee obtains resources such as peat, phosphorous and rare alchemical reagents.

THE WEST

The Bireme River arcs around Apogee and Penumbra, down past the Pariah Plains. After a long journey west, it opens into the Jade Sea which is the inland sea known for its jade-coloured sand and extremely salty water.

PLACES OF NOTE

ELIGERE TOWER

The Apogee Guard's base of operations are situated in Eligere Tower and the undeveloped back lot behind it. The back lot hides behind the houses in that neighbourhood and is often used as a training ground for the Apogee Guard and fighters from the Summerquartz Arms.

Eligere Tower has a commanding view over all of Apogee.

ANCHORAGE SQUARE

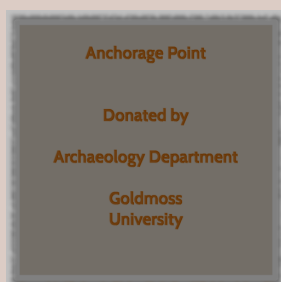
Upper Apogee's common square is Anchorage Square, famous for its giant anchor statue. This bustling thoroughfare is often an impromptu meeting place for productive business-owners on the way to making a delivery, or diplomats taking in the city. It is also the location of the Council Chambers, where the Apogee Council meet to discuss topics of interest to citizens throughout the protectorate.

THE ANCHOR OF ANCHORAGE SQUARE

Anchorage Square is one of the common places in Apogee most distant from the water. So why an anchor?

Folk history suggests it was a memorial to the first river captain to sail both east and west from Apogee. Or to a comedic captain who got so lost he ended up in north Apogee. Others suggest it's a backhanded compliment from a shipping capital ("To a bunch of true anchors")

The Masons of Apogee maintain the statue. They point out the plaque which states it was a gift from the Archaeology Department of Goldmoss University, and that it is a symbolic statue to those who anchor the greatness of Apogee.



GUILDMARKETS

Once a ramshackle line of businesses, inns and stables, the Guildmarkets have turned into one of the most decorated and busy places in the city.

The Guildmarkets themselves are concentric circles of stores and other businesses, encircling a massive circular hall which maintains a hectic collection of market stalls. These ostensibly point to more refined offices outside, but much trading goes on between producers and distributors, and sometimes even citizens.

At the very centre of the hall is a massive vault: the Guildmarket Banks. It holds the center of the Hall as a symbol of the lynchpin holding trade and prosperity firm within the center.

West of the Guildmarkets is the gently-sloped Guildmasters Boulevard. The most powerful guilds in the city own offices along these beautiful streets, and it is extremely rare for any of the offices to be vacated or sold to another guild, such is the honour of being on this boulevard.

THE WHITE HALLS

To the south-east of Anchorage Square is The White Halls. It is a magnificent, open-roofed cathedral, suggesting one powerful religion, but actually housing many. Each interested religion has negotiated part of The White Halls to occupy. Under agreement, they can do whatever they like with their portion, but maintain the peace through robust discussion and representation. It is rare for a religion to be evicted from The White Halls, but it happens. Some never join, knowing they cannot get along with acolytes of misguided faiths.

The White Halls themselves have a single representative in the Apogee Council, which ensures that the voice of religion is heard, but also that funding might flow back to the Halls.

ORGANISATIONS OF APOGEE AND NADIR

APOGEE COUNCIL

Apogee is a meritocracy and is run by wise members of the Apogee elite. This group of twelve often coincides with captains of industry, guildmasters, chancellors of Goldmoss University, head scholars of the Magic Academy, and the wealthy elite. They meet in the Council Chambers, just off Anchorage Square. These meetings are not open to the public, but the public can bring their issues via municipal representatives.

The religious concerns of Apogee are usually represented by the Master of the White Halls — a multi-denominational shared sacred place in Upper Apogee. They have a single, unified representative. The Council maintain that only having one religious representative on the board is a coincidence, not design.

Order and prosperity is maintained in Apogee via the Council, their advice actioned by the Guildmasters, and their directives upheld by the Apogee Guard.

GUILDMASTERS

The strong economy is what makes Apogee the great city that it is. This is achieved through the Apogee guild collective. They are led by their respective master craftsmen, called collectively The Guildmasters.

The guilds themselves overlap heavily with the Apogee Council — and rightly so as they fund most of the culture in the city, provide welfare to worthy recipients in Nadir, and support Penumbra, the productive lower end of town.

GOLDMOSS UNIVERSITY AND APOGEE MAGIC ACADEMY

Through centuries of deep funding, Goldmoss University and the associated Magic Academy have grown into the best centre for learning, research and practice of the arcane and refined occult arts anywhere in the world. The campus takes up a sizeable portion of Upper Apogee and provides education to many from Apogee.

After much negotiation the Magic Academy has become the *de facto* centre of all magic, crafting and magic legislature for the Apogee

Protectorate. Lawful, productive, fair and equitable use of magic is encouraged in Apogee under a firm set of regulations. In maintaining a safe magic status quo, Apogee profits culturally and industrially.

Goldmoss University provides the elite education and mundane research that underpins the rest of Apogee's industrial powerhouse. While technically the Academy sits inside the University's hierarchy, they are considered equal institutions. Goldmoss University is currently run by Chancellor Mylinna Ethridan.

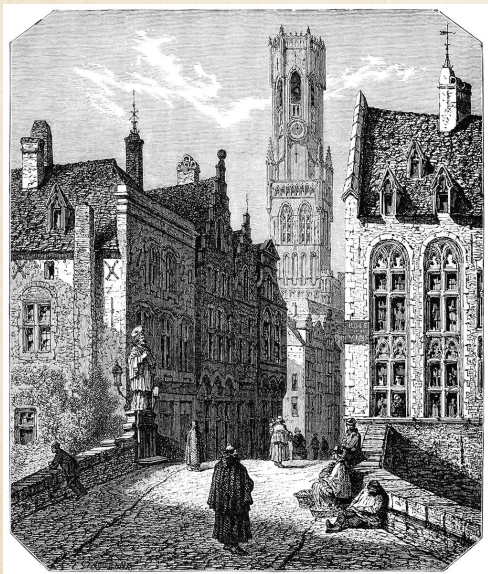
THE APOGEE COUNCIL

Member	Representative
Brother Alaisdair	Priest of Erastil and Master of the White Halls
Celestine Silverberry	Head of Magic Academy
Dominic Salfor	Alchemical refinement guildmaster
Etan Lightspar	Last living scion of the Lightspar clan
Gorlon Magouilles	Head of the Magouilles clan
Lord Haldan	Head of the Apogee Elite Guard
Lux Faber	Head of the Armoury Guild
Malakor Kabraladaxas	Envoy from Dragonhome
Mylinna Ethridan	Chancellor of Goldmoss University
Odon Fingerstone	Head of the Masons
Philo Summerquartz	Head of the Summerquartz clan
Xander Phage	Keeper of manuscripts

THE APOGEE ELITE CLASS

Many rich, powerful and exceptional people find home in Apogee. Several families contribute to the well-being of Apogee. For example, the Mina Estate fund the Museum of Art, the Summerquartz family help keep the merchant guild running, and the casual industrialists like the Lightspar family tend to fund various philanthropic endeavours in Apogee and Nadir.

Apogee would be nothing without their elite supporters.



THE APOGEE MIDDLE CLASS

Apogee enjoys a vibrant middle class. Swathes of the populace support the main industries of Apogee and join guilds appropriate to their line of work. There is also a strong supporting backbone of entertainment, education, cultivation and research. Many children of the middle class attend Goldmoss University if they are not immediately trained in a guild.

It is mildly popular amongst the Apogee middle class for caring and entrepreneurial souls to move their business to Nadir, in an attempt to “uplift” the poor working class. This is not usually a successful endeavour.

THE WORKING CLASS

Industry needs workers, and Apogee is a forge of great industry. The working classes of both Apogee and Nadir work in the mines, refineries, and smithies that underpin some of the larger businesses, or in the breweries, bakeries, and shop fronts of the artisanal crafts.

Apogee is a society where betterment is encouraged and open to everyone. With hard work and clever planning, a fisherman can eventually open an art gallery, or so the saying goes.

NADIR CRIMINAL CLASS

Apogee is the elite apex of civilisation. But as great civilisations rise, so must arise great problems. Nadir in general is a chaotic mishmash of cultures, races and sins. While common folk eke out an existence in Nadir, many are plagued by the rampant small crime.

A number of criminal gangs prey on the prosperity of Apogee and retreat to their slums in Nadir. A large organised crime family called the Molvo family seems to own much of Nadir. They extort businesses throughout the region and spill its corruption into whatever nooks and crannies it can find. There are rumours of a criminal elite — the greatness of Apogee encouraging a better class of criminal.

PEOPLE OF APOGEE AND NADIR

APOGEE GUARD

A large proportion of the Apogee Guard are standard city guards used to combat crime, manage immigration and take care of general community service roles.

The Apogee Elite Guard covers all officers and deputised bodyguards in the standard Apogee Guard and any specialised task forces.

LORD HALDAN

The Captain of the Apogee Guard is the decorated war veteran Lord Haldan, previously of the 5th Infantry Regiment in the Seventh Crusade. He was well-regarded for his firm-but-fair approach to his troops.

Following a critical wound in a battle against a Marilith, he retired to the Apogee Guard and swiftly rose the ranks to Captain. For services rendered, he was bequeathed the municipalized Summerquartz Arms group of bodyguards and mercenaries, and used them to bolster the ranks of the Apogee Guard.

He commands respect from the Apogee Guard, and represents them in public even though he is a man of action, not words.

LIEUTENANT KUJAWA

Half-orc Lieutenant Kujawa began his career as a mercenary in the Summerquartz Arms. When the Arms were municipalized, his fearsome tenacity helped him climb the ranks.

He has recently been given the special project of creating an elite, flexible task force to fight growing concerns in Apogee and Nadir. This experiment in law enforcement is controversial, but Kujawa is no stranger to controversy.

OLIN BORDO

The pragmatic and stout dwarf has spent much of his life in the military and the Guard, but never rose the ranks. Some say it his rare hereditary beardlessness, undermining all his hard work by not maintaining an illustrious Dwarven beard. Others say it is a undisclosed injury. No-one would say a dark word against him, but also no-one would consider him a great leader.

Olin is second-in-command from Kujawa, and the direct supervisor of any new recruits.

CRIMINALS

FELICIO MOLVO

The notorious head of the Molvo crime family, Felicio Molvo, entertains a savage mystique of his power and influence, even in Nadir.

The Molvo family were once included in the Apogee Council, but were cast out due to allegations of criminal enterprise. Felicio's forefathers took this setback to heart and began to build a criminal empire in Nadir, taking over several infamous Nadir landmarks like the Silverstar Junction and The Red Carpet casino.

APOGEE PAST AND PRESENT

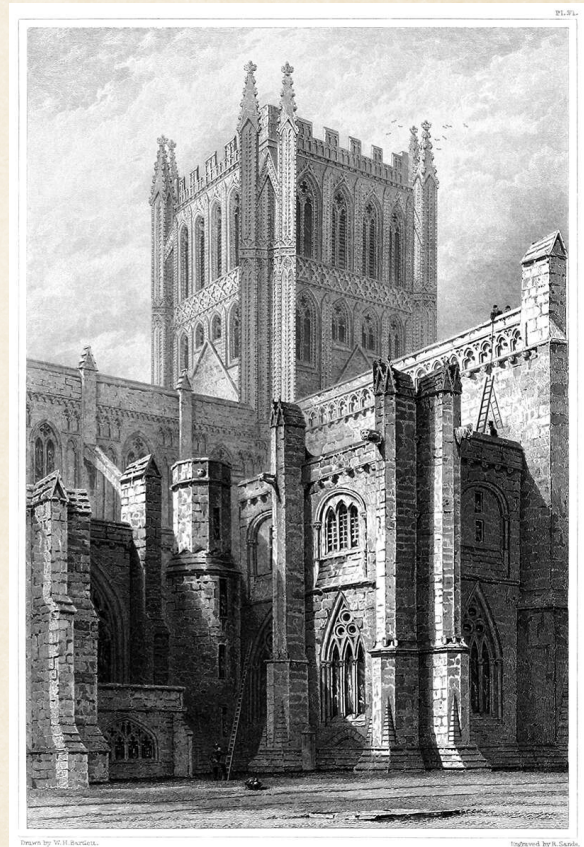
HISTORY

Historians debate the origins of Apogee. One version states that a collective of travelling merchants sought refuge from a storm in the remnants of ancient ruins. So taken by the majestic ruins, they spent the night trading stories of the society they'd build if they had the chance. The next morning the storm had passed and they had found the surroundings utterly beautiful and full of resources. Inspired by the location and the discussion the night before, they founded Apogee.

Also in this version of history, a gypsy caravan had set up camp across the lake from them and this was the beginnings of Nadir.

Fulcrum exhibits some purported ancient dwarven and elven craftsmanship, though the juxtaposition indicates a copycat culture — possibly gnomic. Even more questions have been posed about The Bridge of Fraternity, but these are conspiracy theories that ignore records detailing an old vanity project by one of the Apogee old families.

Nevertheless, Apogee encompasses a wide array of ancient and modern artisanal influences.



TECHNOLOGY

Apogee is a center of excellence for arcane and mundane technology. But there is much more to learn. Mining, metallurgy and smelting are well-established. The local newspapers make use of small-yield printing presses. Magically-assisted clockwork and forays into alchemical means of transportation like hot air balloons are cutting-edge.

TECHNOLOGY NOTE

Technology is at a level roughly equivalent to Renaissance Era in the D&D world, with very mild steampunk/clockwork additions.

Part II

Character creation

CREATING A CHARACTER

In Apogee you will form the core of the elite guard. These are no mere city guard positions; Apogee is the pinnacle of civilisation and it occasionally needs the skills of an elite crew to take care of difficult and varied problems.

This chapter outlines some of the suggestions and restrictions for character creation.

Any discouraged character options are to be considered a hard-but-negotiable proposition.

ORIGINS

Due to the selection process, PCs cannot be current residents of Apogee, Nadir or nearby areas. As Apogee is a hub of prosperity and production for the subcontinent, it is perfectly understandable if the PCs had lived in Apogee then moved away, or had at least travelled through. Apogee is well-known.

The Apogee Council are willing to try all sorts of approaches to their crime problem, so exotic backstories are fine.

PCs need not come from the same community, and an assortment of experiences is strongly encouraged.

ALIGNMENT

As representatives and champions of Apogee, certain responsibilities are required of PCs. As such, evil characters are very strongly discouraged. The Apogee council are flexible enough to accept a variety of approaches, which are preferably lawful and preferably good.

Note that the story can accept a slide into evil, but comes with great consequences not just to oneself, but to the party and those supporting them. As representatives of the Apogee Council, your actions and conduct will come under great scrutiny and discussion, from your benefactors, the free press of Apogee, and the citizens themselves.

RACES

Apogee is an enlightened town and accepts very many races. Especially if they are from the "common" races.

Unfortunately more "exotic" races tend to be associated with Apogee's sister city, Nadir.

Furthermore, Nadir is associated with crime and poorer examples of society. Therefore the Apogee Council may accept a representative of an "exotic" race as an example of diversity and understanding. But that representative will have to prove their worthiness and will be watched very, very carefully.

RACES

Accepted	Tolerated	Suspicious
Dwarf	Dragonborn	Goblin
Elf	Half-Orc	Hobgoblin
Gnome	Halfling	Kobold
Half-Elf		Orc
Human		Tortle
		Tiefling

CHOOSING A RACE

Races in "Tolerated" and "Suspicious" are not forbidden, but come at a cost for the party in general. Furthermore, for political reasons the Council will accept at most one Dragonborn.

CLASSES

Most town guards consist primarily of fighters or anyone willing to swing a club. Apogee aspires to something greater and happily accepts that there are very many ways to solve difficult problems.

Classes or builds focused around murder, torture, other evil acts or any traditionally unsavoury practices in civilisation, are strongly discouraged. Combat is inevitable, and lives may need be taken but not joyously.

Skills often associated with the criminal class can be demonstrated by exemplars on the right side of the law. Detectives, acrobats, tricksters and snipers will be welcomed, but burglars, sneakthieves, fingersmiths and assassins will not.

See sections on [Magic](#) and [Religion](#) for classes based on these attributes.

This adventure path is also strongly urban-focused so class builds designed around natural environments may find themselves out of luck. Apogee runs through very many environments

so while a nature-focused build won't starve, they may find use of their abilities a little lean. This also applies to water- or sea-based builds. Apogee does have a few druid enclaves and rangers guilds, mostly operating near the Glade of Illumination. There is also a busy trade river supplying both Apogee and Nadir.

The following table indicates whether there is a guild, club or other class-based collective in Apogee, and whether there are any specific considerations being this class.

CLASSES

Class	Collective?	Caveats
Barbarian	None	
Bard	Goldmoss University	
Cleric	The White Halls	Religion
Druid	Treeguide Guild	Anomalies
Fighter	Summerquartz Arms	
Monk	Wuwei temple	
Paladin	The White Halls	Religion
Ranger	Silversash Rangers	
Rogue	Nadir gangs	
Sorcerer	None	Magic , Aside II
Warlock	None	Aside II
Wizard	Magic Academy	Magic

RELIGION

It is recognised that deities exist and their influence is felt in Apogee. However in the egalitarian, industrial view that pervades the city, religion is just one of many influences. Most religions are tolerated, especially if they correspond to the [recommended alignments](#).

Religion is an accepted practice in Apogee, but zealotry is frowned upon as "religious riff-raff". PCs who take a religious-focused class should (at least outwardly) display dedication to Apogee or their own excellence as much as any deity.

Evil and exotic deities may find supporters in

APOGEE AND WARLOCKS

Apogeeans implicitly put a lot of stock in self-determination. Being in the thrall of some otherworldly being is considered gauche at best, dangerous at worst.

THE MAGIC ACADEMY'S OPINION ON SORCERERS

The Magic Academy has deep and wide-ranging research interests in arcane, occult and primal magicks. While they accept those who innately wield magic due to their bloodline, it is seen as a undisciplined and potentially dangerous use of power that requires regulation.

This has put them at odds with the Dragonhome embassy, amongst other people.

Nadir.

The Apogee council would not want an uncontrolled, strong, outspoken zealot amongst the elite guard, doubly so if they follow an evil deity.

SKILLS

All skills will be of use to the Apogee elite guard. However:

Intelligence (Nature) There are animals and groves in Apogee, Nadir and afar, but due to the mostly urban environment, you may not see the usual gamut of nature.

Wisdom (Survival) You will be in the relatively safe and urban environment of Apogee, so Survival is rarely needed, but will come in handy eventually.

MAGIC

Magic is run strictly by the university and mage's guild, but encouraged as a source of prosperity in Apogee. There are vast swathes of legislature about the proper use of magic, so magic-users of all stripes may have to be careful in their use of the arcane, mystic or occult arts.

MAGIC ITEMS

Apogee has a thriving alchemical and arcane magical item economy, forged by dedicated craftsfolk in concert with the guilds, and collected or traded by many entities throughout the city and beyond. This ecosystem of magical items is regulated by the Apogee Council and the Magic Academy.

In general, permanent magic items require deep artisanal skills and dedication. They are not created *en masse* and never without craft.

ANOMALIES

Despite immense research into the topic, magical flying and long-range teleportation appears to be extremely risky in the greater Apogee region. While there have been some *strongly* qualified successes in these areas, the less audacious an attempt, the greater the likelihood there is to be successful. *Levitation* and *Dimension Door*, for example, seem to be less problematic than *Fly* or *Teleport*. Similarly planar portals are unstable, and no-one in Apogee relies on a *Bag of Holding* for any great period of time.

While this strongly applies to any such magical effects, mundane and supernatural teleportation is also mildly affected. Apogee's local bird population is studied for its remarkable tenacity to exist despite this setback.

Further research into this arcano-geographic anomaly needs to be conducted.

NECROMANCY

Necromancy is a tightly-regulated research activity in Apogee. The Magic Academy and Goldmoss University do not teach it, unless under strict doctoral supervision, and even then, rarely.

The Apogee Guard do not condone the use of necromancy. The use of necromancy for investigation is considered a very exceptional circumstance.

LANGUAGES

Apogee is a cosmopolitan metropolis, so almost all civilised languages can be found, especially at the university. More "common" languages may also thrive in Nadir.

The primary language in Apogee and Nadir is Common, with slight pronunciation differences between the two regions despite their closeness. Some in Nadir also practice a complex thieves' cant.

CURRENCY

Apogee maintains its own local fiat currency, utilising copper, silver, gold and platinum pieces. These are equivalent to currency found

elsewhere. Other formal trade instruments exist amongst guild members. All such trade is secured by the Egelron Merchant Bank or the Guildmarket Bank.

GEAR

PCs may bring their own gear to Apogee, as per their class creation rules. They are not required to wear a uniform nor sacrifice their individuality. In time, the PCs will build trust and will be supported by the Apogee Council and community. Therefore acquiring loot is a very secondary concern.

All weapons are permitted. As murder is a serious crime and Apogee would prefer to deal with criminals within the law, non-lethal weapons may prove useful. But serious crimes may require serious punishments and PCs will be deputised to kill in self-defence or for the greater good of Apogee.

Nearly any equipment can be found in Apogee, but may be a controlled product by the relevant guild or ruling body.

Mounts are permitted, but the urban environment and quest locations may discourage their use.

Poisons, drugs and other illicit material are discouraged.

Part III

Extra Campaign rules

RULES SUMMARY

Name	Summary?
<i>Crafting Magic Items</i>	Heavily regulated and hard to do
<i>Equipment Sizes</i>	Equipment doesn't necessarily fit
<i>Fear and Horror</i>	New Wisdom and Charisma saving throws
<i>Feats</i>	Gain a feat instead of your ability points
<i>Firing into Melee</i>	Misses might hit nearby combatants
<i>Gunpowder</i>	Tolerated but regulated
<i>Healing</i>	Short rests need kits, long rests regain hit dice
<i>Hero points</i>	Use a hero point for 1d6 bonus to single roll, or turn a failed death saving throw into a success
<i>Hit points and dice</i>	You gain Hit Points and Hit Dice appropriate to your class levels.
<i>Multiclassing</i>	Allowed as per rules
<i>Point Buy</i>	PCs use 27-point buy for creation
<i>Renown</i>	Deeds are tracked secretly, but Hero Points can be invested
<i>Wealth</i>	PCs get a weekly allowance

CRAFTING MAGIC ITEMS

As this activity is heavily regulated by the Apogee Magic Academy, it is both difficult, time-consuming and will require special effort to forge a single magic item. This may involve a small adventure.

EQUIPMENT SIZES

While the majority of equipment will be provided for you, or easily sought, individual pieces of equipment do not readily suit characters of all sizes.

FEAR AND HORROR

In rare opportunities, a PC may be shocked by what they witness and have to roll a saving throw.

A **Fear** saving throw is required when witnessing a particularly vile act. Fear is a Wisdom saving throw, with failure gaining the Frightened condition for an appropriate amount of time.

A PC may see something mind-bendingly otherworldly, and have to roll a **Horror** roll. This is a Charisma saving throw, where failure may give the PC a Madness.

FEATS

If a new level allows an Ability Score Improvement, a player may choose to forego that in place of a freely chosen Feat. The PC must meet the prerequisites of the Feat, of course.

FIRING INTO MELEE

Melee combatant may provide cover against fire to enemies by the way that people are positioned. This may be **half cover** or **three-quarters cover**, depending on the circumstances.

If the ranged attack misses against the enemy's improved AC, then it is compared with the AC of the person giving cover (not rerolled). If it hits, it hits that person providing cover.

This applies to friend and foe equally.

GUNPOWDER

Firearms are new and vaguely tolerated in Apogee, but only for law enforcement. Acceptable guns:

- Musket
- Pistol (single-shot)
- Revolver (six-shot)
- Hunting rifle
- Shotgun

There is a feat for firearms: *Firearms Expert*. This is identical to *Crossbow Expert*, but can be applied to firearms.

Bombs are strongly discouraged, given the high potential for innocent casualties in the crowded streets of Apogee.

HEALING

A short rest allows a character to spend one or more Hit Dice. Those hit dice spent are rolled, and the character's Constitution modifier is added per die. This result is then halved (rounded up). The final result is the hit points regained from the short rest.

Using up a healing kit removes the halving penalty, as will taking a long rest.

Dice are spent at the start of the rest, and may be modified if the rest is interrupted.

A long rest will regain all Hit Points and spent Hit Dice at the end of the rest.

Any abilities that also recover Hit Points work as normal.

HERO POINTS

A PC has Hero Points equal to 5 + half their level, and is reset at every level increase.

Spending a hero point adds +1d6 to a single attack roll, ability check or saving throw. It can be after you've rolled the check, but before consequences are revealed. Only one Hero Point per roll. You typically cannot apply a Hero Point to someone else's roll.

It can also be used to turn a failed death saving throw into a success.

HIT POINTS AND HIT DICE

Every time you gain a level, you get an additional Hit Die of the class levelled. For example, a 3rd level Barbarian will have three Hit Dice, each a d12. A 3rd level Wizard will have three Hit Dice, each a d6. Multiclassed characters will have a mix of hit dice equal to the mix of class levels.

If you spend a hit die, roll the appropriate die, add your Constitution bonus and that is the result (usually used for healing after a rest).

MULTICLASSING

Multiclassing is allowed and is as described in the rules.

POINT-BUY

Characters are created with a 27-point buy system.

REOWN

The PCs affect on Apogee's society is measured in Renown. This is a score hidden from players, but rough value can be deduced from interactions with officials and the public.

PCs can in their downtime invest Hero Points into Renown, which typically has a net positive effect on the party and Apogee.

WEALTH

Based on level and renown, PCs are given a certain amount of weekly spending money. This covers expenses like healing, ammunition, and gear.

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CHEAT SHEET #0

PEOPLE AND GROUPS

Name	Quick description	Role
Lieutenant Kujawa	Male half-orc warrior	Running a team in the Apogee Elite Guard. Your boss.
Olin Bordo	Male dwarf warrior	Second-in-command after Kujawa. Your team lead.
Apogee Council	12 elite members	Runs Apogee as a group. Delegates downwards.
Guildmasters	Variety of merchants	Runs guilds in Apogee and Nadir.
Grommet Karver	River captain	Captain of the Dire Badger.

THE CAMPAIGN

Go to Apogee, join their elite squad for fighting crime and solving problems for the Council.

REGIONS

- **Apogee**, the exemplary city of renown.
- **Penumbra**, the suburbs of Apogee.
- **Nadir**, the adjoining sister city of ill-repute.

CHARACTER GUIDELINES

- Don't be evil — by race, class or inclination.
- It is disproportionately tough to be an outlier or outsider.
- Come from any location on the planet except for Apogee or Nadir.
- Stop crime and solve problems.
- Otherwise, be the best you.

WORLD GUIDELINES

- Crafting magic requires special effort and expense.
- Violence and murder is a last resort. Self-defence is proportional.
- Civilisation is found in stability.
- The world is big and varied.
- Flying and teleportation are *weird and unreliable* in the area around Apogee.